

The generations before you have relied on harvesting the oceans. But as the 19th century ends, change and opportunity reach your fishing village in northern Norway.

In Saltfjord, you must decide if you will expand your settlement with new buildings, send your boat to collect fish, engage in trade, or pioneer new technologies to make everyday life easier. How will you shape the destiny of your village?

# Saltfjord

- RULES -

In Saltfjord, players face the constant dilemma of whether to expand their village or activate the buildings they already have. Players can complete trade orders for future benefits, develop technologies to access special abilities, use dice to activate their buildings, or increase their production by constructing new buildings. The player with the most points after 3 rounds wins the game.



# COMPONENTS

## GAME BOARD



## 62 BUILDING TILES (of 4 different shapes)

Large building tiles:



Small building tiles:



## 12 WHITE DICE



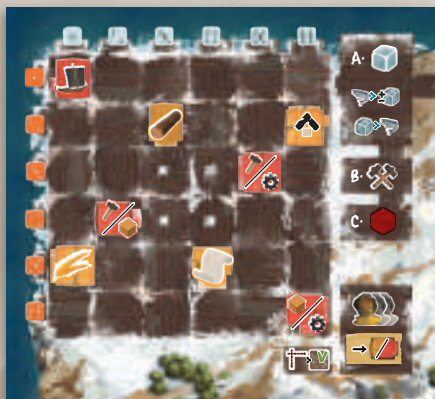
## 12 ORANGE DICE



## 4 STARTING BUILDING TILES



## 4 PLAYER BOARDS



Double-sided

## 4 STORAGE BOARDS



Double-layered

## 4 BOAT TILES



Double-sided

## 67 FISHING TOKENS (of 3 different types)

Backs:



Type 1  
(x29)

Type 2  
(x23)

Type 3  
(x15)

## 44 CRATE TILES



Front

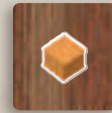


Back

## 4 STARTING CRATE TILES



Front



Back

## 11 SCORING TILES



Front



Back

## 4 FISHING BOATS



## 8 ABILITY TILES



Front



Back

## 16 TECHNOLOGY MARKERS



x4



x4



x4



x4

## 8 PLAYER MARKERS

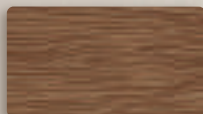


x2

## 4 STARTING RESOURCE TILES



Front



Back

## 12 WORKERS



## ADVANCED TECHNOLOGY TILE



Wagons and advanced technology tile are only used in the ADVANCED GAME variant ([see page 14](#)).

## 48 RESOURCE CUBES



x40



x8

## 8 WAGONS





# GENERAL SETUP

Return the 8 wagons and the advanced technology tile to the game box. These are only used in the **ADVANCED GAME** variant (see **PAGE 14**).

- 1 Place the **game board** in the middle of the table.

- 2 Place the **resource cubes** in a supply next to the game board.

- 3 Sort the **fishing tokens** by type. Shuffle each type of tokens separately and place a stack of **face-down** tokens on each corresponding fishing space in the fjord so that each stack contains a number of tokens equal to the number on the space.



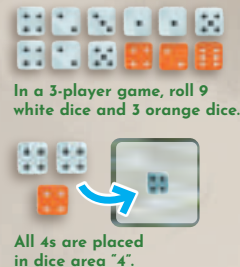
- 4 Shuffle the 8 **ability tiles** and place 1 tile **face up** on each of the ability spaces on the game board. The four remaining ability tiles are used during **PLAYER SETUP** (see next page).



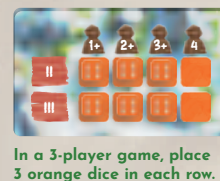
- 5 Shuffle the 11 **scoring tiles**, and place 1 random tile **face up** on each of the purple spaces (top space of each technology track). Return all remaining scoring tiles to the box.



- 6 Roll 3 **white dice** and 1 **orange die** per player. Place each die in the **dice area** on the game board matching its value.



- 7 Place 1 **orange die** per player in each of the two rows of the **round counter** (dice are not rolled). Any remaining dice are returned to the box.



- 8 Sort the **building tiles** by shape. Shuffle each shape of tiles separately and place a stack of **face-up** tiles on each matching building space on the game board so that each stack contains a number of tiles equal to the number on the space.



- 9 Shuffle the **crate tiles** and place a stack of 11 random tiles **face down** on each crate space on the game board. Then, shuffle the 4 **starting crate tiles** and place one random tile **face up** on top of each stack.



For solo game setup and rules, see page 15

# PLAYER SETUP

## EACH PLAYER TAKES:

- A random **player board**. Place it in your play area.  
*All players should play with the same side facing up. Use the sides without village names for your first game.*



A side with village name (use the opposite side for your first game).

- A **storage board**. Place it to the right of your player board (as shown on page 2).

- A **boat tile**. Place it with the basic side face up (see illustration) next to your player board.



Basic side of the boat tile.

- 1 **fishing boat** of their player color. Place it in the harbor at the beginning of the fjord.



Harbor

Place your fishing boat in the harbor.

- 3 **workers**. Place 1 worker on the worker space (see illustration) of your player board and 1 on each of the indicated spaces of the left technology track.



Each player places one worker on the worker space of their player board and the other workers on the indicated spaces of the left technology track.

- 4 **technology markers** in their player color. Place one on the first space of each technology track on the game board.



Place your technology markers on the technology tracks.

- 2 **player markers** in their player color. Place one on space 0 on the score track and the other on the tavern area (see illustration) on the game board.



Place your player markers on the game board.

*In a game with fewer than 4 players, return remaining player components to the box.*

## BEFORE YOU START:

Prepare the *starting sets* as follows: Make 4 sets of 3 tiles, where each set consists of 1 random **ability tile** (from the 4 tiles that were not placed on the game board during step 4 of GENERAL SETUP), 1 random **starting building tile**, and 1 random **starting resource tile**.

The player who last ate fish is the *starting player*.

Starting with the player seated to the right of the *starting player* and continuing counter-clockwise, each player chooses one of the *starting sets*. When playing with fewer than 4 players, any unchosen sets are returned to the game box.



Example of one of four starting sets.


- Place the **ability tile** next to your player board. You have this ability for the whole game. *See ability tile effects in the APPENDIX.*

- Place the **starting building tile** on your player board, covering 2 of the central 4 spaces (indicated with a white snow patch in each space). You may orient the tile as you wish.



Placing your starting building tile.

- Gain the resources shown on your **starting resource tile**, then return the tile to the game box (*see RESOURCE MANAGEMENT on the next page*).

If you take the starting resource tile with a  symbol, perform a **Go fishing** action as described on page 9.

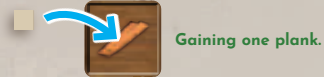


## RESOURCE MANAGEMENT



Your storage consists of the 8 rooms on the storage board. Each resource has its own room.

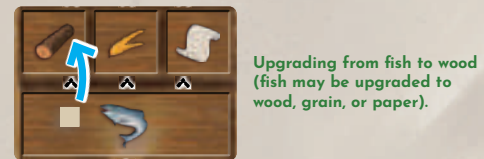
When you gain a resource, take one resource cube from the supply and place it in the corresponding room in your storage.



When you pay a resource, take one cube from the corresponding room and return it to the supply.

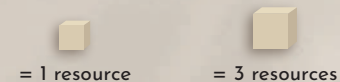


Sometimes you get to upgrade a resource. This allows you to either move a resource cube from its current room to a room directly above (following an arrow) or gain 1 fish.



As free actions, resources can be "downgraded" to a storage room below or sold for fish. See **FREE ACTIONS** on page 12.

A small resource cube represents one single resource, while a large cube represents 3 of a resource. You can exchange cubes with the supply at any time as needed.



*Note: Resource cubes are meant to be unlimited. If they run out, use a substitute.*

## THE GOAL OF THE GAME

Each round, players take dice to activate buildings in rows or columns on their player board, build buildings to improve their production, and use workers to activate individual buildings. You score victory points primarily by completing orders, reaching the scoring tiles on the technology tracks, and by collecting fishing tokens with your fishing boat. The player with the most victory points after 3 rounds wins the game.

Green points are scored immediately, while purple points are scored at the end of the game. Whenever you gain points, advance your player marker on the score track. If you complete one lap of the score track, continue to advance on the score track and add 100 points to your score.



Green points  
(scored  
immediately)



Purple points  
(scored at the  
end of the game)

## TURN STRUCTURE

The game is played over 3 rounds. The *starting player* takes the first turn, and then the players continue taking turns in a clockwise order until all players have decided to *retire* (withdrawing from the round).

On your turn, you must perform one of the following three actions:

In addition, you may perform any number of *free actions* (see page 12).

**A TAKE A DIE**

(see pages 7-10)

**B BUILD A LARGE BUILDING TILE**

(see page 11)

**C RETIRE**

(see page 11)



# THE ACTIONS

## A

## TAKE A DIE

Take one die from any *dice area* on the game board. You may take a white die or an orange die, with the following limitations:

- Each round, you may never take more than 3 white dice.
- Each round, you may never take more orange dice than the current round number (i.e. maximum 1 die in round 1, 2 dice in round 2, and 3 dice in round 3).

  You may pay fish to change the value of the chosen die. For each fish you pay, change the value by +/-1. *The values do not "wrap around", so changing a die from 1 to 6 (or vice versa) costs 5 fish.*



Place the chosen die above its corresponding column (if it is a white die) or to the left of its row (if it is an orange die).

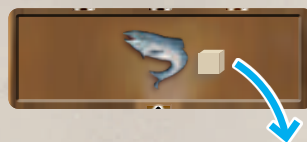
Next, you may activate as many *buildings* as you wish in the row or column where the die was placed.

The *buildings* you choose to activate must be vacant (without a die or worker) and activated in order from top to bottom (column) or left to right (row). Place the die on the last building that was activated.

*The die blocks the building from being activated again for the remainder of the round.*

*Note: You only activate buildings (not boardwalks). See a detailed overview of each building on pages 8-9.*

  When taking a die, instead of activating *buildings*, you may discard the die (put it next to your player board) to gain 1 fish.



David takes a white die with value 3, pays 1 fish to change it to a 4, and ultimately places it above column 4.



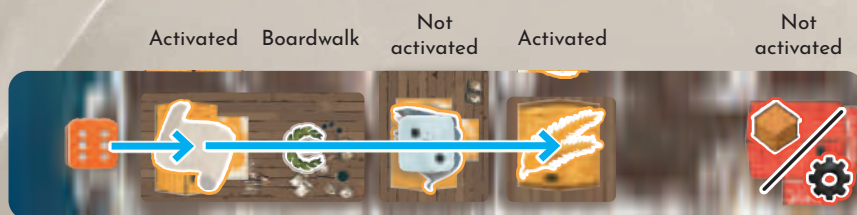
Boardwalk

Activated

Activated

Boardwalk

**ACTIVATING A COLUMN:**  
David activates the two buildings in column 4. The die is ultimately placed on the paper resource building. This will be occupied for the remainder of the round.



Activated

Boardwalk

Not  
activated

Activated

Not  
activated

**ACTIVATING A ROW:**  
Mary activates two buildings in row 6 (paper and grain). The second building is blocked by a die, and she chooses not to activate the last building. Since the grain resource building was the last building she activated, she places the die on it.

# ACTIVATING BUILDINGS

Buildings are activated for various effects. Carrying out the effect of an activated building is always optional.

## RESOURCE BUILDINGS



**Produce:** Gain the resource(s) shown (see [RESOURCE MANAGEMENT](#), page 6).  
*Note: You gain 2 fish from the fish building.*

**Upgrade:** Upgrade one resource (see [RESOURCE MANAGEMENT](#), page 6).

## ACTION BUILDINGS

Action buildings let you perform various actions. When activating a *building* with two actions separated by a “/”, you choose one of the two actions.



“Complete an order” OR “Gain technology”.



**Complete an order:** Pay the resources shown on one of the four face-up crate tiles on the game board. Take the tile and place it face down in the next open slot to the right of the *pier* of your storage board that matches the crate space the tile came from. Then, reveal the next tile in the crate tile stack.

*Remember: The purple points on the crate tiles mean that they are scored at the end of the game.*



Piers are matching

David pays 1 food and 1 wood to take this crate tile. He places it face down in the next open slot to the right of the matching pier of his storage board.



**Gain technology:** Pay the resource shown between one of your technology markers and the space above it to advance this marker to the next space. Gain the ability/reward shown. If you reach the end of a *technology track*, you will additionally trigger its scoring tile (immediately or during final scoring depending on the tile).



Mary pays 1 grain to advance to the next space of this technology track. She immediately gains 1 fish, 1 wood, and 1 paper.

Cost

See page 10 for an overview of each **technology**.  
 See APPENDIX for details of each **scoring tile**.





**Build a small building tile:** Pay one wood to take the top tile from one stack of **small building tiles**. Place the building tile on empty spaces anywhere within the grid of your player board. You may orient the building tile as you like, but you cannot cover preprinted buildings or other tiles.

*Note: If you place a building tile entirely or partly in the same row/column that you are currently activating, you may get to activate that building on this turn, provided you place it to the right (row) or below (column) the building used for this action.*

**Completing a row/column:** When you completely fill a row or a column (with tiles and preprinted buildings), gain the reward shown on each boardwalk (if any) in that row/column.

*Note: If you complete a row and column at the same time, you receive the reward from any boardwalk at the intersection between the completed row and column twice.*



Example of small buildings tiles



David pays 1 wood to build this two-square building tile on two empty spaces of his player board.



David completes a row and gains the reward from each boardwalk in that row: 1 fish, 2 points, and 1 gold.



**Go fishing:** With this action, you must either advance your fishing boat or return home.

**Advance your fishing boat:** Advance your fishing boat to the next area in the fjord. Take the top fishing token (if any) from the stack of **type 1** (light) tokens in that area, and place it face up on a vacant space on your boat tile. At any time, you may free up space on your boat tile by throwing fishing tokens overboard (even a token you just took). Place the token thrown overboard at the bottom of the matching stack in the area where your boat is.

*Note: Advancing on the technology tracks can provide additional options during fishing, such as taking a **type 2** or **type 3** token.*

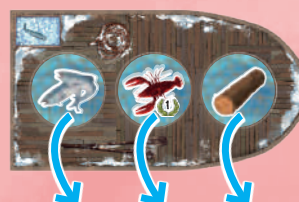
**Return home:** Score the number of points adjacent to the current area of your fishing boat. Then, move your fishing boat back to the harbor. Gain the reward from each fishing token on your boat tile and place each token face up next to your player board.

*Note: You do not gain the resource cubes from these fishing tokens before you return home.*

*Note: You do not need to have filled all spaces on your boat tile before you return home.*



Mary advances her fishing boat and takes the top **type 1** fishing token from the area she moves into, placing it face up on the last empty space on her boat tile.



Mary decides to return home to the harbor. She scores 2 points for the area. Then, she discards all fishing tokens from her boat tile to gain 2 fish, 1 point (for the lobster), and 1 wood.

## THE TECHNOLOGY TRACKS



There are four *technology tracks* on the game board. Whenever you advance on a track, you gain an immediate effect or a permanent ability. Detailed descriptions of each technology are below. The APPENDIX provides a summary of these effects and abilities.

Once you have reached a space with a permanent ability (∞), this ability is available to you for the rest of the game (even if you advance further).

### CRAFTSMANSHIP:



Gain 1 gold.



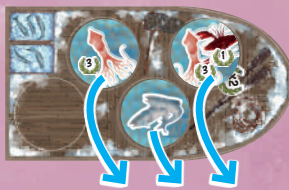
Gain 1 worker from this *technology track* space (place it on the worker space of your player board).

### CARPENTRY:



Flip your boat tile to the upgraded side (any tokens on your boat tile are placed on the upgraded side). From now on, you can store up to 4 fishing tokens. Also, each time you **return home**, double the victory points (if any) on the fishing token placed on the «x2» space of your boat tile.

Notes: You may reorganize the fishing tokens on your boat tile at any time. You do not double the amount of fish on the token.



David returns home and gains 8 points (4 x 2) for the right fishing token, 3 points for the left token, and 2 fish.



Take one of the ability tiles on the game board and place it next to your player board. From now on, you may use this ability. Each ability tile effect is described in the APPENDIX.



**Permanent ability (∞):**

Each time you build a small or large building tile, reduce the cost by 1 wood.

Small building tiles are now free, while large building tiles cost only 1 plank each.

### LOGISTICS:



Gain 1 fish, 1 wood, and 1 paper.



**Permanent ability (∞):**

Each time you **complete an order**, you may place the crate tile next to any pier of your storage board.



**Permanent ability (∞):**

Each time you **complete an order**, immediately gain the reward of the pier where the crate tile is placed.



«Upgrade» pier

Mary completes an order and may immediately upgrade a resource.

### FISHING:



**Permanent ability (∞):**

Each time you **advance your fishing boat**, look at the top two fishing tokens from the chosen stack. Choose one to place on your boat tile and return the other to the top of its stack.

Note: If there is only one fishing token left in the stack, draw only one token.



**Permanent ability (∞):**

Each time you **advance your fishing boat**, take the top two **type 2** fishing tokens from the stack, and choose 1 to keep. Note: You may still choose to take both tokens from a type 1 stack instead.



**Permanent ability (∞):**

Each time you **advance your fishing boat**, take the top two **type 3** fishing tokens from the stack, and choose 1 to keep. Note: You may take type 1 or type 2 tokens instead (but always two from the same stack).



Mary may draw two **type 3** tokens.



## B

## BUILD A LARGE BUILDING TILE

Pay 1 wood and 1 plank to take the top tile from one of the stacks of *large building tiles*. Place the tile on empty spaces anywhere within the grid of your player board. You may orient the tile as you like, but you cannot cover preprinted buildings or other tiles.

*Note: You cannot build a small building tile with this action.*

*If placing the building tile completely fills a row/column on your player board, remember to gain rewards from any boardwalks in that row/column (see **Build a small building tile**, page 9).*



David pays 1 wood and 1 plank to build an L-shaped large building tile on his player board.

## C

## RETIRE

Move your player marker from the tavern area to an empty tavern, and then you may perform the corresponding action. The actions are:



**Go fishing** (see page 9)



**Gain technology** (see page 8)



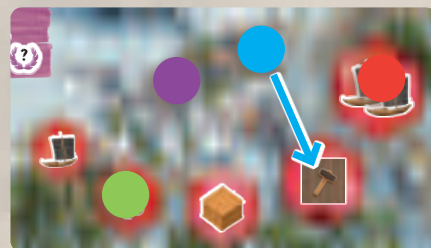
**Complete an order** (see page 8)



Build a one-square building tile for free by following the instructions for **Build a small building tile** on page 9.



**Go fishing twice** (see page 9). For each action, either advance your fishing boat or return home.



Mary is the third player to retire. She places her player marker on an empty tavern.

Then, activate each pier of your storage board from top to bottom: For each crate tile outside a pier, you may take the reward of that pier:



**Go fishing** (see page 9). For each tile, either advance your fishing boat or return home.



Gain 1 point and 1 fish.



**Upgrade** 1 resource (or take 1 fish).



Either pay one grain to score 3 points or one food to score 5 points (for each crate tile, you may choose a different option)








David has 3 crate tiles outside this pier. He pays 2 grain to score 6 points and 1 food to score 5 points, for a total of 11 points.

**Important: After having retired, you cannot perform any more actions this round. Any future turns are skipped until all players have retired.**

## FREE ACTIONS

Any time during any of your turns (even the turn when you retire), you may perform any number of the following free actions in addition to your chosen action:

-  • **Sell resources:** Pay a resource to gain the number of fish shown on the right side of the corresponding row of your storage.
-  ➤  • **Pay 2 fish to upgrade:** Pay 2 fish to upgrade any resource (e.g. by using this action, you could pay 2 fish to upgrade a third fish to wood, grain, or paper).
-  • **Downgrade a resource:** Move a resource from its current room to a room directly below (following an arrow). *Therefore, gold can be used to replace any other type of resource.*
- ➔  • **Use a worker:** Activate one single building on your player board by moving a worker from your worker space to any vacant building. The worker will remain on this building, blocking it from being activated again (with dice or workers) for the remainder of the current round.



David sells food for 2 fish.



David pays 2 fish to upgrade grain to food.



Mary needs paper. She can get this by downgrading her book.



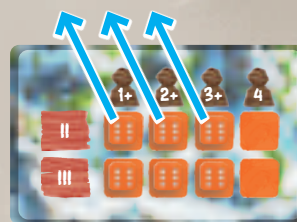
David places a worker on this building and performs the go fishing action.

## THE END OF THE ROUND

When all players have retired, the round ends. If this was the third round, proceed to FINAL SCORING (see page 13). If not, prepare for the next round as follows:

- Each player returns their used workers to the worker space on their player board.
- Add the orange dice from the next row of the round counter to the dice used (or discarded) in the current round. Roll all dice and place each die in the dice area on the game board matching its value.
- The player whose player marker is further left in the taverns becomes the starting player for the next round.
- Return the player markers from the taverns to the tavern area.

The starting player begins a new round by taking the first turn. Players continue taking turns in a clockwise order.



To prepare for round 2 in a 3-player game, add the three dice from row II of the round counter to the dice pool.



Green will be the starting player in the next round. All players return their player markers to the tavern area.



# FINAL SCORING

At the end of round 3, the game ends. Each player completes final scoring as follows:

- 1 First, gain the resources and points for any fishing tokens remaining on your boat tile (you do not score points adjacent to the area of your fishing boat).



David gains 6 points  
(3 x 2) and 3 fish.

- 2 Sell all your non-fish resources for fish.  
(see *Sell resources under FREE ACTIONS on page 12*)  
Then, score 1 point for every 3 fish you have.



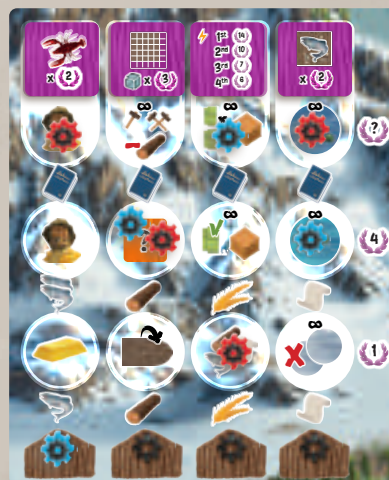
David gains 6 points  
(3 x 2) for his 2  
sets of crate tiles

- 4 Flip all crate tiles face up and score the points shown.



David gains 5 points  
for this crate tile.

- 5 For each technology marker, score the points shown to the right of its row. Technology markers on the top level score according to the corresponding scoring tile (tiles with a ⚡ symbol have already been scored and are not scored again).  
*See APPENDIX for the details of each scoring tile.*



David (red) gains 5 points (4+1) for his markers on levels 1 and 2 and scores the 1st and 4th scoring tiles for his markers on the top level. Mary (blue) gains 8 points (4+4) for her markers on level 2. She does not score for the 3rd scoring tile with a ⚡ symbol, since it scored during the game.

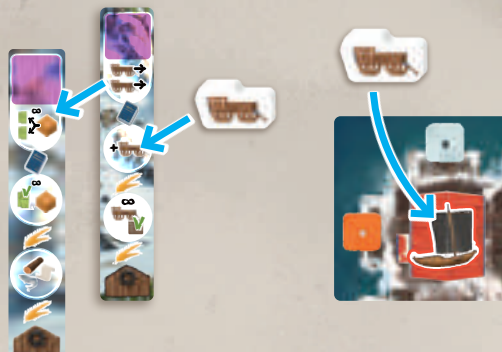
The player with the most points wins. In case of a tie, the tied player whose player marker is further left in the **taverns** wins the game.

## ADVANCED GAME: THE WAGONS

To play this optional **ADVANCED GAME** variant, use the standard game rules with the following changes:

### SETUP

- Cover the third *technology track* (**LOGISTICS**) with the **advanced technology tile**.
- Each player places 1 **wagon** on the top left space of the grid of their player board, and 1 **wagon** on the designated space of the **advanced technology tile**.



### GAME PLAY

**ACTIVATING WAGONS:** Whenever activating a row or column with a die, activate any wagons in the chosen row/column before activating any *buildings* with the die.

- If you activate a column, each wagon in that column may move one space to the left or right.
- If you activate a row, each wagon in that row may move one space up or down.
- A wagon may never move to or through a space blocked by a die, worker, or another wagon.
- If a wagon is moved to a *building*, carry out the effect of that *building*.
- If an activated wagon did not move, but remains in place on a *building*, activate that *building*.
- If both wagons are activated during the same turn, activate the wagons in the order of your choice.

After wagons are activated, use the die to activate the vacant *buildings* in the row/column, as usual. Any *building* with a wagon is considered blocked and cannot be activated by the die.



David is about to activate column 2. First, he moves the wagon to the right to gain 1 wood for the building in column 3. Then, he activates the two buildings in column 2.

### OTHER RULES:

- When building a small or large building tile, you may place the building tile underneath wagons.
- When you completely fill a row or column (with building tiles and preprinted buildings), you gain the effect of all *boardwalks*, even if they are covered by a wagon.
- Discarding a die to gain a fish does not allow you to activate wagons.

### NEW LOGISTICS TECHNOLOGIES:



**Permanent ability (∞):** Wagons can now activate boardwalk spaces.

(in the same way as they activate buildings).



David moves the wagon and scores 1 point for the boardwalk.



Gain the other wagon and place it on the top left space of the grid of your player board. Do not activate any *building/boardwalk* on this space. If the space is currently blocked (by a die, worker, or the other wagon), temporarily place the wagon next to your player board, and place it onto the top left space as soon as it becomes vacant.



You may immediately move each of your wagons (in any order) one space up, down, left, or right (and activate any *buildings/boardwalks* they move to).

### FINAL SCORING

For each of your wagons, score points equal to its row number multiplied by its column number.

Example: A wagon in the 3<sup>rd</sup> row and 4<sup>th</sup> column scores  $3 \times 4 = 12$  points.



# SOLO GAME

To play solo, use the standard game rules with the following changes:

## SETUP

- 1 Start the game with 4 **white dice** and 2 **orange dice**.
- 2 Instead of placing the dice in the *dice areas*, do the following:
  - Roll the **white die**, and place one random die on each *tavern* (from right to left). *The left tavern will have no dice.*
  - Roll the **orange die**, and place one random die on each *tavern* (from right to left). *The three left taverns will have no orange dice.*
  - Place 1 **orange die** in each row of the *round counter* on the game board (without rolling the dice). These will come into play in rounds 2 and 3.
- 3 Before shuffling the **scoring tiles**, return the two tiles with a ⚡ to the box. These tiles are not used in the solo game.
- 4 After you have placed 4 random **scoring tiles** on the *technology tracks*, draw 2 random scoring tiles from the remaining tiles and place them face up next to your player board. These are your **special scoring tiles**.
- 5 Decide whether to play the **ADVANCED GAME** variant (with the wagon) or not. *The MEDAL TABLE on the next page has its own column for the ADVANCED GAME.*

## GAME PLAY

- The solo player takes all turns in the game. *There is no «dummy player».*
- When taking a die, you choose a die from any of the *taverns*.
- Whenever you build a small or large building tile, remove the top building tile of the other stack (if any) of the same shape from the game.
- When you retire, place your player marker on any vacant tavern (a tavern without any dice).

## THE END OF THE ROUND

The round ends after the turn when you choose to **retire**.  
*Note: There will be one white die and one orange die left in the taverns.*

At the end of rounds 1 and 2:

- Return the top tile from each crate tile stack to the box.
- Add the orange die from the next row of the *round counter* to the used and unused (or discarded) dice in the current round. Roll all dice and place them as described in the solo game **SETUP** above.

At the end of round 3, proceed to **FINAL SCORING** (see next page).

Your player marker



Example solo game setup: Note that there are two dice in each of the two rightmost taverns.



One orange die in each row of the round counter.

Even in a solo game, form 4 random starting sets (of starting building tiles, ability tiles, and starting resource tiles) and choose one set.



You build a two-square building tile and remove the top two-square building tile from the other stack from the game.

As with the normal game, you are limited to taking 3 white dice per round and orange dice equal to the round number.



Start round 2 with one additional orange die.

## FINAL SCORING (SOLO GAME)

To win the game, you must score at least 10 points for each of your **special scoring tiles**.

If you win the game, perform final scoring as normal and compare your score to the MEDAL TABLE on the right.

**Important: Points from your special scoring tiles do not count toward your final score.**

## MEDAL TABLE (SOLO GAME)

SCORE STANDARD GAME	SCORE ADVANCED GAME	MEDAL
<100	<120	No medal, but you win!
100-119	120-139	Bronze
120-139	140-159	Silver
140-159	160-179	Gold
160-179	180-199	Platinum
≥180	≥200	Palladium

## ACHIEVEMENTS (SOLO GAME)

If you desire an additional challenge, try to complete one or more of the following achievements:

### LEVEL 1:

Gain Gold medal with 3 **special scoring tiles**.

### LEVEL 2:

Gain Platinum medal (or better) with 3 **special scoring tiles**.

### LEVEL 3:

Gain Platinum medal (or better) with 4 **special scoring tiles**.

### LEVEL 4:

Gain Platinum medal (or better) with 5 **special scoring tiles**.

### LEVEL 5:

Gain Palladium medal with 5 **special scoring tiles**.

## CREDITS

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