



VALDA
BOOK OF RULES



STORY + GOAL

During a fight against Loki, Thor let his hammer, Mjöllnir, fall on Tyr. Tyr who was guarding Yggdrasil, the tree of life. As a result, Yggdrasil has now become climbable for mere mortals.

Valda is Old Norse for power and that is exactly what this game is all about.

You, the humble chieftain of a small Viking tribe have been selected to become a God. The goal is to obtain divinity by collecting as many followers as possible. That may sound simple but the path towards your goal is not. You get more powerful by building temples, creating opportunities to receive good cards, getting your resources right and by crushing your enemies.

The game lasts 6 rounds, the player with the most followers when the rounds end, wins the game and becomes a God.

Valda can be played with 2 to 5 players and takes about 0.5 hours per player. For example: if there are 4 players, the game will last about 2 hours.



Valda is a game by Nathan Vermeulen

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CONTENTS

- Book of rules
- World map Midgard – Asgard. With the Yggdrasil follower tracker to 20. The villages of the players can be found on the sides. The villages have mines and blood drills.
- 5 player boards. Each one in a different player color. On the player boards you will find info about: the phases of each player's turn, the temples with each advantage in the God domains and phases, and your resource stash.
- 5 player pawns.
- 9 dice in three colors: blue (3)-yellow (4)-white (2). These indicate resources or followers. Blue stands for divine blood, yellow stands for diamond/gold and white for followers.
- 141 playing cards.
- 90 resource cubes:
30 light blue color = divine blood, 30 gold color = gold and 30 clear = diamond.
- 45 big temple figures in 5 colors.
9 temples per player.
- 55 small temple figures in 5 colours.
11 temples per player.





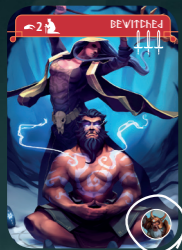
GAME SET-UP



PLAYING CARDS:

Take all cards out of the box and sort in two stacks. Place the cards without the image of a God in the lower right corner in one stack and shuffle thoroughly. This stack of cards

Sort the second stack of cards with an image of a God in the lower right corner in 7 piles according to the different deities. Shuffle all the stacks well and place them in their corresponding area of God on the world map in the space provided. They form the God decks.



God card



Each player places two small temple figures in their village to indicate the number of mines and Blood drills. One figure must be placed on '2' for the mines and one on the '0' for the Blood Drills.

construction sites and cost of the sites

Place all pawns on the '0' tile of the Yggdrasil score tracker.

BOARD:

Place the game board in the middle of the table.

YGGDRASIL SCORE TREE:

If you receive followers (through cards, building temples or through divine abilities) you move your Viking up the Yggdrasil tree. Often in games the player who is in front gets attacked the most, well this is why we added safe zones at 0, 5, 12 and 20. When reaching those safe zones, you can't get past that. That means that for instance if

The map consists of 7 god areas





PLAYER BOARDS

game phases

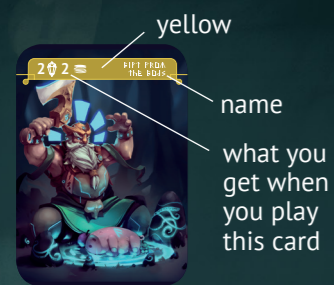


The divine abilities you get when you have 1 or more temples in a certain god area

stash

TYPES OF CARDS

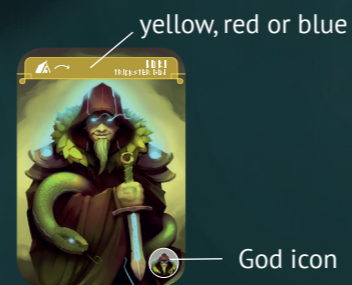
Basic Cards:



Attack Cards:



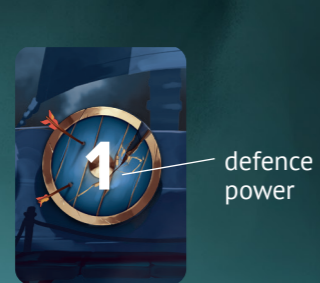
God cards:



God Weapons:



Defence Cards:



START OF THE GAME



Everyone chooses a pawn and a color with which he/she will play.



Give each player his/her player board and temple figures in the right color.



Everyone takes 6 cards from the base deck as their starting hand.

The oldest Viking (read: player) begins the game. Then take turns clockwise.

The starting player gets
1 gold (golden cubes), 1 diamond (clear cubes) and 2 divine blood (light blue cubes).

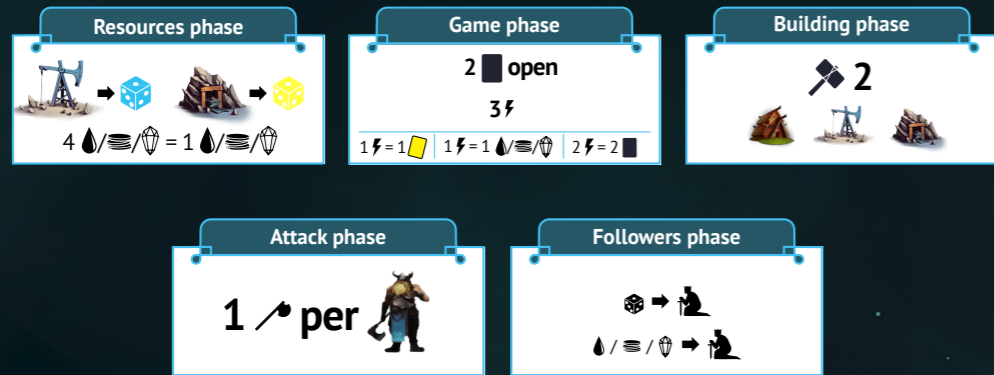


The second player(s) 2 gold, 1 diamond and 2 divine blood
the next player 2 gold, 2 diamonds and 2 divine blood
the next player 2 gold, 2 diamonds and 2 divine blood



GAMEPLAY

Each player finishes five phases in order in their turns.
If all phases are completed for one player, it's on to the next player.



1. RESOURCE PHASE

You roll the resource dice.



Because you start with two mines, you start the game by rolling 2 yellow dice. Resources you can get by rolling the yellow dice are gold and diamonds.



If you also want divine blood, you can find them through cards or you can build blood drills. When you build blood drills, you can also roll with the blue dice in the resource phase.

You can also trade 4 resources of choice to 1 other resource of choice in this phase.

2. GAME PHASE

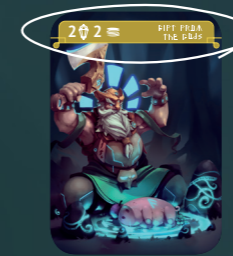
When your game phase starts, you draw open 2 cards from the base deck. These cards still function as your cards but every player gets to look at them, to base their strategy on what they see. You have three actions at your disposal. An action is indicated with a ⚡



You have different options to spend these actions: playing a yellow card counts as one action, taking 1 resource of your choice counts as an action and taking two cards from the base deck counts as two actions. You can do combinations of these options to feed your actions. Ideally, you play 3 yellow cards in your game phase because they are more powerful than the other actions. You will see that different kinds of cards exist.

$$1 \text{ ⚡} = 1 \text{ [yellow card]} \quad | \quad 1 \text{ ⚡} = 1 \text{ [resource]} \quad | \quad 2 \text{ ⚡} = 2 \text{ [cards]}$$

Only yellow cards and God weapons cards can be played during the game phase.



yellow card



God weapon card

The most complex cards are features in the appendix of this rulebook. At the end of this phase, you may only have ten cards left in your hand. If you have more, than you must throw the chosen cards on the discard pile.

3. BUILDING PHASE

In the building phase, a player can attain buildings with the dices and obtained resources. You are allowed to build up to two buildings in the building phase.

There are two kinds of structures. The first kind are resource buildings. The more resource structures you have the more dice you can roll at the start of your turn. You have blood drills and mines. In the beginning of the game, each player owns already 2 mines to gather diamonds and gold. Besides getting divine blood through cards in the game phase, you can also harvest divine through blood drills, where you pump divine blood out of the world. When you build a mine or drill, you pay the amount indicated in your village area on the world map and move your temple figure to the right number.



Mine

construction cost:
1x divine blood
1x diamond
1x gold



Blood Drill

construction cost:
2x diamond
2x gold



The second kind are temples. You can see the building costs on the world map, above the area for the God decks.

There are 5 construction sites per God domain. Depending on the God domain where you build your temple, you will receive a different kind of divine ability. Having two temples in the same area improves the divine ability that you have. If you have three temples in one godly area you don't further improve your divine ability but you become owner of that domain. See further in the rulebook under section 'territory control'.

When you build a temple in a God domain, you are not only granted a divine ability, you also receive a follower for free and a card from the God deck. You look at the first two cards of the deck and choose one. You put the other card below in the deck. Cards from the God decks are always more powerful and more complex than the cards from the base deck. To top this all off, you have a chance of getting the most powerful cards of the game, the Godly weapons. They can also be found in the God decks.

Every God has his or her own personality. That reflects in the divine ability you get but also in the God decks. You can accord or customize your own playing style to that of the personality or powers that particular God has.

MEET THE GODS



HEIMDALL *Watcher of the Gods*

Characteristics: rich – friendly – wise – trader

Temple cost: 2x diamond + 2x gold + 2x divine blood

God deck: higher chance to obtain resource cards

Divine ability:

(1 temple) transform 2 resources of the same kind in 1 resource of your choice

(2 temples) transform 1 resource in 1 resource of your choice



FREYA *Goddess of Fertility*

Characteristics: beautiful – adventurous – possessive – combative

Temple cost: 3x diamond + 3x gold

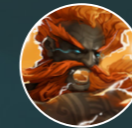
God deck: higher chance on more options (cards and actions)

Divine ability:

(1 temple) cards taken in game phase are closed



AND you can buy cards in the game phase. 1 card costs 1 action
(2 temples) you can draw three cards from base deck in the game phase



SURTUR *Fire Giant*

Characteristics: aggressive – bloodlust – impulsive – brutal

Temple cost: 2x divine blood + 2x diamond

God deck: higher chance on attack cards

Divine ability:

(1 temple) when playing with 2-3 players, you may play 2 attacks during the attack phase

when playing with 4-5 players your attack cards get +1 attack power

(2 temples) when playing with 2-3 players, your attack cards get +1 attack power

when playing with 4-5 players your attack cards get +2 attack power



TYR *God of Justice*

Characteristics: protective – loyal – warrior – righteous

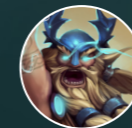
Temple cost: 2x divine blood + 2x gold

God deck: higher chance on defence cards

Divine ability:

(1 temple) your defense cards get +1 defense power

(2 temples) your defense cards get +2 defense power



THOR *God of Thunder*

Characteristics: powerful – popular – impulsive – combative

Temple cost: 2x diamond + 2x gold + 2 x divine blood

God deck: higher chance on followers

Divine ability:

(1 temple) 3 diamond / 3 gold can be transformed in 1 follower

You can use this ability up to 3 times

(2 temples): 2 diamond / 2 gold can be transformed in 1 follower

You can use this ability up to 3 times



ODIN *Leader of the Gods*

Characteristics: wise – leader – powerful – negotiator

Temple cost: 3x diamond + 3x gold + 3x divine blood

God deck: higher chance on followers

Divine ability:

(1 temple) 2 divine blood can be transformed in 1 follower
you can use this ability up to 3 times.

(2 temples): 3 divine blood can be transformed in 2 follower
you can use this ability up to 2 times



LOKI *God of Chaos*

Characteristics: cunning – evil – sly – wise

Temple cost: 4x divine blood + 1x diamond + 1x gold

God deck: higher chance on trick cards

Divine ability:

(1 temple) you can roll with 1 white follower dice
you can win but also lose followers

(2 temples) you can roll with 2 white follower dice
you roll the dice in the followers phase



4. ATTACK PHASE

In the attack phase it's not the player in turn who can attack other players but the other players can launch 1 attack(card) on the player in turn.



Attack cards have an attacking power (number of swords) and an effect (left upper corner) when the attack is successful.



Attacks can only be blocked with shield cards.

Defense power

There is an attacking order: first goes the player who has the most followers, then the player who has the second most and so on. If there's a tie in follower count, the player who has the most resource materials can attack first. If you don't want to attack, you can pass. Attacking after your line in order has passed, is not allowed.



5. FOLLOWERS PHASE

As stated earlier, in the followers phase you can exchange your remaining resources into followers if you have temples in the Thor and Odin areas. Also, in the followers phase, you roll the followers die/dice if you have temples in Loki's domain.



Odin

Thor

Loki

If you receive followers (through cards, building temples or through divine abilities) you move your Viking up the Yggdrasil tree. It is often the player who is in the front that gets attacked the most. That is the reason we added safe zones at 0, 5, 12 and 20. When reaching those safe zones, you cannot get past. This means that if you have 5 followers, for instance, and a player attacks you with a kill or steal follower's card, this has no effect. Other attacks are still possible of course.

TERRITORY CONTROL

If you own three temples in a certain area of a God, then the area become 'locked', and you become the owner of that area. This means that if there are places in that area, others are not allowed to build temples and that you, as the owner of this area and during your play phase (if you wish), can draw one card from the God deck instead of the 2 cards open from the stack. The temples that were already in the area may remain.



GOD WEAPONS

God weapons are the most powerful weapons in the game because they do not cost any action and may be played at any time, even out of your turn. You also have two options to play the card. There's only one God weapon per God domain available in the God decks.

ODIN



Bullseye

Take a card of your choice from the discard pile.

Soulspear

The number of killed followers, by the result of an attack, counts double.

FREYA



Vanished

Pass an attack onto a player of your choice. This obliges the attacker to attack someone else. You can choose the player who gets attacked instead of you.

Crown of Fortune

Rotate a die to a result of your choice.

TYR



Thief

Steal a card from the hand cards or open cards of a player of your choice. The card stolen cannot be an 'active' card. This means when a card is played or is used the card cannot be stolen.

Tyrs Revenge

Cancel the attack and take the attack card in your hand.

HEIMDALL



War Horn

This attack cannot be defended.

Sound of the Gjallarhorn

Take the 2 best defensive cards from the discard pile.



SURTUR



Resisted

Play after you successfully defended an attack. Get 3 followers for this.

Surturs Claim

The defended attack card can be played again (on the same player).

THOR



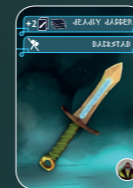
Hammertime

Double the effect of a yellow card.

Wrath of Thor

Double the strength of a weapon.

LOKI






























Backstab

Cancel one of the two building options of a player of choice. The targeted player does not lose his or her resources.

Deadly Dagger

Take 2 attack cards from the discard pile.

 : action	 : power of attack	 : roll the dice
 : build	 : player of choice	 : move
 : temple	 : kill a follower	 : steal
 : follower	 : blood drill	 : deck of cards
 : divine blood	 : defend	 : god-cards
 : gold	 : play again	 : succesful
 : diamant	 : turn around	 : lend
 : card from deck	 : attack card	 : all players
 : attack	 : switch	 : effect-card



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