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Game: **ODIN'S RAVENS**  
Pub: **Rio Grande Games (2002)**

Page 1: **Rules summary**

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For best results, print on card, laminate and trim to size.

# Odin's Ravens

## Setup

Layout 9 **land cards** face up in a row, making 2 flight paths; turn adjacent land types 180° or use new cards so there are no land types that are the same next to each other. Place the players' **ravens** each in front of one of the flight paths.

Deal a **magic way card** for this first **race** and place it face up. Each player shuffles the **flight cards** of one colour and draws 5 cards to start play. The youngest player starts.

## Play

On his turn, a player plays up to 3 cards from his hand and up to 3 cards from his **auxiliary stack**. Possible actions are:

- add a card face down to his **auxiliary stack**.
- play a flight card and move his **raven**.
- play a card to add to his **magic way stack**.
- play an **Odin** card and choose one of the actions on the card.

Cards may be played from his hand or auxiliary card stack. The order of cards in the auxiliary stack is fixed, though players may look at the cards.

A player ends his turn by drawing cards from his supply to return his hand to 5 cards.

## Raven Flight

Players play a flight card matching the next land type to move their raven one card forward.

If there is a group of the same land types the raven moves to the last in the group.

A player may play 2 flight cards of the same type as a **joker** to move any land type forward as above.

Played cards are placed face up forming a discard pile which, when exhausted, is shuffled and placed face down as a new supply.

## The Magic Way Card

Throughout the race, players can play flight cards matching a land type or Odin card on the magic way card to their **magic way stack**.

Ravens do not move, or an Odin card is not played, if cards are added to a magic way stack.

## Odin Cards

If an **Odin** card is played, the player chooses one of the 2 actions on the card, takes the action, and discards the card. The following rules apply:

- if a raven is moved one space, it is always moved just one space, despite land types.
- an **empty land space** has no raven and no Odin marker.
- if swapping 2 land cards, the cards are **not** turned.
- if a land card is removed the path is shortened and remaining cards are moved together.

## The Odin Marker

To remove an **Odin marker** the player can:

- play the Odin card that allows him to move the marker to an empty space.
- play one extra flight card of the type where the marker stands.
- play one card of the appropriate type and 2 of another land type as a **joker**.
- play 2 sets of **jokers**.

## Lengthening the Flight Path

At the end of his turn a player may lengthen the flight path by one land card, drawing the topmost card from the land card deck and choosing the orientation. Two land types may be adjacent.

If necessary remove cards from the start of the flight path and shift the whole path.

## Winning

The race is over when a raven reaches the end of the flight path.

The winner scores points equal to the number of spaces he is in front of the other raven.

**+3 points for the most magic way cards.** If there is a tie no one scores points for the cards.

A new race is set up in the same way as before; the player with the fewest points starts.

**The first player to reach 12 points over several races is the winner.**