

CLANS OF MIDGARD



Clans of Midgard is a draft, write, and fight game in which players play as leaders of Viking clans seeking to gain glory! Conquer territory, fight monsters, sail the seas in your drakkar, collect powerful runes, and honor your warriors who have passed on to Valhalla. The player who best achieves these goals will be forever remembered as a Hero of the Viking Age!

COMPONENTS



1 double-sided gameboard
(2-3 players and 4 players)



24 rune cards



5 second-age-god cards



5 first-age-god cards



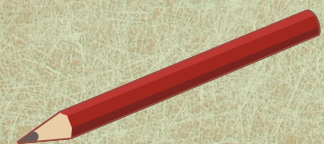
1 pad of score sheets



60 warrior cubes
(15 in each of 4 different colors)



1 valkyrie die



4 pencils

GAME SETUP

- 1 Place the map in the center of the table showing the side that matches your player count. The side for 2 or 3 players shows 3 Viking heads in the top right; the 4 player side shows 4 heads. Put the valkyrie die beside the board.
- 2 Give each player 1 score sheet and 15 warrior cubes in their chosen color.
- 3 Separate and shuffle the god cards into two stacks according to their First Age and Second Age backs.

Next you will make the god deck, which consists of two face-down Second Age cards at the bottom and two First Age cards on top (creating a god deck of 4 cards). Return the unused god cards to the box without looking at them.



- 4 Shuffle the deck of rune cards and set it near the game board.
- 5 You are ready to begin your saga!



HOW TO PLAY

Clans of Midgard takes place over four rounds. After the fourth round you will calculate your score based on the information you have recorded on your score sheet. The player with the most victory points (VP) wins the game.

Each round proceeds through the following four steps:

- 1 **Reveal God**
- 2 **Draft Rune Cards**
- 3 **Resolve Rune Cards**
- 4 **Battle for Territory**

REVEAL GOD

Reveal the top card of the god deck and place it where all players can see. This will determine what offerings will do this round. (Offerings are one of the icons that players can gain from choosing cards).

There are several parts to a god card: (1) name, (2) age, (3) and the text box with the special rules that the god introduces to the game.

Gods grant powerful abilities to the player who makes the greatest offering in the round they appear. Make sure to read the effects for each god carefully when the card is revealed.

More information about offerings and gods appears on page 6.



DRAFT RUNE CARDS

Deal each player a hand of rune cards. In a 2- or 3-player game deal 8 cards to each player*. In a 4-player game, deal 7 cards to each player.

2-PLAYER RULES

**In a 2-player game you also deal 8 cards face down to a dummy player named Helga. Helga will add warriors to the board based on the cards she receives but does not participate in card drafting or any other phases of play. Choose an unplayed color for Helga and deal her cards near those pieces.*

Set any leftover cards aside face down.

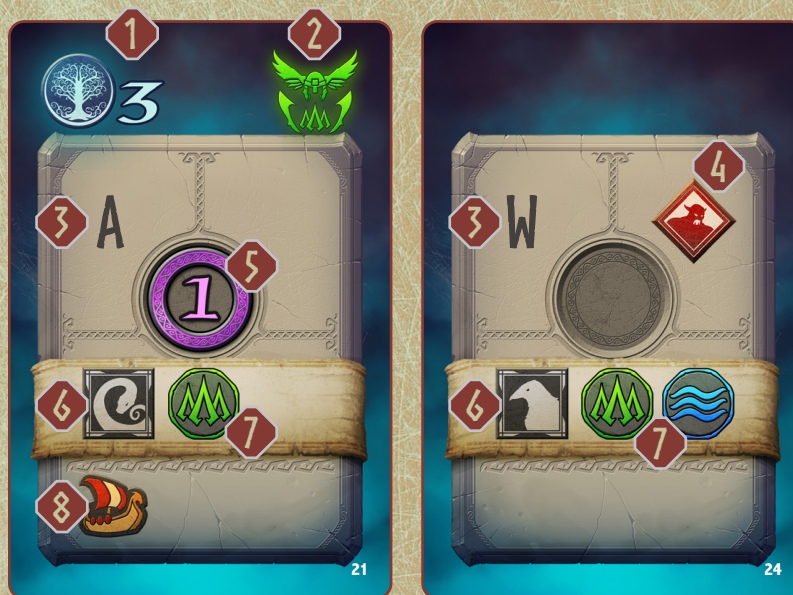
Next, select a card from your hand and place it face down in front of you. Once everyone has done this, all players pass the cards they did not pick to their neighbor.

In the first and third rounds, you pass cards clockwise. In the second and fourth rounds, you pass cards counterclockwise.

Repeat the process of picking one card, placing it face down, then passing the rest to a neighbor, until all of the cards have been selected and are face down on the table.

You are allowed to look at cards you have chosen already, just be careful not to mix up the cards you have picked with the cards in the hand you are picking from.

Each rune card has a unique combination of icons and values that represent the different benefits it provides. Each of the effects are briefly summarized below:



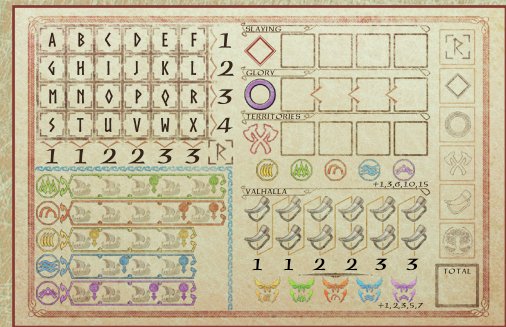
- 1 Offerings** win you the god for the round, if you have the most offering icons
- 2 Valkyries** grant you a battle bonus in the territory they correspond to.
- 3 Letters** grant victory points when you complete rows and columns.
- 4 Monsters** can be hunted in pairs and slain for victory points.
- 5 Glory** is worth VP, but only if you collect more than you did the previous round.
- 6 Clans** allow players to deploy warriors to territories on the map, but only the clan that you showed the greatest support for will allow you to deploy.
- 7 Territories** are where you deploy warriors on the map based on your clan support.
- 8 Drakkar** allow you to launch ships, deploying warriors to territories.

RESOLVE RUNE CARDS

During this step, players simultaneously mark their player sheets and deploy warriors based on the rune cards that they drafted.

MARKING ICONS

When an effect requires you to mark an icon, cross off the corresponding icon on your score sheet. Each of the markable areas of the sheet follow different rules. They are described in the corresponding sections below (rules for Valhalla horns are covered in the Battle for Territory rules).



To ensure nothing is missed, process the different icon categories in the order listed below:

◆ Offerings

Read the god card again to remind everyone of its ability. All gods have an effect on play that helps the player who made the greatest offering.

The player with the most offering **icons** on the rune cards they drafted has made the greatest offering and collects the God card for this round. The numbers next to the offering **icons** are only used for breaking ties: in case of a tie for most icons, the tied players compare the sums of these numbers and the higher sum is the winner. If there is still a tie the player with the single highest numbered offering wins the tie.

Offering Example #1

Bjorn and Astrid each have two offerings. Bjorn has the 3 and 4 and Astrid has the 1 and 5, Bjorn's offerings have the greatest value (7) and therefore Bjorn wins the tie for greatest offering.



Offering Example #2

Bjorn and Astrid each have two offerings. Bjorn has the 3 and 4 and Astrid has the 2 and 5, They are also tied in value (7) but Astrid has the single highest value among the them. Therefore Astrid wins the tie for greatest offering.

2-PLAYER RULES

In the rare case that neither human player has any offerings, the god is discarded without effect.