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# v2

Mar 2021

Game: **VIKINGS GONE WILD**  
Publisher: **LUCKY DUCK GAMES (2018)**

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**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**





## SETUP

Each player chooses a **player sheet**, then takes 2 matching player tokens and places the smaller one on the starting position of the scoring board, and the larger one on their player sheet's flag.

Each player takes 3 **town hall cards** (one each of levels 1, 2, and 3) and places the level 1 card faceup, with the level 2 and level 3 cards under it, in the **village area** next to their player sheet.

Sort the **mission cards** into 2 separate piles: one with just the 1 victory point (VP) mission cards and one with all the 2 VP and 3 VP mission cards together.

Shuffle both piles separately. Each player randomly picks 2 missions from the 1 VP pile and places them faceup on their player sheet.

Put the combined 2 and 3 VP mission card pile under the 1 VP pile, and place this mission deck to the side and accessible to all players.

Each player builds a **starting deck** containing **6 beer cards**, **2 gold cards** and **2 viking warrior cards**, shuffles it, and places it on their player sheet.

Put all **units**, **defenses** and **buildings** cards faceup on their assigned spaces on the board.

Shuffle all **Odin's path cards** and put 5 of them faceup in the assigned spaces of the Odin's track. Place the Odin's path deck on its space.

Randomly draw 3 **divine favor cards** per player and return the rest to the box. Shuffle them and put the deck on its space. **Cards with the 3+ sign should be used only in 3 or 4 players games.**

Draw the top 2 cards of the divine favor deck and place them, faceup, in the spaces to the right of the deck.

Shuffle the **end-game bonus cards** and place the first 4 cards on their spaces. Return the rest of the cards to the box.

Place the **construction/damage tokens** and **beer barrels/gold bars** next to the board and accessible to all players.

## GAME ROUND

A game **round** is divided into 5 **phases**:

### 1. PRODUCTION PHASE

Every player puts a beer barrel on each brewery and a gold bar on each gold factory they own. These resources are usable during the round, just like playing a beer or a gold card.

A brewery or gold factory can never have more than 1 resource on it.

### 2. DRAWING PHASE

Every player draws cards up to their hand limit (usually 5 cards). For each tavern you have built, your hand limit is increased by 1 extra card.

The Drakkar building allows a player to retain a card in hand from the previous round. If a player has done so, that card does not count against their hand limit in the draw phase.

### 3. PLAYERS PHASE



Starting with the first player and proceeding clockwise, each player takes a turn. You have 6 different actions:

1. Buy units, defenses, or Odin's path cards
2. Buy buildings
3. Upgrade your town hall
4. Attack
5. Complete a mission
6. Exchange resources

There is no limit or set order to the actions that a player can take. Each player can build, attack and buy in the order of their choice and at their convenience.

#### Buy units, defenses, or Odin's path cards

You may purchase units, defenses and faceup Odin's path cards, with the only limit being the number of resources you have available for purchases during your turn.

Each card you can buy has a purchase price in **gold** , **beer** , or both.

You can buy cards by using resource cards from your hand or beer barrels and gold bars from your buildings and containers. Pay the number of resources equal to the **purchase price** of the card (top right corner).

A card cannot be played during the same turn it was purchased. When you buy a card, place it in your player area with the other cards played during this turn. These will be discarded when the round finishes. Never place a newly purchased card directly into your hand.

Only produced or looted resources are storable.

If you buy a card from the Odin's path spaces, move to the right all the cards remaining in the spaces which were to the left of the purchased card, then immediately fill the empty space next to the Odin's path deck with the top card on the deck. You can still buy a card that has just been revealed if you have enough resources.

#### Buy buildings

Unlike other cards, buildings are permanent; they are not mixed with your deck but stay in front of you, in your village area, for the entire game.

Buildings also have a purchase price in gold and/or beer. The maximum limit of the buildings that can be built in your village is determined by the level of the your town hall (not including your town hall).

When you want to buy a building, first check your current town hall building limit. If there is room and you have fewer than 3 of that type of building, pay the building's price, place it in front of you, and put a **construction token** on it. That building cannot be used or attacked during that round.

It will become active at the end of the round when the construction token is removed during the round-end phase.

**Each player can only own up to 3 buildings of the same type at a time.**

#### Upgrade your town hall

The town hall defines the maximum size of your village area.

**With a level 1 town hall, your village area is limited to a maximum of 3 buildings** (not including the town hall).

To upgrade to level 2, you must spend 3 gold. Place the level 2 town hall faceup and place a **construction token** on it. As usual, it does not become active, nor can it be attacked, until the next round.

Other players cannot attack the town hall for the remainder of the current round.

**With a level 2 town hall, your village area is limited to a maximum of 6 buildings.**

**With a level 3 town hall, there is no limit to the number of buildings you can own** (the limit of 3 buildings of each type still applies). When a town hall is upgraded to level 3, you are instantly awarded 5VP.

Once per round, on your turn, you may return one of your buildings back into the supply, but you are not granted any reimbursement or bonuses.

#### Attack

**You may attack another player's building(s), an undead, or Draco.** To successfully attack, the total **strength** value of the attacking units must be equal to or greater than the target's defense value.

#### Attacking another player

You do not attack a player directly; instead you attack their buildings. Only units and heroes can attack buildings. **You can only attack 1 player per turn, and you cannot target players who have already been attacked by other players this round.**

However, if you are unable to attack either of the other players because they attacked each other, you are allowed to attack any players' buildings that have not already been attacked.

Each unit can be sent to attack only 1 single target. You can use as many units and heroes as you want to attack a single building, but you cannot divide the strength value of your units or heroes against multiple buildings.

You should attack 1 building at a time for clarity, but you may attack all buildings simultaneously if you wish.

When an attack is successful, place a **damage token** on the building. This allows for the counting of VPs and indicates that the building can no longer be attacked during this round, and that the attacked player cannot be the target of another player until the next round.

**A building with a damage token can still be used by its owner.**

The more buildings you successfully attack, the more VPs you get at the end of your turn:

Successful Attacks	Victory Points
1	1
2	3
3	5
4	7
5	9
6	11
7	13

Some buildings have 1 or more symbols below their defense value which indicate extra damage rewards. The victorious attacker receives the listed reward in addition to any other VPs won for making a successful attack:

**VP symbol:** You receive the indicated number of VPs.

**Beer barrel or gold bar:** You loot it from the targeted container. If it is empty, you get no resource. Immediately store looted resources in your container, if possible. If you have no available container space, place the loot on top of your town hall; it will be discarded at the end of the round if it is not used during that turn.

**Divine favor:** You may choose 1 divine favor card.

#### Defending against another player

You never defend your buildings during your turn, only during your attacker's turn. To defend, you must have defense cards in your hand.

When a player declares an attack on one of your buildings, you can play 1 or more defense cards to increase the **defense value** of the building under attack. If the combined defense value of the building and the played defense cards is higher than the attack value, the attacker is rebuffed.

**The attacker cannot increase their attack once a building has been defended**, but must plan for a possible defense in advance.

After a building is successfully defended, the defender immediately wins a number of VPs equal to the number of **unit** and **hero** cards repulsed.

Defense cards remain on the defended building until the end of the round and will take effect if the building is attacked again that round.

If, after the attacker's turn, none of the defender's buildings have been damaged, it is a **total defense**. The defender earns 1 additional VP and places a damage token on their town hall to indicate that they have already been attacked this round.

#### Attacking undead cards or Draco

The **undead** cards are found among the Odin's path cards, and **Draco** is on the board.

**If you defeat an undead card**, you are rewarded with the resource on the card and 1 VP. Once defeated, the card is place in the Odin's path discard pile. You may attack as many undead as are available and that your hand allows.

**If you defeat Draco**, you are rewarded with a resource of your choice. Each player can only attack Draco once per round.

#### Complete a mission

Each mission card has a **goal**. If you meet a goal's requirements, announce it to the other players and immediately receive the listed number of VPs. Then place the accomplished mission, facedown, on the **missions completed** space on your player sheet.

**You may only complete 1 mission per round.**

During the drawing phase, if you only have 1 mission card faceup, draw a new one. If more players need to draw a mission card, start with the first player.

**Once per turn you can pay 1 gold to change one of your mission cards.** Return the discarded mission to the bottom of the mission deck. You can never have more than 2 mission cards faceup at the same time.

#### Exchange resources

**You may exchange 2 identical resources for one of the other type.** This action can be used repeatedly.

Resources gained this way are not storable. Only the resources that have been produced or looted from Draco, undead or the other players can be stored.

### 4. STORAGE PHASE

You may move your unused produced resources to your containers, and/or move already stored resources to another appropriate container. If you do not have a container for that resource, you lose the resource produced this round.

**A player with 4 identical resources in a container in this phase earns 1 VP.**

### 4. ROUND-ENDING PHASE

1. All players discard the cards they played this round.
2. All players discard the remaining cards in their hand they didn't play this round, except for cards retained due to Drakkar.
3. Remove all construction and damage tokens.
4. Discard the rightmost Odin's path card facedown on its discard pile. Then move all faceup cards 1 space to the right, draw a new card, and place it on the empty space.
5. The first player gives the first player token to the player on their left, who will be the new first player in the next round.

## END OF THE GAME

The game ends when any player has won a number of VPs depending on the number of players: 40 VPs (2 players) or 30 VPs (3 or 4 players).

If your group of 3 or 4 players likes longer games, increase the VPs goal to 40.

**If a player reaches or exceeds the VP limit at any time during a round, the current round becomes the last one.**

All players can play and finish their turn normally to try and earn the most VPs before the round ends.

For each bonus card, players check to see if they meet its condition. If only 1 player meets the condition of a bonus card, they earn an extra 6 VPs. If more than 1 player meets the condition, divide the points equally.

After the final round and tallying of bonus points, the player with the most VPs wins the game.

In case of a tie between several players, take the bonus cards which were placed back into the box during setup, shuffle them, and pick one randomly. The tied players check the condition of the selected card, and if one player meets its condition while the other does not, the player meeting the condition wins. If more than one player or neither of them meet the condition, repeat this process for the other bonus cards from the box.

If there is still a tie after all bonus cards have been checked, the tied players share the victory.

## DIVINE FAVOR CARDS

There are 2 ways to earn a divine favor card:

1. When a player reaches a certain number of VPs (5, 12 and 20) even when it is not their turn (eg, while defending), or
2. By successfully attacking a level 3 town hall.

When you pick a divine favor card, flip the card on top of the divine favor deck and choose a card between that one and the 2 faceup divine favor cards (for a total of 3 options).

Place the chosen card in your player area. If you pick one of the 2 faceup cards, immediately fill the empty divine favor space with the one drawn from the top of the divine favor deck, so there are constantly 2 cards faceup.

If there are no divine favor cards left, players can no longer win any.

## OTHER RULES

Any time you have an empty deck and must draw a card or reveal the top card from your deck, shuffle your discard pile and make a new deck.

Cards played during your turn are discarded only after all players have completed their turns. Therefore, you do not shuffle the cards that have been played during your turn if you have to shuffle your deck in the middle of your turn.

Cards you purchase (except buildings) go with the cards you played in your player area.

Players may look through each other's discard piles at any time.

You may choose the starting player as the last one who drank a beer or the one with the longest beard.

When 2 effects are separated by a +, you can resolve either in any order.

**Draw / Draw X card(s):** Without any other specifications, this always means "draw X card(s) and keep them your hand".





## GAME ROUND

### 1. PRODUCTION PHASE

Every player puts a beer barrel on each brewery and a gold bar on each gold factory they own.

### 2. DRAWING PHASE

Every player draws cards up to their hand limit (usually 5). For each tavern you have, your hand limit is increased by 1. Cards retained from a previous round do not count.

If you only have 1 mission card faceup, draw a new one.

### 3. PLAYERS PHASE

Starting with the first player and going clockwise, each player takes a turn. There is no limit or order to actions.

**Buy units, defenses, or faceup Odin's path cards**

Pay the purchase price in **gold** ■, **beer** ●, or both.

You can use resource cards from your hand or beer barrels and gold bars from your buildings and containers. Place purchased cards in your player area with the other cards played this turn.

If you buy a card from the Odin's path spaces, move to the right all the cards in the spaces to the left of the purchased card, then fill the empty space with the top card of the deck.

#### Buy buildings

Buildings stay in your village area for the entire game. Check your current town hall building limit. If there is room and you have fewer than 3 of that type of building, pay the building's price, place it in front of you, and put a **construction token** on it. It cannot be used or attacked during this round.

#### Upgrade your town hall

**Level 1 town hall:** maximum 3 buildings (not including the town hall). To upgrade to level 2, spend 3 gold. Place the level 2 town hall faceup and place a **construction token** on it. It cannot be used or attacked during that round.

**Level 2 town hall:** maximum 6 buildings.

**Level 3 town hall:** no limit (except 3 buildings each type). When a town hall is upgraded to level 3, take 5 VP.

Once per round you may return one of your buildings to the supply.

#### Attack

**Attack another player's building(s), an undead, or Draco.**

The total **strength** value of the attacking units must be equal to or greater than the target's **defense** value.

**Attacking another player:** Only units and heroes can attack buildings. **You can only attack 1 player per turn, and not target players who have already been attacked by other players this round.** When an attack is successful, place a **damage token** on the building. **The building can still be used by its owner.**

The more buildings you successfully attack, the more VPs you get at the end of your turn:

Successful Attacks	Victory Points
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1	1
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2	3
3	5
4	7
5	9
6	11
7	13

**VP symbol:** Receive the indicated number of VPs.

**Beer barrel or gold bar:** Loot it from the targeted container. If it is empty, you get no resource. Immediately store looted resources in your container, if possible. If you have no available container space, place the loot on top of your town hall; it will be discarded at the end of the round if it is not used during that turn.

**Divine favor:** Choose 1 divine favor card.

**Defending against another player:** When a player attacks one of your buildings, you can play defense cards to increase its **defense value**. **The attacker cannot increase their attack once a building has been defended.**

After a building is successfully defended, the defender immediately wins VPs equal to the number of **unit** and **hero** cards repulsed. Defense cards remain on the defended building until the end of the round.

If none of the defender's buildings have been damaged, earn +1 VP and place a damage token on your town hall.

**Attacking undead cards or Draco:** If you defeat an undead card, receive the resource on the card and 1 VP.

**If you defeat Draco,** receive a resource of your choice. Each player can only attack Draco once per round.

#### Complete a mission

Receive the listed number of VPs. **You may only complete 1 mission per round.**

**Once per turn you can pay 1 gold to change one of your mission cards.** You can never have more than 2 mission cards faceup at the same time.

#### Exchange resources

**Exchange 2 identical resources for one of the other type.**

This action can be used repeatedly. Resources gained this way are not storable.

### 4. STORAGE PHASE

Move your unused produced resources to your containers, and/or move stored resources to another container. If you don't have a container, you lose the resource produced this round. **A player with 4 identical resources in a container in this phase earns 1 VP.**

### 4. ROUND-ENDING PHASE

1. All players discard the cards they played this round.
2. All players discard the cards in their hand they didn't play, except for cards retained due to Drakkar.
3. Remove all construction and damage tokens.
4. Discard the rightmost Odin's path card facedown. Then move all faceup cards 1 space to the right, draw a new card, and place it on the empty space.
5. The first player gives the first player token to the player on their left, who will be the new first player in the next round.



## GUILD WARS

### WALL BUILDER AND WALLS

The *Wall Builder* allows a player to spend 1 gold, once or twice per turn, to build a wall. This wall is then immediately placed on any player's building (even the Town Hall).

A player who wants to attack a building with a wall on it must attack the wall first before being able to attack the building.

A wall has a defense of 1 and is returned to the supply if successfully attacked.

Wall tokens are *not* discarded at the end of a round.

You can put up to 3 walls on a building. This will then become a single wall with a defense value of 2 or 3. In the case of a successful attack, all wall tokens are destroyed.

A wall is not a building. It is not defendable and does not contribute to attack points.

A wall can be avoided if it is attacked with a flying unit. The unit may directly target the building behind the wall.

### FORGE

The *Forge* produces a +1 attack token that can be used with any units or heroes.

Each token can only be used once per turn and applies to a single unit or hero. You can use more than 1 token on the same hero or unit. They are discarded after being used, and all unused tokens are discarded at the end of the round.

### BOOST TOWER

The *Boost Tower* produces a +1 defense token that can be used to defend yourself alongside any defense cards in your hand. Each token can only be used once per round and to defend a single building. You can use more than 1 token on the same building. They are discarded after being used, and all unused tokens are discarded at the end of the round.

### FLYING UNITS

If you send a flying unit to attack a building with a wall, you can only attack the building with other flying units. If no flying units attack, the non-flying units need to first attack the wall. A flying unit can attack a wall if you wish to do so.

### SUGGESTED SETUPS

#### Fortress

**UNITS:** Fairy / Wall Breaker / Pigator

**DEFENSES:** Cannon / Anti Air Tower / Sheep Cannon

**BUILDINGS:** Brewery / Gold Factory / Wall Builder / Drakkar / Gold Container / Beer Container

**ODIN'S PATH DECK:** Take all 40 regular Odin's path cards, add 2 Elf Archers and 2 Bone Crushers, and add all Odin's path cards from *Guild Wars*.

**MISSIONS DECK:** Take all 20 regular mission cards, remove Innkeeper, and add Break That Wall!, Build That Wall!, and Learn To Fly from *Guild Wars* missions. Follow the usual setup.

**DIVINE FAVORS DECK:** Add Ragnar to the 12 regular divine favors cards. Follow the usual setup.

**END-GAME BONUSES:** The Great Wall, Frequent Flyer, plus 2 random end-game bonus cards from the basic set.

#### Total War

**UNITS:** Fairy / Wall Breaker / Bear Rider

**DEFENSES:** Cannon / Anti Air Tower / Sheep Cannon

**BUILDINGS:** Brewery / Gold Factory / Drakkar / Forge / Boost Tower / Wall Builder

**ODIN'S PATH DECK:** Take all 40 regular Odin's path cards, remove Bear Rider, Recipe Theft, and Money Theft, add all Odin's path cards from *Guild Wars*, and add 2 Elf Archers, 2 Bone Crushers, and 2 Pigators.

**MISSIONS DECK:** Take all 20 regular mission cards, remove Innkeeper, Gold!, and Beer!, and add Break That Wall!, Build That Wall!, Learn To Fly, Blacksmith, and Boost from *Guild Wars* missions. Follow the usual setup.

**DIVINE FAVORS DECK:** Add Ragnar to the 12 regular divine favors cards. Follow the usual setup.

**END-GAME BONUSES:** Siege Master, Frequent Flyer, plus 2 random end-game bonus cards.

### GUILD WAR MODE (2VS2)

Players work in teams of 2. Each team shares a single point tracker. Every point made by a teammate is shared with the team. You cannot attack a teammate.

Your teammate is not an opponent and is not affected by cards stating 'all opponents'. However your teammate can still be affected by cards stating 'other players'.

The last round is reached at 40 team points.

The original divine favor triggering points (5, 12 and 20) are inactive in *Guild War* mode. When the active player passes 10, 20 or 30 points, both teammates get to pick a divine favor card; the active player picks first.

If a player successfully attacks a Town Hall level 3, only the attacking player gets a divine favor.

For the end-game bonuses, players check their bonus conditions together and sum all items they both own for the purpose of each end-game bonus.

#### Guild Tower

The *Guild Tower* is played only in *Guild War* mode. It has 2 different levels which you upgrade exactly like your Town Hall (though it does not count towards the maximum size of your village area).

With a level 1 *Guild Tower*, you may borrow 1 card per round from your teammate's hand. Play it immediately and return it to their discard pile.

At level 2 you may do the same, plus borrow 1 beer or 1 gold or a +1 attack token or a +1 defense token, per round.

You may borrow a card or a token only if you can play it immediately.

#### Setup

Each teammate picks a **guild card** to visualize alliances.

Players cannot sit next to their teammates. Each player gets a *Guild Tower* of level 1 and 2, and places the level 1 *Guild Tower* faceup in front of them. This building is now active.

Choose and follow one of these 2 setups:

**Guild War setup (2v2):** Use Fortress setup. Add all the 2vs2 missions to the mission deck and follow its usual setup.

**Total Guild War setup (2v2):** Use Total War setup. Add all the 2vs2 missions to the mission deck and follow its usual setup.

## IT'S A KIND OF MAGIC

### SORCERESS TOWER

During the production phase, starting with the first player, each player who owns at least 1 *Sorceress Tower* must decide whether they place a **curse token** on an opponent's building, or a **bless token** on one of their own buildings.

**Curse token:** Reduces an enemy's building defense by 1. Multiple curse tokens may be on a building, but its defense can never go below 1.

If a building already has a bless token and a curse token is added, both are removed.

**Bless token:** Removes all curse tokens from one of your buildings. You may only put 1 bless token on a building.

If a building has 1 or more curse tokens on it and a bless token is added, all tokens are removed, including the bless token.

Curse and bless tokens are *not* discarded at the end of a round.

The *Sheep Storm* and *Curse Trap* cards produce curse tokens that must be immediately placed on an opponent's building when the card is played.

### DREKI

When *Dreki* enters play, it lays an **egg**. This egg card stays in your village area and opens at the beginning of your next turn, unless someone destroys it before it opens.

Once open, it reveals a *Baby Dreki* of strength 3 that will be automatically destroyed at the end of the player's turn. You can use *Baby Dreki* during your turn exactly as if it was a unit card played from your hand.

### DESTROYING CARDS

The word **destroy** means that you remove a card from your hand or discard pile.

Destroyed Odin's path cards are put on the Odin's path discard pile. Destroyed units and defenses are returned to their respective supply pile. Destroyed basic cards are removed from the game and put back in the box (even divine favor cards).

You can never destroy a card you have played this round, as it is no longer in your hand and not in your discard pile yet.

### SUGGESTED SETUPS

#### Spark of Magic

You can also use this set up for 2vs2 Guild War mode games.

**UNITS:** Elf Archer / Sorceress / Dreki

**SPELLS:** Magic Intervention / Curse Trap / Magic Manipulation

**BUILDINGS:** Brewery / Gold Factory / Sorceress Tower / Beer Container / Gold Container / Drakkar

**ODIN'S PATH DECK:** Take all 40 regular Odin's path cards, add 2 Bone Crushers and 2 Pigators, and add all Odin's path cards from *It's a Kind of Magic*.

**MISSIONS DECK:** Take all 20 regular mission cards, remove Beer!, Gold!, Innkeeper and Shield, and add all *It's a Kind of Magic* missions. Follow the usual setup.

**DIVINE FAVORS DECK:** Add Hel to the 12 regular divine favor cards. Follow the usual setup.

**END-GAME BONUSES:** Magic Master, Dragon Master, plus 2 random cards from this list: Follower, Accomplisher, Builder, Brewer and Miner.

### Full of Magic

**UNITS:** Elf Archer / Sorceress / Dreki

**SPELLS:** Magic Intervention / Curse Trap / Magic Manipulation / Magic Potion / Gold Touch

**BUILDINGS:** Beer Container / Gold Container / Sorceress Tower / Drakkar

**ODIN'S PATH DECK:** Take all 40 regular Odin's path cards, remove Beer Specialist, Gold Specialist, and Scroll, add 2 Bone Crushers and 2 Pigators, and add all Odin's path cards from *It's a Kind of Magic*.

**MISSIONS DECK:** Take all 20 regular mission cards, remove Foundry, Brewer, Captain, Shield, and Architect, and add all *It's a Kind of Magic* missions. Follow the usual setup.

**DIVINE FAVORS DECK:** Take all 12 regular divine favor cards, remove Dvergar, and add Hel. Follow the usual setup.

**END-GAME BONUSES:** Magic Master, Dragon Master, plus 2 random cards from this list: Follower, Accomplisher, Conqueror, and Builder.

## MASTERS OF ELEMENTS

### SETUP

Place the **fire, water and nature unit cards** on the spaces formerly occupied by the original unit and defense cards.

Place all the original **buildings cards** on their spaces on the board.

Shuffle all the **Odin's path cards** from this expansion with the Odin's path cards from the base game. Set up as normal.

Shuffle all the **divine favor cards** from this expansion with the divine favor cards from the base game. Set them up as usual.

Pick 2 random **end game bonus cards** from this expansion and 2 from the base game (except King Pig and Defender).

Each player takes a **player board**, a 10 card deck (6 Beer, 2 Gold, and 2 Warrior) and 3 levels of Town Hall cards.

Combine the **mission cards** from the base game and this expansion. Sort all the 1 point cards into a pile, shuffle it, and deal 2 mission cards to each player. Shuffle the remaining mission cards and put them underneath the 1 point pile.

During the game, if you draw a mission that cannot be played, remove it immediately from the game and draw a new one.

Each player takes an **artifact board**, 4 random **artifact cards**, and 3 levels of the **master of elements**.

Each player selects one of their 4 artifact cards and passes the rest of them to the player on their left. Repeat this process until everyone has selected 3 cards. All players return their fourth card to the box.

Place your Master of Elements cards on the single space on left of the artifact board in descending order (level 1 card on top). Place your 3 artifact cards on the 3 spaces to the right.

**With 2 players**, each player receives 6 cards instead of 4. Each player selects 1 card, and discards 1 card before passing their cards to the opposing player. Repeat this process until both players have 3 cards.

## MASTER OF ELEMENTS (2-4 PLAYERS)

Each player controls their own Master of Elements. During the production phase, the Master of Elements produces an **element token** from one of the 3 elements. These tokens are placed immediately on a building of the player's choice (Town Hall included). A building cannot hold more than 1 token at a time.

Players may immediately use an artifact's new level as soon as the Master of Elements is upgraded.

**At level 1**, only Level 1 artifact effects may be used.

**At level 2**, level 1 and 2 artifact effects may be used.

**At level 3**, all levels of artifact effects may be used. They also produce 2 element tokens, and immediately earn the player a one time bonus of 5 VPs.

### Turn update

**Production phase:** All Master of Elements produce element tokens.

**End turn phase:** Refresh all element tokens by flipping them to their unused side. Refresh any used artifacts.

### Element tokens

Once an element token is produced and placed on a building, the building is considered linked to that element. Players can exchange the element on a building by discarding the current one and replacing it with one freshly produced by their Master of Elements during the production phase.

If a card refers to a **[element icon] building**, this refers to a building with the corresponding element token on it.

Players can generate elements by flipping the element token on a building to its grey side, thus indicating that the element has been used this turn and can't be used again until it is refreshed at the end of the round.

### Artifacts

Each player controls 3 **artifact cards**. You can only use the levels unlocked by the level of your Master of Elements. To activate a card, pay the cost in resources or elements by flipping element tokens on your buildings.

Artifacts can only be used once per round. Flip the artifact to indicate it has been used. They cannot be used on their own, but always provide a boost to a unit or hero.

### New units

All unit cards in this expansion are affiliated with an element, indicated by the symbol in the top left of the card. Cards do not generate elements unless specified. Elemental effects on a unit can only be activated once per round.

### Variants

1. Trigger the end game at 40 points for 3 and 4 player games.
2. Play without missions.

## GODS

After playing at least one game with the Masters of Elements, or if playing with 5 players, play with **Gods** instead of the Master of Elements. Gods provide the same basic function as the Master of Elements, but have a unique power at level 3.

Anytime the *Master of Elements* is referenced in the rules or on a card, the concept applies to God cards as well, even if the word *God* is not explicitly stated.

### Setup

Instead of a Master of Elements, each player randomly draws 2 God summary cards. Each player picks one and takes that God's 3 levels. Place the cards on the left space of your artifact board in descending order (level 1 card on top).

### The Gods

**Alviss:** At level 3, Alviss allows you to draw an extra card during the drawing phase.

**Dvergar:** At level 3, Dvergar allows you generate 2 Beer Barrels during the production phase. These resources must be stored in containers, if possible. Otherwise, they are put on your Town Hall and are discarded at the end of the round if unused.

**Freja:** At level 3, Freya allows you to copy any artifact effect in game, even if the artifact has already been activated. To activate the effect, the player must to pay its cost with element tokens they control.

**Grendel:** At level 3, Grendel allows you to treat it as a +2 defense card. This ability can only be used once per round when being attacked.

**Loki:** At level 3, Loki lets you steal, during your player phase, a Gold Bar or a Beer Barrel from any other player. This resource must be stored in a container if possible. Otherwise, it is put on your Town Hall and is discarded at the end of the round if unused.

**Ragnar:** At level 3, Ragnar allows you to store the 2 element tokens generated during the Production Phase on it. These tokens are used in the same way as element tokens on your buildings and stay on Ragnar at the end of each round.

**Thor:** At level 3, Thor allows the player to treat their Viking Warriors as having 4 strength.

**Valkyrie:** At level 3, Valkyrie allows its owner to keep one unused card for the next turn.





## RAGNAROK

### SETUP

**UNITS:** Elf Archer / Bone Crusher / Pigators

**DEFENSES:** Cannon / Chicken Tower / Sheep Cannon

**BUILDINGS:** Brewery / Gold Factory / Beer Container / Gold Container / Drakkar / Tavern

Shuffle all the **Undead Army cards** (units, buildings and challenges) and pick the following number depending on the number of players. Solo: 18 cards; 2 players: 21 cards; 3 players: 24 cards; 4 players: 28 cards. Randomly pick 1 boss from among the 5 and, without looking at it, put it at the bottom of the deck. Place this Undead army deck instead of the Odin's path deck and reveal the first 3 cards on the track.

Place the **Push Back** card on the 4th space of the Odin's path track. Place the **Ragnarok** and the **Doom Horns**, facedown, *above* the 3rd, 4th and 5th place of the Odin's path track.

Randomly pick 2 objectives cards and put them in place of the end-game bonuses.

Place the **doom token** on the 0 space of the scoring track and your **team token** on space 28 (solo), space 24 (2 players), or space 20 (3 or 4 players).

### GAME ROUND

**Solo or cooperative.** At the end of every round, the undead army will progress on the Odin's path track. Your goal is to survive through the deck and destroy the final boss before the doom token and your team token cross each other.

**Production phase** As normal.

**Drawing phase** As normal.

#### Players phase

Players cannot earn VPs in any way nor can they attack each other. You have 3 new actions:

**A. Attack units and buildings of the undead army:** Undead units and buildings appear on the undead army track. If your attack value is at least equal to their defense value, you destroy the unit or building and it is moved immediately to the undead army discard pile (do not fill this spot yet). The Dark Assassin doesn't have a defense value and cannot be attacked.

**B. Complete challenges:** There are 6 different challenges that can appear among the undead army. If you complete a challenge by fulfilling its success condition, then immediately move it to the undead army discard pile (do not fill this spot yet).

**C. Attack a boss:** Bosses have to be attacked a number of times equal to their **life points**. Whenever you successfully attack a boss, place a token on his card. Once you have tokens on the boss equal to its life points, you have destroyed the boss.

#### Ragnarok phase

##### 1. Resolve encounters:

*If no doom horns are active, skip this step.*

For each active doom horn resolve the card below it. If the card is a challenge or a building, apply the *fail* effect to your team token immediately. If it is a unit or a boss, each player has a chance to defend himself.

A unit or a boss will always attack the building with the highest defense which can be successfully attacked (if no buildings can be attacked, you fail this encounter). For each player who manages to defend successfully using a defense card, the team loses VPs.

For every VP lost, move the team token down the track towards 0. If at any time the team token crosses the doom token, the Ragnarok card is activated and the game is immediately lost.

All resolved units, buildings and challenges cards are discarded.

**A boss is never discarded during an encounter.**

It remains on the last space of the Odin's path track until your group either loses the game or destroys the boss.

##### 2. Move the Push Back card (if still in play):

If the Push Back card is in play, move it 1 space to the right. If by doing so it reaches the discard pile, then remove it from the game.

##### 3. Regroup and replenish the undead army:

First move all undead army cards to the left of the discard pile (or next to the Push Back card if it is still in play).

Then fill up every empty space with a card from the top of the undead army deck.

##### 4. Increase the doom token by 1 VP:

If the doom token reaches space 2, the first doom horn is activated and, starting next round, you will have to resolve the card on the 5th space of the Odin's path track.

When the doom token reaches space 5, the second doom horn is activated and, starting next round, you will have to resolve cards on 4th and 5th space of the Odin's path track.

If during this phase the doom token reaches or crosses the team token, the ragnarok card is immediately activated, and the game is lost.

**Storage phase** As normal.

**Round-ending phase** As normal.

### END OF THE GAME

You can score **glory** by playing with more difficult setups and reaching special achievements.

During setup you may pick 1, 2 or 3 of the following handicaps; each gives you 1 additional glory point if you succeed. Each handicap may be picked only once.

1. Add 3 more cards to the undead army deck
2. Add 1 more objective to be resolved.
3. Reduce your starting VPs by 3.

You also gain glory by accomplishing these objectives:

1. You win (+1 glory).
2. You didn't lose any VP during the game (+1 glory).

If you win, count all your glory to rank yourself or your team:

1 = Raider; 2 = Warrior; 3 = Housecarl; 4 = Warlord; 5 = Jarl

#### War of Jarls

If you achieve the Jarl rank and still crave greater glory, double, or even triple, some or all of handicaps.