

VALHALLA



2-4



10-20



12+



Soon on
gamefound



TYPES OF CARDS

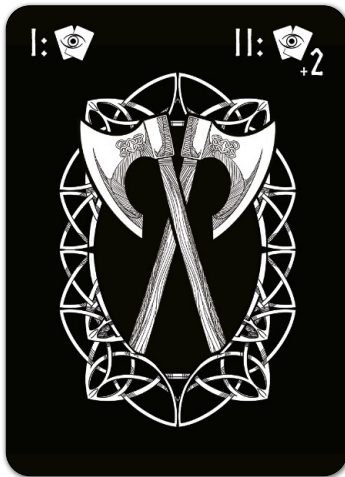
12 Hammer cards, 12 Sword cards, 12 Axe cards,
8 Wolf cards, 8 Draugr Cards



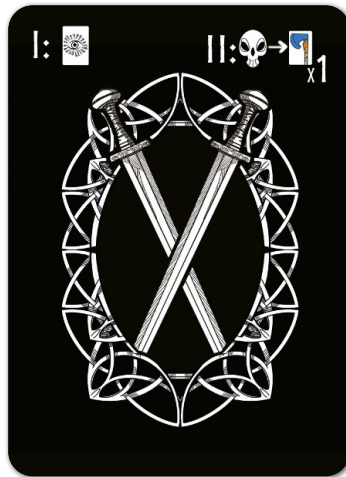
8x



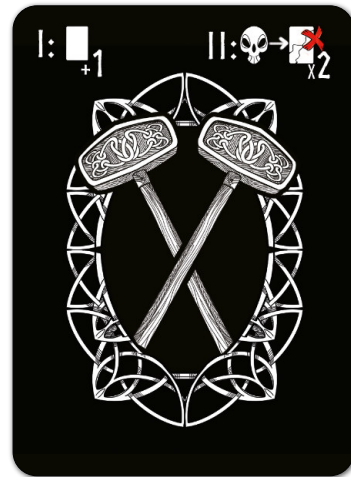
8x



12x



12x



12x

GAME SETUP

Randomly choose the first player.

Take the deck with the Hammer, Sword, Axe and Wolf cards. Distribute one of each kind to every player in the game, then shuffle the remaining ones together with the 8 Draugr cards to make a single deck. Place the deck on the playing surface.

RULES

Each Valhalla turn is divided into 3 phases:

Strategy Phase

Battle Phase

End Phase

Strategy Phase:

During this phase, each player chooses a card from their hand and places it on the surface face down. This is called "Main Action".

The players then place another card next or under the first. This is called "Support Action."

Once every player has made these two actions, the cards are simultaneously revealed, making sure to not mix the two cards up, and also making sure that it is clear which of the cards is the Main action and which is the Support action.

At this point, all the players that have played the same card as Main Action must place their Main Action card on their discard pile to their right, drawing

their Support Action card back to their hand. The Strategy Phase is over for them, and they will have to wait for the Battle phase to resume playing.

The other players may perform one of these two actions:

Drawing two cards from the top of the deck. They will have to bring one to their hand and place the other at the bottom of the deck. If the players draw at least one Weapon or Wolf card, they can ignore a Draugr card and place it at the bottom of the deck without revealing it. If both cards are Draugr cards, they have to reveal them both.

(See: Revealing a Draugr)

Choose a Hammer, Sword, Axe or Wolf card from the armory and place it in their own discard pile. (See: Armory)

Whenever a player's action takes place during the Strategy Phase, they must declare using it before their target has decided from which deck to draw. Whoever uses their Main Action must place said card in the discard pile, leaving the Support Action on the playing surface.

Battle Phase:

Every player that was not able to play during the Strategy Phase is forced to play the Battle Phase.

A number of cards have to be drawn and revealed from the deck and placed in the armory. This number is equal to two times the number of players involved in this phase.

Each Draugr card revealed in this phase applies its effect to each of the involved players (See: Revealing a Draugr)

Every Draugr Card that is revealed and placed in the Armory this way cannot be removed from their place, thus reducing the available space in the Armory. Once that every card has been revealed and the Draugr effects have been applied, each player then draws a card from the armory, following the playing order.

Each player still in possession of a Support Action must use it before the card revelation phase starts.

End Phase:

Each card has a different effect, depending on whether they were used as Main Action or Support Action.

Each effect can be used in either Strategy or Battle Phases, as indicated by the table below.

Actions:

Each card has a different effect, depending on whether they were used as Main Action or Support Action.

Each effect can be used in either Strategy or Battle Phases, as indicated by the table below.

	PRINCIPALE	SUPPORTO
AXE	Phase I. You may force a target player to reveal any card they draw from the deck. They may still decide to draw from the Armory.	Phase II. Reveal two additional cards.
HAMMER	Phase I. You may force a target player to draw 3 cards from the deck instead of their normal drawing action.	Phase II. If exactly one Draugr card is revealed, the involved players discard 2 cards instead of 1.
SWORD	Phase I. You may look at a target player's hand.	Phase II. If exactly one Draugr card is revealed, draw a card from the Armory.
WOLF	Phase III. Draw your discard pile back to your hand. This effect cannot be stopped.	Phase III. Draw one card from the discard pile to your hand.

Revealing a Draugr:

The Draugr are undead, creatures cursed by Hela. Each time a player, revealing cards from the deck, finds one of them, they are forced to remove a card from play from either their hand or their discard pile.

In case a player only has one Draugr in their hand, they are forced to reveal the first 3 cards of the deck: if no Draugr is drawn, they must choose one of the three cards to bring to their hand and continue playing. If at least one Draugr card is drawn, they are eliminated from play.

Once the Armory is completely occupied by the Draugr, revealing a Draugr causes players to discard 3 cards.

As already established, any Draugr that is revealed during the Battle Phase causes every player involved in the phase to discard their cards.

Armory:

Each Sword, Hammer, Axe and Wolf card that is revealed and not drawn to a player's hand is stored in the Armory, a row of cards always visible and placed next to the deck.

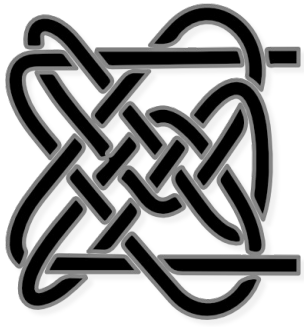
If at the end of the End Phase there are more than 5 cards in the Armory, the excessive cards will have to be shuffled back into the deck.

If there already are 5 Draugr in the armory, every excessive Draugr will also have to be shuffled back into the deck, like any other excessive card.

VICTORY CONDITIONS

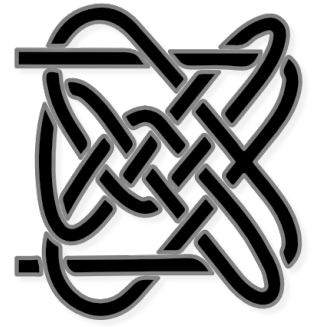
The last player remaining in play is the winner.

If all the remaining players are eliminated during the last Strategy Phase, everyone loses.



THE GOLDEN THRONE TRIAL

EXPANSION PACK



2-5



10-20

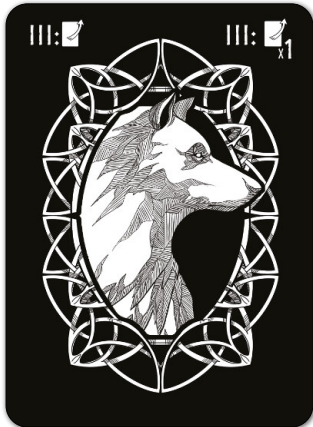


12+

TYPES OF CARDS

12 Hammer cards, 12 Sword cards, 12 Axe cards,
8 Wolf cards, 8 Draugr Cards

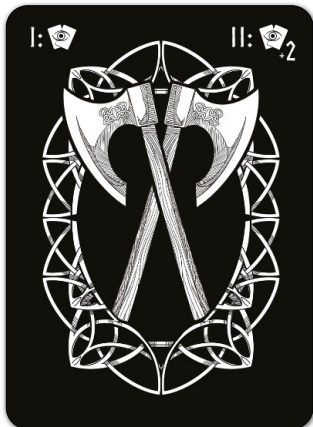
Any 12 Deity/ Loki Aspect cards chosen from the monochrome cards set.



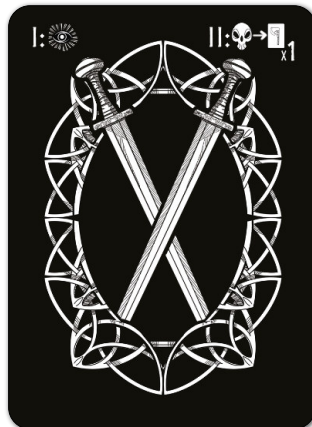
8x



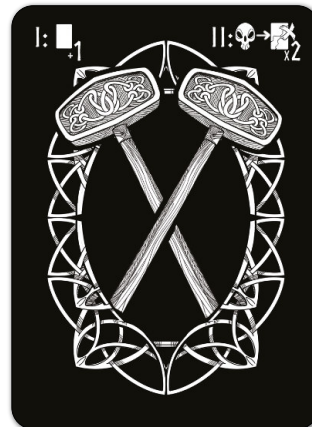
8x



12x



12x



12x



12x

GAME SETUP

Set the game as if to play the Valhalla Module like normal.

After distributing cards to the players like in the normal setup, shuffle the Deity / Loki Aspect cards into the deck along with the Draugr cards.

The introduction of the Divinity / Loki Aspect cards in this module allows the usage of this rule.

Whenever a player discards a Deity / Loki Aspect card, other players may dare them to perform a specific action, forcing them to do so. The action must be related to the played card. This can lead to being dared to perform several actions in the same phase.

Example A: A player interpreting Freija has defeated an opponent who was using a generic card. Thus, they dare their opponent to call a mutual friend using an extremely loving and sweet vocabulary, causing them to be uncomfortable.

RULES

Any Deity / Loki Aspect card that ends up in the Armory has to be shuffled back into the deck.

	MAIN ACTION	SUPPORT ACTION
DEITY/ ASPECT	Phase I. Look at the first 2 cards of the deck. You may decide to shuffle the deck.	Phase II. Each player that has played a God as Support Action reveals a card from the top of the deck. If their card is not a Draugr, they put that card on top of their discard pile.