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Game: **THUNDER & LIGHTNING**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# Thunder & Lightning

## SETUP

Players choose to be **Thor** or **Loki**, take the corresponding 50 card deck and figure, and sit opposite each other.

Each player shuffles their deck and draws 9 cards as their starting hand (kept hidden from their opponent). They place the remaining cards facedown as their deck.

If you draw *Odin's Ring/Crown* as one of your first 9 cards, show it to your opponent, draw another card to replace it, and shuffle the *Ring/Crown* card back into your deck.

Each player chooses 3 cards from their hand of 9 and places them on the table facedown next to each other as their first row and initial deployment.

During the game players add other cards to the battlefield. Each player may have up to 4 **rows** of cards. The card in the first row and the cards behind form a **column**; each column can have up to 4 cards in total.

Each side of the battlefield consists of 3 columns of 4 rows each. Therefore, players may have at most 12 cards on their side of the battlefield.

## PLAYING THE GAME

Starting with Loki, the players alternate turns. On your turn, you have as many **action points** (APs) to use as you have columns at the beginning of your turn (1, 2, or 3).

When you have your *Thor* or *Loki* card in play, you get 4 action points regardless of how many columns you have.

You may take any specific action as often as you have action points to spend, and in any order.

You *must* spend all action points you are allowed; you cannot save them for later or refuse to use them.

**You may take these actions for the cost of 1 AP each:**

### DRAW 1 CARD


**Take the top card from your deck and add it to your hand.**

When you have exhausted your deck, you may no longer use this action.

You may never have more than 12 cards in hand at any time.

### PLAY A CARD ONTO THE BATTLEFIELD

**Play a card from your hand, facedown on your side of the battlefield.**

You may play any card (with or without a strength value and/or a mythological symbol ) onto the battlefield, but cards without a strength value may not **challenge** and will lose automatically if challenged.

You may play a card in front, behind, or between cards in any column on your side of the battlefield.

When you want to play a card in a row where another card lies, first move that card and any cards behind it back towards yourself to make room for the new card.

You need not fill in a row (with 3 cards across) before starting a new row in a column. You need not fill a column before placing cards in another column.

**You may never have empty rows between cards in a column.** If such a gap is created, the cards remaining in that column are moved forward to fill the empty row spaces.

You may not voluntarily discard one of your cards from the battlefield. Players may look at their facedown cards on the battlefield at any time.

## CHALLENGE AN OPPONENT'S CARD

*You may not choose this action during your first turn.*

**When the players' opposing columns both have cards, a challenge is possible.** You may not challenge an opponent's card diagonally. You are not obligated to initiate a challenge unless no other action is possible.

Only cards in your first row may normally challenge or be challenged, though some mythological card actions may allow you to challenge cards in other positions.

**Once deployed on the battlefield, these cards may never initiate a challenge:** a card without a strength value, *Thor*, *Loki*, *Odin's Ring*, *Odin's Crown*, *Shield Wall*, and *Nightmare*.

The player who initiates the challenge slides the challenging card forward (toward the challenged card). Turn both cards involved in the challenge faceup (if any were facedown). **The card with the higher strength wins the challenge.** The losing player puts the defeated card faceup on their discard pile, and the winning card remains faceup in the first row.

When 2 cards have an equal strength, both cards are discarded.

When a card loses a challenge and is discarded, move the cards remaining in that column forward to fill the empty row spaces.

## PLAY A MYTHOLOGICAL CARD

**You may play a card from your hand to use its special power.** Once played, place the card in your discard pile.

## ENDING AND WINNING THE GAME

The game ends in your victory when:

- Your opponents loses or discards *Odin's Ring/Crown*.
- Your opponent is unable to use all of his allowed APs.
- Your opponent starts his turn with no cards on his battlefield.

## MYTHOLOGICAL POWERS

### BALDR

Discard *Baldr* from your hand to move one of the cards on your side of the battlefield to a different position (any row and/or column).

This movement must follow all normal card placement rules. If this move creates a gap, the cards in that column are moved forward to fill the empty row spaces.

You may not use *Baldr* to move *Thor/Loki* or place the card being moved in front of *Thor/Loki*. *Thor/Loki* must always occupy the first row of a column.

### BERSERKER

Discard *Berserker* from your hand. As long as *Berserker* is the top card of your discard pile, your *Viking Warriors* cards challenge with a strength of 6 (but only have a strength of 3 when being challenged).

If one player has *Berserker* as their top card, the other player may not play or lose *Berserker* to the top of their discard pile. If *Berserker* would be lost, in this case, the player must place *Berserker* at the bottom of their discard pile.

### FEMALE ARCHER

When *Female Archer* is deployed and challenges a *Shield Wall*, the *Shield Wall* is defeated and discarded, and *Female Archer* remains faceup on the battlefield.

### FREYA

Discard *Freya* from your hand to take the top card from your opponent's discard pile if it has a strength of 1-7 (otherwise you may not play *Freya*).

You may play your opponent's card normally on this turn or on a subsequent turn (for the usual action cost).

Because the backsides of the each player's cards are different, the opponent may easily identify their card in the player's hand.

If the card is later lost, it is discarded to your own discard pile, not your opponent's discard pile.

### FRIGG

*Frigg* may be played in one of the following 3 ways.

#### Spy on your opponent's hand

Discard *Frigg* from your hand to force your opponent to show you all the cards in their hand.

If *Frigg* finds *Angrboda/Tyr* in your opponent's hand, your opponent must immediately discard it.

If *Frigg* finds *Odin's Ring/Crown* or *Nightmare*, nothing happens.

Using *Frigg* to look at your opponent's hand on your first turn is not a challenge and is legal.

#### Turn over all cards in your opponent's column

Discard *Frigg* from your hand to turn over all facedown cards in the column of your choice on your opponent's side.

You may select the column with *Thor/Loki*. These cards remain faceup, but any cards added later are placed normally.

Using *Frigg* in this way does not trigger any effect if *Odin's Ring/Crown*, *Nightmare*, or *Angrboda/Tyr* are among the turned over cards.

#### Challenge Angrboda/Tyr from the battlefield

When on the battlefield, *Frigg* is the only card that wins a challenge against *Angrboda/Tyr*.

If *Angrboda/Tyr* challenges *Frigg* when on the battlefield, *Frigg* loses and is discarded.

When *Frigg* challenges, or is challenged by, any card other than *Angrboda/Tyr*, it is a normal challenge.

Once *Frigg* is on the battlefield, it may not use its other special mythological powers.

## HEL

Discard *Hel* to take back any card from your discard pile. You do not need to show your opponent the card.

The card taken may be played normally on this turn or on a subsequent turn (for the usual action cost). If the card is *Thor/Loki*, you may not play it this turn.

When looking through your discard pile, you may not change the order of the cards in it.

## IDUNN

Discard *Idunn* from your hand. As long as *Idunn* is the top card on your discard pile, you win challenges that result in a tie.

If one player has *Idunn* as the top card of their discard pile, the other player may not play or lose *Idunn* to the top of their discard pile. If *Idunn* would be lost, in this case, the player must place *Idunn* at the bottom of their discard pile.

## GUNGNIR (LOKI'S DECK)

Discard *Gungnir* from your hand to discard any card on your opponent's side of the battlefield.

*Gungnir* allows you to discard *Thor* or *Shield Wall* from the battlefield.

## LONGSHIPS

Discard *Longships* from your hand to take up to 3 *Viking Warrior* and/or *Female Archer* cards from your discard pile and place them in your hand.

If there are only 1 or 2 *Viking Warriors* and/or *Female Archer* cards in your discard pile, take what cards there are.

You may play these cards normally on this turn or on subsequent turns (for the usual action cost).

The 12 card player hand limit still applies.

When looking through your discard pile, you may not change the order of the cards in it.

## MJÖLNIR (THOR'S DECK)

Discard *Mjölfnir* from your hand to discard any card on your opponent's side of the battlefield.

*Mjölfnir* allows you to discard *Loki* or *Shield Wall* from the battlefield.

## NIGHTMARE

When any card challenges a *Nightmare* on the battlefield, all cards in that column (on both sides of the battlefield) are discarded.

Each player determines the order in which the cards are placed on their own discard pile.

If you challenge a *Nightmare* in your opponent's hand with *Ravens*, your opponent loses all cards from their hand, placing them on their discard pile in the order they want.

If, for any reason, *Nightmare* forces a player to discard *Odin's Ring/Crown*, their opponent wins the game.

If challenging a *Nightmare* causes *Odin's Ring and Odin's Crown* to be lost simultaneously, the player who did the challenging (the player whose turn it is) loses.

*Nightmare* can never initiate a challenge.

## ODIN

Discard *Odin* from your hand to take up to 3 *Ravens* cards from your discard pile and add them to your hand. If there are only 1 or 2 *Ravens* cards in your discard pile, take what cards there are.

The 12 card player hand limit still applies.

You may play these *Ravens* cards normally on this turn or on subsequent turns (for the usual action cost).

When looking through your discard pile, you may not change the order of the cards in it.

## ODIN'S RING AND ODIN'S CROWN

If, for any reason whatsoever including any special mythological powers, you must discard *Odin's Ring/Crown* from your hand or the battlefield, your opponent wins the game.

## RAVENS

*Ravens* may be played in one of the following 3 ways. You may not use either of the *Ravens'* special mythological challenge actions on the first turn.

The special mythological power of *Shield Wall* (if challenged on the battlefield), *Odin's Ring/Crown*, and *Nightmare* all apply when challenged by using either of the *Ravens* special mythological challenge actions.

### 1. Play to your battlefield

You can play *Ravens* face-down on your side of the battlefield like any other strength card. When it is in your first row, you may use it in a normal challenge. Once on the battlefield, *Ravens* may not use its special mythological powers.

### 2. Challenge a card in your opponent's first row

Discard *Ravens* from your hand to challenge a card in your opponent's first row, including *Thor/Loki*. Turn the challenged card face-up if it is face-down.

If the challenged card has a strength of 0 or 1, it is discarded from the battlefield. Some mythological special powers may apply.

If the challenged card has a strength value of 2 through 7, it remains face-up.

If you challenge your opponent's or your own *Thor/Loki* card, discard it immediately. If you discard your own *Thor/Loki* card, you still have 4 action points this turn. *Thor/Loki* is the only card you may challenge on your side of the battlefield.

### 3. Challenge an opponent's hand card

Discard *Ravens* from your hand to challenge a random card in your opponent's hand.

If the challenged card has a mythological symbol or mythological symbol and a strength value of 0 or 1, it is discarded. Some mythological special powers may apply.

If the challenged card has strength of 2 through 7 (regardless of the presence of a mythological symbol), place it face-up on an opponent's first row in a column of your choice.

You may not place it in a column with 4 cards or in a column with *Thor/Loki* in the first row. If there is no column where the card may be placed, the card is discarded.

## SEER

Discard *Seer* from your hand to draw up to 3 cards from your opponent's deck. Draw them one at a time and resolve the fate of each card drawn before drawing the next.

You place each card drawn with strength of 1 or more face-up on your opponent's first row in a column of your choice. This must follow all normal card placement rules and you may not place the card in a column with *Thor/Loki* in the first row. If there is no column where the card may be placed, the card is placed in your opponent's discard pile.

Mythological cards (including *Thor/Loki*) and cards with a strength of 0 are given to your opponent and added to their hand. If your opponent already has 12 cards in his hand, the card is discarded.

## SHIELD WALL

When any card, except a *Female Archer*, challenges a *Shield Wall*, that card loses the challenge and is discarded, and *Shield Wall* remains face-up on the battlefield. *Shield Wall* can never initiate a challenge.

## THOR & LOKI

Play *Thor/Loki* face-up onto the battlefield in your first row of a column. No other cards can be played in front of *Thor/Loki*. After playing *Thor/Loki*, place the *Thor/Loki* figure on the card so it is easily identifiable. **Playing *Thor/Loki* never costs an action.**

Starting with the turn *Thor/Loki* is played and as long as you have it in your first row, you get a total of 4 APs to spend, regardless of the number of columns you have on the battlefield. If the card is played after you have used APs, you do not get 4 more; instead treat your turn as though you had 4 points to start with.

If a column already has 4 cards, *Thor/Loki* may not be placed in it; and if all 3 columns have 4 cards, you may not play *Thor/Loki*. It may be played in an empty column.

Once *Thor/Loki* has been placed on the battlefield, it cannot be moved. *Thor/Loki* can never initiate a challenge or be challenged. *Ravens* is the only card that may challenge *Thor/Loki*, and you may even choose to discard his own *Thor/Loki* card when playing *Ravens*.

## VALKYRIES

Discard *Valkyries* from your hand to move one of the cards on your opponent's side of the battlefield to a different position (any row and/or column).

This movement must follow all normal card placement rules. If this move creates a gap, the cards in that column are moved forward to fill the empty row spaces.

You may not use *Valkyries* to move *Thor/Loki* or place the card being moved in front of *Thor/Loki*. *Thor/Loki* must always occupy the first row of a column.

## VIDARR

Discard *Vidarr* from your hand to have a card in the first row of your right or left column make a flanking challenge.

When you challenge with the first row card in your right column, you may challenge any card in any row of your opponent's left hand column, and vice versa left to right.

*Thor/Loki* do not stop a flanking challenge in the column they occupy.