

THE ULAF CLAN



Every Meeple from Ulaf clan has simple life goal - to raze, pillage and conquer! They are feared Vikings! In this deck, there are so many options for you if you have a true Viking spirit! There are buildings that support Conquer and Pillage strategy.

If you have Treasury, Watchtower or White keep, you go all-in in Conquering. These buildings award you with Victory Points each time you Conquer. If you have Twin ships, Priest of Thor and Valkyrie, you better Pillage, they offer great abilities dedicated to this strategy. Combined with a dozen of Buildings that support Sailing in general, you will have some fun in the northern seas!

Our advice - you either focus very strongly on one of these strategies or rather find a balance and try to mini-max bonuses from Islands in the best way, a bit of Conquer and a bit of Pillaging.

Remember, if you decide on Pillage strategy, you will end up with some leftover Axes and that means, you can attack other players and make their Empire suffer.

You are a Viking. You want your neighbors to suffer.

THE HEIDEL CLAN



Heidel's men cannot be mistaken with any other. Redheaded, swaying from side to side, always carrying a mandatory drinking horn. After having work done it is often difficult for them to get out of bed. We pictured this with the mechanics of Assigning - the player spends one of his Vikings to perform some task and they know they're not going to get him back any time soon.

To build the most impressive empire you need to keep an eye on your Vikings so they don't stay up too late in the taverns or wreck too many ships. Keep the balance between locations with Assigning and Releasing. Build as many taverns as you can, because nothing brings the Vikings more glory than a good feast with roasted meat as a main course! Your people have to work hard in the Fields to harvest enough resources for preparing the feast - what is most crucial is the constant supply of sheep, of course!

Gain points by pasturing and roasting sheep and brewing exquisite beer! And remember, no one is a true Viking until they are Assigned till unconsciousness at least once!

THE PANUK CLAN



During the works on Inuit clans, we took two different paths. Panuk clan aims for a steady development of their lands, while Nanurjuk exploits newly explored grounds to eventually abandon them and use other terrains. Panuk clan is the closest to standard Settlers; this clan is based on gaining points for specific card types, while Nanurjuk bets on a constant change of their Empire.

Panuk clan often activates the Exploration action - they draft cards from their deck to get the missing parts of the puzzle. The deck is based on the three basic card groups. The first one is a basic set of thematically linked locations. They build the basic engine of the deck and group into sets according to set collection mechanics. There are four different types we can collect.

The other group are cards with Igloo type; their abilities can strengthen collected sets. Every location with Igloo is a Feature type card, which gives you bonuses during the game.

The third group are cards with Crossroad type. They allow you to gain points for certain Resources and, what's most important, they give you Building Bonus, which will get you Points for building cards of specific type!

THE NANURJUK CLAN



Nanurjuk clan is a clan of travelers. They live like nomads, constantly on the road, always searching for new lands to settle.

Mechanics of this deck are based on the appropriate use of Field cards, which will have to be discarded sometimes! Nanurjuk discovers the Fields, gathers their resources, and then has to abandon them, discard, gain Victory Points, and set off in search of new Fields and lands to settle.

Cards that provide only the Building bonus have to be treated the same way. The player places this location, gains bonus, and, well, the location is now useless. They need to hit the road once again, discard the location, and search for other occasions!

When playing as Nanurjuk clan, you have to learn not to get too attached to your locations and to take as much advantage of them as possible before discarding them. Playing as Nanurjuk clan, you are constantly on the road, always searching for new lands and terrains.



THE GLENN CLAN



Effects of copies, the main determinant of Glenn's deck, were supposed to be more powerful with every copy of the same location. That's how we got the idea of members' cooperation. The more buildings of the same location the better. Their strength is in numbers, so we quickly came up with the motifs of music, competitions, and going to ice cream shops together.

Using the copies allows the players to choose their path. Will you build a balanced Empire, where every copy card is attached to another building, assuring balance and synergy? Or maybe you'll decide to maximize one strategy, attaching several copy cards to one building, transforming it into ultra-powerful construction?

To diversify the deck and allow more advanced players to create challenging combos, I added a few special cards. Camel Abduction tempts you to wait for the right moment when "this one card you needed" appears on your opponent's discard pile. Crossroads, on the other hand, lets you use any useful Support card, without 'wasting' the Clan's action pawn. And, to give you even more control over the powers and development of the Empire, I added the Easter Island card - it allows you to rearrange the position of copy cards and change particular engines.

Clan Glenn is the most versatile, flexible deck which can be adjusted during the game by the players to match their plan!

THE MACKINNON CLAN



Pots full of gold, savings under the pillow, in the garden, and the bank of course! Clan Mackinnon has been all about gold and wealth from the start. In the first versions of the deck, there were more restrictions concerning how banks work, but with every test, we simplified them until the current state - you can keep your resources in the bank and every round you can collect interest! Every round, banks collect more riches and every turn this deck becomes more powerful. If you play against them, I recommend reaching 25 points as soon as possible and quickly end the game!

When playing as Mackinnons, you have to remember that you can't assign the Gold tokens to the cards to replace other resources. Designing that deck, and balancing different bank branches, we chose very knowingly which banks would gather Resources, Goods, or just Gold. Don't confuse these keywords or your deck will spiral out of control!

When playing as Mackinnon clan, you won't have much at first - treat the first few rounds as investments, which will eventually pay off with a good interest! When your Banks are full of various goods, it is time to gain points!