

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.

World of the Dead - Add to the island bag of your choice 5 Vikings taken from the World of the Dead.

Kingdom of Fire

- Take 5 counters out of the island bag of your choice.
- Place Fire Giants on Kingdom of Fire and Vikings back in bag.

Ice Fortress

- Fight against an active Giant (see Loki) or top Giant of the pile.
- Combat force of Giant is 3.
- If victorious, place Giant face down near board. When entire rune is formed by killed Giants the current God applies its affect immediately.
- If loses, Giant stays face up if it was active or face down on pile if it was drawn from there.

Sacred Land - Move Vanir forward one space *or* apply effect of current space and move Vanir back to first Square

1. Move Valkyries one island without drawing from a bag.
2. Take two Valkyries from World of the Dead.
3. Rearrange the top 6 cards on the Enemy Deck.
4. Move an enemy back one space.
5. Discard a Giant of your choice from the Giant pile without fighting it.

Enemy Effects

The power of an effect is symbolized by the lightning symbols on the enemy track.

Hel - Roll the die. Remove from the corresponding colored bag Vikings equal to the effect's power. Place on World of the Dead.

Surt - Roll the die. Place into the corresponding color bag Fire Giants equal to the effect's power.

Jörmungand - Roll the die. Submerge the corresponding colored island and move Valkyries to the Rainbow Island.

Loki - Remove Giants equal to the effect's power and place them face up by the Ice Fortress. The Giants are now active and their effects apply immediately.

Nidhögg - Move the furthest behind enemy forward one space (without activating its affect). If multiple tied enemies the current God chooses.

Fenrir - Current God must use his actions to try to calm Fenrir before performing other actions. Each attempt is one action.

- Power 1: Need to roll a white, blue, or green result.
- Power 2: Need to roll a white or blue result.
- Power 3: Need to roll a white result.

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.