

VALHALL



GAME CONTENTS

• 5 GAME BOARDS



4 Viking Settlements



The Mainland

• 72 UNIT CARDS



28 Nordic
Warriors



20 Nordic
Veterans



24 Longboats

• 149 PLAYING CARDS



50 Event Cards



30 Benevolence of
Gods Cards



30 Wrath of the
Gods Cards

• 16 BUILDING CARDS



4 Warehouses & 4 Sacrificial Altars

4 Blacksmiths & 4 Granaries

• TOWN CARDS & TOKENS



15 Lesser

10 Large

10 Greater

Loot Cards



4 Battletableaus



24 Town Cards



16 Food Tokens



Season Marker

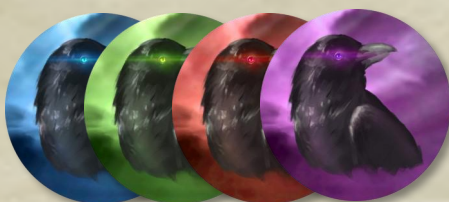


GAME CONTENTS

• FAVOUR OF THE GODS



4 Displays of the Favour of the Gods



4 Ravenhead Tokens

• 7 ACHIEVEMENTS

& STARTING PLAYER TOKEN



• 16 BUILDING TOKEN



8 Wood Token



8 Iron Token

• 8 MEMORY AID TOKEN



Spring & Disabled



Summer & Winter

• 80 COINS & 20 MARKERS



• 20 DICE & 4 DICE



PROLOGUE

"Oh, you're finally awake? And I say 'finally' meaning 'regrettably'. At least for you.

I assume that you do not remember one second of last night or do you?

No? Well, in that case, let me give you a helping paw: take a look around, that felled tree and the three....

What? Who I am? Would you please stop interrupting me with these questions? However, only to make this one thing clear: I am Rattatöskr, and you can hear me talking to you because you deserve it. Ah, look, your friends are also gradually regaining consciousness. Now, that we're all here, holding this friendly gathering, let's talk about the tree, or to be more precise, the stump over there. Did you know, when you were drunk as a Jarl and wanted to light a campfire last night, that this was a holy tree? Oh, your sparkling eyes tell me that your ability to think is slowly coming back to you..."



THE SET-UP

"Okay, let's impose some order on this chaos. You can't expect someone who cuts down holy trees after a few pints of mead to know a proper set-up."



THE VIKING SETTLEMENT

In this Viking adventure, you slip into the role of a Jarl on the small Island of Fjörnheim. As of now, you call each other Jarl.

Each player (Jarl) gets a Viking Settlement Board.

1. Put 3 Coins and 2 Iron Tokens on the Jarl's longhouse.
2. Put 1 Food Token on the summer space.
3. Take 1 unit of Nordic Warriors and 1 Longboat



These are the units and resources that each Jarl receives at the beginning of the game.

Now put all remaining Warriors, Ships, Buildings, Dice and Tokens ready.



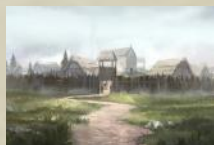
THE MAINLAND

Now, put The Mainland Board in the middle of your table and take the *Town Cards* out of the box.

The pictures indicate the level of the Town Cards. There are 4 levels.



Village



Fortified Village



Town



Fortified Town

If there are only 2 or 3 players, you play with fewer Town Cards. You find the number of cards used for a certain number of players in the table below, all excess cards are put out of the game.

1. Put the cards at the level of „Village“ on

The Mainland Board, start with the space



You can put the remaining Town Cards aside for the first summer.

2. Place the Season Marker on the summer space of the Season Display.
3. Separate the Achievement Tokens according to their colour.



2 Players



3 Players



4 Players

If there are 2 players, you only require the bronze-coloured ones, for 3 players you add the silver-coloured ones and if there are more than 3 players you require all of them.

The number of Town Cards on The Mainland Board is also indicated by these colours. If there are 2 players you only put Town Cards on the bronze spaces 1-4 and so on.

Level	2 Players	3 Players
Village	4	5
Fortified Village	7	8
Town	3	5
Fortified Town	1	1



THE CARDS

Separate the Playing Cards according to the image on the rear sides and shuffle them.

Each player takes 1 Battletableau.



THE FAVOUR OF THE GODS

Place the Favour of the Gods Display above your Viking Settlement Board.

1. Each player chooses a coloured Ravenhead Token and takes one Glory Marker.
2. Place the Ravenhead Token on the first space of the Favour of the Gods Display.
3. Place the Glory Marker on the starting space of the glory display.



OBJECTIVE OF THE GAME



"Now that everything is set up. I would like to tell you, Jarls, why you have the honour to meet me here. Your little axe game last night has caused a dreadful commotion in Asgard and the Allfather has decided that as a punishment, none of you will set foot in Valhal—ever! Unless one of you finds means and ways to regain the favour of the Gods."

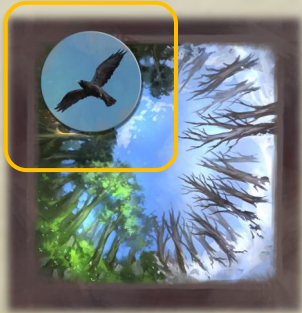
The objective of the game is to reach the last space on the Favour of the Gods Display before the other players.

The following chapter enables you to start playing immediately, even if you play Valhal for the first time. Just follow the instructions in the chapter one after another and start playing at the same time. In that way, you will learn the rules of the game step by step and you will already have finished your first round. There is an indication at the end of the chapter that you can now embark on your Viking adventure.



HOW TO PLAY THE GAME

SUMMER



This is the Season Display. Each year in Valhal has **three** seasons.

The Season Marker (raven) shows the current season (round). The game always begins in summer. **The Vikingfahrt only takes place in summer.**

„For Odin’s sake, how much did you drink last night? The Vikingfahrt, meaning the journey to the mainland, is always in summer! Just when it’s more or less possible to cross the sea safely. This is pretty much the only chance to acquire wealth on this bare rock!”



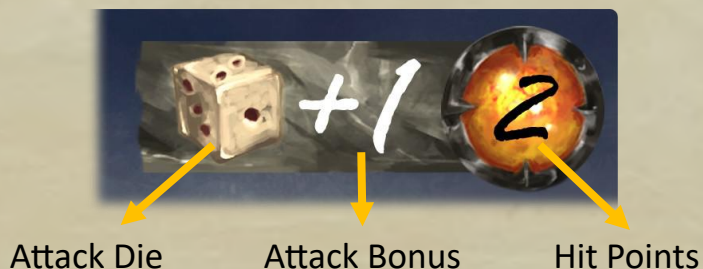
I. VIKINGFAHRT

Every player rolls a . The player who rolls the highest value receives the Starting Player Token and begins the game.

This player now selects one of the „Villages“ on The Mainland Board, places it next to the Viking Settlement and immediately lays the units for the attack next to the “Village”.

Clockwise, the players take turns until every player has chosen a “Village”

- The Stats and the Battletableau



1. Mark the hit points of the Village with a red marker.
2. Use a grey marker to indicate the attack bonus of your warriors.
3. Add the hit points in the upper right and lower left corner of the warrior card



and use a red marker to show the value on the Battletableau. These are the hit points of the “Frontline Unit”. If a warrior loses all hit points in the upper right corner of the card because he is injured by an enemy, turn the card 180° to show that the unit is **wounded**. As of now, only the stats in the upper right corner count.

4. For now, the golden marker is not important because it is only needed for certain Town Cards.

• The Fight

The Jarl who has the Starting Player Token starts. He rolls a . Now, add the rolled value and the warrior’s attack bonus indicated on the Battletableau. This is your battle result.

The Jarl to the left now takes on the role of the Village and rolls a . Now, add the rolled value to the Village’s attack bonus indicated on the Battletableau. This is the Village’s battle result.

Now determine which player has the higher battle result. If the battle result of the attacking player is higher than the Village’s, he wins this battle round. However, if the Village’s result is higher, the attacking player loses. The difference between the two battle results is deducted from the hit points of defeated side.

You continue like this until the battle is decided (one side has lost all hit points) or the attacking player decides to retreat at the beginning of a new battle round.



EXAMPLE FIGHT

1. Player A has decided to attack a Fortified Village. He places the village and the Battletableau next to the Viking Settlement. He also puts the units which he wants to send into battle next to the village. A ship can transport a maximum of 2 warrior units.



2. This Fortified Village has two different values. They represent two fortifications that have to be destroyed one after another.



ENEMY HIT POINTS	
0	1 2 3 4 5 6
7	8 9 10 11 12 13
14	15 16 17 18 19 20
21	22 23 24 25 26 27
28	29 30 31 32 33 34
35	36 37 38 39 40 41
42	43 44 45 46 47 48
49	50 51 52 53 54 55
56	57 58 59 60 61 62
63	64 65 66 67 68 69
70	71 72 73 74 75 76
77	78 79 80 81 82 83
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259	260 261 262 263 264 265
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273	274 275 276 277 278 279
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567	568 569 570 571 572 573
574	575 576 577 578 579 580
581	582 583 584 585 586 587
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595	596 597 598 599 600 601
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609	610 611 612 613 614 615
616	617 618 619 620 621 622
623	624 625 626 627 628 629
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637	638 639 640 641 642 643
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658	659 660 661 662 663 664
665	666 667 668 669 670 671
672	673 674 675 676 677 678
679	680 681 682 683 684 685
686	687 688 689 690 691 692
693	694 695 696 697 698 699
700	701 702 703 704 705 706
707	708 709 710 711 712 713
714	715 716 717 718 719 720
721	722 723 724 725 726 727
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735	736 737 738 739 740 741
742	743 744 745 746 747 748
749	750 751 752 753 754 755
756	757 758 759 760 761 762
763	764 765 766 767 768 769
770	771 772 773 774 775 776
777	778 779 780 781 782 783
784	785 786 787 788 789 790
791	792 793 794 795 796 797
798	799 800 801 802 803 804
805	806 807 808 809 810 811
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833	834 835 836 837 838 839
840	841 842 843 844 845 846
847	848 849 850 851 852 853
854	855 856 857 858 859 860
861	862 863 864 865 866 867
868	869 870 871 872 873 874
875	876 877 878 879 880 881
882	883 884 885 886 887 888
889	890 891 892 893 894 895
896	897 898 899 900 901 902
903	904 905 906 907 908 909
910	911 912 913 914 915 916
917	918 919 920 921 922 923
924	925 926 927 928 929 930
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938	939 940 941 942 943 944
945	946 947 948 949 950 951
952	953 954 955 956 957 958
959	960 961 962 963 964 965
966	967 968 969 970 971 972
973	974 975 976 977 978 979
980	981 982 983 984 985 986
987	988 989 990 991 992 993
994	995 996 997 998 999 1000

3. Now, player A sets the warrior units' values on the Battletableau. The player adds the attack bonuses of all warrior units and places the grey marker on the Battletableau.
4. Before the battle begins, Player A chooses one unit to be the **Frontline Unit**. This unit will be the first to suffer damage. Only after this unit is defeated does another unit suffer damage. The player places the red marker for the front-line unit's hit points on the Battletableau. Ignore the hit points of all other warriors.



5. Player A and Player B to his left start the first battle round.

Player A rolls 3 dice and adds his combined attack bonus.

$$\begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} + 3 = 11$$

The attacking player has won this battle round because the battle result is 1 point higher than the Fortified Village's. So the Fortified Village loses one hit point. Player B moves the enemy's red marker from 2 to 1 on the Battletableau.

Player B rolls 2 dice and adds her attack bonus as well.

$$\begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} + 8 = 10$$



6. The battle is not over yet because the enemy still has hit points. You roll the dice again.

$$\begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} + 3 = 9$$

This time player A loses by 2. He moves the red hit points marker of the warrior from 3 to 1. Now that all hit points in the upper right corner of the warrior card are lost, you have to indicate that the unit is wounded. Turn the card 180° and adjust the overall attack bonus because now, the values in the upper right corner of the warrior card count.

$$\begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} + 8 = 11$$



"Our player is very bold. Although he has already lost some troops and partly his attack bonus, he decides to continue the battle. Well, this is a legitimate tactic to tempt fate. But bear in mind: If a unit's hit points drop to 0, it is lost and has to be put back on the stack in the box. Should the front-line unit suffer more damage in a battle round than its overall hit points, the next unit suffers the rest of the damage. That's why it is possible that more than one unit is killed in a battle round"



7. The next round.

$$\begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} + 2 = 11$$

Player A got lucky and wins by 1. The first fortification drops to 0 hit points and is defeated.

However, the Fortified Village has a **second** fortification with 1 hit point. Player B places the marker on 1.

8. The End

$$\begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \bullet \\ \hline \end{array} + 2 = 11$$

$$\begin{array}{|c|} \hline \bullet \\ \hline \\ \hline \\ \hline \end{array} \begin{array}{|c|} \hline \bullet \\ \hline \\ \hline \\ \hline \end{array} + 8 = 10$$



Well, we can confirm that Player A has not loaded his dice but somehow he has also managed to win this battle round by a stroke of luck. Now that the last fortification of the Fortified Village has lost all its hit points, Player A has defeated the village.

FURTHER BATTLE RULES:

- If the **hit points** of a town's fortification are **0 at the beginning** of the first battle round, this fortification will automatically be defeated after the first battle round. One of your units just needs to survive the damage dealt by the town in this one battle round.
- It is **not** possible to destroy **more than one fortification** in a battle round. Unlike the situation with your warriors, the excess in damage cannot be passed on to the next fortification, no matter how much damage is dealt.
- Ships always have to be manned by at least one unit of warriors. You cannot send out empty ships. If there are not enough warriors to man all your ships after a battle, the empty ships are lost and have to be put back in the stack.
- Some towns have **special abilities**. They are described on these Town Cards and pose another hurdle you have to overcome.



HOW TO PLAY THE GAME



"Well, I assume that at least one of you was capable enough to defeat one of the villages and has managed to overcome pitch ditches, pitfalls, rolling hay bales, tree trunks, stones or burning pigs. If against all expectations none of you was successful, I will still say something about looting... and you should take a quick look at the additional rules. (p. 23)"

• Looting

Directly after defeating a Village or Town, the Jarl draws the depicted number of loot cards. In our case, it is one Lesser Loot Card. The player reads the text aloud and takes the depicted loot.

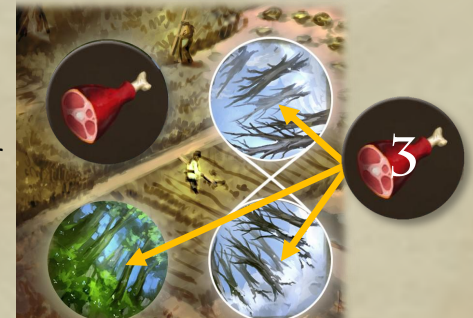


we gonna need a bigger boat... or we will have to sell some of this stuff. Your warriors return with a boatload of life-stock and a chest of coins.



1. He takes 3 Coins.

2. He takes 3 Food Tokens and places them in clockwise order (start with summer) on the free spaces of the Food Display. In our case, the summer space is already occupied and that is why he starts with the winter space.



Further Loot Symbols:



Draw the depicted card of the Gods.



Put a unit of Nordic Warriors back in the stack and take a unit of Nordic Veterans.



You immediately receive one unit of Nordic Warriors.



You receive a Favour of the Gods point! Move your Ravenhead Token one space to the right on the Favour of the Gods Display.





You receive a Longboat.



You receive a Wood Token which can be used to put up a building or to build a ship.



You receive an Iron Token which can be used for either recruiting new or upgrading already recruited warriors to veterans.



Choose one of the depicted Building Tokens

Building Tokens are very helpful. You can use them for building projects instead of Coins. This project will move to the next stage, even if you **do not** provide any food.

You can also place a Building Token **and** a Coin on a Building Card. In that case, the card will progress **two** stages instead of one when a new season begins! However, you have to provide food in this case and you must not place more than one Building Token on the same building project.

3. You also gain Glory for defeating Town Cards. The Jarl moves the Glory Marker as many spaces to the right as the number shown on the Town Card.



Continue like this in a clockwise order, until every Jarl has tried to fight a Town Card.

• The End of the Vikingfahrt

1. Put all drawn Loot Cards back into the stack and shuffle them.
2. Put all Town Cards back into the stack and shuffle them. After that, you put as many Town Cards on the designated spaces of The Mainland Board as indicated by the colours and the number of players **(p. 5)**.
3. Wounded units are fully restored.

II. THE SETTLEMENT



"And now, we are back in Fjörnheim. Raiding towns on the mainland may get you closer to your immediate goal of regaining the Favour of the Gods. However, it's the decisions you make for your settlement that will have a long-term effect on your progress. So, use your loot wisely!"

Let's start by familiarising you with the possibilities in the Viking Settlement.

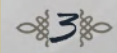


1. These are the buildings you start with. They enable you to build Longboats, recruit Nordic Warriors and make small sacrifices.
2. The Longhouse of the Jarl is used as a storage.
The Armory is already there but it can only be used after you have built the Blacksmith.
3. You manage your food supply here.
4. The building sites enable you to put up further buildings which give you advantages or new possibilities. Bear in mind:
The Rune Stone is also the building site for the Sacrificial Altar.

• The Building Process

Each building process requires a certain number of seasons. You start and build step by step.



1. The Jarl decides to recruit a unit of Nordic Warriors. He takes one of the Nordic Warrior Cards, turns it on its reverse side and places it next to the Training Ground with the upper edge showing the marked stage number 

2. After that he places a Coin on the designated space. This is essential because only this way, the building process will progress.

3. Additionally, he wants to build the Blacksmith and make a sacrifice to the Gods. The Blacksmith is built in the same way as the Nordic Warriors. Then, he places a Coin on the designated space of the Rune Stone to make a sacrifice.



• Additional Buildings



The Granary enables you to store food. It can also protect you from negative effects of cards that would affect your food supply. It also provides you with one free food every winter. Turn a Food Token around and place it on one of the food spaces in winter.



As of now, you can ignore this space.



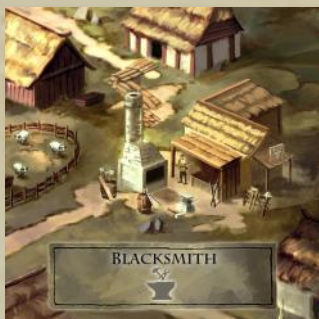
The Warehouse is used to store building materials. It enables you to build ships and buildings more efficiently. From now on, you place the cards that you start to build with the upper edge showing the stage number marked with the saw. Ships, the Blacksmith and the Sacrificial Altar are now built more quickly and are less expensive.



The Sacrificial Altar enables you to make three different sacrifices.

1. You can still sacrifice Coins to draw a Benevolence of the Gods Cards. However, this will now cost two Coins instead of one.
2. You can now sacrifice two Coins to force a player to draw a Wrath of the Gods Card.
3. You can now sacrifice seven Glory to regain the Favour of the Gods.

Note: When you start building the Sacrificial Altar, you cannot make any sacrifices at the Rune Stone anymore. You can still make **only one** sacrifice per season after finishing the Altar.



The Blacksmith grants you access to sophisticated weapons and armours. This makes the recruitment of Nordic Warriors more efficient. From now on, you place the Nordic Warrior Cards with the upper edge showing the stage number with the anvil when you start building. You can now also upgrade Nordic Warriors to Veterans. To do so, put a unit of Nordic Warriors back in the stack and place a unit of Nordic Veterans with the reverse side next to your armoury.



You should now put up buildings and recruit warriors yourself. All players can do this at the same time and you do not have to follow a particular order.

Bear in mind that you can build two ships and two warriors per type at the same time.

• The Food Supply

"It's very fortunate that food is already provided in the first summer because otherwise you would have an enormous problem right now. It is your responsibility to get hold of food for your people!"



There are two ways to get food. You can receive food after a raid or get it as a reward from different cards. You can also simply buy it. To do this, just put a Coin on the Food Display.

You need food when you want to build something or recruit warriors. So make sure, that you have provided food in the season you want to build something, otherwise the building process will not progress. Conversely, you can simply put your people on a diet if you do not expect them to work in a season.

You do not need to provide food for sacrifices!

Remember that the winter season is very long in Fjörnheim and this is why you have to provide two Food Tokens.



It is summer at the moment and player B has already placed the Food Token, which she has received at the beginning of the game, on the Food Display. After the Vikingfahrt, she received another Food Token.

Now, she wants to recruit one unit of Nordic Warriors. They will finally be recruited after three seasons have passed. This is why she also has to provide food in winter and spring.

First, she places one Coin on the remaining empty space in winter. In that way, there is enough food in winter. If she had left the second winter space empty, the first food provided would have been lost and the building process would not have progressed due to the lack of enough food.

However, she has enough Coins and places a Coin on the spring space because she really wants to finish recruiting the unit of Nordic Warriors.

Note: Food that is not required cannot be moved to other spaces. As the looting rules (p. 12) describe, the food is distributed in a clockwise order on the Food Display and remains on these spaces. If you do not build anything in a season, your people will still make use of your food supply. However, you can withdraw Coins at any time if you do not need them in the current season and want to save them for another one.

III. THE CHANGING OF SEASONS

When all Jarls are done distributing their Coins, the starting player begins with the last actions before the end of the season. Now, you must not change anything in the settlement anymore. The actions carried out at the end of a seasons are explained in this example of Player A:



1. The starting player takes the Coin from the Nordic Warrior Card and rotates the card to show the next lower stage-number on its upper edge.

2. He does the same with the Blacksmith. The upper edge now shows 3.

3. He also removes the Coin from the Rune Stone, draws a Benevolence of the Gods Card, reads it aloud and immediately carries out all actions if necessary.

4. At the end, he removes the Food Token (or Coin) on the current season of the Season Display. If there is no food, you cannot build!

This is what the Viking Settlement Board looks like after Player A has finished his turn.

Now, the Jarl to his left carries out all actions before the end of the season. Continue like this in a clockwise order until all players have carried out their actions before the end of the season. These action must not be taken simultaneously by every player!



1. At the end, the starting player passes the Starting Player Token on to the player to his left. For the upcoming season, this player is the Starting Player.
2. Now, move the Season Marker to the next season. This is the end of summer. Winter is coming.
3. Every player receives one



THE FURTHER COURSE OF THE YEAR

"Welcome to the winter. I hope your building projects are progressing satisfactorily? Agh, why do I even care... Haven't you realised? It's Winter! I shouldn't even be here! But really... there is much more to do on Fjörnheim than just watching the progress of buildings and warriors. There is always something happening around here that demands the attention of every Jarl. So, be prepared for every eventuality!"



The following rules apply to all seasons, *including* every upcoming summer.

Player B has the Starting Player Token now. She begins the new season by drawing an Event Card and reading it aloud.

After all actions on the Event Card have been carried out, the Jarls can distribute their Coins to continue the building processes. Remember the disadvantage in Winter: In order to build something in winter, you have to place Food Tokens or Coins on *both* Food Spaces.

After this, *the changing of the season* is introduced as explained before.



"You have certainly noticed that building on Fjörnheim progresses step by step. This enables you to interrupt the building process whenever you do not have enough coins, or if you want to use them for something else. As soon as you have enough coins you can continue the building process."



Completing the building process

A building, warrior or longboat is completed when before the changing of the season, the upper edge of the card shows one and a Coin is placed in the designated space.



When it is the turn of the Jarl to end the season, he removes the Coin and turns the card to its front side instead of rotating it again. The building process is now completed and all functions of the card can now be used. If the finished project is a building, all functions connected with it can immediately be used.

This is the end of the of the “How to play the game” chapter. You can now embark on your Viking adventure.

“This is where we part. If you still have questions, for Odin’s sake, don’t ask me. I would love to say that it had been a pleasure. But... Well... Just stay away from trees that are none of your business and maybe, if fate decides so, we will meet again at the golden gate of Valhal. I mean, I know how to get there and even more important—The Gods will let me in.”



HOW TO WIN THE GAME



To get access to Valhal, you have to regain the Favour of the Gods.

You win the game when the Ravenhead Token reaches the last space on the Favour of the Gods Display. There are four different ways to regain the Favour of the Gods:

- Larger and Greater Loot Cards may grant you a Favour of the Gods point
- Some Event Cards trigger events which might offer the opportunity to gain a Favour of the Gods point.
- Benevolence of the Gods cards could also result in gaining a Favour of the Gods point
- If you get an Achievement Token, you also get a point.



Some spaces on the Favour of the Gods Display show the sign  or . When you reach one of those spaces, you have to draw the card shown, read it aloud and carry out all actions if necessary.

Glory

You can also use the glory which you have won in countless battles to regain the Favour of the Gods. To do so, you have to build the Sacrificial Altar first. You can sacrifice seven Glory points at the altar at the end of every season to gain one Favour of the Gods point.

Exception: If you have already regained the Favour of the Gods five times and reach seven points of glory, you cannot sacrifice the glory immediately at the end of the season, instead the final stage begins.

FINAL STAGE

If a player fulfils the conditions above, all players get some time to win the game by using one of the four methods (Loot, Event, Benevolence of the Gods Card or Achievement Token). However, they are not allowed to win the game by sacrificing glory. If they do not manage to win the game in that time, the player who has started the final stage wins the game directly after the next Vikingfahrt.



Example:

Player A is the starting player in **winter** and draws an Event Card that grants two glory.

He now reaches seven glory and the final stage begins.

If the other players do not manage to reach six Favour of the Gods points until the **end** of the next **Vikingfahrt**, player A wins the game.



Note: The other players are still allowed to sacrifice glory to gain Favour of the Gods points as long as they do not win the game in doing so. However, it is definitely possible to move the Ravenhead Token as far as the space before the last space by sacrificing glory and win the game, for instance, by receiving a Favour of the Gods point from a Loot Card before the season changes. It is also possible that Player A scores the final point with a Loot, Event, Benevolence of the Gods Card or Achievement Token and wins the game in that way.

CHANGES ON THE MAINLAND



It seems that some of the villages on the mainland did not cope with *sharing* their harvest with us now and again. The number of villages on the mainland has decreased dramatically...

1. This symbol indicates that you have to remove half of the “unfortified” villages from your Town Card stack after the next Vikingfahrt as soon as every Jarl has at least reached the second space on the Favour of the Gods Display.
2. As soon as the first Jarl reaches the fourth space on the Favour of the Gods Display, remove the following number of Fortified Villages from your Town Card stack after the next Vikingfahrt:

2 and 3 Players: 4 Fortified Villages

4 Players: 5 Fortified Villages

In addition all remaining “unfortified” villages are removed, regardless of the number of players.

ADDITIONAL RULES

VICTORY OR DEATH

To die in battle is an honour and brings lots of glory. You gain one glory for every fallen unit of warriors but only up to a maximum of three during a single Vikingfahrt.

ATTACKING SEVERAL TARGETS

It is possible to attack more than one village or town. If a player has enough ships and warriors, he can spilt them as he pleases. When it is his turn, he chooses the units he wants to send to a town on the mainland and puts them next to the Town Card. When all other players have picked their first targets, the player can deploy his remaining warriors to attack another city. He can continue like this until he has no ships and warriors left or until there are no Town Cards left on The Mainland Board.

However, the battles are still fought one after another, meaning that Player A attacks his first target and carries out all actions connected with it. Then, the player to his left continues and fights his first target etc. When Player A's turn starts again, he fights against his second target, and so on.

JOINT ATTACK

In the course of the game, it might be advisable to attack a Town together because there is a lack of appropriate alternatives. This is possible if you can find another player who is willing to join you in battle. In this case, all Vikingfahrt rules and the following additional rules apply:

The player who has to choose a Town Card invites other players to join him in battle. The players who have accepted the invitation immediately place the troops they want to deploy next to the chosen Town Card. These players have now already chosen a target and are not allowed to choose another target until all other players have picked the same number of targets.

In the fight, cooperating players' dice and attack bonuses are added up. They also have to determine whose unit counts as frontline unit.

The cooperating players have to decided how they want to divide the number of the Loot Cards before they draw them. The Glory points are not divided up, each cooperating player receives the full amount of Glory.



ACHIEVEMENT TOKENS

You are awarded Achievement Tokens for progress you have made during the game. When you get one of these tokens, you receive a Favour of the Gods point. You obtain these tokens when you meet the requirements described on it.

Example: Player A already owns two Longboats. It's now his turn to end the season. He removes the Coin from the Longboat he is currently building to finish it. He turns the Card to the front side and is now the first player in the game to own three Longboats. He takes the "Has 3 own Longboats" Token and places it on his Longhouse. Now, he moves the Ravenhead Token on the Favour of the Gods Display one space to the right.

You keep the received Achievement Tokens even if you do not meet the named requirement anymore.



You receive this token when you get more than 8 Coins from the Loot Cards that you draw after you have won against a single Town Card.



This is a special Achievement Token. Some ,Benevolence of the Gods` cards remain in your possession until you use them. If another player suddenly has more of those cards, you have to hand the token over to him and he gains a Favour of the Gods point while you lose a Favour of the Gods point. The Benevolence of the Gods Cards ,Draupnir` and ,Welcome Gifts` do not count. Put this token on the Benevolence of the Gods Card stack at the beginning of the game to remind you of it.

You receive the token for the first time if you possess 3 Benevolence of the Gods cards.

DAMAGED BUILDINGS

It may happen that your buildings get damaged... 'accidentally` during the game.

If this happens, you turn the Building Card affected to its reverse side and rotate the card to show the required stage number on the upper edge.

Example: The Blacksmith's Workshop loses two building stages due to a fire. Now, you rotate the Card to show the stage number 2 on the upper edge.

You can repair the building according to usual building rules.

The functions of this building are not available until the building is completely repaired.



DEALING WITH EVENT CARDS

If a card affects more than one player, its actions are carried out in a clockwise order beginning with the starting player, unless the card states something else.

Example: All players have to draw a Wrath of the Gods Card. The player who has drawn the Event Card takes a Wrath of the Gods Card, reads it aloud and carries out all necessary actions. After that, the player to his left continues, and so on.

COMPLETE WIPEOUT

If you lose all warriors and all Longboats, your people know that this would be the end of your Viking settlement and that is why they will immediately provide you with one boat and one unit of Nordic Warriors for free.

HOW TO RECRUIT TWO UNITS AT A TIME

If you want to recruit more than one unit of Nordic Warriors at the same time, you take another Unit Card and place it next to the first one.

Each of these cards is now handled independently.



The player recruits two warriors at the same time.



As he does not have enough Coins anymore, he pauses the recruitment process of one of the Unit Cards.

EPILOG

Darkness and the sound of the sea in the distance made you regain your consciousness. As your eyes struggled to adapt a heavy gate made a crunching sound and a blazing, golden glare blinded you once more.

As the sky opened up you were able to spot the golden gates of Valhal on the horizon and you felt your heartbeat speeding up. The faint sounds of laughter and clinking mugs reached your ears.

Your legs carried you easier than ever with quick and determined steps across Bifröst and on towards the gate. As you looked back once more you heard a familiar but teasing voice: "By the Gods. One of you fools actually made it... that is going to be fun... Heidrun, hand me another nut."



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Helpful Videos and the Cards-FAQ - for when in doubt about cards or rules, or any other question you might have, we have set up a special part on our website.

You can reach it under: www.tetrahedron-games.com/valhal-help or scan here



New Projects and Events - you find all updates on future projects and events in the NEWS section of our website www.tetrahedron-games.com

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QUICK-START INSTRUCTION

START OF A SEASON

- The player with the Starting Player Token draws an Event Card (except for the first summer in the game)

IN SUMMER

VIKINGFAHRT

- Roll a  to determine which player is allowed to pick the first Town Card
- Pick the targets in clockwise order until no players wants to pick another town or until there is no town left
- Fight the battles and carry out the actions on the Loot Cards, starting with the player who chose the first Town Card
- Shuffle the Town Cards and Loot Cards and put the new Town Cards on The Mainland Board

EVERY SEASON

- All players can start putting up buildings, recruiting units and building ships at the same time
- Distribute the Coins
- Provide Food (or place Coins on the designated space instead)

END OF A SEASON

- The Starting Player removes all Coins and rotates the cards to show the next lower stage number and/or finishes them The other players do the same in a clockwise order.
- The Food Token or Coin is removed from the designated space on the Food Display
- The Starting Player Token is passed on to the player to the left
- The Season Marker (Raven) is moved to the next season
- Every player receives a 

HOW TO WIN THE GAME

- The game ends when a player's Ravenhead Token reaches the last space on the Favour of the Gods Display.

FINAL STAGE

- As soon as a player's Ravenhead Token reaches the 5th space on the Favour of the Gods Display and has 7 points of glory, the final stage begins. If no other player reaches the last field on his display until after the next Vikingfahrt, the player who initiated the final stage wins the game!