ASGARD

The end of days is close. Darkness and light will clash.
All Gods know what this means for them. Blood ties will no longer be respected, brother will fight against brother, and no man will spare another.

Odin, Freyja, Týr, Loki, Hel, Thor, and Baldr forge their plans and promise great rewards to the ones who will help them prevail. Eventually Fenrir, Mímir, and Surtr will join the battle.

Ask for help at the right time, and the gods will grant you their powers.

Will you ask Freyja to recruit the fallen warriors of Valhalla, or will you use the cunning of Loki and Hel to make an opponent's armies die or switch sides at a critical moment?

Will you ask Týr help to win a decisive battle, or will you consult Mímir's wisdom in order to gain a tactical advantage?

Support the gods by erecting temples and by convincing brave warriors and mighty giants to side with them.

You can influence which god will fight which during the final battle — Ragnarök — the outcome of which will depend on how well you strengthened their armies.

Beware, only a few of them will come out victorious.

Will you side with the right ones?
As a mortal, your place in the new world depends on it.

Components

Before the start of the first game please remove all Tiles from the frames.

1) 1 Game Board




2) 40 God cards (4 decks of 10 cards each in the 4 player colours: red, yellow, blue, purple)

3) 24 Warriors (12 white, 12 orange)




4) 10 Giants

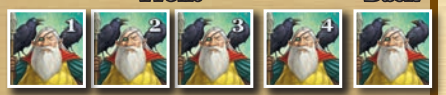


5) 4 Player Order Tiles



6) 38 God Tiles (Fenrir: 2 tiles numbered 3. All the other Gods: 4 tiles each, numbered 1 to 4)

Front Back



7) 7 Weapon Tiles

Front Back



8) 7 Wizardry Tiles

Front Back



9) 10 Ancient Weapons Tiles (5 Light, 5 Darkness)

Light Darkness



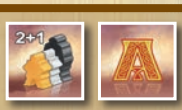
10) 44 Discs in the 4 player colours (11 red, 11 yellow, 11 blue, 11 purple)

11) 10 double sided Disc Tiles in the 4 player colours

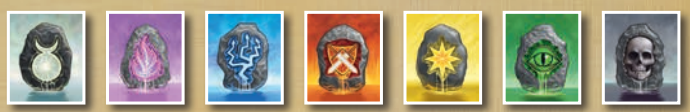


12) 5 Asgard Tiles

Front Back



13) 33 Enchanted Stone Tiles (5 blue, 5 pink, 5 yellow, 5 green, 5 black, 5 red, 3 white)



Light Darkness

14) 16 Population Tiles (8 Light, 8 Darkness)



15) 1 Thor's Skill Tile



16) 1 Týr's Skill Tile



17) 4 100-Points Tiles (in the 4 Player colours: 1 red, 1 yellow, 1 blue, 1 purple)



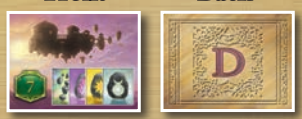
Light Darkness

18) 18 Seals (9 Light, 9 Darkness)



Front Back

19) 24 Temples Tiles



20) 19 Battle Tiles (4 tiles valued 3, 5 valued 5, 5 valued 9, 3 valued 14, and 2 valued 20)



Initial Pr

The picture represents the initial setup for a 4-Player game.

If the game has fewer than 4 Players, put any unused components in the game box.

1. Lay the Game Board on the table.

2. Each Player chooses a colour (yellow, red, purple, or blue) and sets the following items in front of himself (*), in order to create his supply:

- **11 Discs** of the chosen colour 
- **10 Gods Cards** (representing 10 Gods) of the chosen colour 

2.1. Randomly establish the initial order of play. Each Player takes a Player Order Tile, according to their order. 

14. Each Player should now have in front of himself: 3 discs, 10 God Cards, 1 Player Order Tile. The 2nd, 3rd and 4th players should also have 1 Recruit (Giant or Warrior).

Recruits: Warriors and Giants

13.1 Place 1 Orange Warrior, 1 White Warrior and 1 Giant in the middle of the board.
The player with Player Order tile number 4 chooses first, picks one and places it in front of himself.
Then, the player with Player Order tile number 3 chooses one among the 2 remaining and places it in front of himself.
Then, the player with Player Order tile number 2, takes the remaining one and places it in front of himself.
In a 3-player game, number 3 chooses first, then number 2 (place the remaining recruit beside the board). In a 2-player game, only number 2 chooses and takes a recruit (place the remaining two recruits beside the board).

13.2 Place the remaining Recruits as follow

White Warriors: Place 1 on Freyja, 1 on Baldr, and 2 in Valhalla. Put the remainder beside the board to form a common supply.

Orange Warriors: Place 1 on Týr, 1 on Thor, and 3 in Valhalla. Put the remainder beside the board to form a common supply.

Giants: Place 1 on Loki and 1 on Hel. Put the remainder beside the board to form a common supply.

Weapons and Wizardries

12.1 Shuffle the Weapon Tiles and place the stack face-down beside the board.

12.2 Shuffle the Wizardry Tiles and place the stack face-down beside the board.

Worlds and Population Tiles

11. Divide the Population Tiles depending on the side (Light or Darkness), form 2 stacks and shuffle each stack.



The 9 worlds are represented by boxes around the World Tree (Yggdrasil).
7 of the worlds (numbered 1 to 7) have Slots for 2 Population Tiles (1 Light and 1 Darkness), but the 2 lower worlds have only 1 Slot (Light or Darkness).
Place 1 tile face-up on each World Slot:
Light Population Tiles on the **left slot** of each world **and** on **1 lower world**, **Darkness** Population Tiles on the **right slot** of each world **and** on **1 lower world.**



In a 3-player game, discard these Tiles, and leave World 1 empty.



*In a 2-player game, **also** discard these Tiles, and leave World 1 and World 4 empty.*



Enchanted Stone and Skill Tiles

10.1 Divide the Enchanted Stone Tiles depending on the colour, form 7 stacks. Place the Enchanted Stones as follows to form the common supplies: white beside the board, pink on Freyja, yellow on Baldr, red on Týr, blue on Thor, green on Loki, black on Hel.
In a 3-player game discard 1 tile per each colour, in a 2-player game discard 2 tiles per each colour.

10.2 Place Thor's and Týr's Skill Tiles on the appropriate spaces.

eparation

Victory Points and Influence Discs Row

3.1 Each Player places his Scoring Marker (1 of his discs) on «0» (zero) on the Scoring Track. *During the game, every time the Player earns Victory Points, he will advance his Scoring Marker accordingly. If a player passes the 100, he puts the 100-Points tile of his colour in his play area.*

3.2 Each Player places 1 of his Discs on each of the 7 slots of the Influence Discs Row.



Light and Darkness Seals



4.1 Place **1 Light Seal** on the appropriate Seal Slots beside Freyja, Baldr, Odin, Týr and Thor.



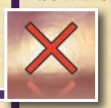
4.2 Place **1 Darkness Seal** on the appropriate Seal Slots beside Loki and Hel.



4.3 Put the remaining Seals next to the board to form a common supply. *In a 3-player game discard 1 Light and 1 Darkness Seal; in a 2-player game discard 2 Light and 2 Darkness Seals.*

Asgard Tiles

5.1 Shuffle the Asgard Tiles, form a stack and place it face-down on the Asgard Area.



Discard this Tile if it is a 3-player game and



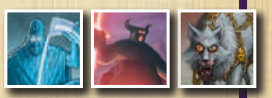
***also** this Tile if it is a 2-player game.*

5.2 . Then draw 3 Tiles (*2 if it is a 3-player game, 1 if it is a 2-player game*) and place them face-up to form the Asgard Tiles Row.

God Tiles

6. Divide the God Tiles depending on the God, form 10 stacks and shuffle each one of them.

Freyja, Baldr, Odin, Týr, Thor, Loki and Hel: Place their Tiles face-down in the appropriate God Area. Turn the topmost tile and place it face-up on top of the stack.

Mímir, Surtr and Fenrir:  These Gods are not available at the beginning of the game. Place their tiles face-down on the Seal Slot beside the relevant God. Turn the topmost tile and place it face-up on top of the stack.

Temples

7. Divide the Temple Tiles depending on the Back, form 4 stacks and shuffle each one of them.

Place the stacks face-down on the board. Turn the topmost tile and place it face-up on top of the stack.

Ancient Weapons

9. Divide the Ancient Weapons depending on their back (Light or Darkness), form 2 stacks and shuffle each one of them.

Place the stacks face-down on the board.

Battle Tiles



8. Divide the Battle Tiles depending on the depicted number, form 5 stacks and place them face-up in the middle of the board as shown.

In a 3-Player game discard 1 Battle Tile per each stack, in a 2-Player game discard **also** *1 Battle Tile valued 3, 2 Battle Tiles valued 5, and 1 Battle Tile valued 9.*

(*) from now on, for simplicity, readability and economy, we will make use of the pronoun «He» when talking about each Player, while it is clearly understood that we indeed mean in each instance to say a more correct «he/she».

Game Rounds

The game lasts 5 rounds. Each round comprises the following phases, in this order:

Phase 1: **Choose Gods** - Phase 2: **Select Actions** - Phase 3: **Perform Actions** - Phase 4: **Battles**

After 5 rounds, **Ragnarök** occurs, then the game ends. The player with the most Victory Points wins.

Game Overview

Phase 1: Choose Gods

Each player has 10 cards representing 10 Gods.
At the beginning of each round, players simultaneously choose the Gods they would like to influence.
The number of Gods you can choose, i.e. the number of actions you can perform, depends on the number of Influence Discs you have.
Each player starts with 3 Influence Discs. During the game you can obtain more discs, but in order to perform the actions that will give you the most Victory Points, you will need to spend them. So, the number of actions you can perform each round increases or decreases depending on your previous choices.



Phase 2: Select Actions

One at the time, in turn order, each player reveals one of the Gods he chose in Phase 1, and places one of his Influence Discs on either:

- an empty slot (Request or Temple) of the chosen God, or
- the Asgard Area.





Continue until each player has revealed every God he selected; simply skip players who have revealed all theirs.
Each God can tolerate only so much meddling. To represent that, Gods' spaces are limited, so timing is really important. Other players may have chosen the same God and could steal your audience with the God if they reveal that God before you.

Phase 3: Perform Actions

After that, one at the time, in turn order, each player picks up one of the disc he placed in Phase 2, and performs the related action.

- **Request Slot: ask a God for Skills and Enchanted Stones.**
  Skills are special powers that players can use during the round; Enchanted Stones will be used to build temples.
- **Temple Slot: build a temple**.
  Building a temple means you support this God. To gain his favour, you also must convince warriors and giants to side with him in order to increase his strength. You must spend your disc, placing it on one of the God's Support Slots.
  You will gain Victory Points each round and can also choose for which of the worlds on the World Tree (Yggdrasil) the God will fight during Battles and Ragnarök.



- **Asgard Area: obtain more Influence Discs.**
  Players can obtain more Influence Discs, to be used to
  - have more actions in following rounds or
  - to recover a weapon or wizardry tile from one of the worlds on Yggdrasil. You must spend your disc, placing it over a world in an empty Battle Slot. You then can participate in the battle that will take place in that world.

Continue until each player has picked up every disc he placed during Phase 2; simply skip players who have none left.

Phase 4: Battles

Two powerful Ancient Weapons will be revealed. They will modify the strength ratio between light and darkness.
Then, for each world, compare the value of the Light side with the value of the Darkness side.
The winning side is the one with the higher value. You can send warriors and giants to help your side win, increasing your chance to gain more Victory Points. If your side wins, you will move your disc into the Victory Area of that world. You could gain Victory Points each round depending on how many discs you have in the Victory Areas.





After 5 rounds, Ragnarök occurs, then the game ends. The player with the most Victory Points wins.

Ragnarök

Gods will fight to conquer the worlds. Depending on the placements, they will fight against other Gods or against the Population.
Gods will have warriors and giants to increase their strength, and players can also help them directly by contributing weapons and wizardry, but the population won't surrender without fighting, and will use the Ancient Weapons to try to conquer back their world. Players that support the winning Gods will gain Victory Points as indicated on the conquered worlds.
You must wisely choose the Gods you support, because if they don't win any battles, you don't gain any points. More than one player could support the same God: The chances to win are higher, but then you have to share the points with the God's other supporter.

Common supply

Whenever, for any reason, you are supposed to **receive Enchanted Stones, Warriors, Giants, Seals, or Skill Tiles** and there are not enough left in the common supply, take one from the player that owns the most of that kind and colour.

If you are supposed to receive a second one, take one from the player that owns the most now, which might not be the same player.

In case of a tie, you can choose which of those players must provide it.

If you are the player that owns the most, you do not take any (you effectively take it from yourself).

In case of warriors and giants, if they are all placed on the board (Gods or Valhalla), you do not take any.

A similar rule is applied if there are not enough Seals for the beginning-of-the-round refill (see below).



Example:
Red *is performing Freyja's Request Action.*
He should then receive 2 Pink Enchanted Stones.
Red *already has 2 Pink Enchanted Stones in front of himself (he took them in previous rounds).*
Blue *owns 3 Pink Enchanted Stones, so the common supply is empty. As he is the player that owns the most,* **Blue** *gives 1 Pink Enchanted Stone to* **Red**.
Now **Red** *owns 3 Pink Enchanted Stones, so he is the one that owns the most. Thus he does not receive any further Enchanted Stones.*



Example:
Yellow *is performing Thor's Request Action. He should then receive 2 blue Enchanted Stones.*
In the common supply there is 1 Enchanted Stone. Both **Purple** *and* **Blue** *have 2.*
Yellow *must take the first from the common supply, then, as* **Purple** *and* **Blue** *have the same amount, he can choose which of them has to give him the second.*

Recruits



Giants always have a strength value of 2.



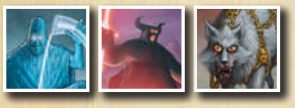
Warriors always have a strength value of 1.

When a giant is used in a battle, he will be placed beside the board in the common supply.

When a warrior is used in a battle or is killed, he will be placed in Valhalla.



Beginning of the round



1. Mímir, Surtr, and Fenrir are not available at the beginning of the game. That means that players cannot select them during the Choose Gods phase, and no Seal will be placed at their side until they rise.
They will rise, respectively, in the 2nd, 3rd, and 4th round.
At the beginning of the relevant round, move the rising God's Tiles from their initial position to the relevant Slot. From now on, the God can be chosen, and his actions can be performed.





2. At the beginning of each round, **there must be 1 (and only 1) Seal beside each risen God.** If necessary, place **1 Seal** from the common supply on the appropriate empty Slot **beside** the **risen Gods**. (Seals for the 1st round are placed during the Preparation.) **If there were no Seals available, take it from the player that owns the most seals of that colour at that moment. In case of a tie, the First Player chooses which Player has to give it.**



3. At the beginning of each round except the 1st (Asgard Tiles for the 1st round are placed during the Preparation), pick the face-down Tiles in the Asgard Tiles Row, if any, and place them beside the board. Then, if necessary, fill empty spaces in the Row with Tiles from the stack *(there must be 3 face-up tiles if it is a 4-player game, 2 if it is a 3-player game, 1 if it is a 2-player game)*. If the stack is exhausted, take the Asgard Tiles beside the board, shuffle them, form a new stack, place it face-down on the board, and draw the missing Tiles from it.





4. A Player cannot have fewer than 2 Influence Discs in front of himself at the beginning of the round.
If he has fewer than 2, he has to recover 1 or 2 of his discs from Support Slots and/or Victory Areas and/or the middle of the board.

Note: It is not possible to recover the discs from Support Slots and/or Victory Areas and/or the middle of the board if the Player has 2 or more discs in front of himself.

Phase 1: Choose Gods

Each player has 10 cards representing 10 Gods.

Players take all 10 of their cards into their hands, then simultaneously and secretly select from their hand the Gods they would like to influence during the round, then set aside the remaining God cards face-down in front of them (they won't be used for the rest of the round).

The number of Gods the player can choose, and therefore the number of actions he can perform, is equal to the number of Influence Discs he has in front of himself.

***Note:** Mímir, Surtr, and Fenrir are not available at the beginning of the game. Players can select them only after they rise.*

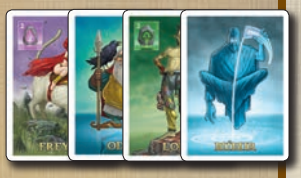
Example:



Red *has 4 Influence Discs in front of himself, so he can choose 4 Gods.*

It is the 3rd round, so he could also choose Mímir and Surtr. He cannot choose Fenrir because Fenrir has not risen yet.

He chooses Freyja, Odin, Loki, and Mímir and places the remaining 6 God Cards face-down in front of himself.



Phase 2: Select Actions

Starting with the First Player (i.e. the one with Player Order tile number 1) and continuing in the order indicated by the Player Order Tiles, each Player, in turn:

a. reveals 1 of the Gods he chose in Phase 1, placing the card face up in front of himself,

b. places on the main board 1 of his Influence discs (to be taken from his own supply):

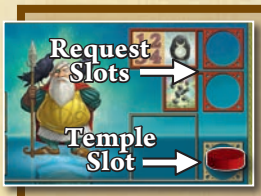
- in 1 empty **Request Slot** of the **corresponding God OR**
- in 1 empty **Temple Slot** of the **corresponding God OR**
- in the **Asgard Area**

Rules of placement:

- Only 1 Influence Disc can occupy any single Request or Temple Slot.
- There is no limit to number of discs (from the same or from different players) that can be present at the same time in the Asgard Area.
- Once placed, the Influence Disc may not be moved or removed until the player performs the action (during the Perform Actions phase).
- A player cannot place his disc in a Temple Slot of a God if he already has an Influence Disc on a Support Slot of that God.
- A player cannot place his disc in a Temple Slot of a God if there are no empty Support Slots on that God.

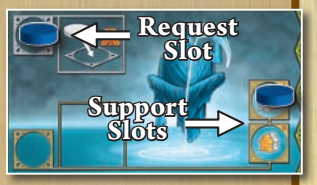
Continue, in turn order, until all the players have revealed all the Gods they chose in Phase 1. If a player has already revealed every God that he chose in Phase 1, simply skip that player.

Example:



Red *reveals the Odin Card and decides to place 1 of his Influence Discs on Odin's Temple Slot.*

Blue *reveals the Mímir Card. He already has a disc on Mímir's Support Slot, so he cannot place the disc in Mímir's Temple Slot. He decides to place 1 of his Influence Discs on Mímir's Request Slot.*





Yellow *also reveals the Odin Card. He could place his disc on an Odin's Request Slot or in the Asgard Area. He decides to place it in the Asgard Area.*

Purple *reveals the Hel Card, and also decides to place his disc in the Asgard Area.*



Phase 3: Perform Actions

Starting with the First Player and continuing in the order indicated by the Player Order Tiles, each Player, in turn:

a. selects one of his Influence Discs placed on a God's Slot (Request or Temple) or on the Asgard Area

b. if he selects a disc placed in a God's Slot (Request or Temple), **takes the Seal** placed beside that God, if it is still there, and places it in front of himself

Example:



Blue *performs the Mímir Request Action. He picks up his disc and the Darkness Seal and places them in front of himself.*

c. **performs immediately the corresponding Action** (see below Available Action). If the Player cannot or does not want to perform the action, he just picks up his Influence Disc and places it back in front of himself

d. **picks up the Influence Disc and places it in front of himself** (Request and Asgard Action) **or moves it to a Support Slot** (Temple Action). (see below)

Continue, in turn order, until all the players have picked up their Influence Discs from Request and Temple Slots and from Asgard Area.
If a player has already picked up every disc that he placed in Phase 2, simply skip that player.



*Now is **Red**'s turn. He performs the Baldr Request Action. He picks up his disc and the Light Seal and places them in front of himself.*

***Yellow** performs the Baldr Request Action. There is no longer a Seal beside Baldr (because **Red** took it), so he does not take any. He picks up his disc and places it in front of himself.*

*It is **Blue**'s turn again. He decides not to perform the Baldr Temple Action, so he just picks up his disc and places it back in front of himself.*
*There is no longer a Seal beside Baldr (because **Red** took it), so he does not take any.*

Available Actions

Request

When a player chooses this action,

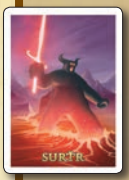
- takes 2 Enchanted Stones Tiles of the kind depicted on the God Card, if any,
- uses the Skill depicted beside the Slot (See Tiles and Skills Description sheet), if any

The Player takes back his Influence Disc from the Request Slot and places it in front of himself.

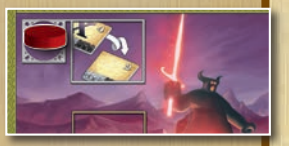


Example:
***Purple** will take 2 Green Enchanted Stones **and** will use the Skill of Loki, while **Yellow** will only take 2 Green Enchanted Stones.*





*There are no Enchanted Stones depicted on the Surtr card, so **Red** will only use the Skill.*



Temple

When a player chooses this action, he **must**:

1. **build 1 Temple** using the Enchanted Stones. He has to
   - choose a Temple stack, and take the topmost Temple Tile,
   - spend the indicated Enchanted Stones (to be taken from his own supply) placing them back on the common supply (white Stones beside the board, the other Stones on the appropriate God).
     ***Note:** To build the 7-Point Temples, you have to use the 3 depicted Enchanted Stones **and** another Enchanted Stone of your choice. The Enchanted Stone of your choice must be different from the other 3 indicated Enchanted Stones.*
   - place the Temple tile in front of himself. He will score the indicated **Victory Points each round** during the Battles Phase (see below).

2. if requested, **place the recruits** (to be taken from his own supply) **on the God**. All Gods but Fenrir request recruits. The requested kind is **indicated on the uppermost empty Support Slot**. He **must** place **all** of that kind that he has in front of himself. *Note: Fenrir neither requires **nor accepts** any Recruits.* If more than 1 kind is indicated, the player can choose whichever he prefers. It is not possible to place different kinds. If the player does not have the requested recruits, he cannot perform the action.

3. if possible, **place the topmost God Tile on Yggdrasil in a World Slot** of his choice, respecting the following Placement rules:

Example:
***Red** is performing Surtr's Temple Action.*



He decides to build this Temple.

He has to use 1 Pink, 1 Green, 1 White, and another Enchanted Stone of his choice, provided it is different from the other 3 indicated Enchanted Stones.

He takes the Temple Tile and places it in front of himself.

*In a previous round, **Blue** built a temple for Surtr (he provided 2 Giants), so **Red** has to provide one of the types of recruit indicated in the bottom Support Slot.*



He has in front of himself 3 White Warriors and 4 Orange Warriors. He chooses to use the Orange Warriors. He must place them all.



He moves his Influence Disc to the empty Support Slot.

- only one God can occupy a single World Slot
- **a God Tile must replace a Population Tile:** a Light one if it is a Light God, a Darkness one if it is a Darkness God. *(In a 2- or a 3-Player game, if the World is empty (i.e. there are no Population Tiles), the God Tile cannot be placed there.)* **A God Tile cannot replace another God Tile.** If there are no available World Slots, the God Tile won't be placed. Discard it from the game.
- if the Population Tile has not been flipped (see Surtr's Skill - Tiles and Skills Description sheet)) the player takes it and places it in front of himself. He can use its bonus once, even immediately (See Tiles and Skills Description sheet). If it has been flipped, he just discards it.
- if the God Tile is placed on a lower world, the Player immediately gains 5 Victory Points. God Tiles on lower worlds will participate neither in the Battles nor in Ragnarök.

4. turn the topmost God Tile and the topmost Temple Tile and place them face-up on the top of the corresponding stack.

The Player moves his Influence Disc from the Temple Slot to the uppermost empty Support Slot. Note: *Once placed on a Support Slot, a disc cannot be moved or removed until the end of the game (with the only exception described above; see Beginning of the round)*

Asgard

When a player chooses this action,

a. **must** flip 1 of the face-up Asgard Tiles on the Asgard Tiles Row, if any. He immediately uses its bonus. If he does not want to or cannot use the bonus, he just flips the tile. If all the Asgard Tiles are already face-down, skip this point.

Take from the common supply, respectively,



- 1 Recruit,
- 1 Recruit of one kind + 1 of a different kind,
- 2 Recruits of the same kind + 1 of a different kind.



Exchange 1 of your Enchanted Stones (place it back on the corresponding common supply) with a different Enchanted Stone of your choice from the common supply.



Do nothing.

b. **may** obtain 1 or more Recruits.
For each Recruit he wants to obtain, he has to spend 1 or 2 Light and/or Darkness Seals (to be taken from his own supply and placed back on the common supply) as indicated in the Asgard Area. He then takes the Recruit from the common supply and places it in front of himself.

c. **may** take 1 or more Influence Discs from the Influence Discs Row.
For each disc he decides to obtain,
1. he takes the leftmost available disc of his colour from the discs row.
2. he spends 1 Light or Darkness Seal as indicated below that space **plus** 1 Light or Darkness Seal as indicated below **each non-empty** space to its left. *Note: if it is the leftmost space the player can spend 1 Light or 1 Darkness Seal of his choice.* He takes the Seals from his own supply and places them back on the common supply.



(continue) He takes the topmost God Tile and places it in a world on Yggdrasil, replacing a Darkness Population Tile.



He takes the replaced Population Tile and places it in front of himself.

Example:
Yellow *is performing Odin's Temple Action.*



He decides to place the God Tile on a lower world, replacing a Light Population Tile.
He immediately gains 5 Victory Points.



He takes the replaced Population Tile and places it in front of himself.

Example:

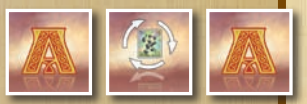
Purple *is now performing the Asgard Action.*

Blue *has performed the Asgard Action during his turn, so one of the Tiles on the Asgard Tiles Row is already face-down.*



Asgard Tiles Row

He flips one of the tiles on the Asgard Tile Row and places it face-down. He uses its bonus and takes 2 Giants and 1 Orange Warrior from the common supply.



In addition, he now decides to obtain 1 orange Warrior. He spends 1 Darkness Seal, takes the Warrior from the common supply and places it in front of himself.



Example:

2-Player Game.



So far, **Yellow** *has bought 2 Influence Discs and* **Red** *1.*

To obtain 1 Influence Disc, **Yellow** *has now to pay 1 Darkness Seal as indicated below the space of his first available disc, + 1 Light Seal as indicated below the 1 non-empty slot to its left.*

Obtaining a second disc would cost additional Seals: 1 Light as indicated below the space of his first available disc, +1 Darkness+1 Light as indicated below the 2 non-empty slots to its left.

3. he places the just obtained disc:

- in front of himself (that means he will have one more action for the following rounds)

OR

- on an empty Battle Slot (that means he will participate in one battle during the Battles Phase, see below).
  The player **immediately gains 1 wizardry or 1 weapon tile** as indicated on the occupied slot. He takes the corresponding stack, chooses a tile, places it in front of himself face-down and puts the stack back face-down beside the board.

Placement rules:



- only one Disc can occupy a single Battle Slot.
- only 1 disc can be placed on world number 7. The player can choose the side.
- a player cannot place a disc in a Battle Slot if he has already a disc in the Victory Area of that world (see Battles Phase below).

If there are no available Battle Slots, the Player can place the disc only in front of himself.

d. if possible, moves each disc of his colour placed in the middle of the board (see Battles Phase below) and places it on an empty Battle Slot. Placement rules remain the same. **He does not gain any wizardry or weapon tile**.

The Player takes back his Influence Disc from the Asgard Area and places it in front of himself.

If a player has 2 or more Influence Discs on the Asgard Area he can perform the actions, as usual, one per turn OR he can decide to take back all his discs at the same time, performing only 1 Action.

In this case, steps a., b., and d. remain the same; however, step c. is modified as follows:
c. may take, **free of charge, 1 (and only 1) Influence disc** from the Influence Disc Row (i.e. without paying any Seals). He takes the leftmost available disc of his colour from the discs row.
Placement rules (in front of himself or on an empty Battle Slot) remain the same.

(continue) **Red** *has to pay only 1 Light Seal, as indicated below the space of his first available disc.*
He does not have to pay additional Seals because the space to its left is empty.
He immediately takes the disc.

Now, if he would like to obtain another disc, he has to pay only 1 Darkness Seal, because all the spaces to its left are now empty.

Example: *4-Player Game. 3rd round.*
Yellow *pays the required Seals and takes 3 Influence Discs.*
He decides to place 1 in front of himself.
At the beginning of the round he had 3 Influence Discs, so next round he will have 4 Influence Discs and could therefore choose 4 God cards and perform 4 actions.

He decides to place the other 2 on Battle Slots.



He cannot place one on the Battle Slot of World 5 because he already has a disc in the Victory Area.

He cannot place one on the Battle Slot of World 7 because **Blue** *has already a disc on a Battle Slot there.*

He places one on the Battle Slot of World 6.
He immediately gains a Weapon Tile.
He places the other one on the Battle Slot of World 1.
He immediately gains a Wizardry Tile.

It's **Red** *turn. He does not take any Discs from the row. He only moves the disc he has in the middle of the board and places it on Battle Slot of world 2. He does not gain a Wizardry Tile.*

Phase 4: Battles



TEMPLE POINTS: Before the resolution of the battles, **each player** gains the **Victory Points** indicated on the **Temple Tiles in front of him.**

Then, **turn the topmost Tile of each of the Ancient Weapons stacks** and place them face-up on the board atop any other Ancient Weapon Tiles possibly already there.



Note: *each stack has 5 Tiles. In each round 1 Tile per stack is revealed. You can then track the round number simply counting how many Tiles are still in the stack. After the last Tile of each stack is revealed, there will be the last Battles Phase, and then Ragnarök will begin.*

Example:
Red *has 1 Temple valued 3 and 1 Temple valued 7 in front of himself.*
He now scores 10 Victory Points.



The Ancient Weapons of the current round add a strength of

- *4 to the Light side*
- *1 to the Darkness side*

Then, following the numeration (from 1 to 7), check the worlds where a Disc was placed in a Battle Slot, comparing the value of the Light side with the value of the Darkness side. **The winning side is the one with the higher value.**

Values are calculated as follows, depending on the situation:

- ◊ **2 Population Tiles:**
  For each side, add its Population Tile value to the current corresponding Ancient Weapon Tile value.
- ◊ **1 Population Tile and 1 God Tile:**
  When a God is present in a world, the opposing mortal population is powerless. For the God's side, add the God Tile value to the current corresponding Ancient Weapon Tile value. The other side's value is simply the current corresponding Ancient Weapon Tile value.
- ◊ **2 God Tiles:**
  For each side, add its God Tile value to the current corresponding Ancient Weapon Tile value.

- ▸ If a **disc is placed below the winning side** (i.e. the one with the higher value), **move it to the Victory Area** of that world.
- ▸ If a **disc is placed below the losing side** (i.e. the one with the lower value), **or if there is a tie**, its owner **may use 1 or more Recruits** (to be taken from his own supply) in order to improve the value of his side so it can win.
  Giants have a **strength** value of **2**, **Warriors** have a **strength** value of **1**.
  In this case, he places the used warriors in the Valhalla Area, the used giants back in the common supply, and **moves his disc to the Victory Area** of that world.
  Note: *Once placed on a Victory Area, a disc cannot be moved or removed until the end of the game (with the only exception described above; see Beginning of the round).*
- ▸ If a **disc is placed below the losing side** (i.e. the one with the lower value), **or if there is a tie,** and its owner cannot or decides **not to send any Recruits,** move the **disc to the middle of the board**. He can place it on a Battle Slot in a subsequent round by performing the Asgard Action.



BATTLE TILES:
Each player now checks how many discs he has in the Victory Areas.
Starting with the player in the **last place on the Victory Points track**, then second-to-last and so on, each player takes one of the Battle Tiles stacked below the corresponding number (so a 3-Point Tile if he has 1 disc in the Victory Areas, a 5-Point Tile if he has 2 discs, a 9-Point Tile if he has 3 discs, a 14-Point Tile if he has 4 discs, a 20-Point Tile if he has 5 or more discs), and places it in front of himself face-down.
If he can't, because the stack is exhausted, he takes the highest available lower Tile. If there are none available, he does not take any.
In case of tie in the Victory Points track, tied players take the Tile following the player order.
Example: **Red** *has 3 discs in the Victory Area. He should take a 9-Point Tile. If the 9-Point Tiles stack is exhausted, he takes a 5-Point Tile.*
If also the 5-Point Tiles stack is exhausted, he takes a 3-Points Tile. If also the 3-Point Tiles stack is exhausted, he does not take a Tile.

Example:



Ancient weapons of the current round



World 1: *2 Population Tiles.*

*Value of **Light Side is 6** (2 for the Tile + 4 for the Ancient Weapon).*
*Value of **Darkness Side is 7** (6 for the Tile + 1 for the Ancient Weapon).*
Yellow*'s Disc is below the winning side.*
He moves his disc to the Victory Area.



World 2: *2 God Tiles.*

*Value of **Light Side is 5** (1 for the Tile + 4 for the Ancient Weapon).*
*Value of **Darkness Side is 5** (4 for the Tile + 1 for the Ancient Weapon).*
There is a tie.
If **Red** *wants to make Darkness (his side in the battle) win, he has to add at least 1 Strength point by sending a Recruit.*

*He has a Giant and a Warrior in his supply. He could have used the Warrior (1 strength point is enough), but **he decides to use the Giant**. He places it back in the common supply.*
Now the Darkness Side has a value of 7, *so it is winning.*
He moves his disc to the Victory Area.

Worlds 3, 4, and 5 *have no disc in their Battle Slot, so just skip them.*



World 6: *1 Population Tile and 1 God Tile.*

*Value of **Light Side is 4** (0 for the nullified Population Tile + 4 for the Ancient Weapon).*
*Value of **Darkness Side is 5** (4 for the Tile + 1 for the Ancient Weapon).*
Yellow*'s disc is below the losing side.*
*He takes **2 Warriors** from his supply, and places them in Valhalla.*
Now the Light Side has a value of 6, *so it is winning.*
He moves his disc to the Victory Area.



World 7: *2 God Tiles.*

*Value of **Light Side is 7** (3 for the Tile + 4 for the Ancient Weapon).*

*Value of **Darkness Side is 5** (4 for the Tile + 1 for the Ancient Weapon).*

Blue*'s disc is below the losing side.*
He decides not to send any Recruits, so he moves his disc to the middle of the board.

Example: *4th round.*
Red, **Blue**, *and* **Yellow** *have 3 discs each in Victory Areas.*
Purple *has 1.*

These Battle Tiles are still available: 2 Tiles valued 20, 3 Tiles valued 14, 1 Tile valued 9, 4 Tiles valued 5, but no Tile valued 3.

Red *has 15 Victory Points,* **Blue** *10,* **Purple** *8, and* **Yellow** *4.*
Yellow *takes the Battle Tile valued 9.*
Purple *should be entitled to take a 3-Point Tile, but there are none left. Because there are no available Tiles with a lower value, he does not take a Tile.*
Both **Blue** *and* **Red** *should be entitled to take a 9-Point Tile, but there are none left, because* **Yellow** *took the last one. Thus, they each take a 5-Point Tile.*



Ragnarök

After the 5th round, Ragnarök begins.
BATTLE POINTS: Each player now reveals his Battle Tiles, and scores the indicated Victory Points.

Then, remove from the game board:

- all the discs placed in the middle of the board and on the Victory Areas and place them outside the board (**Important**: do not remove the discs placed on Support Slots),
- the Ancient Weapons Tiles: divide them depending on their back (Light or Darkness), form 2 stacks and shuffle each one of them. Place the stacks face-down beside the board.
- the Tiles placed on the lower worlds (God or Population): they won't participate in Ragnarök (**Important**: do not remove the God and Population Tiles placed on the worlds from 1 to 7).

Influence Discs: For a better visualisation of which players support which Gods, move the discs placed on each God's Support Slots to below each God Tile on Yggdrasil (if there are 2 discs, stack them putting the disc placed on the uppermost Support Slot on the top). If the God has 2 God Tiles on Yggdrasil, use an extra 1–2 wooden discs of the same colours from outside the board for the second one. If there are not enough wooden discs, use the Disc Tiles of the Player colour.

Population Tiles: Check each world on Yggdrasil one at the time, following their numeration **in descending order (from 7 to 1).**
If there are 2 Population Tiles on a world, just remove them from the board. They won't participate in Ragnarök.
If there are 1 Population Tile and 1 God Tile, place one Ancient Weapon of the corresponding side face-down under the Population Tile. If the stack is exhausted, the Population Tile won't receive any Ancient Weapon.
Note: *the value of the Population Tile will be included when calculating the value of the side, even if a God is present in the world.*
During the Battles, Populations were scared of the Gods, but now they will fight to reclaim their world, using the Ancient Weapons and all their strength.

Deployment of Recruits: Take the Recruits placed on each God, and place them beside the relevant God Tile on Yggdrasil, if any.
If the God has 2 God Tiles on Yggdrasil, divide the Recruits into 2 groups of the same strength, if possible. If the groups' strengths are not equal, the God Tile with the lower number gets the stronger group.
Giants are worth 2 strength points, Warriors 1 strength point.
If a God has no God Tiles on Yggdrasil, just remove his Recruits from the board.

Example:



Blue *has 1 Tile valued 3 and 2 Tiles valued 9. He scores 21 Points.*

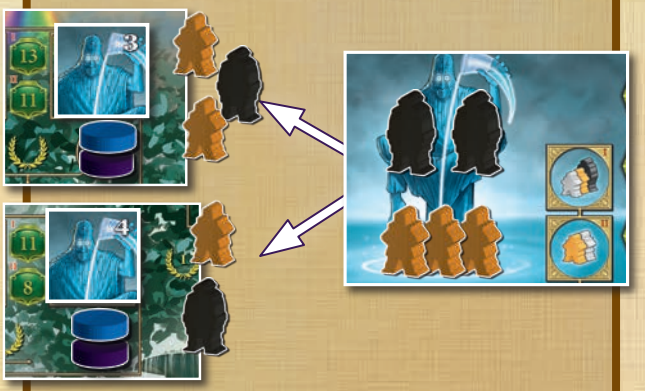
Influence Discs



Population Tiles



Deployment of Recruits



Valhalla: Example
In Valhalla, there are 2 Orange Warriors and 1 White Warrior. **Red** *is First Player. He has Discs on Odin and Thor. He takes 1 Orange Warrior and chooses to place it beside one of the Odin Tiles on Yggdrasil. There are 2 Odin Tiles on Yggdrasil (World 1 and World 5). He chooses the one in World 5.*
Purple *has Discs on Odin, Týr and Freyja. He takes the remaining Orange Warrior and chooses to place it beside a Odin Tile. He chooses the one in World 1. Then, it is* **Blue***'s turn. He has no discs on Light Gods, so he does not take any Warriors.*
Yellow *has Discs on Týr and Freyja. He takes the White Warrior and chooses to place it beside one of the Týr Tile.*

Valhalla: One at the time, in turn order, each player that supports one or more Light Gods 1) takes one Warrior from Valhalla, if any, and places it beside a Light God Tile of his choice, provided that he has a Disc below that Light God Tile or 2) pass.
Continue, in turn order, until all Players pass. Once a Player passes, he can't choose to jump back in later. **You cannot place Warriors beside Gods you do not support. Players cannot talk with each other.**

Weapon and Wizardry Tiles: In turn order, each player places one Weapon or Wizardry Tile (to be taken from their own supply) face-down under a God Tile of his choice, provided that he has a Disc below that God Tile.
Continue in turn order until all the players have placed all their Weapon and Wizardry Tiles under God Tiles, simply skipping anyone who runs out.
You cannot place Weapon and Wizardry Tiles under Gods you do not support. Players can neither talk with each other, nor show their Wizardry and Weapon Tiles.

Ragnarök:

Check each world one at the time, following their numeration i**n ascending order (from 1 to 7).**
The winning side is the one with the higher value.
Determine the value of each side as follows:
Reveal all the Ancient Weapons, Wizardry and Weapon Tiles, **apply the effects of the Wizardry Tiles** *(See Tiles and Skills Description sheet)*, **then sum up the value of the**:

- **God/Population Tile**
- **Recruits** (Giants = 2 strength points, Warriors = 1 strength point)
- **Weapon/Ancient Weapon Tiles**

VICTORY POINTS:
In case of a tie, nobody earns the points.
If the winner is a Population, nobody earns the points.
If the winner is a God:



- if there is only **1 disc below the winner, its owner gains both the indicated Points rewards (I + II).**
- if there are **2 discs below the winner**, the owner of the **top disc** gains the **points** indicated on the **upper space** (I); the owner of the **bottom disc**, the **points** indicated on the **lower space (II).**

When all the worlds have been checked, the game ends.
The winner is the player with the most Victory Points (VP).
In case of a tie, the tied player with the lowest Player Order Tile is the winner.

Weapon and Wizardry Tiles



Example:
Red *places one of his Weapon Tiles face-down under the Odin Tile in World 5.*



Yellow *places one of his Wizardry Tiles under the Surtr Tile in World 3.*





Purple *places one of his Wizardry Tiles under the Odin Tile in World 5.*

Ragnarök

Example: World 1.



Value of Light Side is 8:
Value of God Tile: 4
Value of Recruits: 2
Value of Weapon Tile: 2

Value of Darkness Side is 6:
Value of Population Tile: 6
Value of Ancient Weapon Tile: 0
(It does not count because of the Wizardry Tile placed under Thor) (See Tiles and Skills Description sheet)

Red *is the only Player that supported Thor, so he scores both the VP rewards (7+2).*

Example: World 7:



Value of Light Side is 10
Value of God Tile: 1
Value of Recruits: 3
Value of Weapon Tile: 6

Value of Darkness Side is 8:

Value of God Tile: 0
(It does not count because of the Wizardry Tile placed under Freyja) (See Tiles and Skills Description sheet)
Value of Recruits: 8
(It was 1+1+2, but the value is doubled because of the Wizardry Tile placed under Mímir) (See Tiles and Skills Description sheet)

Yellow *gains 13 VP, + 10 VP because of the wizardry placed under Freyja (he has the disc on top). (See Tiles and Skills Description sheet)*
Purple *gains 11 VP*

Note: Because he supported both Gods, **Purple** *would have earned 11 Points with the victory of either Freyja or Mímir, but he could only get the additional 10 Points if Mímir won.*

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ASGARD

Tiles and Skills description

Wizardry Tiles



Double the value of the Recruits.
The value of the Recruits can never be higher than double, even if 2 tiles of this kind have been placed under the same God.



The highest-value Weapon Tile/Ancient Weapon Tile placed under the opponent (God or Population) does not count when calculating the value of that side.



The value of the opponent Tile (God or Population) does not count when calculating the value of that side.



If the God wins, the player with the disc on top scores an additional 10 VP.
If only 1 Player has a disc on that God, it counts as being on top, so the owner gains the additional 10 VP.



If the God wins, the player with the disc on bottom scores an additional 10 VP.
If only 1 Player has a disc on that God, it counts as being on top, so the owner does **not** gain the additional VP.

Population Tiles

All Tiles can be used once and must be discarded after their use



The Player can use this Tile at any time during his turn. He takes the Weapon Tile stack, chooses a tile, places it in front of himself face-down and puts the stack back face-down beside the board.



The Player can use this Tile at any time during his turn. He takes the Wizardry Tile stack, chooses a tile, places it in front of himself face-down and puts the stack back face-down beside the board.



The Player can use this Tile at any time during his turn. He swaps his Player Order Tile with the Number 1 Player Order Tile.
The Player Order changes immediately. So, because the active player has taken the number 1, it is now the turn of the player with Player Order Tile number 2.



The Player can use this Tile at any time during his turn. He flips face-down one of the Asgard Tiles in the Row, and immediately takes its bonus.



The Player can use this Tile during the Battles Phase to declare one victory (i.e. to move one of his discs from the Battle Slot to the Victory Area) without using Recruits, and regardless of the values of God/Population Tiles and Ancient Weapons.



The Player can use this Tile while performing the Temple Action. He can use it as any one Enchanted Stone when building a Temple.



The Player can use this Tile while performing the Temple Action. He can use any one of his Enchanted Stones as any other one when building a Temple.



The Player can use this Tile while performing the Asgard Action. It counts as one Seal (Light or Darkness of the player's choice) when obtaining an Influence Disc from the Influence Discs row or when obtaining recruits.

Enchanted Stones and Skills

Whenever it is said that the player receives Enchanted Stones or Seals, he takes them from the corresponding common supply and places them in front of himself. (See Rulebook page 5 if there are not enough left in the common supply).



Freyja

Upper slot: Player receives 2 pink Enchanted Stones. He may also take 2 Warriors of his choice from Valhalla, if there are any, and places them in front of himself.



Bottom Slot: The player receives 2 pink Enchanted Stones.



Baldr

Upper slot: Player receives 2 yellow Enchanted Stones. He may also exchange one of his Enchanted Stones (he places it back on the corresponding common supply) with a different Enchanted Stone of his choice from the common supply.



Bottom Slot: The player receives 2 yellow Enchanted Stones.



Odin

Upper slot: The player receives 1 white Enchanted Stone.



He may also change the order of play: He takes all the Player Order Tiles and redistributes them.



Players can offer him any element they have in front of them in order to convince him to give them a certain number. Deals must be respected. The player can also decide not to accept any offer and redistribute the Tiles as he wants.

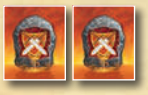
Player Order changes immediately. So, after the change, it is the turn of the player who has the number immediately following the one that the active player took for himself.

Bottom Slot: The player receives 1 Enchanted Stone of his choice.



Týr

Upper slot: Player receives 2 red Enchanted Stones.



He also takes Týr's Skill Tile (either from the board or from the Player owning it at that time), and places it in front of himself.



He may use it during the Battles Phase to declare one victory (i.e. to move one of his discs from the Battle Slot to the Victory Area) without using Recruits, and regardless of the values of the God/Population Tiles and Ancient Weapons.

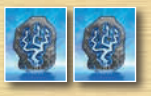
Then, he places the Tile back in the appropriate space on the board.

Bottom Slot: The player receives 2 red Enchanted Stones.



Thor

Upper slot: Player receives 2 blue Enchanted Stones.



He also takes Thor's Skill Tile (either from the board or from the Player owning it at that time), and places it in front of himself.



He may use it at the end of his turn (even immediately), during Phase 2 or Phase 3, to take an entire additional turn (following the usual rules): If Phase 2, he selects another action by playing a card from his hand and placing a disc (see Phase 2); if Phase 3, he performs another action by selecting one of his discs, performing the corresponding action, etc. (see Phase 3). Then, he places the Tile back in the appropriate space on the board.

Bottom Slot: The player receives 2 blue Enchanted Stones.



Loki

Upper slot: Player receives 2 green Enchanted Stones. He may also take 1 Recruit from any God (including Loki) and place it in front of himself.



Bottom Slot: The player receives 2 green Enchanted Stones.



Hel

Upper slot: Player receives 2 black Enchanted Stones. He may also select one God that has at least one Warrior and gains Victory Points equal to the number of Recruits there (each Recruit counts as one, regardless of whether it is a Giant or a Warrior). Then, he takes one of the Warriors on the God and places it in Valhalla.

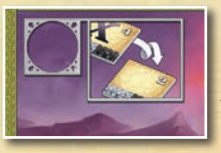


Bottom Slot: The player receives 2 black Enchanted Stones.



Mímir

The player moves his disc to an empty silver Request Slot or to the Asgard Area. (He cannot move to the request Slots of Odin and to the Upper Request Slot of Fenrir). He will perform the corresponding action during one of his following turns.



Surtr

The player selects one face-up Population Tile on Yggdrasil, immediately takes its bonus (if possible), and flips the tile face-down. Once flipped, the Population Tile counts as the indicated value and does not give any bonus when replaced by a God Tile.



If he flips one of these Tiles, the player immediately, respectively,

- receives 1 Enchanted Stone of his choice,
- receives 1 Seal of his choice,
- can exchange 1 of his Enchanted Stones (he places it back on the corresponding common supply) with a different Enchanted Stone of his choice from the common supply.

If he flips one of the other Tiles, the player follows the rules described above (see Population Tiles), but he has to use the Tile immediately.



Fenrir

Upper slot: The player moves his disc to an empty Temple Slot or to the Asgard Area. He will perform the corresponding action during one of his following turns.

Bottom Slot: Receive nothing. Performing the Request action only allows the player to take the Seal placed beside that God, if it is still there, and to place it in front of himself.