
RAGNA ROK star
RULES
10+
2-4
30-45'

RAGNA ROK star

Odin has promised a place in Valhalla to whichever band gives the greatest rock concert of all time.
The bands of vikings can really rock, but they don't have any fans.

MOUÅHÅHÅHÅHÅH...

« By Thor's hammer, that can't be! We'll have to rock them with some sick beats!»

GAME COMPONENTS

1 GAME BOARD



4 CONCERT HALLS
1 per player



4 BAND BOARDS
1 per player



8 OLD FAN CARDS



22 CONTRACT CARDS



1 CHEAT SHEET / SCORING TRACK



8 YOUNG FAN CARDS



4 WOODEN TOUR BOATS
1 per player



4 EYE TOKENS
1 per player



4 ERASABLE MARKERS
1 per player



84 WOODEN FANS
(4x21 blue, pink, gray, orange)



3 ICEBERG TILES



GAME BASICS

RagnaRok Star is a contest to get the most fans.
Which ever player has the most glory points at the end of the 7th round wins.
Glory points are won by filling your concert hall or by completing contracts. The winner gets to play for Odin and earns his/her place in Valhalla.

SET UP

How to set up your game for 4 players



1. Place the game board in the middle of the table.

2. Each player gets a band board, a concert hall, a marker, and an eye token.

3. Place the wooden tour boats in the center of the board.

4. Place the wooden fans to the side of the board.

5. Shuffle the young fan cards and discard the top card. Place them to the side near their corresponding wooden fans. There must be 7 remaining cards.

6. Do the same for the old fan cards.

7. Shuffle the contract cards and place them to the side of the board.

8. Place the cheat sheet / scoring track within easy reach.

YOUR BAND BOARD

Each player has a band made up of a singer, a guitarist, a bassist, a drummer, and a keyboardist. The band board allows the players to decide the order in which the musicians will play.



❶ PROGRAMMING YOUR ACTIONS

Your band must go from port to port ⚓ with their wooden tour boat and try to complete actions. Each member of the band has 3 actions to the right of his/her picture. All actions are explained on pages 7 and 8.

Programming actions means writing a number (between 1 and 5) below their chosen actions, taking care to use only one number per band member.

❷ CHOOSING YOUR DESTINATION

Each time you move or , tick the island on which you moor your Tour boat.

❸ FREE SPACE

This part of the board is to allow the player to take notes especially when 2 or more players are competing for the same action.

DIVALKYRIE EXPANSION

If your tablet has a 6th musician in the bottom part, you have a game including the Divalkyrie expansion explained on page 12. For a first game, it is strongly recommended to play the classic version of the game without this character.

FUTURE FANS



COLLECTING FANS

The term "Collecting Fans" consists in taking 1 or 2 fans from a single island and adding them to his/her concert hall in the corresponding colour column.

YOUR CONCERT HALL

Each player has a concert hall in which to place his/her fans and to count his/her glory points.



❹ THE BLEACHERS

Every line or column filled with fans wins 1 glory point ★ at the end of the game.

❺ THE MOSH PIT

Here, players put their fans if there is no more room in their respective columns. They do not win any glory point but can be used to complete contracts or to be used as a tie breaker.

HOW TO BEGIN

Throughout the game, your band goes from port to port to collect as many fans as possible. Each round results in new fans and changes on the board by the iceberg tiles. Before beginning a round, follow these 3 steps :

1. FIRST FANS

Take 2 of each type of fan and place it on the board in this way :

- **A** Randomly place 3 fans of different colors on 1 of any island.
- **B** Place 2 fans of the remaining color on the 2 adjacent islands.
- **C** Place the remaining fans on any of the least populated islands.

You should now have 1 island with 3 fans, 2 islands with 2 fans and 1 island with 1 fan.

EXAMPLE :



2. PLACING ICEBERG TILES



D Place this iceberg tile blocking the port ⚓ of the island with 3 fans.



E Place this iceberg tile connecting the 2 islands at the opposite end of the board.



The player with the longest hair may take the 3rd iceberg tile and becomes the **Ice Master** at the beginning of the game.

3. FIRST CONTRACTS

Each player picks 3 contract cards, selects one of these cards and places it face down. The remaining cards are returned to the bottom of the deck.

Each contract may bring the player between 1 and 3 glory points ★ upon completion, depending on the contract's difficulty.



Easy *Intermediate* *Difficult*

Some contracts must be revealed immediately, while others must be revealed at the end of the game, as indicated on the card.

Contracts that have not been filled are not penalized.

GAME CYCLE

The game takes place in 7 rounds composed as follows:
1 Programming, 2 Arrival of new fans, 3 Resolving actions, 4 Changing the iceberg tiles

1. PROGRAMMING



Without showing their band board, each player writes the order of the actions for every musician.
To do this, he writes the corresponding number (1, 2, 3, 4, 5) below the programmed action icon using his erasable marker.

When all players have finished programming, each player shows his tablet, revealing his strategy for the turn.

Each member of the rock band has 3 potential actions that are described in detail on pages 8 and 9.

3 MISTAKES TO AVOID :



For any navigation action, the player must check 1 of the 4 destination islands.
✕ Penalty : the action fails and the tour boat does not move.

Each number can only be used once per round.
✕ Penalty : none of the actions are taken.

Each musician may only have 1 action per turn.
✕ Penalty : the 2nd actions is not taken.

2. ARRIVAL OF NEW FANS

Turn over the top card on each fan deck (old and young) and place it on top of the used fan decks.

You may not look at previous cards that have already been played !

Place the **wooden fans** on the board as indicated on the cards.

The icon indicates that you must add the **same number of fans than amount of players**.

EXAMPLE :

The first cards are turned over and placed on top of the previously used cards, as shown.
If there are **3 players**, *add to the board :*



3. RESOLVING ACTIONS

All players resolve their actions simultaneously in numerical sequence : first the action N°1 of each player, then the action N°2, and so on until the action N°5.

It is possible that several players may want to collect the same fans or take actions that require mediation. Because of this, it is strongly advised to say your intentions aloud before the action takes place.



4. CHANGING THE ICEBERG TILES

At the end of every round, the weather changes and causes ice tiles to appear or disappear in front of the ports.

The **Ice Master** who owns the 3rd iceberg tile, proceeds strictly in this order :
1. Remove 1 of the 2 iceberg tiles that are already on the board
2. Give this tile to a player of his/her choice
3. Place his/her tile on one of the 3 remaining spots.

During the game there must always be 2 tiles placed on the board and the last one remains with the Ice Master

FUNCTIONS OF THE ICEBERG TILES

Some iceberg tiles can lock tour boats in ports and does not allow them to leave by using the classic navigation like A or C.

In order to enter or leave an island locked by an iceberg tile one must use the flying ship action of the singer.

-1★

Any adjacent islands that have been connected with an iceberg tile allows players to collect 1 fan instead of 2 across the iceberg when a x2 action has been selected like A or B
(Read Collecting actions on pages 8).

A



B



C



COLLECTING ACTIONS

COLLECTING FANS

The term "Collecting" consists in taking 1 or 2 fans on the island where your tour boat is docked and adding them to his/her concert hall in the corresponding column.

Simple collection



Double collection



Double collection allows you to collect 1 or 2 fans, if available.

➤ If the player wants to, he/she can collect less.

➤ If your tour boat is docked on an island with 1 or more fans of the type you want, you may take 1 fan for a simple collection or 2 for a double collection.

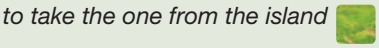
➤ If your tour boat is docked on an island connected to another by an iceberg tile, you may take 1 fan from the neighboring island in case of a double collection action. The other fan(s) stay on the island.

EXAMPLE :





1 — *For the 1st action, **Patti** moves her tour boat to the island* 

2 — *For the 2nd action, **Patti** tries to collect 1 Fan Boy. Her action fails because she did not use the double action to collect to take the one from the island* .

3 — *For the 3rd action, **Patti** ttries to collect 1 Girl Fan. either take the 2 located on her island*  *or just 1 on the island*  *using the iceberg link.*

4 — *For the 4th action, **Patti** tries to collect 1 Old Lady Fan. Her action fails because there are none on her island or on the adjacent islands.*

5 — *For the 5th action, **Patti** Patti tries to collect Old Man Fans. She can take the 1 on the island*  *using the iceberg link.*

IMPORTANT : UNDECIDED FANS

If several players want to collect the same Fan(s) at the same time, apply the following rules :

- **The fans are equally distributed between the players.**
- **Remaining fans are left on the island.**
- **Double collection action has no priority over simple collection action.**
- **The position of the Tour boat gives no priority.**

Examples :

2 players want the same boy fan.
➤ The fan stay on the island.

2 Fans Boy are on an island.
2 players have scheduled a simultaneous double collection.
➤ each player takes 1 fan.

2 Fans Boy are on an island.
1 player located on this island has programmed a simple collection and another a simultaneous double collection.
➤ each player takes 1 fan.

3 Fans Boy are on an island.
2 players have scheduled a simultaneous double collection.
➤ each player takes 1 fan and the 3rd is left on the island.

SPECIAL ACTIONS

MOVING YOUR TOUR BOAT

You may use the classic navigation to move your wooden tour boat and dock in any port that is not blocked by ice. Place your tour boat on the ⚓ symbol.

➤ Check the good box of the island that you wish to go on your band board.

➤ If, by mistake, you have chosen this action while there is ice to cross, it fails.

STEALING AN OPPONENT'S FAN

You may steal a fan from an opponent that is docked at the same island as you. If the other player has his/her shield up, the action fails.

➤ The theft is always the last action taken. Therefore if the other player uses his/her shield at the same time, fans cannot be stolen.

➤ If 2 or more players play the same action at the same time, they must secretly write the type of fan they intend to steal in the free space. The boards are revealed at the same time.

PROTECTING YOUR FANS

You may protect your fans from theft.
➤ The shield is put up starting at the written number and is kept up until all 5 actions are completed.Therefore if a player puts up his/her shield on the third action, he/she is protected for actions 3, 4, and 5.

USING DAVID BØWING'S AMP

This action launchs your tour boat through the air and allows it to land in any port, even those blocked by iceberg tiles.

GETTING A NEW CONTRACT

The top 3 cards from the deck are drawn. You may keep whichever card you choose and place it face down. The remaining cards are added to the bottom of the deck.
➤ Contracts that have not been filled are not penalized.

USING THE EYE OF MÁRLINMANSSON

You may secretly peek at the next card in either the old or young fan card decks that has not yet been looked at during this round.



Place your eye on the stack to show that it is locked. The locked stacks can not be seen by other players for the rest of this round.

Players take back the eye at the end of the round.

➤ If 2 or more players want to peek at the same time, each player must write secretly whether they want to look at, the old or young fan card, in the free space. The cards are revealed to the players at the same time. If they have chosen the same stack, the action does not fail : all those who chose the card may peek.

BECOMING ICE MASTER

Take the iceberg tile from the **Ice Master** and take his/her place ! Keep it until the end of the round or until someone else steals it.
You may choose to steal the iceberg tile even if you're the Ice Master.

➤ If 2 players try to become Ice Master at the same time, the action fails and the tile remains with the Ice Master.
➤ The shield does not protect the iceberg tiles from being stolen.
➤ The position of the tour boats does not matter.

FINISHING THE GAME

Suddenly, the sea becomes stormy and lightning tears the sky as a monumental guitar rises from the icy waters. A cavernous voice then resounds through the fjords.

Proud Vikings, you've warmed the sea May the best band come and set fire to the whole of Valhalla ! Let's go for **RAGNAROOOOK !!!**

The game is finished after the 7th round when there are no more fan cards to turn over.
It is time to count up the glory points and see who's the most popular band !

Unfold the scoring track and place the tour boats at it's base.

➤ Each column of Fans earns 1 Point of Glory.
➤ Each line of Fans earns 1 Point of Glory.

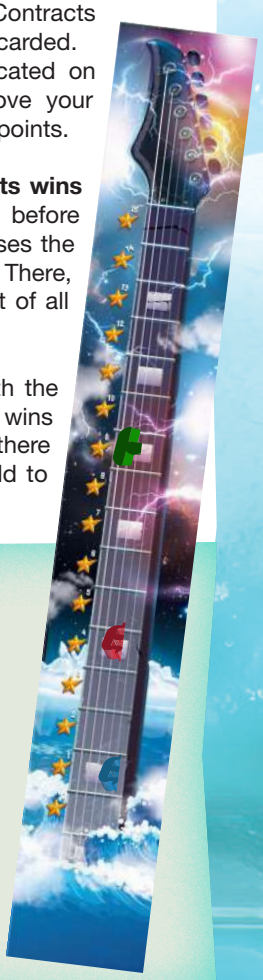
Reminder: Fans in the Pit do not win any glory point.

Move your tour boat up the number of collected points.

Reveal the completed contracts. Contracts that have not been completed are discarded. Earn as many Glory Points as indicated on each completed Contract Card. Move your tour boat up the number of collected points.

The band with the most glory points wins the game and sees Odin appear before them. Their victorious tour boat crosses the glimmering rainbow Bifrost to Asgard. There, they give the best RagnaRok concert of all time!

In the event of a tie, the player with the most fans in his/her concert hall wins (including those in the mosh pit). If there is still a tie, an air guitar battle is held to determine the winner.



EXAMPLE

The game has just finished and ***Angus*** *counts up his glory points.*
His concert hall is composed of :
3 horizontal lines for 3
2 columns for 2





Angus *has 2 completed contracts :*
Highway to Valhalla for 1
and Back to the Jungle for 3

Angus *moves his drakkar up 9 spaces on the guitar sleeve.*



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ANGRY FANS EXPANSION

In any concert, there are always fans who are more passionate than they should be! Every failure of their favourite band makes them a little more angry and the bouncer makes them back towards the exit. The Angry Fans make their band lose glory.

EXPANSION COMPONENTS



4 WOODEN ANGRY FAN
1 per player



4 DISS LODGES
1 per player



SET UP

Refer to the setup of the main game.

- Give to each player 1 diss lodge and 1 angry fan
- Place the diss lodge against the concert hall.
- Place the Angry Fan on the starting place of his concert hall

YOUR DISS LODGE

Each Angry Fan of a player moves forward one space to the exit each time he fails one of the following actions:

- Impossible Collecting,
- Eye of Marlinmanson impossible,
- Navigation prohibited,
- Fail to steal a fan,
- Protection against theft in vain,
- Simultaneous action of becoming the Ice Master,
- Simultaneous calls from Fafnirvana (see p12).

Note : Programming errors, such as 2 identical digits or 2 digits on the same line, are not considered a failure.

When an Angry Fan arrives on one of the 2 free "exit" squares , its owner waits until the end of the turn to send it to an opponent. This exit area can only contain 2 Fans.
The player who receives an Angry Fan, places it on the 1st free square closest to the stage.
A player can have more than one Angry Fan.

At the end of the game, each Angry Fan loses 1 glory point for the player who owns it.

ANGRY FANS EXAMPLE

Elvis *has 2 Black fans at this stage of the game on squares 2 and 4.*



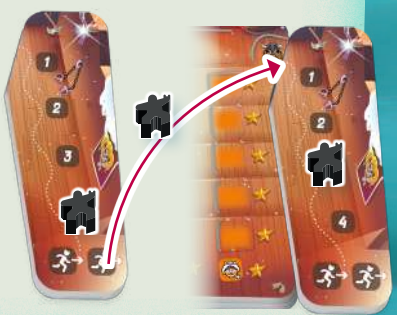
Elvis *fails a Fan Theft. His 2 Fans move 1 space forward. One in 3 and the other on the "Exit" space.*



Then ***Elvis*** *fails again on a collecting action. An Angry Fan moves again 1 space forward to 4 and the other is waiting on the "Exit" space.*



At the end of the turn, he decides to send the Angry Fan to his opponent.



DIVALKYRIE EXPANSION

Odin, in his great leniency, offers you the help of his most precious allies: the Divalkyries!
Powerful music lovers, they bewitch the Dark Fans, control the terrible Dragon Fafnirvana or call upon ancient Guest Stars to support you...

The Divalkyrie expansion complements the Angry Fans expansion and cannot be played without it. It is strongly recommended to play a normal game of Ragnarok Star first before playing with the expansion.

EXPANSION COMPONENTS



4 ERASABLE BOARDS XXL
1 per player

12 GUEST STAR CARDS



1 WOODEN FAFNIRVANA

SET UP

Refer to the set up of the main game and Angry Fans.
➤ Give to each player 1 erasable board XXL
➤ Place the wooden Fafnirvana dragon in the center of the map
➤ Shuffle the Guest Star cards and place them next to the Contract Cards

NEW PROGRAMMING

The programming of the actions is carried out as in the main game with the difference that it is done from 1 to 6.
Example:



The Divalkyrie has 3 special actions :



USING A GUEST STAR

Draw the 1st Guest Star card from the deck and keep it or play it immediately.
Guest Star cards are bonuses that allow you to perform enhanced or forbidden actions under normal circumstances.
In order to benefit from the effects of a Guest Star card, its holder announces it aloud at the appropriate time, applies its effects and places the card in a common discard pile.
It is not permitted to hold more than 1 Guest Star card.
If a player draws a second Guest Star card, he must immediately discard one of them.
When the draw pile is empty, shuffle the discard pile to make a new draw pile.



CONTROLLING ANGRY FAN

Move all Black Fans from your Bar or any opposing Bar forward or backward to an empty square.



CALLING THE DRAGON FAFNIRVANA

Move Fafnirvana to a port not blocked by ice.
Choose this action and tick the corresponding island.
Immediate impact ➔ Scare 1 Fan away from the players' concert hall docked in that port. The frightened Fans have disembarked on the island. This action occurs AFTER all other actions but BEFORE the flight.
During the rest of the round, Fafnirvana does not block the access of the harbour to the boats. But those who stop in front of him must also disembark a fan.
Unless another player calls him to another port, he stays in the port until the end of the turn and then returns to the center of the board.

Protecting your fans  does not protect against Fafnirvana.

Note: If 2 players call Fafnirvana at the same time, the action fails (making any Angry Fans of both players move forward).