

VIKINGS GONE WILD

THE BOARD GAME



RULEBOOK

GOAL OF THE GAME

In *Vikings Gone Wild*, players take the role of heads of clans fighting against each other to prove to the gods who is the best.

You will gain Victory Points mainly by attacking other players, defending successfully, upgrading your Town Hall or completing missions. The last turn is reached once any player obtains 40 or 30 Victory Points, depending on the number of players. But the final winner will be determined once the 24 bonus points have been attributed.

During each turn, you play the cards in your hand to buy units or defense, erect buildings and attack other players. You will have to find the right balance between investing in your economy (buildings, specials cards) and growing your army!

CONTENTS



game board



4 player boards



1st player token



4 starting decks of 10 cards
6 Beer
2 Gold
2 Viking Warriors

18 units cards
8 Elf Archers
6 Bone Crushers
4 Pigators

14 defense cards
6 Cannons
6 Chicken Towers
4 Sheep Cannons

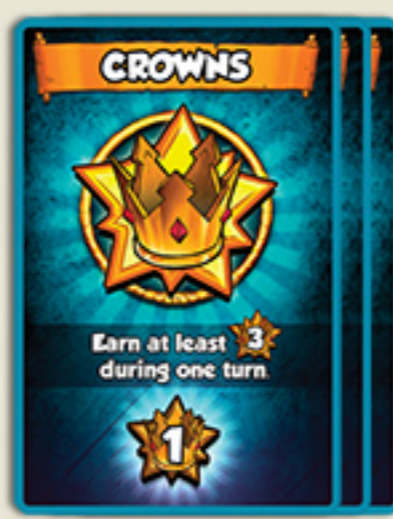
40 Odin's Path cards

52 building cards
12 Gold Factories
12 Breweries
16 Containers
6 Drakkars
6 Taverns

12 Divine Favor cards



12 Town Hall cards
4 Level 1
4 Level 2
4 Level 3



20 mission cards



8 bonus cards



25 yellow resource discs (Gold)



25 brown resource cubes (Beer)



20 construction / damage tokens



4 player tokens



SETUP

2 to 4 players can play Vikings Gone Wild: The Board Game.

Player Setup

- Each player picks a player board and its associated token. The pawns are placed on the starting position of the scoring board.
- Each player receives 3 Town Hall cards (one each of Level 1, 2 and 3). They then place the Level 1 card facing up, and the other ones under it.
- Sort all the mission cards in 2 separate piles. A pile with only the 1 point mission cards and a pile with all of the 2 point and 3 point mission cards together. Shuffle both piles separately. Each player randomly picks 2 missions from the 1-point pile. Then place the combined 2- and 3- point mission card pile at the bottom of the 1- point deck. Place the now-combined mission deck on the side so that it is accessible to every player.
- Each player receives a starting deck containing 6 Beer cards, 2 Gold cards and 2 Warrior cards.



Board Setup

- Put all unit, defense and building cards face-up in the assigned spots on the board.
- Shuffle the deck of Odin's Path cards and put 5 of the cards face-up in the assigned spot on the board, then put the remaining Odin's Path deck in its location (top left corner of the board).
- Shuffle the Divine Favors deck and put the top 2 cards face-up in the assigned spot, then put the remaining Divine Favors deck on their left.
- Shuffle the deck of bonus cards and put the first 4 cards in the assigned spot. Leave the rest of the cards in the box.
- Place the damage/construction tokens and resource cubes/discs all around the board so that they are accessible to all players.

Odin's Path Deck

Odin's Path Active Cards

Odin's Path Discard

GAME BOARD

Units

Defense

Divine Favors

Buildings

Bonuses

Score Board



HOW TO PLAY

GAME ROUND

A game round is divided into five phases:

- #1 Production Phase
- #2 Drawing Phase
- #3 Players Phase
- #4 Storage Phase
- #5 Round-end Phase

Example: Vincent has two Gold Factories and one Brewery. Therefore, he produces 2 Gold discs and 1 Beer cube during his turn.



#1 Production Phase

During this phase, every player will put a Beer cube and a Gold disc on each Brewery and Gold Factory they own. These resources are usable during the round, just like playing a Beer or Gold card.

Note: A Brewery or Gold Factory can never have more than one resource on it!

#2 Drawing Phase

During this phase, every player draws 5 cards. If a player has one or more Taverns, they increase their hand with one extra card per Tavern in front of them.

Example: Vincent has 2 Taverns, therefore he draws 7 cards (5 + 1 per Tavern).



Example: Vincent has 2 taverns and kept a card from the last round thanks to his Drakkar. At the end of the draw phase, he has 8 cards in his hand (5 + 2 taverns + 1 kept in hand from previous round thanks to the Drakkar).

If the player has kept a card from the previous round thanks to a Drakkar, that card doesn't count in the draw phase.

#3 Player Phase

During this phase, all players will play one after another starting from the first player.

They have 5 different type of actions:

- Buy Units, Defenses or Odin's Path cards
- Buy Buildings
- Upgrade the Town Hall
- Attack
- Complete 1 mission

Players take their turns clockwise around the table, starting with the first player.

There is no limit or set order to the actions that a player takes in the course of a round.

The player can build, attack and buy in the order of their choice and at their convenience.

● Buy Units, Defenses or Odin's Path cards ●

The player may purchase units, towers and face-up Odin's Path cards, with the only limit being the number of resources that the player has available for purchases during their turn.

Each card that you can buy has a purchase price in Gold, Beer, or both.

In the example below, the Pigator costs 4 Beer and 3 Gold.



The player can buy cards by using resource cards from their hand or resources from their buildings and containers. To do so, they must play the number of resources equal to the purchase price of the card (top right corner of the card).

A card cannot be played during the same turn in which it's purchased. **When you buy a card**, place it in the discard pile with the cards that you played during the turn after all players are done with their turns.

Never place the card directly in your hand.

Example: Vincent wants to buy an Elf Archer that costs 3 Beer. He plays 2 Beer cards from his hand and 1 Beer cube from his brewery. He puts the Beer cards and cube and the Elf Archer card in front of him with the other cards he played during that round.

Note about Odin's Path

If a player buys a card from the Odin's Path river, all the cards remaining in the river which were to the left of the purchased card are moved to the right so that the empty space next to the Odin's Path deck gets filled up immediately by the top card in the deck. The current player can still buy a card that has just been revealed if s/he has enough resources.

● Buying Buildings ●

Unlike any other cards, buildings are permanent. Therefore, they are not mixed with the players' decks but stay in front of them for the entire game.

Like the other cards to buy, buildings have a purchase price in Gold and/or Beer (top right corner of the card).

When a player buys a building during their turn, they place the card in front of them and put a construction token on it. This results in two things: **that building can neither be used nor attacked during that turn.**

The building will become active at the beginning of the next turn, when the construction token is removed.

A player cannot build the same type of building more than 3 times per game.

The maximum limit of the buildings that can be built in front of the player is determined by the level of the player's Town Hall.

● Upgrade the Town Hall ●

The Town Hall is the heart of the player's village. Therefore, it defines the maximum size of the village.

- **With a Level 1 Town Hall**, the player's village is limited to a maximum of 5 buildings (not including the Town Hall). To upgrade to Level 2, the player will have to spend 5 Gold, the same price as buying a card. After upgrading their Town Hall, the player places the the Level 2 Town Hall face-up and places a construction token on it. The Level 2 Town Hall does not become active until the next turn, as with any new building, when the construction token is removed. However, the other players cannot attack the Town Hall for the remainder of the current turn.
- **With a Level 2 Town Hall**, the number of buildings each player can have in their village cannot exceed 8.
- **With a Level 3 Town Hall**, there is no limit to the number of buildings a player can own. The limit of 3 buildings of each type still remains. When a Town Hall is upgraded to Level 3, the player is instantly awarded 5 Victory Points.



● Attacking ●

During his turn, a player can attack another player's building(s) and/or attack an Undead. In order to make a successful attack against a building or an Undead, the strength value of at least one unit must be equal to or greater than the defense value of its target.

One unit can be sent to attack only one single target. The strength value of a unit cannot be divided to attack two buildings or two Undead, for example.

ATTACKING ANOTHER PLAYER

You do not attack a player directly but instead attack their buildings. You can only attack one player per turn.

You can only attack a player who has not already been attacked during the current turn.

Exception: A player may be unable to attack either of the other players, because they attacked each other. In that case, and that case only, they are allowed to attack any players' buildings that have not already been attacked.



Only Units and Heroes can attack buildings.

Each building has a defense value. To make a successful attack, the Unit's or Hero's strength value must be equal to or greater than the building's defense.

You can use as many Units as you want to attack a building, but you cannot divide the strength value of your Units against multiple buildings. It is recommended that you attack one building at a time for better clarity and strategy. Nonetheless, you can attack all buildings simultaneously if you wish.

When an attack is successful, a damage marker is placed on that building.

This does 2 things:

- It allows for the counting of Victory Points and indicates that the building can no longer be attacked during this turn.

- A player with one or more damage markers cannot be attacked during that turn.

WARNING: A building with a damage marker is not destroyed. It can still be used by its owner.

Example: Vincent attacks Marta's Gold Factory with his Viking Warrior. The Gold Factory's defense value is 1. The Warrior's strength value is 1. The strength is at least equal to the defense, so the attack is successful. Marta puts a damage token on her Gold Factory.

The more buildings that the player successfully attacks during the turn, the more Victory Points they get (see table).

Buildings Scored	Victory Points
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15

EXTRA ATTACK REWARDS



Some buildings have one or more symbols below their defense value. They indicate extra damage rewards. Because those buildings are more resistant to attack, the attacker receives the listed damage reward in addition to any other Victory Points won by having a successful attack.

If the damage reward is a Victory Point symbol, the victorious attacker receives the indicated number of Victory Points. If the symbol is a cube/disc, they take it from the building owner's container (if the defender's cube container is empty, the attacker wins no cubes). If the symbol is a Divine Favor, they get to choose one Divine Favor card (see section "The Divine Favor Cards").

HOW TO DEFEND YOURSELF FROM ANOTHER PLAYER?

You never defend your buildings during your turn but during your attacker's turn.

To defend yourself against another player, you must have purchased Defense cards and have them in your hand.

When a player declares an attack on one of your buildings, you can play one or more Defense to increase the defense value of the building under attack. If the combined defense value of the building and the Tower Defense card is higher than the attack value, the attacker is rebuffed.

If an attack is rejected, the defender wins a number of Victory Points equal to the number of the opponent's attack cards.

WARNING: After a building is successfully defended, the attacker cannot add more cards to increase their attack total. They have to plan a possible defense in advance.

Example: Vincent attacks Marta's Level 1 Town Hall with 2 Elf Archers. The Town Hall has a defense value of 4, and the Archers have a strength value of 2 each for a total of 4. But Marta places a Cannon card on her Town Hall which adds +2 to her building defense, so the defense value is 6 versus an attack value of 4. Vincent was defeated. Marta has beaten two cards, so she earns 2 Victory Points.

If after the attacker's turn none of the defender's buildings have been destroyed, it is considered a complete defense.

Therefore, the defender earns 1 additional Victory Point and places a damage token on their Town Hall to signal that this player has already been attacked during this turn.

ATTACKING THE UNDEAD

You can find the Undead in two places. The first are the Undead from the Odin's Path cards. The second is the permanent Undead on the board.

Defeated Undead from the Odin's Path cards reward you with a cube/disc of the resource displayed on the card and 1 Victory Point. It is possible to attack as many Undead as your hand allows.

If you defeat the Undead located on the board, you are rewarded with a resource cube of your choice.

WARNING: Each player can only attack the Undead on the board once per turn.

Note: Once per turn a player can pay 2 Gold to change one of his mission card. A player can never have more than 2 mission cards at the same time.

COMPLETE A MISSION

During setup, each player received two mission cards.

Each mission card has a goal to achieve. If you meet the goal requirements, you can announce it to the other players and immediately receive the number of Victory Points written on the card. Then you place the accomplished mission, facedown, on the Mission Successful spot on the bottom left of your player board.



During the draw phase, if you only have one mission card, you may draw a new one.

If more players need to draw a mission card, it always starts with the first player.

#4 Storage Phase

During this phase, and this phase only, players can move their produced or looted resources to their containers. If the player does not have a container, the resource produced during that turn is lost.

During that turn, if a player has 4 identical resources in a container, they earn 1 Victory Point.



#5 Turn-ending Phase

During this phase many things will occur:

- All the players discard their cards that they played during that turn.
- All the players also discard the cards they didn't play during that turn (unless the player has a Drakkar and wants to keep a card).
- All the players remove all of the construction and damage tokens from their buildings.
- The Odin's Path card on the rightmost of the board is discarded face down on the discard pile of the river. Then, all cards facing up are moved to the right. Finally, a new card is added in the empty spot.



- The first player of the ending turn gives the first-player token to the player on their left who will become the new first player on the next round.

A new round can now begin.

THE END OF THE GAME

The game ends when a player has won a certain number of Victory Points. That number depends on the number of players.

Two players: 40 Victory Points
Three to four players: 30 Victory Points

When, during a round, a player reaches or exceeds the Victory Point limit, the current round becomes the last one. All players can play and finish their turn normally to try and earn the most Victory Points before the round ends.

Extended play rule:

If your group like longer playing sessions, you can push the minimum points to 40 or even 50.

END-OF-GAME BONUS POINTS

During the Board Setup, 4 bonus cards were drawn. Players verify, for each bonus card, if they met the condition. If only one player met the condition of a bonus card, they earn an extra 6 Victory Points. If more than one player met

the condition of a bonus card, the 6 points are divided in equal share (2 players = 3 points each, 3 players = 2 points, 4 players = 1 point). That is the process for the 4 bonus cards.

After the final round and tallying the bonus, the player with the most Victory Points wins the game. In case of a tie between several players:

- Take the 6 bonus cards which were placed back into the box during setup;
- Shuffle them;
- Pick one randomly;
- The players who are tied check the condition of the selected cards; and
- If one player meets the conditions of the selected bonus card while the other does not, then the player meeting the condition wins. If both or neither of the players meet the condition, they are still tied. If they are still tied, repeat this process for the other bonus cards from the box.
- If there is still a tie after all bonus cards are checked, then both players have won.



THE DIVINE FAVOR CARDS

The Divine Favor cards are the most powerful cards in the game. You cannot buy divine favors cards; they are earned.

There are 2 ways to earn a Divine Favor card:

- When a player reaches a certain number of Victory Points (5, 12 and 20 Victory Points) even when this is not the player's turn (for example while defending), or
- By successfully attacking a Level 2 or a Level 3 Town Hall.

When a player has to pick a Divine Favor card, s/he picks the card on top of the Divine Favor deck and chooses one between the 3 available, 1 from the top of the deck and the 2 that are face up.

The chosen card is put in the player's discard pile. If the player picks one of the 2 face-up Divine Favor cards, the now empty Divine Favor box is immediately filled with the one drawn from the top of the Divine Favor deck so that there are constantly two cards facing up.

If there are no Divine Favor cards left, the players can no longer win any.

THE MERCHANT

On the game board, you will find the merchant instructions. It gives you the opportunity to:

- Exchange 2 identical resources of your choice for another one.

Example: Vincent exchanges a Beer card and a Beer cube for a Gold resources.

Only the cubes that discs that have been produced or stolen from other players can be stored.

- Pay 2 Gold to exchange one of your two missions (once per turn and per players)

BASIC RULES

- Any time you have an empty deck and must draw a card or reveal the top card from your deck, shuffle your discard pile and make a new deck.
- The cards played during your turn are discarded only after all the players have completed their turn. Therefore, you do not shuffle the cards that have been played during your turn if you have to shuffle your discarded ones during the turn.
- The cards you purchase (except buildings) go with the cards you played during that turn.
- The starting player is the last one who drank a beer or the one with the longest beard.

FIRST GAME SETUP

To simplify your first game and gradually introduce rules, we advise you use the following **BONUS CARDS**:

- MISSIONAIRE
- BUILDER
- CONQUEROR
- MINER

FAQ

Q: What should I do when I have only 2 cards left in my deck?

A: Take the 2 cards, shuffle your discard pile and pick another 3 cards.

Q: Do Defenses count as buildings for the Town Hall limitation?

A: No. Only the 6 basic buildings on the right side of the board are considered buildings (white border) for the Town Hall limit. The Town Hall is also not included in this count.

Q: Can I store my unused Beer cards, Gold cards, or the cubes from the merchant in my containers?

A: No. The only cubes/discs you can store are the ones produced by Breweries, Gold Factories, or looted while attacking a container.

Q: When I successfully attack a Brewery or a Gold Factory, can I take the cube/disc on it?

A: No. Only Beer and Gold containers can be looted.

Q: When I successfully attack an empty container, can I take a cube from the reserve?

A: No. You only steal cubes from your opponent. If the player doesn't have any cube/discs stored, you have nothing to loot.

Q: Do Undead cards count for the explorer bonus?

A: No. Undead cards are put in the Odin's Path discard pile once they are successfully attacked.

Q: Can I spend what I looted during the same turn?

A: Yes.

Q: How do you play Dvergar?

A: Dvergar has 1 strength point + 1 strength point for each Beer cube stored in your Beer containers. For example, if you have 2 Beer cubes in storage, Dvergar's strength is 3.

Q: Can I attack with Mjolknir or Sword without a unit?

A: No. These cards need a Unit to carry them.

CREDITS

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CARDS DESCRIPTION

Units

Name

Attack Card

Purchase price

Unit's strength



The card features an illustration of an elf archer in a green tunic, aiming a bow. The card has a red border and a red top bar. The top bar contains a sword icon, the name "Elf archer", and the number "3". Below the illustration is a scroll with the word "UNIT" and a shield icon with the number "2".

The Unit cards are used to either attack other players or undead cards. Each units entitles you to one attack only, but you can combine them in order to increase the strength's value of an attack.

Once the card has been played it stays in the player's area and will be discarded only after all players have done their turn.

Defense

Name

Defense Card

Purchase price

Card effect



The card features an illustration of a stone cannon mounted on a wooden structure. The card has a blue border and a blue top bar. The top bar contains a shield icon, the name "Sheep Cannon", and the number "4". Below the illustration is a scroll with the text "Add +4 to a building defense." and a shield icon with the number "4".

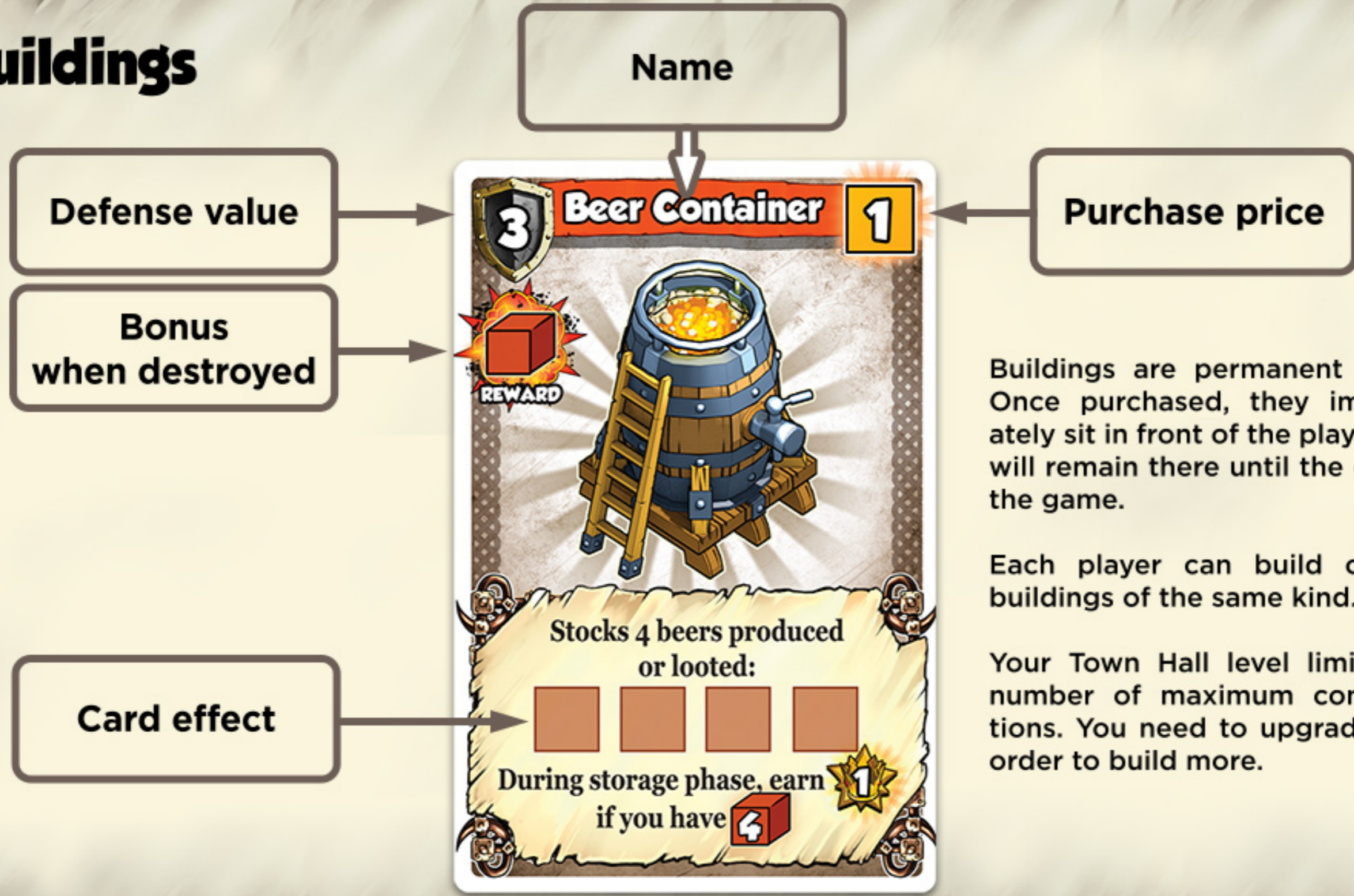
The Defense cards are used to defend building against other players.

These cards are played once a player has declared an attack on a building. The defender can then temporally increase the defense value of its building and make the attack fail.

Once the card has been played it stays in the player's area and will be discarded only after all players have done their turn.

CARDS DESCRIPTION

Buildings



Buildings are permanent cards. Once purchased, they immediately sit in front of the player and will remain there until the end of the game.

Each player can build only 3 buildings of the same kind.

Your Town Hall level limits the number of maximum constructions. You need to upgrade it in order to build more.

Divine Favors:



The Divine Favors are the most powerful cards in the game.

They are not for sale, but are earned through Victory Points (5, 12 and 20 points), but also by attacking the other players' Town Hall of level 2 and 3.

Some cards contain the word HERO. They differ from the units by their power.

Once the card has been played it stays in the player's area and will be discarded only after all players have done their turn.

CARDS DESCRIPTION

Odin's path

Name

Type of cards

Purchase price



Card effect

Odin's Path Card

The card 'Beer Mugs' features a red header with a coin icon, the name 'Beer Mugs', and a yellow box with the number '2'. The main illustration shows three wooden beer mugs with foam. Below the illustration are two brown squares representing the card's effect. A lightning bolt icon in the bottom right corner indicates it is an Odin's Path Card.

The Odin's Path cards provide a wide range of resources, units, defenses and improvement cards.

Once a card has been played it stays in the player's area and will be discarded only after all players have done their turn.

Name

Zombie Defense Value



Card effect

Odin's Path Card

The card 'Undead: Zombie' features a purple header with a shield icon containing the number '2', the name 'Undead: Zombie', and an illustration of a green zombie. Below the illustration, the text 'Reward:' is followed by a yellow cube icon and a star icon with the number '1'. A lightning bolt icon in the bottom right corner indicates it is an Odin's Path Card.

The Undead cards can be attacked during the player's turn. They are located in the Odin's Path.

If a player beats an Undead, they win the reward and put the card, facing down, in the Odin's Path discard pile.


Another Undead is always available on the board and can be attacked once a turn by each players.

CARDS DESCRIPTION

Town Hall



The Town Hall is the player's HQ. It limits the number of maximum constructible buildings.

Players can upgrade their Town Hall in order to increase that limit. At level 3, there is no limitations and the player immediately earns  for its construction.

Bonuses AND Missions






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