

# Scandinavia and the World: A Heap of Trouble

## How to play



1. The leader draws one item card per player

2. And gives one to each player



3. Reveal two countries and place them with "leadership"



4. Players bid items



5. The highest bidder picks a card

6. If they picked a country they place it in front of them and use the ability



And then satisfies them if they can (by giving them an item that they like)



7. If they picked leadership they will be leader next turn



8. The next highest bidder now picks a card and does the same. This continues until everyone has picked or there are no more cards.

The winner is the first player to have three satisfied characters



### Setup

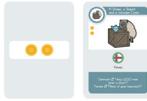
**Nothing:** Give one to each player



**Country:** Shuffle together to form country deck



**Item:** Shuffle together with events to form item deck



**Event:** Shuffle together with items to form item deck



**Deal five items to each player**



**Leader:** Give to player with lowest value hand



**Leadership:** Place next to country deck

### Coins & Items

Item cards can be used face up as the item they represent or face down as coins.

Each card is worth 1-3 coins. Event cards may not be used as coins but are considered to be worth 5 coins when determining the lowest value hand.

### Nothing

Nothing cards are worth 0 coins and may not be lost, traded or stolen by any means.

You'll always have nothing.

### Leadership

Whoever holds the "leader" card determines who gets which items at the start of a round.

They also break any ties (even if they are not one of the tied players). This applies to bidding as well as special abilities that target things like "the player with the most characters"

Each turn the "leadership" card is placed with the revealed countries for selection. At the end of the turn, whoever selected it takes the "leader" card and returns "leadership" to the middle of the table.

### No Peeking

The leader can look at the value, but not the identity, of items before deciding who gets what.

### All Together Now!

Bids are selected and revealed simultaneously.

### Bidding Events

If a player bids an event all money bid is discarded without effect. Instead the event determines the order of choice.

If two events are played in the same bid the leader decides which one takes effect.

### Bidding Nothing

If you bid "nothing", when it is your turn to choose you also get your "nothing" back and draw an item from the deck.

### Too Much / Too Little

If there are fewer cards remaining than there are players left to choose you may pass - otherwise you must take something. When it is the lowest bidders turn to choose, if there are several cards remaining they take all of them.

### Ongoing Abilities

Abilities in blue boxes continue to work for as long as you still have the character.

### Satisfaction Guaranteed

If at any point you can satisfy one of your unsatisfied characters, you must do so immediately.