

## Setup

1. Place number of players + 1 Elves on World of Elves.
2. Place Vanir token on first square of Reinforcement Scale in the Sacred Land.
3. Place 6 enemies in start position.
4. Place 18 Artifact cards on Dwarven Forge.
5. Place 16 Giants in Ice Fortress.
6. Place the Valkyries on the Rainbow Island in Midgard.
7. Place Submerged Island token on the Black Island in Midgard.
8. Place 12 Fire Giants on the Kingdom of Fire.
9. Place 5 Vikings on the World of the Dead.
10. Setup Enemy card deck. For harder game replace 1 to 6 Enemy cards with the appropriate Angry Enemy Card. For an even harder game add some Ragnarök cards. Note, more players means harder game.
11. Prepare the bags. White: 12 Fire Giants and 6 Vikings. Blue: 9 Fire Giants and 9 Vikings. Green: 6 Fire Giants and 12 Vikings. Black: 3 Fire Giants and 15 Vikings.

## Goal of the Game

Playing the role of a God, you must, with the other players, stop the advancing Evil Forces in Asgard.

## Player Turn

1. Take an Enemy Card - Move the Enemy that was drawn and apply the Enemy's effect.
2. Perform actions - Perform 3 *different* actions from the available 9.

## Actions

### Asgard

- Pick target Enemy.
- Place 0 or more Vikings on World of the Dead from personal

stock.

- Roll die.
- Optionally place Elves on World of the Elves from personal stock.
- Attack value is number of Vikings + number of hammers on die + bonus weapon value (if present) + number of Elves
- If attack is  $\geq$  Enemy combat value then move enemy back 1 space.
- Enemy's combat value: 5 if behind the wall of Asgard. 6 if behind the door of Valhalla. 7 if behind Odin's Residence. 8 if in Odin's Residence.

### Midgard

- Optionally, move Valkyries to an adjacent island. Start or destination island can be submerged.
- Draw from the bag corresponding to the island the Valkyries are on *if the island isn't submerged*. Draw 3 counters from bag. Keep all Vikings and place Fire Giants back in bag.

### Dwarven Forge

- Take a Level 1 Weapon of your choice.
- *Or* Return a Level 1 or 2 Weapon to upgrade it to the next level.

World of the Elves - Take an Elf from the World of the Elves. Cannot take this action if there are no Elves.

World of Darkness - Take, give, or exchange Elves and/or Vikings with *one* other God.

## End of the Game

The players lose if *at the end of a God's turn* one of the following occurs:

- There are 5 or more Enemies beyond the wall of Asgard.
- There are 3 or more Enemies beyond the door of Valhalla.
- There is 1 enemy in Odin's Residence.

The Gods win if they run out of Enemy cards and none of the above have taken place.