

VIKINGAR

RULES





VIKINGAR

VIKINGS, TERRORS OF THE NORTHERN SEAS,
YOU HAVE BUT ONE OBJECTIVE: LEAVE
THE MORTAL WORLD AS VALIANT HEROES.

FACE THE ACHIEVEMENTS REQUIRED BY THE ASES
BY EXPLORING THE LAND OF MEN AND GLORIOUSLY
CROSS THE GATES OF VALHALLA.

CONTENTS OF THE BOX:



A central game board



24 territory tiles



10 runes



A rune bag

FOUR VIKING CLANS COMPRISED OF:



Five outpost tokens



Five Longship tokens



Eight achievement progress cubes



An achievement chart reminder tile



Fire and blood tokens



A set of gold coins



24 card holders



Four turn tokens



A set of 24 World's End cards



A set of 24 Mythical Quest cards



A set of 30 Navigation Event cards

ADVENTURE CHART

Determining the duration of a game

The duration of the game depends on the number of players and the number of achievements the players agree at the beginning of the game to accomplish.

Estimated duration for 4 players:

3 achievements: 60-75 minutes

4 achievements: 90-105 minutes

5 achievements: 120-135 minutes



VICTORY RULES

TO WIN, YOU MUST:

- Explore the world of mortals with your Longships
- Complete the previously determined number of divine achievements
- Discover one of the doors leading to the Ases' world, located at the world's end

To complete an achievement, players must accumulate successes. Players advance achievement cubes on the **Achievement Chart** for their clans. When an achievement cube reaches the last square of an achievement, the player collects the related achievement cup.

Gold for great heroes:

A player who has completed an achievement can no longer advance the related achievement cube, instead receives a gold coin.



UP TO 8 ACHIEVEMENTS CAN BE COMPLETED DURING THE GAME.



BRAVERY CUP

Whenever a player loses a Longship by dying in combat, their achievement cube advances.

Note: Cubes are not advanced following the loss of a boat resulting from a navigation event.



LOOTER'S CUP

Whenever a player destroys a place of worship, their achievement cube advances.



STRATEGY CUP

Whenever a player destroys a fortress, their achievement cube advances.



BLOODY CUP

Whenever a player destroys another player's Longship in a fight, their achievement cube advances.

Note: Longships destroyed by card actions outside of combat do not allow the player to advance their cube.



WEALTH CUP

Whenever a player buy treasure during the construction phase, their achievement cube advances.



HERO'S CUP

Whenever a player defeats a mythical monster, their achievement cube advances.



CONQUEROR'S CUP

Whenever a player destroys a city, their achievement cube advances.



CURSED CUP

The player who has accumulated the fewest achievement points at the end of a round advances their achievement cube.

CONFIGURATION OF THE GAME BOARD

The game board represents **Midgard (the mortal world)**. It is dotted with towns, villages, fortresses, places of worship and mythical quests that you must explore or conquer. It is divided into four sections:

1. The Open Sea: Starting point for all Vikings. Navigating the Open Sea is the fastest and most perilous way to travel. There are many dangers lurking in these tumultuous waters (icebergs, storms, lack of wind, enemy Longship attacks, mythical beasts).

A pact uniting the Viking clans prohibits player confrontations on the Open Sea.

2. The Northern Kingdoms: Territories north of the equator.

3. The Southern Kingdoms: Territories south of the equator.

4. World's End: This is the physical end of the mortal world. You must explore this area to discover one of the gates of Valhalla. Navigate carefully, or you risk falling into the abyss, sinking into nothingness.

PLACES

5 types of places to explore, and the possible actions for each:

-  **1. Fishing villages:** loot
-  **2. Cities:** loot or build an outpost
-  **3. Places of worship:** loot or build an outpost
-  **4. Fortresses:** loot or pay a toll (2 gold coins)
-  **5. Mythic Quests:** slay a legendary creature

SETUP

- Place the 24 territory tiles face down at random around the center game board.
- Assign a Viking clan to each player and distribute Longship tokens, outpost tokens, and achievement charts according to clan colours.
- Each player places two Longship tokens in the Open Sea.
- Stack the cards in a pile, put the runes in the bag, and place these items and the gold coins within all players' reach.
- Determine the number of achievements to complete in order to win the game. the higher the number of achievements, the longer the game.

3 or 4 achievements out of a possible 8 are suggested.

OVERVIEW OF A ROUND

All players draw a turn token. The player who draws the lowest value starts.

The round is divided into four phases. Phase 1 is played in turns, phases 2, 3, and 4 are played simultaneously by all players.

In phase 1, Longship Activation, players move and perform an action with each of their Longships. Once a Longship is played it must be placed in inactive mode (showing the shaded side of the token). When the player has played all Longships, their round is over.

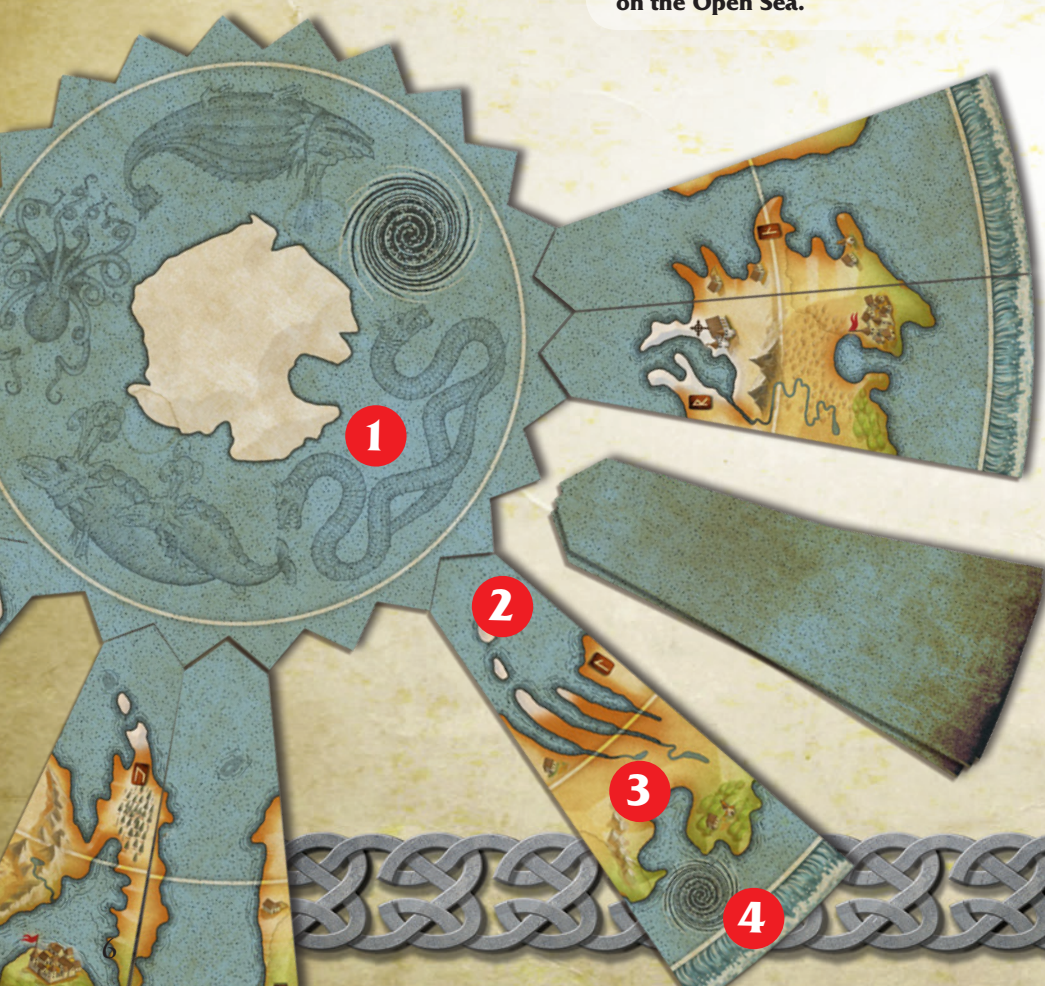
The player who drew the turn token with the second lowest value then plays their Longships, and so on. The first phase of the round ends when all players have played their Longships.

In phase 2, Trade, players simultaneously collect gold coins picked up by their outposts.

In phase 3, Construction and Purchases, players can build Longships if they have the necessary gold and do not exceed the allowable amount. They can also purchase a treasure to advance their Wealth Cup achievement cube (one treasure per round).

Phase 4, Maintenance, concludes the round. All inactive Longships in the game are returned to active mode, and the runes are returned to the bag. It is also during the maintenance phase that the player who receives the Cursed point is determined.

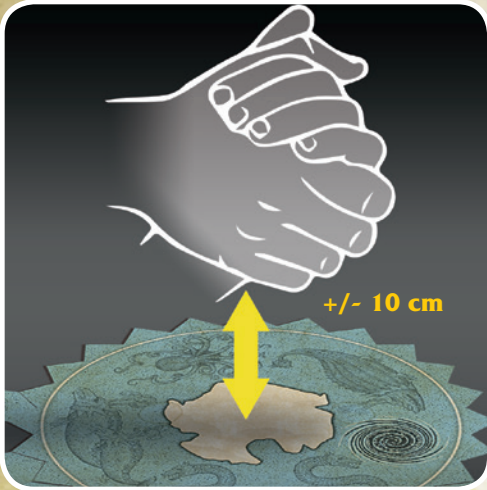
Players draw a turn token to determine the play order for the next turn.



COMBAT AND ACTIONS

RECOMMENDED HEIGHT FOR THROWING RUNES

About 10 cm



VALIDITY OF THE RUNES



Man’s destiny is subject to the whims of the Ases. The runes are used to interpret their will during battle and actions.

Each rune has two sides; an active side with a symbol and an inactive side with no symbol.

Five runes are thrown to attack and four are thrown to defend. However, some magic items obtained from mythical quests increase the number of runes to be thrown.

THROWING RUNES

To be valid, the runes must be thrown in a single motion and land in the central part of the game board, the Open Sea. Any rune that leaves this area, or touches the border line, cannot be counted for the total destiny points. Neither throwing them too hard, nor simply placing them, the throwing hand should remain about 10 cm above the board.

At any time, the clan council (a majority of opposing players) may demand a rethrow!

CALCULATION OF DESTINY POINTS

To know the value of the thrown runes, add the destiny points, determined by the position and the image on the runes:

- Active runes where the image side is visible are worth 1 destiny point.
- Runes balancing on their long side are worth 3 points
- Overlapping runes are doubled in value:
 - 2 destiny points for Overlapping active rune.
 - 6 destiny points for runes balancing on their long side while overlapping.
- Runes balancing on their short sides = immediate victory; the gods are with you (unless the defender does equally well, which would give him victory)!

THROWING EXAMPLE AND VALUE OF DESTINY POINTS

8 destiny points
One active rune (1 point)
One balancing on the long side (3 points)
Overlapping each other (double points)

6 destiny points
One inactive rune (0 points)
One balancing on the long side (3 points)
Overlapping each other (double points)

0 destiny points
Runes lying inactive (0 points)

4 destiny points
One inactive rune (0 points)
Two active runes (2 points)
Overlapping each other (double points)

COMBAT:

Player vs. Player

The attacker and defender take turns throwing runes. Both players can use their special items won during mythical quests to influence the number of runes to throw.

- The player with the highest number of destiny points wins.
- The player with the fewest destiny points is defeated.

Note: In the event of a tie, the defender wins.

Player combat against uncontrolled cities, places of worship, fortresses, mythical quests, and other events.

In these cases, an opposing player who is designated at the time throws the defender runes. The number of runes used in defence depends on which place is being attacked. No rune can be added by the defender.

- The player with the highest number of destiny points from the runes, wins.
- The player with the fewest destiny points is defeated.

Note: In the event of a tie, the defender wins.

Place	Defense	Gold Reaped
Village	None	1 gold coin
City	4 runes	2 gold coins
Place of Worship	4 runes	2 gold coins
Fortress	5 runes	3 gold coins
Mythical Quest	According to card	





THE 4 PHASES OF THE GAME

1 ACTIVATION OF LONGSHIPS



(played in turns)

Each Longship can perform a movement and an action. N.B. The movement must be done before the action or the player forfeits their movement.

A. MOVEMENT

A Longship can move to an adjacent territory.

Leaving the Open Sea

To leave the Open Sea, the player must draw a "navigation event" card. Each card reveals an event and a consequence, which is resolved by throwing destiny runes:

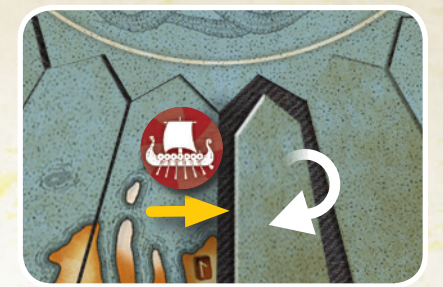
If the destiny runes thrown by the player have a higher value than that thrown in defence, the player can complete their move and then their action. Some cards offer treasure as a reward.

If a player fails, they suffer the consequence indicated by the picture on the card. If they lose their movement, the player can still use their action to leave the Open Sea. Their Longship token is then placed in inactive mode.



Moving to unexplored territories

(downward-facing territory tiles)



When a Longship enters an unexplored territory, the player must turn the territory tile face up. The player may then advance their Longship into the newly explorable territory tile, but be aware! Fortresses can limit movement. (See movement limited by the presence of fortresses.)

For movement to territories in a north-south direction



A navigable waterway must be present to move between the north and south kingdoms.

A Longship may use a vortex to teleport

The player may use a vortex to move to another vortex visible on the map. A player using a vortex to leave the Open Sea does not have to draw a Navigation Event card.



Territories can only accommodate one Longship

(except in the Open Sea)
A player may only place one Longship token per territory tile. If the player enters a territory with an enemy Longship, combat begins automatically.

Exploring World's End



When a ship is moved to an unexplored World's End tile, the player draws a World's End card.

If it is an abyss card, the player must complete a navigation throw against a defense of 5 runes. If the player succeeds, they can advance their boat into the World's End, and their boat is placed in inactive mode. If the player fails, their boat is destroyed and must be returned to their reserve. The World's End card remains in the game, placed at the end of the territory tile outside the game.



If it is one of the doors to Valhalla, the player can move their boat onto the explored box. If the player has completed enough divine achievements, they win the game. Otherwise, their Longship is placed in inactive mode.

Note: a player may decide to leave their Longship at one of the gates, and they will win automatically when they complete their last achievement.

Movement limited by the presence of a fortress



A player who wants to advance their Longship token to a territory protected by a fortress must pay a toll of 2 gold coins. If the toll is not paid, the movement is canceled and the player may either remain in the original territory or use an action to attack the stronghold.

Note: the player may leave their Longship in the area controlled by the fortress without having to repay the toll every round. However, if they leave and try to re-enter the area they will have to repay the toll.

COMPOSITION OF THE CARDS

The World's End, Mythical Quest, and Navigation Event cards are built on the same model.

Explanation of pictograms:

- The player's Longship is destroyed.
- The player cannot reap the reward, but can continue on their way.
- The player's Longship remains on their starting tile, but they can use their action to move.

Difficulty: The number of destiny runes thrown in defence of an event

Pictograms of defeat consequences



Name of card and reward for victory

B. ACTIONS

- Additional movement
- Building an Outpost
- Looting / Attacking
- Making a mythical quest

Additional Movement



If the player decides to use their action to perform an additional movement, the basic movement rules apply. Once their Longship is moved, they must return it to inactive mode.

Building an Outpost.



Players can build outposts for free on places of worship or on cities in territories their own Longships occupy.

Each player has a maximum of 5 outpost tokens. The player may choose to destroy one of their older outposts to build a new one.



If the territory is controlled by another player, the player must attack and destroy the existing outpost to replace it with their own. See "Loot a city or place of worship controlled by a player".

Note: a fortress does not prevent the construction of an outpost.
Ex: an outpost can be built if the player has paid the toll.

Attacking an opponent



Players may attack opposing Longships, except in the Open Sea.

To do so, they simply advance their Longship token to a territory occupied by an enemy Longship. Both players resolve the battle using destiny runes.

If the attacker wins, their Longship is returned to inactive mode. They gain an achievement point for the Bloody Cup.

The failing player loses their Longship and collects an achievement point for the Bravery Cup.

Looting a fishing village



Players plunder fishing villages for gold, and no fighting is necessary. The player simply drops a **Fire and Blood** token, collects a gold coin and then returns their Longship to inactive mode.

Looting a city or place of worship



Players plunder cities or places of worship for gold by throwing runes against a defense of **4 runes**.

If the player wins, they gain **2 gold coins** and collect an achievement point related to the type of place. A **Fire and Blood** token is then placed on the game board to mask the destroyed place.

If they fail, their Longship is destroyed, and they reap an achievement point for the Bravery Cup.

Attention: If the city or place of worship is protected by a fortress, the fortress must be destroyed before looting can take place.

Looting a city or place of worship controlled by a player



A player who wishes to attack a city or place of worship occupied by another player's outpost may decide to loot the location as described above to destroy only the outpost. To do this, they must defeat their opponent when rolling destiny runes. The defender uses their own destiny runes to defend their outpost.

Note: The defending player can use the magic items they have gained during their quests.

Looting a fortress



Players can loot a fortress to destroy it and collect the gold it contains. They must complete a rune throw against a defense of **5 runes**.

If the player wins, they gain **3 gold coins** and collect an achievement point for the Strategy Cup. A **Fire and Blood** token is then placed on the game board to mask the destroyed place.

If they fail, their ship is destroyed and they gain an achievement point for the Bravery Cup.

Completing a mythical quest



Players can try to complete a mythical quest by drawing a Mythical Quest card. Each card reveals a creature, its number of defence runes, and a magical item offered as a reward. The mythical quest is resolved by throwing destiny runes.

If the destiny runes thrown by the player have a higher value than the defending throw for the creature, the player gets the mythical treasure shown on the card and collects an achievement point for the Hero's Cup. A Fire and Blood token is then placed on the game board, covering the legendary place that was destroyed.

If they fail, their Longship is destroyed and the player collects an achievement point for the Bravery Cup.

Attention: The quest cards remain on the territory until they are defeated. Use the card holders to hold them in place.



2 TRADE

Played simultaneously by players

Players collect 1 gold coin for each of their outposts on the board.

3 BUILDING LONGSHIP AND PURCHASING TREASURE

Played simultaneously by players

Building Longships

Each player can build 1 Longship per round for free. A player can build a certain number of additional Longships, depending on the number of achievements they have completed. Additional Longships cost 2 gold coins each. New Longship tokens are always deposited in the Open Sea.

Maximum number of Longship

0 achievement	1 achievement	2 or more achievements
2 Longships	3 Longships	4 Longships

A fifth Longship can be built only if the player has defeated the Kraken (Open Sea card)

Treasure Purchase

Players can acquire one treasure per round at a cost of **3 gold coins**. Players advance their achievement cubes for the Wealth Cup.

4 MAINTENANCE

Played simultaneously by players

- Return boats to active mode.
- Return the runes to their bag.
- Determine the player who will receive the point for the Cursed Cup.

Players compare the total of achievement points they have collected up to that point. The player whose achievement chart shows the lowest score advances their achievement cube for the Cursed Cup.

Ex: 2 Bravery Cup,
2 Looter's Cup and
1 Wealth Cup =
5 achievement points.

If there is a tie between two or more players, they draw the turn tokens. Whoever has drawn the token with the lowest value receives the Cursed point.

- Determine the player who will start the next round by drawing turn tokens. The one who has drawn the token with the lowest value begins the next round.

Summary of Game Phases

1. Longship Activation

A. Movement

B. Possible Actions

- Make an additional movement
- Build an Outpost
- Loot / Attack
- Complete a mythical quest

2. Trade

- Players collect 1 gold coin for each of their outposts on the board.

3. Building and purchasing treasure

- Place your free Longship
- Purchase additional Longship (Do not exceed the maximum number of Longship)
- Purchasing Treasure (one per round)

4. Maintenance

- Return the Longships to active mode
- Return the runes to the draw bag
- Determine the winner of the Cursed point
- All players draw a turn token. The player who draws the lowest value starts.

Maximum number of Longship

0 achievement	1 achievement	2 or more achievements
2 Longships	3 Longships	4 Longships

Place	Defense	Gold Reaped
 Village	None	1 gold coin
 City	4 runes	2 gold coins
 Place of Worship	4 runes	2 gold coins
 Fortress	5 runes	3 gold coins
 Mythical Quest	According to card	

Cost in gold coins

Building an Outpost	0 Gold
Building a Longship	2 Gold
Purchasing treasure	3 Gold
Paying the toll for a fortress	2 Gold

Picture cards



Longship destroyed



No reward



The player's Longship remains on their starting tile, but they can use their action to move.



1 point



3 points



Doubled in value



Victory unless the defender does equally well