

SPOILS OF WAR





SPOILS OF WAR

AN EXCITING DICE GAME OF BIDDING, BLUFFING, AND BETTING

*The raid is over, and the victorious Vikings gather in the chieftain's tent to divide the **Spoils of War!** Piled high on a massive oak table are the best treasures taken during the raid; gleaming gems, shiny swords, fine armor, and magical artifacts!*

Once strong allies, the Vikings are taken by greed, and soon a heated debate ensues – who will get what spoils? Fists pound the table, insults are made, and tempers rise!

*Fortunately, they devised a way to resolve this difficult task many years ago – they will play a game of chance and skill to decide who will claim the best treasures. Let the **Spoils of War®** begin!*

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Spoils of War!

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GAME COMPONENTS

- 126 Treasure Cards representing weapons, jewelry, armor, artifacts, and other treasures to be divided up.
- 1 Viking Chief Marker
- 35 6-sided Dice
- 5 Viking Dice Cups
- 5 Viking Screens used to conceal your Gold and dice from other Vikings.
- 93 Gold Coins in 3 denominations:
 - 18 “10” coins
 - 40 “5” coins
 - 35 “1” coins
- 5 Betting Disks, each has a blue Declare side and a red Challenge side.
- 4 Markers (1 “Copy” and 3 “Cancel”)



THE TREASURE CARDS

Each card shows the following information:

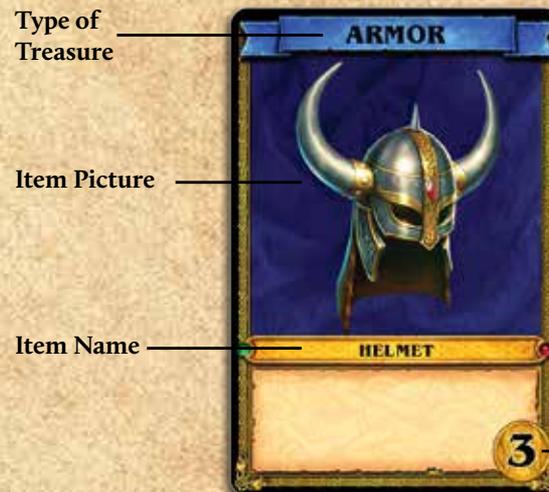


There are 5 types of Treasure cards. The type of Treasure is shown at the top of the card. Each type has a distinctive colored banner: Blue for Armor, Purple for Artifacts, Green for Dragon Eggs, Orange for Jewelry, and Red for Weapons.

There are 4 different items of each type. For example, Jewelry Treasure cards can be Crowns, Armbands, Rings, or Pendants. Each item has a different picture.



The Gold Value is how much that item is worth at the end of the game.



Stage

There are 3 different backs for Treasure cards, depending on what Stage the card belongs to: Stage 1, Stage 2, or Stage 3. The **Stage** tells you *when* the card is used during the game. Treasures from later Stages are more valuable!

Artifacts

Artifacts are a special type of Treasure. Most of them are unique, with a distinct name and picture. Each Artifact has a special ability, described in the box at the bottom of the card, which can be used by the Artifact's owner.

The length of time that an Artifact's ability can be used is determined by the **effect duration** shown on the card.

You may notice that all Artifacts have a special icon on their back to distinguish them from other Treasure cards. This way, the Vikings can tell which cards are Artifacts, but they can't see which Artifact it is! Artifacts are treated the same way as other Treasures, except for the rules described under "Using Artifacts" on page 12.



This icon denotes that this is an **Artifact** Treasure



Item Name

TRAITOR'S DAGGER

Special Ability

At the end of the Reveal Bets Step, you may change whose side you are on (as long as you are not the Challenger or Declarer).

Effect Duration

1x

Gold Value

2

SETTING UP THE GAME

1. Give each Viking a dice cup, a screen, and a betting disk.
2. The owner of the game becomes the first **Viking Chief** and takes the Viking Chief marker. The Viking Chief manages the Treasure Piles and has a few advantages.
3. Give each Viking a number of dice depending on the number of Vikings:

Number of Vikings	Number of Dice
3	10
4	8
5	6



4. Choose one Viking to be the **Purser** for the entire game. The Purser handles all of the money and gives each Viking **70 Gold** to start with, as follows: Five of the “1” Gold coins, Seven of the “5” Gold coins, and Three of the “10” Gold coins. Vikings should keep their Gold behind their screen, hidden from their opponents.

The remaining Gold stays in the “Treasury”, next to the Purser.

During the game, at any time you may request the Purser to make change for you from the Treasury. For example, you could give the Purser a “5” Gold coin and request Five “1” Gold coins.

5. Set up the **Treasure Piles**. The Viking Chief divides the Treasure cards into 9 equal-sized Treasure Piles, following these steps:

- Each Treasure card has a Stage number on the back: 1, 2, or 3. Separate the Treasure cards into 3 decks, according to their Stage numbers.
- Shuffle each Stage deck separately and place them face-down.

*Remember that **Artifact cards** have a special icon on their back, but they are still shuffled with the other cards from their Stage!*

- From each Stage deck, count out 3 Treasure Piles of cards, each with the number of cards shown on the following table:

Number of Vikings	Number of Cards per Pile
3	7
4	9
5	11

For example, in a 4-Viking game, each pile will have 9 cards. Keep the Treasure Piles face-down. Place any remaining cards back in the box without revealing them—they are removed from the game.

- Place the Treasure Piles in a line so you have 9 piles, 3 for each Stage, starting with Stage 1 and ending with Stage 3.

Now you are ready to begin!



Treasure cards separated by Stage into 3 decks, and shuffled.



Make 3 equal piles for each Stage.

Place the remaining cards in the game box.



When you are finished, your Treasure pile setup should look like this:



3 Treasure Piles for Stage 1

3 Treasure Piles for Stage 2

3 Treasure Piles for Stage 3

Example: For a 4 player game, each pile will have 9 cards in it.



PLAYING THE GAME

Spoils of War is played over the course of 9 Rounds. During each Round, the Vikings roll dice, make declarations about their dice rolls, place bets, then divide the Treasure based on how well they bet. After 9 Rounds, the Viking with the most Gold and Treasure Stash wins!

Game Rounds

Each Round is split into 7 steps, which are played in order:

1. Treasure Setup
2. Roll Dice
3. Bidding
4. Place Bets
5. Reveal Bets
6. Reveal Dice
7. Divide the Spoils!

Step 1: Treasure Setup

Vikings love treasure! But it wouldn't be much fun to bid on all the treasure at once. Instead, each Round only one Treasure Pile is available for the Vikings to split up.

The Viking Chief takes next Treasure Pile and spreads them out on the table so everyone can see them. This is called the "Active" Treasure Pile. For convenience, keep Treasures of the same **type** together.

On the first Round of the game he will take the first Treasure Pile for Stage 1, on the *far left*. On each successive Round, he takes the next Treasure Pile in line. On the 9th Round he will take the 9th Treasure Pile, a Stage 3 Pile on the *far right*.

All *normal* Treasures are turned **face-up** so the Vikings can see what they are, but *Artifacts* are placed **face-down**, so that none of the Vikings know what they are.

Step 2: Roll Dice

All Vikings roll their dice at the same time. Try not to let the other Vikings see your dice! You can use your dice cup to cover and hide your dice after you roll.

5

Note: During the game, some Artifacts may enable you to roll more dice. Also, during this step, some Artifacts may allow you to re-roll your dice.

Starting Setup for 4 Vikings



Step 3: Bidding

Now the Vikings test their wits (and bluffing skill) by trying to guess how many dice of each value are in play—including the dice hidden by the other Vikings! This takes guts, because you only know what's on the dice under your own cup.

The Viking Chief now **chooses which Viking must make the first bid**. He may choose himself, if he wishes.

The chosen Viking makes the first **bid**: He must announce, out loud, a **quantity** of dice and a **value** of dice that he believes are in play, counting **all of the dice for all of the Vikings in the game**.

In other words, you are not bidding only on the dice under your own cup. You must consider and bid on **all of the dice under all of the Vikings' cups**!

Example: Lance declares, "Six 4's!" He believes that there will be **at least six dice** that show the number "4" on them when **all dice of all Vikings** are revealed. If there are only five (or fewer) dice with the number "4" showing when the dice are revealed, Lance will lose his bid. But if there are 6 (or more), his bid will win!

The Viking to the left of the first bidder now must either **bid higher** or **challenge**.

Viking Table Talk

Vikings are permitted to talk to each other about their dice bids and their bets during the course of the game. However, they cannot show their bet to another Viking until the "Reveal Bets Step", and they cannot show their dice to another Viking until the "Reveal Dice Step". You won't know who is lying and who is telling the truth until bets and dice are later revealed! Note that some Artifacts allow you to peek at other Vikings bets or dice!

Bidding Higher: A higher **quantity** of dice is **always** a higher bid. If the quantities of dice are equal, then the higher **value** of dice determines which bid is higher.

If the next Viking bids higher, then the Viking to *his* left must **bid higher** or **challenge**. Bidding continues around the table, going clockwise to the left, with bids getting higher and higher, until a Viking refuses to bid higher and makes a **challenge**.



"Three 2's" is a higher bid than "Two 4's", because the **quantity** of dice is higher. As long as the **quantity** of dice is higher, the bid is **always** higher—regardless of the **value** of the dice.



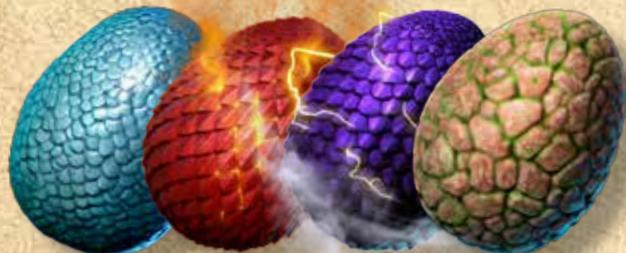
A bid of "Three 5's" is lower than a bid of "Four 3's". "Four 3's" have a higher **quantity** of dice. In order to bid higher than "Four 3's" you would need to bid at least "Four 4's" (same **quantity**, higher **value**).



"Four 5's" is a higher bid than "Four 3's". Since the **quantity** of dice is the same (four), use the **value** of the dice to determine which bid is higher. 5's are a higher **value** than 3's.



"Three 4's" is not a higher bid than "Three 5's". Since the **quantity** of dice is the same, use the **value** of the dice to determine which bid is higher. 4 is a lower **value** than 5. To outbid "Three 5's", you'll need to bid "Three 6's" (same **quantity**, higher **value**) or "Four 1's" (any bid with a higher **quantity** of dice is **always** a higher bid).



Challenge: When you challenge, you are claiming that there is no way there are that many dice of that value in play.

When you give a challenge, you become the “**Challenger**”, and the Viking to your right, who made the last bid, becomes the “**Declarer**”.

Example: Lief made a bid of “Five 3’s. Hildr, to his left, challenges him. Lief is the **Declarer**, and Hildr is the **Challenger**.

The Bidding Step ends as soon as any Viking **challenges**.

Step 4: Place Bets

Now it’s time to put your money where your mouth is! Using whatever clues you might have picked out during the last step, you must guess which Viking is correct, and figure out how confident you are in your guess!

Once a challenge has been made, **every** Viking must *secretly* and *simultaneously* place a bet.

Take your betting disk and place it with the side you think is correct facing upwards—**blue** for the **Declarer**, or **red** for the **Challenger**. Of course, the **Declarer** and the **Challenger** are already locked in: they must bet on their own side!

Then, decide how much of your Gold you want to risk and place it on top of your betting disk. **You must bet at least 5 Gold** (that’s your “ante” so you always have a little “skin in the game”!). Your maximum bet is the amount of Gold you have left.

Make sure the other Vikings can’t see your bet! Cover your betting disk and Gold with your hand when you’re ready. Use your Viking screen to conceal your remaining Gold, so that other Vikings cannot see how much Gold you have left.

Example: All Vikings secretly make their bets: Lief doesn’t feel very confident, so he only bets 5 Gold; Hildr is much bolder, betting 20 Gold; Olaf decides to bet 10 Gold on Hildr being correct, while Lance sides with Lief, also betting 10 Gold.



“I challenge!”

Hildr —



Hide your bet!



Lief is the Declarer



Hildr is the Challenger



Olaf is betting on the Challenger’s side



Lance is betting on the Declarer’s side

Step 5: Reveal Bets

After a dramatic pause, all Vikings simultaneously reveal their bets by lifting their hands off of their betting disks.

This can be a terrible surprise for some Vikings, when they find out most of the other Vikings are betting against them!

Step 6: Reveal Dice

Now it's the moment of truth: which Viking is correct? The Declarer... or the Challenger?

Starting with the Declarer, and going clockwise around the table, each Viking lifts their dice cup to show their dice for all to see. All of the dice are compared to the **Declarer's bid**:

- If there are *at least* as many dice of the **value** bid, then the **Declarer** and everyone who bet on their side, wins!
- If there are *fewer* dice of the **value** bid, then the **Challenger** and everyone who bet on their side wins!

Example: All of the dice are revealed and there are six dice showing the number 3! Lief and Lance win the bet!

Step 7: Divide the Spoils!

Now for the fun part—dividing the spoils of war!

First, each Viking on the losing side must give up the Gold on their betting disk to the Purser, who places it in the Treasury. The winners keep the Gold on their disks.

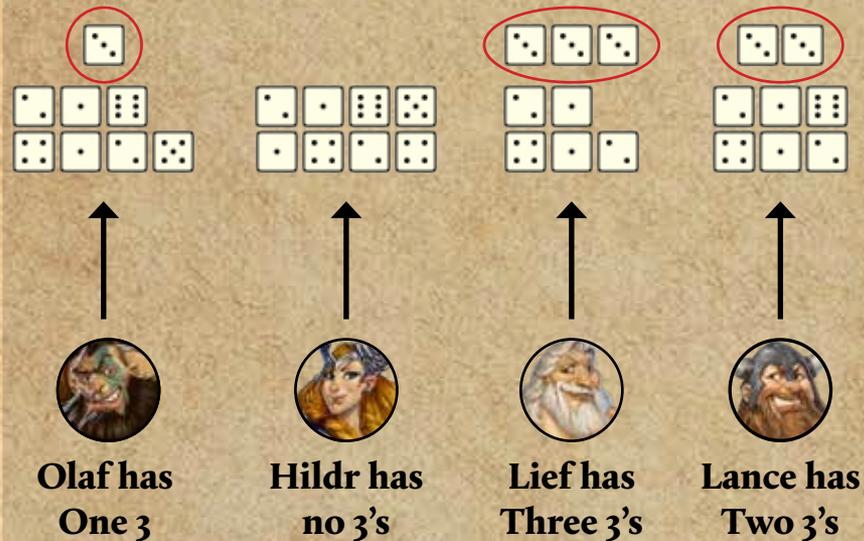
Example: Since Hildr and Olaf were on the losing side, they both lose their bets, which go to the Treasury. Lief and Lance leave their bets on their betting disks.

Next, the Viking on the *winning* side who bet the **most** Gold becomes the new Viking Chief and takes the Viking Chief marker. If more than one Viking bet the most Gold, the one who is closest to the winning Challenger or Declarer, going clockwise, becomes the new Viking Chief.

Example: Lance won and also bet the most Gold, so he becomes the new Viking Chief!

Now, each Viking on the winning side gets to take Treasures from the Active Treasure Pile (of course, the losing side gets nothing!), in order from the highest to lowest **bet**. The (new) Viking Chief always picks first, followed by the next highest bettor, and so on. If other Vikings tie (have bet the same amount of Gold), the one closest to the new Viking Chief, going clockwise, gets to pick first.

After revealing all of the dice, there are Six 3's!



The Viking Chief gets to take **three** Treasures. The other winning Vikings get **two** Treasures **each**. When it is your turn to choose Treasures, you **must** take **all** Treasures you are entitled to take (*it is an insult to the Viking Code of Honor not to take Treasure!*). The Viking Chief oversees the division of the spoils to ensure that each Viking takes all of their Treasures, in the correct order.



The Treasures you take are placed on the table in front of you in your **Stash** (see “Treasures” on page 10). Then take back the Gold on your betting disk to show you have finished taking your Treasures. Place it with your remaining Gold to be used again in later Rounds.

You can choose face-up Treasures, or take a chance on the face-down Artifacts. If you take an Artifact, look at the card and place it face-down in your Stash so the other Vikings don't know what you have. You can always look at your own Artifacts at any time.

After all the winning Vikings take their Treasures, the remaining Treasures are placed face-down in the **Leftover Treasures** pile (see “Treasures” on page 10).

Example: Lance gets to choose Treasures first, and he must take three Treasures. He chooses a Crown, a Battle Ax, and a face-down Artifact which he examines before adding it to his Stash. Then Lief takes two Treasures, avoiding the risk of the unknown Artifact and taking the Sea Dragon Egg and a Shield. The four remaining Treasures all go to the Leftover Treasures.

Lance



Lief



Unclaimed Treasures move to the Leftover Treasures face-down



After the spoils have been divided, the Round ends. If there are any Treasure Piles left to claim, the new Viking Chief begins the next Round with the Treasure Setup Step.

If all of the Treasure Piles are gone, the game ends (see “The End of the Game” below).

THE END OF THE GAME

Once all the Treasures have been divided up, it's time to find out which Viking was the most clever and wins!

After the ninth Round is complete, all Vikings get a final chance to reveal Artifacts and use Artifact abilities. All Artifacts **must** be revealed at this time.

If several Vikings want to reveal or use Artifacts at the same time, they are resolved one by one, starting with the Viking Chief and going around the table to the left, in a clockwise fashion. Each Viking can use only one Artifact at a time. Continue going around the table, until all Vikings have “passed” and have finished using any Artifacts they want to use. *Use this same method of resolution during the game whenever two or more Vikings want to use an ability at the same time.*

After all Artifacts have been revealed, and Vikings are finished using any Artifact abilities, then it's time to count each Viking's worth! At this time, Vikings can no longer use any Artifact abilities.

Vikings reveal their remaining Gold for all to see. Then, the Purser gives each Viking any **bonus Gold** they earned for the Treasures they have collected from the Treasury (see “Treasure Bonuses” on page 11).

After all bonuses are paid, each Viking adds up their total Gold value:

1. Add up all the Gold coins you have.
2. Add the Gold Value of every Treasure card in your Stash. The Gold Value is listed in a small gold coin on the bottom right side of the card.

The Viking with the highest total is the winner of the game!

If there is a tie, the tied Viking with the **most** Treasures wins. If this is also a tie, then the tied Viking with the highest single value Treasure card wins. If this is also a tie, compare the second highest-value card, and so on.

Treasures

Treasure cards will always be in one of four places during the game:

Treasure Piles: There are nine Treasure Piles, three for each of the three Stages of the game. Treasures begin the game in these piles.

Active Treasure Pile: Each Round, one Treasure Pile is spread out for all the Vikings to see, with regular Treasures turned face-up and Artifacts kept face-down. During the **Divide the Spoils!** Step, the Vikings on the winning side will choose from these Treasures.

Treasure Stash: Each Viking has their own pile of Treasure cards, kept in front of them, called their **Stash**. Your Stash includes all the Treasures you own. Most will be face-up, but your Artifacts may be face-down. You may want to keep your Treasures sorted in groups by type.

Sample Viking's Treasure Stash



Regular Treasures remain face-up

Artifact Treasures remain face-down unless activated

You can always look at all the Treasures in your own Stash (face-up or face-down). You may also look at all **face-up** Treasures in the other Vikings' Stashes. You *cannot* look at any **face-down** Artifacts that belong to the other Vikings, unless an Artifact allows you to.

Leftover Treasures: Any Treasures not taken by the Vikings during the **Divide the Spoils!** Step go into a pile to the side of the play area. These cards are always kept face-down, regardless of what type of Treasures they are. Vikings cannot look at these Treasures unless an Artifact allows them to.

Note: The *Leftover Treasures* does **not** include the Treasures removed from the game during setup.



Running Out of Gold

It's possible for an unlucky or unwise Viking to run low on Gold by making a lot of poor bets.

If a Viking is unable to make the minimum 5 Gold bet during the Place Bet Step, he bets as much as he has (which may be only a few Gold pieces or even no Gold). He can continue to play the game, but because he cannot afford the minimum bet, if he wins, he chooses his Treasures **last**.

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TREASURE BONUSES

Vikings are hoarders and love to collect one of every type of Treasure!

Conqueror's Hoard

A set of **all five different Treasure types** (at least 1 Weapon, 1 Armor, 1 Dragon Egg, 1 Jewelry, and 1 Artifact), is called a **Conqueror's Hoard**, and you get a bonus of **8 Gold**!



If you have **additional** Conqueror's Hoards, each one grants you an additional bonus of **8 Gold**. For example, if you have two complete Conqueror's Hoards (at least 2 Weapons, 2 Armor, 2 Artifacts, 2 Dragon Eggs, and 2 Jewelry cards), you get **16 Gold**.

Treasure Sets

Vikings love to collect complete sets of Weapons, Armor, Jewelry, and Dragon Eggs!

Each Treasure **type**, except Artifacts, includes four different kinds of items. If you are able to collect any **3 different** items of the same Treasure **type**, you have a **Partial Set** of that Treasure, and you get a **6 Gold** bonus. If you manage to collect **all 4 different** items of the same Treasure **type**, you have a **Complete Set** of that Treasure, and you get a **12 Gold** bonus **instead**.

For example, the **Jewelry** Treasure type includes Crowns, Armbands, Pendants, and Rings. If you collect **three different** Jewelry items—like a Crown, an Armband, and a Pendant—you have a **Partial Jewelry Set** and get a **6 Gold** bonus.

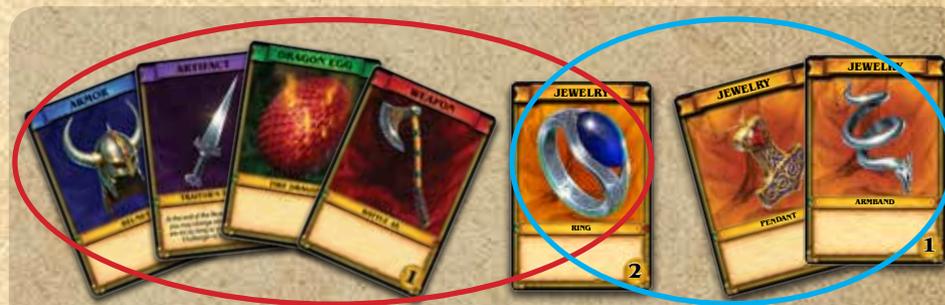
But, if you collect at least one each of all four **Jewelry** items (at least 1 Crown, 1 Armband, 1 Pendant, and 1 Ring), then you have a **Complete Jewelry Set** and get **12 Gold** instead.

You can collect multiple Treasure Sets, gaining bonus Gold for each one.

Example: At the end of the game, Bjorn has collected 3 Crowns, 3 Armbands, 2 Rings, and 1 Pendant. That makes a **Partial Jewelry Set** of 3 items, and a **Complete Jewelry Set** of 4 items, so he gets a total bonus of **18 Gold**.

Artifacts **never** provide a Treasure Set bonus. However, they **do** count towards the Conqueror's Hoard bonus.

Note: A card can count towards both a **Conqueror's Hoard** and a **Treasure Set** at the same time. For example, you can use a Ring as a Jewelry card for completing a **Conqueror's Hoard** (1 of each Treasure type) and simultaneously use it as a Ring, along with a Pendant and an Armband, to complete a **Partial Jewelry Set**.



Conqueror's Hoard = 8 Gold

Partial Jewelry Set = 6 Gold



Partial Set = 6 Gold



Complete Set = 12 Gold

USING ARTIFACTS

Artifacts are magical treasures, each providing its owner with a special ability or effect, printed on the card below the picture.

Artifacts have no effect as long as they are **face-down**. You must **reveal** the Artifact (turn it face-up) in order to use its special ability. The revealed card is placed face-up in front of you for all Vikings to see.

Example: Sven has the Huginn Artifact, which allows him to roll an extra die each Round, but only if he reveals it first!

The Artifacts you own are always part of your Stash, whether they are face-down or revealed.

If an Artifact mentions a **bid**, it refers to a **dice bid**; a declaration of a **quantity** and **value** of dice made during the Bidding Step. If it mentions a **bet**, it refers to a bet placed during the Place Bets Step, which includes **whose side you are on** and the **amount of Gold bet**.



Revealing Artifacts

Normally, revealing an Artifact is **optional**, and can be done at any time. Some Artifacts **must** be revealed at a specific time or under certain conditions (and then they automatically activate their effect!).

Be careful! If you reveal a one-time Artifact when its effect cannot occur, the ability is lost!

Once an Artifact has been revealed, it **must** remain revealed for the rest of the game, even if another Viking takes it away.



Effect Duration

Continuous: An Artifact with this symbol has a **continuous effect**, which applies for the rest of the game for whoever owns that card. Continuous effect Artifacts can only be used **once** each game Round, even if they change ownership.



Continuous

One-Time: An Artifact with this symbol has a **one-time effect**. When you reveal it, the ability takes effect **immediately!** After taking effect, that Artifact no longer provides any special ability, even if another Viking takes control of it.



One-Time

When a one-time Artifact is face-up, that means that its ability has been used and it cannot be used again. It will remain face-up for the rest of the game.

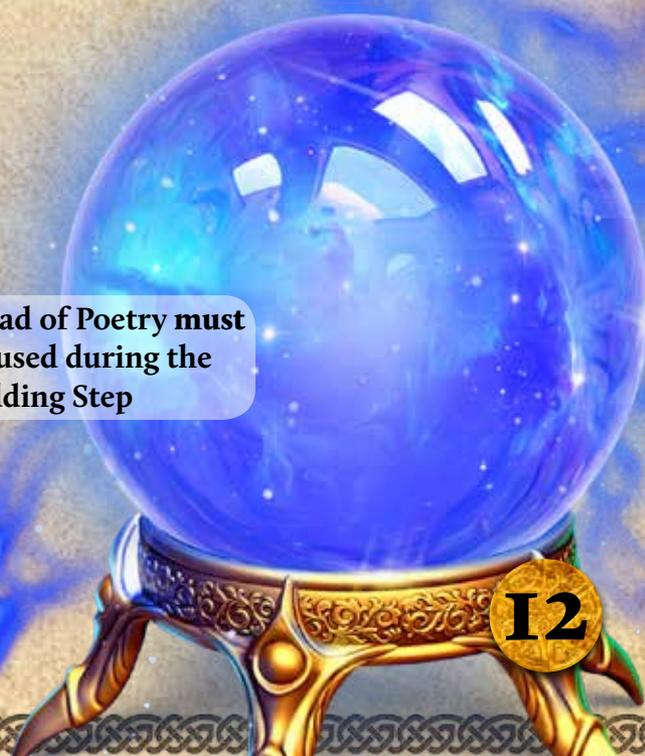
Stealing Treasures

Some Artifacts allow you to look through another Viking's Stash and take (steal), or trade for, a Treasure card. If you take another Viking's Treasure, it becomes part of *your* Stash and is no longer part of *theirs!* When you look through another Viking's Stash, you can look through both face-up and face-down cards. Do not let anyone else see your victim's face-down cards.

If you take a face-down card from another Viking, it remains face-down (until you reveal it). If you take a face-up card, it must remain face-up.



Mead of Poetry must be used during the Bidding Step



SPECIAL RULES

More Players!

Spoils of War is fully expandable! Just combine 2 sets and you can play with up to 10 players! 6-8 players is an ideal number for an expanded game.

All players receive a full 6 dice at the start of the game. Shuffle all of the cards together from both sets. Use this table to determine the number of Treasure cards in each Treasure Pile during setup:

Number of Vikings	Number of Cards per Pile
6	13
7	15
8	17
9	19
10	21

Three Player Games

The following Artifacts should be removed from the game when playing with 3 players: **Traitors Dagger**, **Norn Orb**, and **Heimdall's Spyglass**.

Step Bidding

Some Vikings like to “jump the bid” and go directly to a bid that is extremely high, such as “Eight 4’s” in a five-Viking game. When this happens, there is usually a challenge fairly quickly, and some Vikings may not get to bid, nor is there much information passed around the table. If Vikings are “jumping the bid” too often, try this optional rule, which can create more opportunities for bluffing and Viking interaction:

The first bidder **must** start by making a bid where the quantity of dice is **equal** to the **number of Vikings**. For example, if there are four Vikings, you **must** bid **four** dice, such as “Four 4’s” or “Four 2’s”. You cannot bid “Five 2’s”.

Each Viking may not bid a **quantity** of dice more than **one** higher than the preceding bid. For example, if the last bid was “Five 4’s”, you could bid “Five 5’s” or “Six 2’s”, but you cannot bid “Seven 2’s”.

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GLOSSARY

Dainsleif: You may use Dainsleif at the end of the Reveal Dice Step (**before** the Divide the Spoils Step), if you are on the losing side, to look through one winner's entire Stash (face-up *and* face-down). Then, you **must** trade this card for one of theirs. The new owner of Dainsleif may use its ability in a later Round.

Draupnir: The Treasure is taken from those remaining at the end of the Divide the Spoils Step, before they go to the Leftover Treasures, but **after** the winning Vikings have taken their Treasures. You may take a Treasure regardless as to whether you won or lost this Round.

Frejya's Mirror: You *cannot* copy an unrevealed Artifact. Mark the copied Artifact with the **Copy** marker. The Copy marker moves with that card if another Viking takes it. Frejya's mirror immediately gains the copied Artifact's ability. You can copy an Artifact's ability, even if the Artifact was canceled by a *Sampo Talisman*. If you copy a **continuous** Artifact, Frejya's Mirror gains that ability for the rest of the game. If Frejya's Mirror is later canceled by a *Sampo Talisman*, it loses that continuous ability. If you copy a **one-time** Artifact, you may use the copied Artifact's ability **immediately** (if you can), and then you cannot use that ability again for the rest of the game.



Heimdall's Spyglass: Once each Bidding Step, when it is your turn to bid, you may first look at any one Viking's dice roll. Be careful not to let the other Vikings see the dice. Then, make a bid or challenge as normal. *Remove this card in 3-player games.*

Huginn: As long as you have Huginn, you roll one more die, taken from those set aside during setup. If another Viking takes Huginn, you lose the extra die (and they gain it!).

Idun's Gold Apple: You may look through the Viking's entire Stash (face-up *and* face-down). Then, you **must** trade this card for one of theirs.

Jarnglofar: You may look through the entire Leftover Treasures pile, but you may only take a card from the Stage specified on your Jarnglofar card. If there are none, you do not get a card.

Loki's Die: Immediately after you reveal your dice during the Reveal Dice Step (**before** the next Viking reveals theirs), you may change one of your dice to show any value (for example, if you rolled 1, 3, 3, 4, 5, 6, you could change the "4" to a "3" and thus have Three 3's!).

Loki's Gold: Choose a non-Artifact item. Loki's Gold counts as that item **and** an Artifact at the same time for the rest of the game. This allows it to count towards more than one bonus. For example, you could choose *Pendant* to complete a **Jewelry Set** and Loki's Gold also counts as both a *Jewelry* and an *Artifact* towards a **Conqueror's Hoard**. If Loki's Gold is later canceled by a *Sampo Talisman*, it loses the item it was representing and only counts as an Artifact.

Loki's Mask: Use immediately after a Viking makes a dice bid during the Bidding Step, but before the next Viking makes his dice bid. You "steal" his bid (both **quantity** of dice and **value**—if they bid "Five 4's", then your bid becomes "Five 4's"). The order of bidding changes, with you becoming the current bidder. Bidding then continues normally with the Viking to your left raising the bid or challenging you.

Lucky Dragon's Tooth: Immediately after you roll your dice, you may choose to re-roll 1 or 2 dice. If you have two Lucky Dragon's Tooth Treasures, you may use them one after the other, re-rolling the same dice or other dice with the second one. You *cannot* re-roll the dice rolled for *Megingjord*.

Mead of Poetry: Use this at any time during the Bidding Step. All the **other** Vikings **must immediately** reveal exactly 2 dice: their **highest** and **lowest** (for example, if they rolled 2, 3, 4, 5, 6, 6, they must reveal the 2 and a 6. If they rolled all 5's, they would have to reveal two 5's). Revealed dice are placed in front of them for all to see. **You** do not reveal any dice when **you** use Mead of Poetry.

Megingjord: The extra 6 dice can be borrowed from yourself or another Viking, using any dice which do not match the current bid. After rolling them, they are added to all of the other dice to see if the bid is correct.

Muninn: See **Huginn**.

Norn Orb: At the end of the Place Bets Step (after all other Vikings have placed their bets), you may look at another Viking's bet (both the amount and which side they bet on). Then, place your own bet. *Remove this card in 3-player games.*

Odin's Chalice: If you use this to change one of your dice **and** you win your bet this Round, you **must** give Odin's Chalice to a Viking who lost this Round. If you lost (or chose not to use Odin's Chalice this Round), you keep Odin's Chalice. Whoever owns Odin's Chalice may use it again in future Rounds!

Odin's Eye: You can use this once per Round **at any time** to peek at **one** face-down card, either in the Active Treasure Pile or in any Viking's Stash, then return it face-down. Be careful that the other Vikings cannot see the card.

Sampo Talisman: Cancel the ability of one revealed Artifact (such as *Muninn*, causing its owner to lose the extra die!). You can use Sampo Talisman to interrupt a Viking who just announced they are using an Artifact to cancel its ability **before** it takes effect. Place the **Cancel** marker on the canceled card, which loses its ability for the rest of the game. The marker moves with that card if another Viking takes it. A Sampo Talisman can cancel another Sampo Talisman! A cancelled Artifact card still counts as an Artifact for end game bonuses and the owning player still receives its Gold value as well for end game scoring.



Singing Lyre: If your opponent bids "Four 5's", you may ask them to reveal two dice showing the number "5". If they reveal the two dice, they show them to all Vikings, then you must give the Singing Lyre to them. If they **do not** reveal the two dice, they **must** pay you 5 Gold and you keep Singing Lyre. Whoever owns Singing Lyre may use it again in future Rounds!

Stones of Fate: You can only use Stones of Fate at the beginning of a Round, **before** you roll your dice. You must roll your dice without looking at them, and you cannot look at your dice until the Show Dice Step. This overrides any other card that requires or allows you to look at your dice. For example, if another Viking plays Mead of Poetry, you would not look at or reveal any dice. If you win your bet this Round, when you choose Treasures you take one additional Treasure (for example, if you are the Viking Chief, you take 4 Treasures when it is your turn to choose). If Stones of Fate is canceled by a Sampo Talisman before you take Treasures, you will not get the extra Treasure!

Tarnkappe: This lets you skip your turn during the Bidding Step. Bidding continues normally with the Viking to your left. If that Viking challenges, they challenge the Viking to your right, not you. If the bid comes around to you again, you must bid or challenge as normal.

Traitor's Dagger: After you see everyone's bet (but before dice are revealed), you may use this to change which side you are on (Declarer or Challenger) by flipping your betting disk. You cannot change how much Gold you have bet. You **cannot** use Traitor's Dagger if you are the actual Challenger or Declarer this Round. *Remove this card in 3-player games.*

Game Round

- Step 1: Treasure Setup
- Step 2: Roll Dice
- Step 3: Bidding
- Step 4: Place Bets
- Step 5: Reveal Bets
- Step 6: Reveal Dice
- Step 7: Divide the Spoils!

End Game Bonuses

Conqueror's Hoard



One of each Treasure type = 8 Gold

Treasure Sets



Partial Set = 6 Gold



Complete Set = 12 Gold

Treasure Types

Jewelry



Crown



Armband



Ring



Pendant

Armor



Helmet



Chain Mail



Shield



Bracers

Dragon Eggs



Mountain
Dragon



Fire
Dragon



Storm
Dragon



Sea
Dragon

Weapons



Battle Ax



Longbow



Great Spear



Broadsword