

LOST IN  
**WALHALLA**

**RULEBOOK**

**20**  
MINS AVG.

**8+**  
AGES

**1-6**  
ADVENTURERS



## THE STORY

### **Greetings, mortal!**

Gary the Grim Reaper here. First thing's first. You've passed to the afterlife. Congratulations. Now here's the tricky part. I accidentally sent you to Valhalla instead of where you're supposed to go. Terribly sorry about that, there was a computer malfunction.

You've now got two options.

1. Find resurrection runes scattered throughout Valhalla and return to life.
2. Stay stranded in Valhalla with big smelly Vikings.

Your call!

**P.S.** There might be a few other souls trying to escape, so I'd hurry along. (it was a rough morning, sorry about that.)

Sincerely,  
*G. Reaper*

**Welcome to Valhalla!**  
**Too bad you don't belong here.**

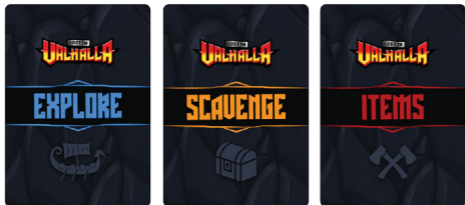
**EXPLORE THE AFTERLIFE. FIGHT MIGHTY FOES.**  
**SCAVENGE FOR SUPPLIES. CRAFT ITEMS.**  
**RETURN TO LIFE!**

**THE AIM OF THE GAME:**  
**FIND 3 RESURRECTION RUNES AND LEAVE VALHALLA**

## **SETUP**

1. Players choose who goes first - we suggest the youngest player.
2. Add 3 Resurrection Runes per player and place them in the Explore deck.
3. After shuffling each of the 3 decks separately, arrange them (Explore, Scavenge, Items) face down in a central location of all players.

Each player receives 2 item cards to start the adventure, which are placed face up, stacked in front of them.



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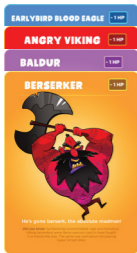
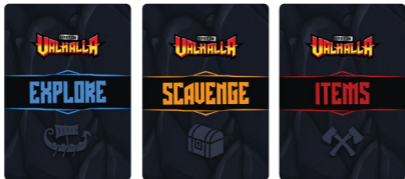
## THE GAME BEGINS ...

The selected player one goes first and remaining players take turns in a clockwise direction.

On your turn, pick up 2 cards from the top of any deck, and place them face up in your play area.

# TYPICAL SETUP

## Central decks



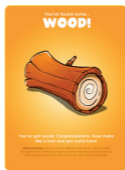
### Stack foe cards

Once you reach 4 foe cards, you can no longer explore further. You must remove foe cards with item cards in order to keep exploring. You can only remove foes from your own pile. You can remove foes in any order.



### Stack scavenged material cards

Materials are used as a resource to craft weapons.



### Stack item cards

Items can be used once you have the correct amount of materials. Use the items to remove foe cards so you can continue to progress through the explore deck. Once used, put them in a discard pile.

The aim of the game is to make your way through the 'Explore' deck and find 3 Resurrection Runes that are hidden in the deck. The first player to do so wins the game.

Once you have 4 undefeated foe cards stacked in your play area, you must remove them with items to continue Exploring Valhalla. Only a maximum of 4 foe cards are allowed. If you have 3 foe cards already, you can only draw 1 Explore card.

Materials are used as a resource to craft Items. Items can be used to defeat foes once you have the correct amount of materials to craft them. You can continue to craft and use items as often as your "play area" allows or you choose to end your turn

There are also helpful cards scattered throughout each deck that are free to use once found. Once an item card is used, discard into a central discard pile. These can no longer be used until the game ends.

If you find a beneficial card, such as a "Health Potion" you can save this card to be used at a later time. They can be used at any time during your turn.

Some items allow abilities to be used on other players, for example "Skippy's Hammer" which makes someone skip a turn.

# CRAFTING ITEM CARDS

At the end of your turn, use material cards you have picked up to create item cards. Use these to remove foe cards and then discard them.

You can stockpile materials or items and use them on any turn you wish.

## EXAMPLE: CRAFTING MJOLNIR

The diagram illustrates the crafting process. On the left, two material cards are shown: 'METAL!' (blue) and 'WOOD!' (orange). An equals sign follows, leading to the 'MJOLNIR' item card (purple). To the right of 'MJOLNIR', a bracket groups four foe cards: 'EARLYBIRD BLOOD EAGLE' (blue), 'ANGRY VIKING' (red), 'BALDUR' (purple), and 'BERSERKER' (orange). Above this group of foe cards, the text 'Removes 4 foes!' is written.

During your travels, you have picked up 1 metal and 1 wood card, plus an item card to craft. Combine and discard the materials to activate the item card. Use the item card to clear 4 foes!

As long as the foes add up to the item card's number, you can get rid of the foes.

## AT A GLANCE

### On your turn

1. Pick up 2 cards
2. Use materials to craft items if you have them
3. Use those items to clear foe cards
4. End your turn

*First player to find 3 Resurrection Runes wins*

## GOOD LUCK, MORTALS ...







## SOLO MODE

### **FIND 3 RESURRECTION RUNES BEFORE THE GRIM REAPER**

In this mode, you play against the Grim Reaper himself! Set up the game as normal but only include 6 Resurrection Runes in the explore deck. Take turns with the Grim Reaper with the below rules:

**On your turn:** commence play as normal.

**On Grim Reaper's turn:** Remove a card from the central Explore deck and place this card face up as if it were another player to see what card Grim gets. If he gets 3 Resurrection Runes before you, he wins.

It's a race to leave Valhalla and return to life before the Grim Reaper catches all the runes!

LOST IN  
**VALHALLA**

For any updates on rules, please visit  
[www.bigkids.com.au/LostInValhalla](http://www.bigkids.com.au/LostInValhalla)



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*Samuel Milham*  
ILLUSTRATION

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