

VIKING GAMES

Overview

Players take turns drawing from the card supply in the middle of the table and then either playing the card or discarding the card. During the game, players try to hit other players with Viking Axes, because when a player is hit with enough Axes they are out of the game. When there is only one player left, that player wins the game.

Contents: One (1) rule booklet, 120 playing cards:



10 Wench cards



30 Single Axe cards



15 Triple Axe cards



15 Armory cards



10 One Shield cards



25 Double Axe cards



3 Four Shield cards



7 Two Shield cards



5 Three Shield cards

Playing the Game (3-7 players)

Shuffle all 120 cards and place the stack face down in the center of the table as the draw pile. Players randomly choose a starting player and play continues clockwise. Play continues until only one player remains.

On a player's turn, the player must draw a card from the draw pile. If the card may be played, the player must play the card. If the card cannot be played, the card is discarded, face up, next to the draw pile. Played cards are resolved and play moves to the left. If the draw pile is depleted, the discard pile is shuffled and placed as a new draw pile.

If the drawn card is a Single, Double or Triple Axe card, the player throws the Axe(s) at another player of their choice. If the other player is not protected by Shields, the other player is hit by the Axe(s), either one (1), two (2) or three (3) hits, and places the card in front of them.

If the other player is protected by Shields, each unused Shield blocks an Axe. If the number of Axes thrown is less than the number of unused Shields, the Axe card is placed on the Shield card to indicate the number of Shields used (this may require rearranging cards). If the number of Axes thrown is equal to the number of unused Shields, the Axe and Shield cards are discarded. If the number of Axes thrown is greater than the number of unused Shields, the Shields are used up and discarded, and any remaining Axes hit the player (this may require rearranging cards).

If a player has been hit by 10 or more Axes, they are considered out, and all of the cards in front of them are discarded.

If the drawn card is a Shield card, the player places it in front of them for protection against one (1), two (2), three (3) or four (4) thrown Axes, as indicated by the number of Shields on the card. A player may have any number or combination of Shield cards in front of them.

If the drawn card is an Armory card, the player may discard it immediately to draw and play another card, or the player may place the card in front of them and then on a later turn the player may discard the Armory card to draw and play a second card. If the player already has an Armory card in front of them, the card is discarded with no effect. A player may have only one (1) Armory card in front of them at a time.

If the card is a Wench card, the player may use the Wench to remove another player's Armory card, and both cards are discarded, or the player may select another player and that player is skipped and loses a turn. A player who has been skipped must be allowed to play at least once before being skipped again.

Playing the Game (Strategic Variant)

After shuffling the cards, deal each player two (2) cards. Play continues according to standard rules, with a player drawing a card and then playing or discarding a card. For example, a player draws a card and places it in their hand with the other two (2) cards already held. The player may play the new card or another card from their hand. If the player cannot play any card held, one of the cards must be discarded.

Playing the Game (2 players)

For 2 players, the following changes apply:

- The game is played to 15 hits instead of 10

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