



RULES

Your enemy might have more experience on the battlefield, a sharper sword and a thicker shield – but they do not guarantee the compassion of the capricious gods. And without the favour of the gods, victory is little more than a blood bath.

Fortunately, this battle can be fought between friends and on a game board. Odin's Table is a two-player board game about Vikings and their gods. It offers strategic challenges and unpredictable plot twists, as Odin, Freya and the other gods bring their axes to the battlefield.

Odin's Table is a strategic board game in which two players go head to head, aided by the powers of the ancient Nordic gods!

The players do battle, trying to overcome the other player's protective energy. The winner is the one who first moves three game pieces into the opponent's Energy Row.

The player with the white pieces starts the game.

GAME BOARD

In the middle of the game board, there is a grid consisting of 5 rows and 6 columns. During the game, the players' game pieces move on this area. The outermost rows of this grid are the players' Energy Rows. The players' protective energy is stored on these rows.



CARDS

The game contains a 54-card deck that is divided by colour into two player decks with 27 cards in each (one deck per player). Each card has a value between 0 and 9. The card characters are named and illustrated according to Nordic mythology. Idunn and Loki (Cards 0 and 1) have special abilities described at the end of this rule book.

CARD SETUP IN THE BEGINNING OF THE GAME

Both players receive a card stand, called a Wall, that they assemble according to the instructions. It is placed with its back towards the game board. After the start of the game, the players keep the cards in their hand hidden from the other player behind this Wall. The cards are turned and revealed as they are placed on the card slots on the game board during battle.

Before the start of the game, the players shuffle their individual decks, then draw six random cards and place them face up on the card slots on their side of the game board. This gives them a chance to see their opponent's starting cards and plan their own starting set-up and strategy accordingly.

Now, both players collect their cards from the game board and place them behind their Wall in whatever order they wish. Each card behind the Wall is connected to a specific column on the game board. This is the players' starting set-up.

MOVING A GAME PIECE

The players choose, which one of them plays with the white and which one plays with the black pieces. The start the game with 6 game pieces each. In the beginning, both players place their game pieces in the spaces on their Energy Row.

On your turn, move one of your game pieces one space. You can move game pieces in all eight directions, also diagonally. There are three exceptions:

- A game piece must move forward when moving into or attacking a space on their own or their opponent's Energy Row.
- Game pieces cannot move between two of their opponent's pieces diagonally.
- You cannot move your game pieces into spaces occupied by your own pieces.

ATTACK

An attack means moving a game piece into a space occupied by the opponent's piece. The card for the corresponding column determines the strength of the attack.

When a player attacks their opponent's game piece, both players simultaneously reveal one card:

The defender reveals the card for the column that their game piece is on (by revealing a card on the corresponding slot on the game board)

The attacker does the same for the column from which the attacking game piece started the attack.

The revealed cards determine the outcome of the attack:

The winner is the player who has played the higher card.

In case of a tie, the player who attacked wins.

The losing game piece is captured and moved off the game board.

The winner's game piece stays in the space that was attacked!

Note! Loki's defence is different (see the end of this rule book).

Finally, the players place the used cards picture side up in their discard piles on the game board.

MOVING INTO OR ATTACKING AN OPPONENT'S SPACE ON THE ENERGY ROW

When a player moves a game piece onto a space on the opponent's Energy Row, the moving player's game piece stops; it cannot be moved or attacked during the rest of the game. If your opponent lost a game piece as a result of this action, they can now swap the places of two of their cards.

RESURRECTING A LOST GAME PIECE

A player can use their turn to resurrect one of their lost game pieces and place it on an empty corner space of their Energy Row, but only if they have an empty corner space available. Resurrecting counts as one turn, and they can't perform any other actions during that turn.

DRAWING A NEW CARD

If a player has an empty slot behind their wall, they draw a new card from their draw deck and place it straight in the empty slot. If the all cards from the draw deck are used, the discard pile is shuffled to make a new deck.

WINNING THE GAME:

The winner of the game is the player who first conquers 3 spaces on their opponent's Energy Row with their own game pieces!



9 - ODIN

The ruler of all things, the all-seeing all-father, is a god of poetry, wisdom and war, among other things. The one-eyed supreme god can disguise himself as a humble traveller or ride his eight-legged steed across the skies. You'll never know before it's too late.



8 - THOR

A son of Odin and the god of thunder who protects Asgard, the home of the gods. Thor is known for his fearsome war hammer Mjölnir – a powerful weapon that only he could wield. Thor is also known as a god of fertility and a protector of mankind.



7 - VIDAR

One of Odin's sons, the god of vengeance, who is foretold to avenge his father's death by killing the wolf Fenrir when Ragnarök is at hand. This silent god with one thick shoe is known almost as powerful as his father.



6 - TYR

Often referred to as a god of war, Thor's younger brother Tyr is a brave and wise god, who is often summoned by Viking warriors to help them in battle. Tyr sacrificed his hand when the monstrous wolf, Fenrir, bit it off.



5 - FREYA

Freya is a goddess of love, beauty, sex, war and gold. With the magic of seiðr she can see and influence the future. Freya rides a chariot pulled by two cats and possesses a magic cloak made of falcon feathers. It is wise to be friends with her.



4 - HEL

Hel is a daughter of Loki and the ruler of an underworld realm that bears her name. Hel's appearance is gloomy and fierce, which is appropriate for someone, who rules a realm dedicated for those who die of sickness and old age.



3 - BALDR

Yet another son of Odin, Baldr is a god that can't be hurt with any object on earth – except mistletoe. He sails the seas with nothing less than greatest ship ever built, and his hall, Breidablik, is told to be the most beautiful in the world. It is good to have a friend like Baldr.



2 - NJORD

Njord is a god in control of sea, seafaring, wind, fishing, wealth, and crop fertility. Though he lacks aggressive skills suitable for battle – it is very wise to stay in good terms with him – especially if you wish to conquer the seas like a proper Viking.



1 - LOKI

The beloved and feared god of mischief, Loki, is a trickster, shape shifter and the father of Hel, the wolf Fenrir and the world serpent Jörmungandr. Loki is feared among the other gods and his unpredictable behaviour makes him a questionable friend to mortals too.



0 - IDUNN

Idunn, the rejuvenating one, is the goddess of apples, youth, fertility, and spring. Without her, even the gods start to grow old and grey. Worshipping her will bring you luck. Who wouldn't like tasty fresh apples and eternal youth

SPECIAL CARDS

LOKI'S SPECIAL ABILITY: TRICKERY

If you attack Loki with a higher card, neither game piece is captured. Instead, the attacking and defending players' game pieces switch places. If both players reveal a Loki card, the player who made the attack wins, and the defensive player's game piece is captured.

IDUNN'S SPECIAL ABILITY: SCOUTING

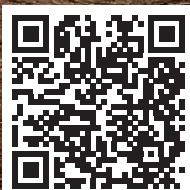
If you move a game piece onto or from a column guarded by an Idunn card, that card can be revealed on the game board and used, even if you're not attacking. With an Idunn card, a player can reveal one of their opponent's cards on the game board. The revealed card stays on the game board until it is used by the opponent, and no new card is placed behind the wall in its place before that. The revealed Idunn card is discarded at the end of the turn.

Note that if you lose an attack using an Idunn card, you cannot use its special ability. When using Idunn in an attack against a Loki card, Loki cannot use its special ability of trickery, but the player with Idunn loses due to the lower value of their card, and their game piece is captured.

Game Board
6 Black Game Pieces
6 White Game Pieces
2 Card Stands
54 Character Cards (2 X 27)



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