





Viking Chess Rulebook

Introduction: Ragnarök is happening, and before Odin is defeated by the wolf Fenrir, you must get all your Vikings to Valhalla. Watch out for Odin in the middle of Valhalla; every player can move Odin, so be cautious in Valhalla.

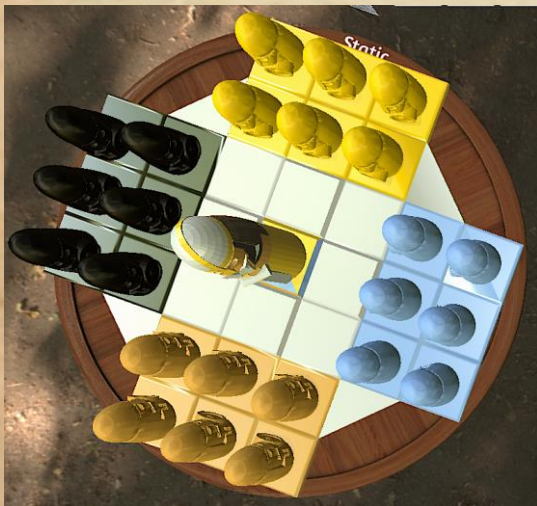
Components: Each player has 6 pieces placed in the base. Odin is placed in the middle of Valhalla.



Setup:

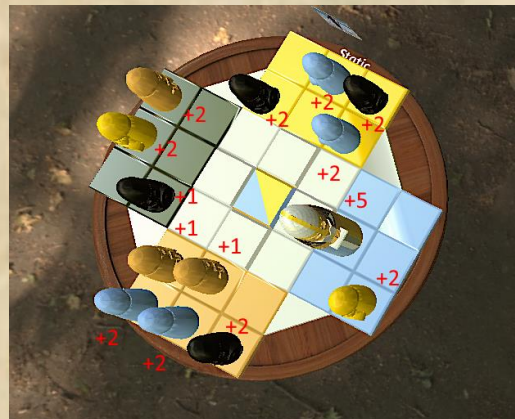
Place 6 pieces in your base following the setup diagram.

Odin starts in the center.





Objective: Move your pieces out of your base. Your Viking is worth +1, an enemy Viking in your base is worth +2, and Odin in your base is worth +5. The goal is to achieve the lowest total point value based on pieces in your base. The first player to achieve the lowest score is the winner. Watch out, people can still place pieces in your base even though you have gotten rid of all your Vikings.



In this picture black is the winner with +5, silver second with +7, gold third with +8, and bronze last place with +8, bronze had the highest score for a longer period than gold.

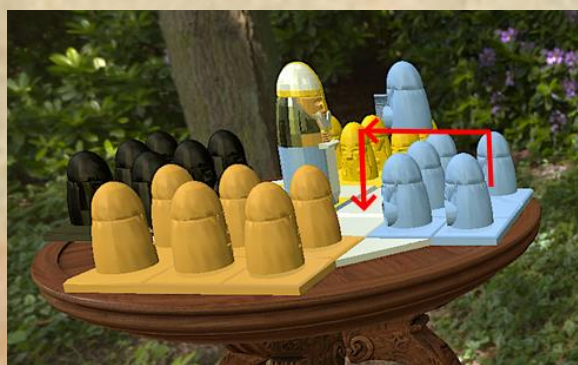
Gameplay Overview:

1. The golden Viking starts, followed by silver, bronze, and lastly black.
2. The player with the least points is the winner and plays gold; the second plays silver, and so on.
3. You move clockwise and players take turns moving either Vikings or Odin.

Detailed Rules:

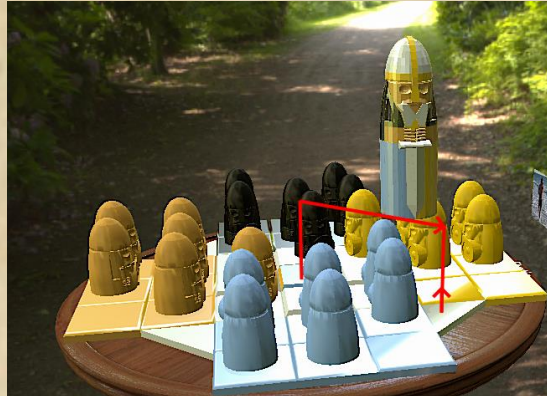
Moving:

Viking: Can only move by jumping over a single Viking per turn, either diagonally or straight, if there is a piece to jump over.





Odin: Jumps like the Vikings, but he can jump over several Vikings if there is an empty square he can jump to. Odin is the only piece that can jump to the triangular space. The triangular space is a transfer to the squares beside; these squares must not be occupied by Vikings. All pieces Odin jumps over must be removed.



Restrictions:

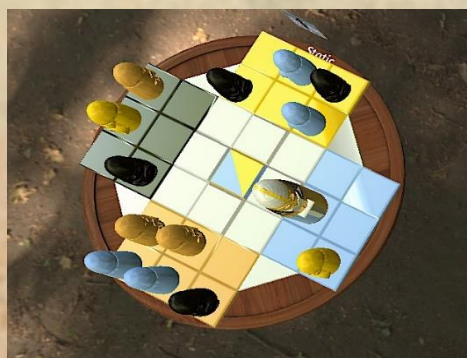
1. Vikings cannot jump to the triangular transfer space.
2. The pieces Odin jumps over must be removed from the board. No Vikings can jump over Odin.
3. You cannot make any move when you have lost all your Vikings.

Unable to Move:

If a player is unable to move a piece or decides not to move their pieces in enemy bases, the turn passes to their opponent. The game continues if any player can make legal moves or opts not to pass because they have securely placed Vikings in enemy territories. Players are required to move their Vikings or Odin if they are placed in their base or Valhalla and have no other available moves.

End of the Game:

The game ends when there are no more possible moves for any players or when all players choose to pass a round.





Additional Information:

- **Average Time per Game:** The average game of Viking Chess typically takes about 10+ minutes to play, providing an engaging experience without being overly time-consuming.
- **Recommended Player Age:** Viking Chess is designed for players aged 3 and above. The game's mechanics are suitable for a wide range of ages, offering strategic depth for seasoned players while remaining accessible for younger participants.
- **Number of Players:** Viking Chess is ideally played with [2-4] players. The game is balanced and strategic with 4 players, ensuring an enjoyable experience for everyone involved.

Glossary:

Ragnarök:

In Norse mythology, Ragnarök is a series of future events, including a great battle, foretold to lead to the death of Odin and many other major figures. It represents an apocalyptic scenario in Norse mythology.

Odin:

The chief god in Norse mythology, often associated with wisdom, healing, and death. Odin is a prominent figure in Norse mythology, known for his roles as the god of war, poetry, and wisdom.

Vikings:

Fierce Norse warriors who lived during the Viking Age. Vikings were seafarers, traders, and raiders from Scandinavia who played a significant role in European history during the Middle Ages.

