



IN THE NAME OF ODIN

CONTENTS

Game Overview...2

Game Components...2

Component Overview...2

<i>Game Board</i>	2
<i>Player Boards</i>	3
<i>Action Cards</i>	3
<i>Building Cards</i>	3
<i>Hero Cards</i>	3
<i>Longship Cards</i>	3
<i>Raid Cards</i>	3
<i>Construction Tokens</i>	4
<i>Damage Tokens</i>	4
<i>Viking Tokens</i>	4
<i>Wooden Scoring Markers</i>	4
<i>Viking Miniatures</i>	4

Game Setup...4

Player Turn...6

<i>Action Phase</i>	6
<i>Draw Phase</i>	10

Additional Rules...11

<i>Conflicting Rules</i>	11
<i>Symbol Discounts</i>	11
<i>Special Abilities</i>	11

Game End...12

Scoring...12

Supplementary Rules and Aids...12

<i>Viking Component Limitation</i>	12
<i>No Eligible Buildings</i>	12
<i>Easily Missed Rules</i>	12

Credits...12

The days of the old Jarl were long and prosperous, but soon Lord Odin would come to see his demise, and with it, the rise of a new Jarl. And as he passes on heirless, a path to greatness opens before each of you. Build your own village, gather your men, recruit famous Vikings, and take to your longships – to sail the seas of the known world.

You are all skillful sailors, shrewd traders and fearsome warriors – but only one of you will sail the farthest, become the chosen of the Allfather, and only one of you will sit on the Jarl's throne to rule in the name of Odin!

GAME OVERVIEW

In the Name of Odin is a strategic game for 2-5 players. On their turn, players use Action Cards to construct new structures in their villages, gather their men, recruit famous Vikings, and buy longships – all to go on raids. Each raid comes with its own set of requirements, and a prize in Fame 🏆. At Game End, whoever has gathered the most Fame will become the new Jarl, the chosen of Odin – and the winner of the game.

GAME COMPONENTS

Before your first game carefully punch out all of the cardboard components, and separate all other elements by their type and color. Your copy of *In the Name of Odin* should come with:

1 Game Board

5 Player Boards (in five player colors)

155 Cards, including:

- ♦ 90 Action Cards
- ♦ 20 Building Cards
- ♦ 17 Hero Cards
- ♦ 12 Longship Cards
- ♦ 16 Raid Cards

43 Cardboard Tokens, including:

- ♦ 20 Construction Tokens 🏠
- ♦ 20 Damage Tokens 🗑️
- ♦ 3 Viking Tokens (1 red Warrior 🧑, 1 black Trader 🧑, and 1 blue Sailor 🧑)

5 Wooden Scoring Discs (in five player colors)

90 Plastic Viking Miniatures, including:

- ♦ 30 Red Warrior miniatures
- ♦ 30 Black Trader miniatures
- ♦ 30 Blue Sailor miniatures

This rulebook.

HUGINN AND MUNINN

THROUGHOUT THESE RULES YOU WILL ENCOUNTER SOME HELPFUL TIPS, EACH BROUGHT TO YOU BY ODIN'S TWO WISE RAVENS: HUGINN, ALWAYS LOOKING RIGHT, AND MUNINN, ALWAYS LOOKING LEFT. THEY MAY PROVE ESPECIALLY USEFUL DURING YOUR FIRST GAME, SO KEEP AN EYE OUT, AND LISTEN TO WHAT THEY WHISPER INTO YOUR EAR.

COMPONENTS OVERVIEW

The following sections identify and explain the various components of *In the Name of Odin*.

GAME BOARD

The main Game Board is used to organize and keep most of the components during the game. It is divided into a number of areas:

1. The Mead Hall, which holds the deck of Hero Cards 1A, together with the Hero Offer 1B, and the Viking holding box 1C.
2. The Sea, which holds the deck of Raid Cards 2, together with three sea zones, each holding a number of face-up Raids 2A 2B and 2C.
3. The deck of Building Cards 3 with the Building Offer 3A.
4. The deck of Longship Cards 4 with the Longship Offer 4A.
5. The deck of Action Cards 5 with the Action Card Offer 5A.
6. The Construction Token 🏠 6A and Damage Token 🗑️ 6B holding stones.
7. The Fame Track which runs around the perimeter of the board 7.



Image 1: Game Board layout

PLAYER BOARDS

In the Name of Odin comes with a set of five identical player boards. Each player board is divided into three general areas:

1. The Village with dedicated spaces for five buildings: the Shipyard **1A**, the Runic Circle **1B**, the Forge **1C**, the Jarl's House **1D**, and the Inn **1E**.
2. The Square with a dedicated space for a face-up Hero Card **2**, and a Viking miniatures holding box **3**.
3. The Shore space allowing the player to keep 1 Longship **4**.



Image 2: Player Board layout

ACTION CARDS

The Action Cards allow players to resolve Actions on their turn. Each Action Card features two distinct, separate elements:

1. A Viking symbol in one of 3 types: Warrior (red) **1**, Trader (black) **2** or Sailor (blue) **3**.
2. One of 3 available Action symbols: Recruitment (yellow) **4**, Craftsmanship (green) **5**, and Seamanship (purple) **6**.



Image 3: Action Cards (back, front)

BUILDING CARDS

Each Building Card represents a structure that can be added to the Village. There are five types of Buildings, each featuring two special abilities (one shared with most of the Buildings **1** of the same type, and one unique **2**), and a number of Fame points the owning player will score at Game End **3**.



Image 4: Building Cards (back, front)

HERO CARDS



Image 5: Hero Cards (back, front)

Each Hero Card represents an individual especially known among Vikings.

Each Hero features a Viking symbol corresponding to one of the Viking types **1**, and a unique one-time Special Ability **2**. There are two types of abilities: Raid Abilities and Action Abilities. The former can be used only during a Raid, and the latter as an Action during a player turn.

LONGSHIP CARDS

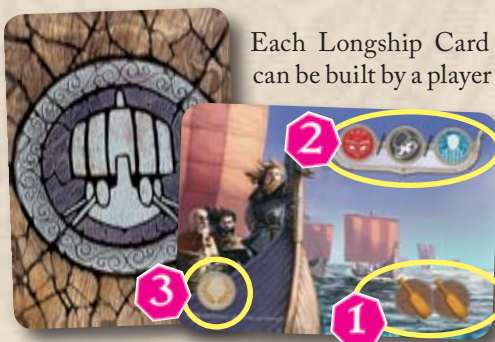


Image 6: Longship Cards (back, front)

Each Longship Card represents a vessel that can be built by a player and placed in a Longship Space.

Each Longship Card shows its Range **1**, its special ability **2**, and a number of Fame symbols that will score the owner Fame **3** during Game End.

RAID CARDS



Image 7: Raid Cards (back, front)

Each Raid represents one of many perilous journeys players will embark on to gain the Fame needed to become the new Jarl. Each Raid Card features a set of requirements **1**, and a number of Fame symbols **2** that will score the player Fame immediately after the Raid is successfully completed.



CONSTRUCTION TOKENS

These cardboard tokens represent the resources needed to construct new Buildings in player Villages.



DAMAGE TOKENS

These cardboard tokens represent the damage suffered by Longships during Raids. Each Damage Token reduces the Range of a Longship by 1. If the number of Damage Tokens on a Longship Card ever reaches or exceeds the number of its Range symbols, the Longship is immediately destroyed.



VIKING TOKENS

These cardboard tokens are used to randomize and change the requirements of Raids in specific zones of the Sea.



WOODEN SCORING MARKERS

These wooden markers in five player colors are used to track each player's Fame collected both during game (after successfully completing a Raid), and at Game End, during the Final Scoring.

VIKING MINIATURES

These plastic miniatures represent Vikings a player will take on Raids. Vikings come in three types: the red Warriors ¹, the black Traders ², and the blue Sailors ³.



Image 8: Plastic miniatures: Warrior, Trader and Sailor.



GAME SETUP

1. Place the Game Board in the middle of the table. ¹
2. Separate the tokens and miniatures. Place the Damage Tokens ^{2A} and the Construction Tokens ^{2B} in their dedicated spaces on the Game Board. Place all Viking miniatures in the Viking holding box in the Mead Hall. ^{2B}
3. Create the Raid deck by shuffling all the Raid Cards and dealing face-down a number of cards according to the number of players. Place the newly formed Raid deck on its space on the board ³. The number of Raid Cards to use are:
 - ♦ 14 Raid Cards in a 5 player game,
 - ♦ 12 Raid Cards in a 4 player game,
 - ♦ 10 Raid Cards in a 3 player game,
 - ♦ 8 Raid Cards in a 2 player game.
4. Randomly place 1 Viking Token on the center Sea zone in the space provided ^{4A}, and 1 on the bottom Sea zone ^{4B}, leaving the



Image 9: Game Setup example

remaining Viking Token next to the board **4C**.

5. Shuffle the Buildings Cards **5**, Longships Cards **6** and Hero Cards **7** separately, and place each deck in its dedicated box face down on the board. Draw cards from each deck (including the Raid Card deck) until all spaces in the respective Offers are filled with face-up cards. **3A 5A 6A 7A**

6. Give each player 1 Player Board and 1 wooden Scoring Token. **8**

7. Shuffle the deck of Action Cards and deal each player 6 cards. Players can look at their own cards at any time, but they may not reveal their hands to other players. **9**

8. Place the Action Card deck on the board **10**. Draw and reveal Action Cards until all spaces of the Action Card Offer are filled **10A**. Leave some space next to the Game Board for an Action Card discard pile.

9. The player who can bellow "Odin!" the loudest becomes the first player. Alternatively, use the Scoring Tokens to randomly determine the first player.

10. Place the Scoring Tokens on the "0" space of the Fame Track. You are now ready to play *In the Name of Odin*. **11**



PLAYER TURN

A game of *In the Name of Odin* is played over a variable number of player turns. The length of the game depends on the pace at which players will go through the Raid deck. A player performing their turn is referred to as the Active Player. Each turn is divided into 2 main Phases:

1. **Action Phase:** resolve any number of Actions in any order.
2. **Draw Phase:** draw Action Cards until you have 6 in your hand.

ACTION PHASE

During the Action Phase you will resolve any number of Actions. To perform most Actions, you must expend a number of symbols from your hand by discarding Action Cards into the Action Card discard pile, ignoring any symbols but the one used for the Action being currently resolved.

NOT ALL ACTIONS REQUIRE SYMBOLS, AND NOT ALL SYMBOLS YOU EXPEND DURING YOUR TURN MUST COME FROM ACTION CARDS. KEEP THIS IN MIND FOR NOW - WE'LL TELL YOU MORE LATER, WHEN WE DISCUSS BUILDINGS.

You may resolve any Action multiple times during a turn, with the exception of the **Action Card Exchange**.

1. ACTION CARD EXCHANGE (ONCE PER TURN)

You may exchange exactly one of the Action Cards in your hand with any one face-up Action Card in the Action Card Offer. Immediately before exchanging a card, you may discard an Action Card from your hand to replace all cards from the Action Card Offer. If you do so, discard all cards from the Offer and draw a set of new ones. This Action requires no symbols, and may be resolved only once per player turn. If you decide to replace the cards in the Action Card Offer, you do not have to exchange a card afterwards, but the Action is still considered resolved for the turn (you may not repeat it).

Image 10: Action Card Offer on the Game Board

BUILDING A FORGE WILL ALLOW YOU TO EXCHANGE ONE EXTRA CARD WITH THE OFFER WHEN YOU RESOLVE THIS ACTION.

2. GATHER VIKINGS

You may expend 1/2/3 Viking symbols of **the same type** in order to receive 1/3/6 Viking miniatures. The type of all Viking miniatures received must match the type of Viking symbols expended. Players may have no more than **10** Vikings on their Player Board at any time during the game. If you receive more Vikings than you can hold, you must immediately return any excess Vikings (from those just received and/or those already on your Player Board) back to the Mead Hall.

BUILDING AN INN WILL ALLOW YOU TO KEEP 4 EXTRA VIKINGS. SOME INNS WILL ALSO ALLOW YOU TO RECRUIT ADDITIONAL VIKINGS!

EXAMPLE 1: GATHERING VIKINGS

Ragnar has a total of 8 Vikings on his player board: 4 Sailors (blue) and 4 Traders (black). On his turn he discards 2 Action Cards, each with a Warrior (red) symbol. He immediately receives 3 Warrior Viking miniatures, and places them on his board. Now Ragnar has a total of 11 Vikings on his board, so he must immediately return 1 Viking to the Mead Hall. He elects to return 1 Trader.



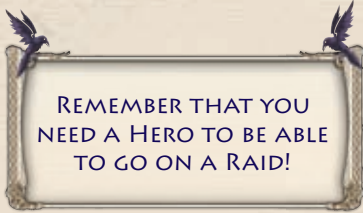
Example 1: Gathering Vikings

IT MAY HAPPEN THAT YOU WILL RUN OUT OF WARRIORS, TRADERS, OR SAILORS IN THE MEAD HALL. THIS UNLIKELY EVENT IS COVERED IN THE VIKING COMPONENT LIMITATIONS SECTION ON PAGE 9.

3. RECRUIT A HERO

You may expend a number of Recruitment (yellow) symbols to take one of the face-up Heroes from the Mead Hall. The number of symbols required is determined by the number of Recruitment symbols to the left of the space the chosen Hero card is placed on.

If you choose the leftmost Hero, you immediately also receive 1 Fame point (as indicated by a Fame symbol under the card space). After you recruit a Hero, slide Hero Cards in the Hero Offer to the right so that the left-most spot becomes empty, and draw a new card to fill that position of the Offer. A player may never have more than 1 Hero on their Player Board. If you recruit a new Hero, you must immediately move your old Hero to the bottom of the Hero Deck.



4. USE HERO SPECIAL ABILITY

Some Heroes feature a special ability that can be used as an Action. To use such an ability, simply resolve the Action as described by the Hero Card, and immediately place the Hero at the bottom of the Hero Card deck.

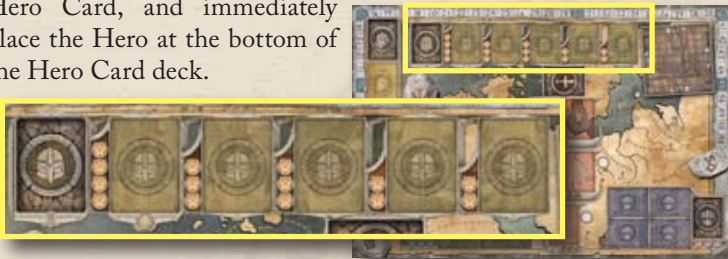
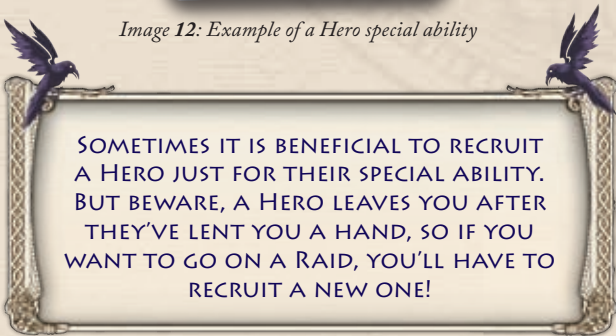


Image 11: Location of the Mead Hall on the Game Board



Image 12: Example of a Hero special ability



5. CONSTRUCT A BUILDING

By expending 3 Craftsmanship (green) symbols and 1 Construction Token (see Image 13), you may build a new Building in your Village. Each building (Shipyards, Jarl's House, Forge, Inn, Runic Circle) corresponds to a Village space on your Player Board, and must be built in that exact space if it is still **empty** (see Image 14). You may **never** construct a new building in a space corresponding to a different building and you may **never** replace a building already built in your Village. Any Special Abilities and Symbol Discounts become



Image 13: Expending 3 Craftsmanship symbols and 1 Construction Token

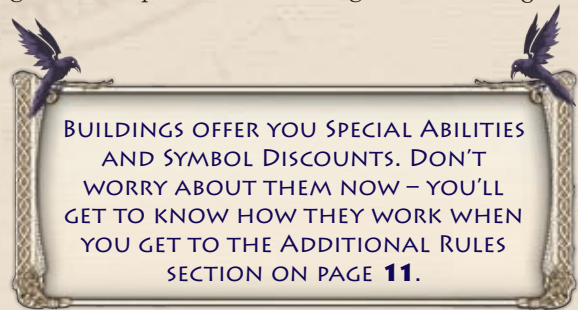


Image 14: Example of corresponding Buildings to spaces in Village on a Player Board



Image 15: Location of the Building Offer on the Game Board

available to the Active Player immediately after the Building is placed in their Village. After constructing a new Building, draw the top Building Card to replenish the Building Offer (see Image 15).



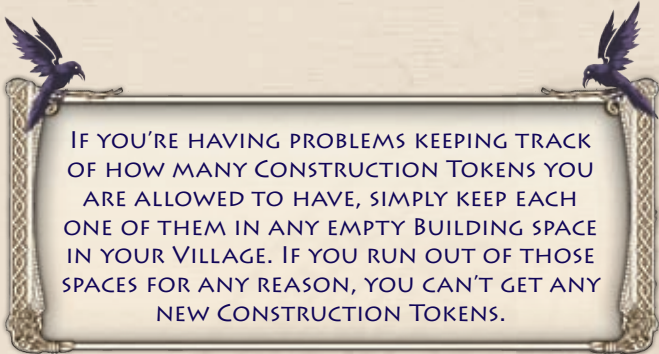
EXAMPLE 2: CONSTRUCTING A BUILDING

Thorsten decided that it is time to expand his Village. There are 2 Forges, 1 Runic Circle, and 1 Shipyards in the Building Offer. Thorsten already has a Forge in his Village, so he can only choose the Shipyard or the Runic Circle. He decides to build the Shipyard. He discards 3 Action Cards with Craftsmanship (green) Symbols, and spends

1 Construction Token . He places the Shipyard card on the proper space in his Village, and immediately draws a new Building Card to replenish the Building Offer.

6. OBTAIN A CONSTRUCTION TOKEN

You may gain a Construction Token by expending a number of Craftsmanship (green) symbols. The number of required symbols is equal to the total number of Buildings and Construction Tokens in your Village plus 1. For example, if the total is 2, the new Construction Token requires 3 Craftsmanship symbols. The maximum number of Construction Tokens a player may have at any given time is equal to the number of empty Building spaces in their Village.



EXAMPLE 3: OBTAINING A CONSTRUCTION TOKEN

Skadi wants to obtain a new Construction Token. She has 2 empty Building Spaces on her Player Board, 1 Construction Token and 3 Buildings in her Village. As she has not yet reached the maximum number of Construction Tokens in her possession, she expends 5 Craftsmanship (green) symbols, and takes a Construction Token from the stock. Skadi has now reached her maximum number of Construction Tokens (she has 2 Construction Tokens and 2 Empty Building Spaces).



Example 3: Obtaining a Construction Token

7. BUY A LONGSHIP

By expending 3 Seamanship (purple) symbols (see Image 18) you may buy a Longship. You must immediately place this Longship on an empty space of the Shore of your Player Board (see Image 16). You are not allowed to buy a Longship to replace an existing one. After buying a new Longship, draw a new Longship Card to replenish the Longship Offer (see Image 17).



Image 16: Location of the Shore on the Player Board



Image 17: Location of the Longship Offer on the Game Board

8. RETURN A LONGSHIP

By expending 2 Seamanship (purple) symbols (see Image 18) you may return a Longship after a Raid, by flipping it back to its face-up side.

9. REPAIR A LONGSHIP

By expending 2 Seamanship (purple) symbols (see Image 18) you may remove 1 Damage Token from one of your Longships (even one that has not yet been returned after a Raid).



Image 18: Seamanship symbols

10. RAID

Players go on Raids to gain Fame. If you have a Hero on your Player Board, and at least 1 face-up Longship, you may resolve a Raid Action, as detailed in the following 8 steps:

A. Declare a Raid Action

Choose a face-up Raid Card available in the Sea area of the Game Board as your target. You are only allowed to choose a Raid Card you will be able to successfully complete in terms of Range and expending Vikings (see next step).



Range Symbol

MAKE SURE THAT ALL THE PLAYERS KNOW EXACTLY WHICH RAID YOU ARE TARGETING. TO INDICATE YOUR TARGET, YOU MAY TIP THE CHOSEN RAID CARD TO THE SIDE.

B. Choose a Longship and Check Range

Check the Range requirement of your chosen Raid. The Range is dependent on the position of the Raid:

- ♦ the Raid Cards in the upper Sea zone require 1 Range ①,
- ♦ the Raid Cards in the center Sea zone require 2 Range ②,
- ♦ the Raid Cards in the bottom Sea zone require 3 Range ③.



Image 19: Range requirement and the position of the Raid Cards on the Game Board

In order to satisfy the Range requirement of a Raid Card from any Sea zone, you must use a single Longship with Range equal to or greater than the Range requirement of your chosen Raid. A Longship's Range is equal to the number of Range symbols on the Longship Card, and is reduced by 1 for each Damage Token on that Longship.

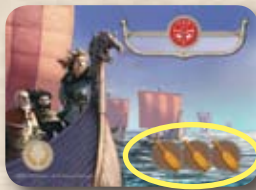


Image 20: Longship Range

EXAMPLE 4: CHOOSING A LONGSHIP AND CHECKING RANGE

Skadi has decided to resolve a Raid Action. She chooses the Iona Raid Card situated in the central Sea zone. In order to reach Iona she needs a single Longship with a minimum Range of 2. Her only face-up Longship has 3 Range symbols, and a single Damage Token, which means that its current Range is 2 – exactly as much as Skadi needs.

SOME BUILDINGS AND HEROES EXTEND THE RANGE OF LONGSHIPS.

C. Expend Vikings

Each Raid Card requires the player to expend a number of Vikings from their Village Square. For each Viking symbol on the Raid card and for the Viking Token placed on the Sea zone the target Raid Card is situated in, the Active Player must move 1 Viking of the same type to the Mead Hall. The player may receive discounts from the symbols on their Hero, Buildings and Longships. Each discount applies

once. Regardless of any discounts, the player **must** return at least 1 Viking miniature to the Mead Hall to successfully complete a Raid.

EXAMPLE 5: EXPENDING VIKINGS

Continued from the previous example: After checking Range and choosing a Longship, Skadi now looks at the Viking symbols printed on the Iona Raid Card ①, and at the Viking Token on the Sea zone containing the Raid she chose ②. The Viking on the Sea zone is a Warrior (red) ②, and the symbols on the Raid Card are: 1 Sailor (blue) ③ and 3 Traders (black) ③. The Hero on her Player Board provides her with 1 Sailor (blue) symbol ④, and the Special Ability of her Longship provides her with 1 Trader (black) symbol ⑤. After using these Symbol Discounts, Skadi has to move 2 Trader Viking miniatures and 1 Warrior Viking miniature from her Village to the Mead Hall ⑥.



Example 5: Expending Vikings

D. Modify Raid Requirements

After you have expended Vikings, other players (in clockwise order) have the opportunity to play Action Cards face-up on the table, to add their Action symbols (but **not** their Viking symbols) to the requirements of the Raid Card. Each player may play 1 Action Card from their hand or pass, and a maximum of 3 cards may be played during a single Raid (if 3 Action Cards have already been played by preceding players, the player **must** pass).

After each other player had a chance to play an Action Card, if there are fewer than 3 Action Cards face-up on the table, you **must** draw and reveal cards from the top of the Action Card deck, until this number is reached. If the Action Card deck is depleted before all the cards are drawn, reshuffle the discard pile immediately and continue drawing.

EXAMPLE 6: MODIFYING RAID REQUIREMENTS

Continued from the previous example: After expending Vikings from her Player Board, Skadi waits for other players to modify the requirements of her chosen Raid. Ragnar on her immediate left

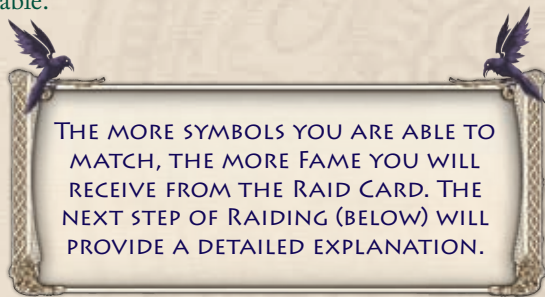
plays an Action Card with a Craftsmanship  symbol. Sif, the next in order, passes and plays no card. Thorsten plays an Action Card with another Craftsmanship  symbol. Since there are only 2 Action Cards face-up on the table, Skadi draws 1 more card from the Action Card deck, and places it face-up on the table – this time with a Recruitment  symbol.

E. Match Action Symbols

You may now expend up to 3 Action Cards from your hand to match the Action symbols on the cards on the table. When you play a card with an Action symbol matching any of the Action symbols on the cards face-up on the table, both the played card and the card on the table are immediately discarded. During this step you are not allowed to use any Symbol Discounts from buildings, but you are allowed to make use of any discounts and other Special Abilities of the Longship and Hero used for this Raid.

EXAMPLE 7: MATCHING ACTION SYMBOLS

Continued from the previous example: With 2 Craftsmanship  and 1 Recruitment  symbol to be matched, Skadi now plays 2 Action Cards out of her hand. The first has 1 Craftsmanship  symbol, the second has 1 Recruitment  symbol. She discards both Action Cards from her hand, as well as the cards with matching symbols from the table. Skadi also has a Forge she has not yet used this turn, but she is not allowed to use any Symbol Discounts from Buildings, so the Action Card with the Craftsmanship  symbol is left on the table.



F. Receive Fame

Gain the Fame points depicted on your chosen Raid card and its Sea zone. Next, gain or lose Fame points according to the number of Action Cards still face-up on the table: 0/1/2/3 Action Cards result in +1/0/-1/-2 Fame Points. You may never go below 0 Fame on the Fame Track.

After receiving or losing Fame Points, discard any Action Cards left on the table, and place the completed Raid Card face-down next to your Player Board.



Fame Symbol

EXAMPLE 8: RECEIVING FAME

Continued from the previous example: It's time for Skadi to reap the benefits of a successful Raid. She receives 3 Fame Points, as indicated by the Iona Raid Card  1, plus an additional 1 Fame Point, as she chose a Raid in the center section of the Sea , for a total of 4 Fame



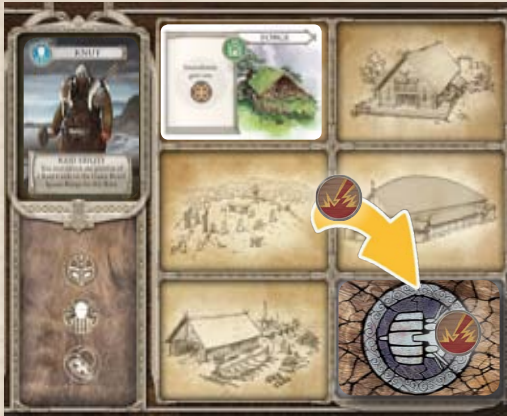
Example 8: Receiving Fame

Points, which she notes by moving her Scoring Disc on the Fame Track  3. Then, being left with 1 Action Card still on the table, she receives no additional Fame Points (but also does not lose any points). Finally, she discards the Action Card, flips the Raid Card face-down, and places it next to her Player Board.

G. Damage Longship

After receiving Fame, you must assign 1 Damage Token  on the Longship used in the Raid, and flip that Longship to its back side, to signal that it is away from shore. If the number of Damage Tokens  ever equals or exceeds the number of Range symbols printed on a Longship Card, that Longship is immediately destroyed. The owning player places the card at the bottom of the Longship deck, and returns all the Damage Tokens  to the stock.

EXAMPLE 9: PLACING DAMAGE



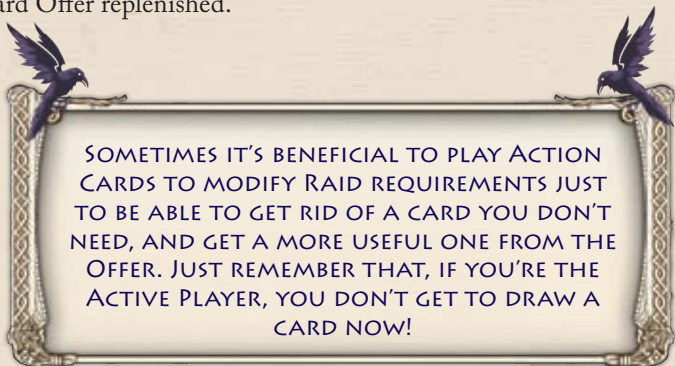
Example 9: Placing Damage

flips that Longship to signal that it is not available for a Raid again until returned home.

H. Replenish Raids and Draw Cards

Exchange the Viking Token from the Sea zone that held the completed Raid card with the Viking Token next to the board (thus changing the extra requirement for the next Raid). Move the Raid Cards up (and left within their Sea zone if necessary), until the bottom Raid Card space is empty. Then refill that space with a new Raid Card from the deck.

Before you continue your turn, each of the players who played 1 Action Card to modify the requirements of the Raid, must now draw 1 card from the Action Card Offer (in clockwise order). Only after all participating players have drawn 1 Action Card each, is the Action Card Offer replenished.



DRAW PHASE

After resolving Actions, you must draw Action Cards from the deck until you have **6** cards in your hand. If at any point the Action Card deck is depleted, immediately reshuffle the discard pile to form a new deck.

REMEMBER THAT IF YOU
HAVE A RUNIC CIRCLE IN
YOUR VILLAGE, YOU DRAW
BACK UP TO **7** INSTEAD
OF **6** CARDS!

ADDITIONAL RULES

The following sections contain additional rules necessary to play *In the Name of Odin*.

CONFLICTING RULES

Special abilities of different types of cards (Buildings, Heroes, Longships) may contradict some of the rules outlined in the rulebook. Whenever a Special Ability of a Building, a Longship, or a Hero contradicts these rules, the Special Ability takes precedence.

SYMBOL DISCOUNTS

To resolve most Actions you must expend a number of symbols specific to that Action. Some Buildings and Hero Cards on the Player Board may also supply symbols. You may use these symbols in combination with discarding Action Cards when resolving Actions, but an Action may never be resolved exclusively using symbols gained from Buildings or Hero Cards.

SYMBOLS ON BUILDING CARDS

There are 3 types of Buildings that usually provide a symbol to their owner, while being the Active Player:

- ◆ Each Forge provides 1 Craftsmanship  symbol.
- ◆ Each Jarl's House provides 1 Recruitment  symbol.
- ◆ Each Shipyard provides 1 Seamanship  symbol.

You may use each of those symbols **once per turn**, when resolving an Action.

TO EASILY REMEMBER WHICH SYMBOLS
YOU'VE ALREADY USED THIS TURN,
YOU MAY TILT THE BUILDING CARD
SLIGHTLY AFTER USING ITS ACTION
SYMBOL TO DISCOUNT AN ACTION.



EXAMPLE 10: DISCOUNTING AN ACTION

In order to resolve the Buy Longship Action, Sif discards 2 Action Cards – each with a Seamanship  symbol and uses 1 Seamanship  symbol provided by the Shipyard Building Card in her Village.

SYMBOLS ON HERO CARDS

Each Hero Card provides a Warrior  (red), Trader  (black) or Sailor  (blue) symbol. You may use this symbol only when resolving the Raid Action.

SPECIAL ABILITIES

Much like Symbol Discounts, Special Abilities become available to the Active Player via constructing Buildings and Ships, and recruiting Heroes. Only the owner of any card can benefit from its Special Abilities or symbols.

BUILDING SPECIAL ABILITIES

There are 2 types of Building Special Abilities: Permanent and Turn Special Abilities:

- ◆ Any Special Ability that modifies or discounts a given Action (like Gathering Vikings, Recruiting a Hero, Constructing a Building, etc.) can be used only once per turn.
- ◆ A Permanent Special Ability is always in use (even when it is not its owner's turn).

There are 3 types of Buildings that provide Permanent Special Abilities:

- ◆ A Shipyard allows the owner to keep an extra Longship (next to the Player Board).
- ◆ An Inn raises the number of Vikings a player may have at any time to 14.
- ◆ A Runic Circle allows the Active Player to draw back up to 7 cards.

Apart from the above common Special Abilities, each Building also provides a unique Turn or Permanent Ability described on its card.

TO EASILY REMEMBER WHICH SPECIAL
ABILITIES YOU'VE ALREADY USED THIS
TURN, YOU MAY TURN THE BUILDING
CARD UPSIDE DOWN. REMEMBER TO
TURN THE BUILDINGS RIGHT SIDE UP AT
THE END OF YOUR TURN!

LONGSHIP SPECIAL ABILITIES

There are no Special Abilities common to all Longships – each Longship Card Offers a Special Ability that can be used only when resolving the Raid Action using that exact Longship. If the same Longship is used in more than 1 Raid during the same turn, its Special Ability may be used every time.

HERO SPECIAL ABILITIES

Each Hero Card provides a Special Ability, that can be used:

- ◆ only when resolving the Raid Action (explicitly labeled as a **Raid Ability**), or
- ◆ only outside of a Raid (no label).

After using the Hero Special Ability, the Hero Card is placed face-down under the Hero Card deck in the Mead Hall.

REMEMBER THAT YOU
DISCARD A HERO AFTER
A RAID EVEN IF YOU DID
NOT USE THEIR ABILITY.

GAME END

The game ends immediately when the last Raid Card is completed. The Active Player is not allowed to resolve any more Actions, and all players proceed to Scoring.

SCORING

After the Game End is triggered, each player receives Fame Points for:

- ♦ Any Fame symbols printed on Buildings in their Village.
- ♦ Any Fame symbols printed on Longships in that player's possession (regardless of Damage or not being Returned from a Raid).
- ♦ Every complete set of 3 Warriors (red) / Traders (black) / Sailors (blue) is worth 1 Fame Point.
- ♦ Every complete set of 3 different Vikings is worth 1 Fame Point.

YOU MAY SCORE A SINGLE VIKING MINIATURE IN TWO DIFFERENT SETS: ONCE IN A SAME-COLORED SET, AND ONCE IN A MULTI-COLORED SET.

The player with the most Fame Points is the winner. In case of a tie, the player with the fewest Raids is the winner. If players are still tied, only a battle to the death can clearly show who of them is truly favoured by Odin and fit to become the new Jarl.

EXAMPLE 11: SCORING

At Game End, Thorsten counts his Fame Points. The Raids he managed to complete gave him a total of 16 Fame. To that he adds 7 Fame Points for Buildings, and 2 for his Longship. Thorsten also has a total of 10 Vikings: 2 Warriors, 4 Traders and 4 Sailors. 3 Traders and 3 Sailors will add a total of 2 Fame Points to Thorsten's total, and 2 complete sets of 3 different Vikings each (Warrior, Trader, Sailor) will score another 2 points. So, Thorsten's grand total is 29 Fame Points.

SUPPLEMENTARY RULES AND AIDS

The following sections contain supplementary rules, and a list of easily missed rules.

VIKING COMPONENT LIMITATIONS

In some rare cases it may be possible that there are too few Vikings of a given type in the Mead Hall to fully perform the **Gather Vikings**

Action. In such a case, the Active Player takes all of the Vikings (of the currently gathered type) from the Mead Hall, and then may take the rest from other players, following the rules below:

- ♦ The Active Player must take the Vikings one by one, each time taking a Viking from the player who has the most Vikings of the currently gathered type (if there is a tie, the Active Player may choose from the tied players).
- ♦ If the Active Player has exceeded the limit of 10 Vikings they can keep on their Player Board, **and** has taken at least 1 Viking from another player, the Active Player is not allowed to return any Vikings of the gathered type to the Mead Hall as part of this Action (but they are allowed to use them normally as part of any other Actions on the same turn).
- ♦ The Active Player may elect not to take all of the Vikings the expended symbols would allow them to gather.

EXAMPLE 12: TAKING VIKINGS FROM OTHER PLAYERS

Sif has expended 3 Sailor Viking symbols, but there are only 3 Sailors in the Mead Hall. Sif takes them and looks at other players. Ragnar and Skadi have 8 Sailors each, which makes them tied at most Sailors. Sif decides to take 1 Sailor away from Skadi. This brings the total number of Vikings on her Player Board to 10, so if she takes another Sailor (this time from Ragnar, who has just become the only player with the most Sailors), she will not be able to return any Sailors to the Mead Hall. Sif decides that being forced to return a Warrior or a Trader would fit her ill, and elects not to take the last Sailor.

NO ELIGIBLE BUILDINGS

If at any time during the game the only Building cards available in the Building Offer belong to Building types already constructed by all players, immediately move all Buildings from the Offer to the bottom of the Building Deck, and replenish the Offer. Repeat this procedure if necessary, until at least 1 of the Buildings can be legally constructed by at least 1 player.

EASILY MISSED RULES

There are rules easily missed when playing *In the Name of Odin*:

- ♦ Only Action Cards have a discard pile. Raids are kept face-down next to the Player Board after completion. All other cards are placed under their respective decks when discarded.
- ♦ Damage Tokens decrease the range of Longships.
- ♦ A Longship needs to be returned (flipped face up) after a Raid for the Active Player to be able to use it again.
- ♦ Longships with extra Range (from Special Abilities) can sustain 1 extra Damage for each 1 extra Range before they are destroyed.

CREDITS

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