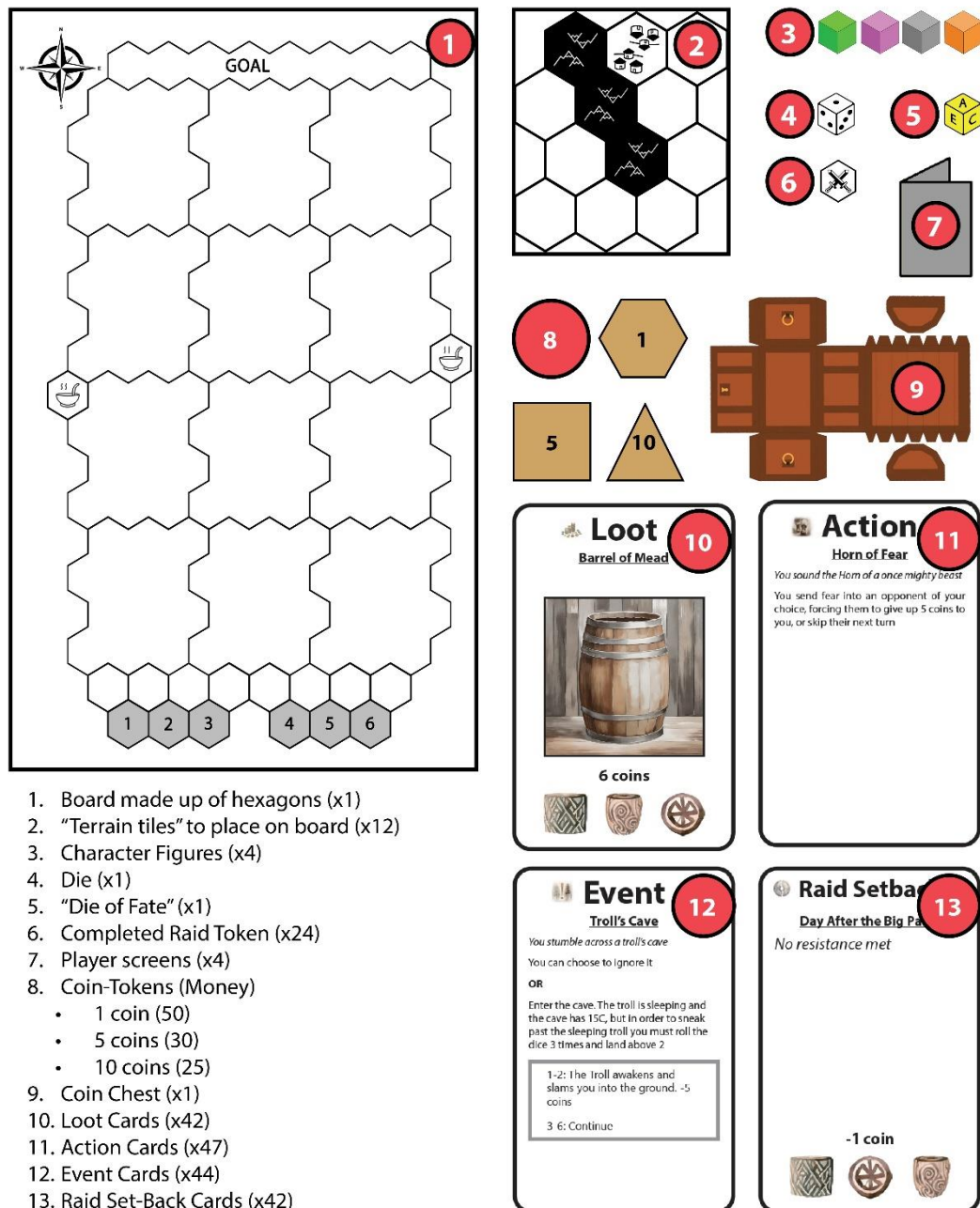


Viking's Fortune: Rulebook

Narrative

In Viking's Fortune, you and your fellow Vikings have decided to partake in a little friendly (or not so friendly) competition. The competition will be about a Vikings favourite pastime activity: Raiding! In order to win the title of "World's greatest Viking" you must travel the lands, collect as much loot as possible through raids and other deeds. The Viking with the most loot wins! This will not be easy however, as your fellow Vikings may want to sabotage you with different tricks and mischief. Take up your axe, mead and cunning mind and set out on your new adventure!

Component list



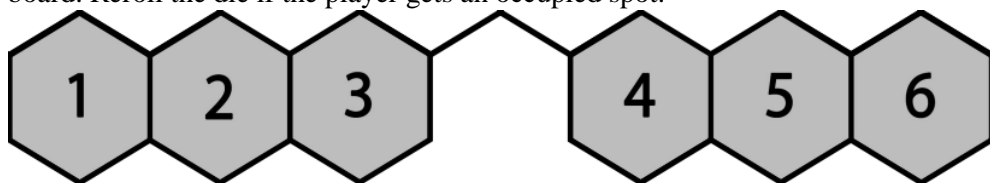
Player's Goal

The player's goal is to collect more coin-tokens than the rest of the players by the end of the game. You do this through completing raids, lucky event cards or by stealing other players money.



Setup

1. Place the hexagon board on a table.
2. Place both dice near the board.
3. Place the coin chest near the board, with each coin type in its own section.
4. Shuffle the terrain tiles and place them on the board face up.
5. Shuffle the Event, Action, Loot, and Raid Setback Cards into their separate piles and place them face down next to the playing field.
6. Put each player on the numbered tiles on the numbered hexagons.
 - a. Each player rolls the die, they place their figure on the corresponding number on the board. Reroll the die if the player gets an occupied spot.



7. Set up player screens in front of each player.
8. Give each player 10 coins worth of starting loot and 2 action cards.
9. The player that rolled the highest to determine starting position, is first to go.

How to play

Each player turn consist of the following phases in this order:

- Movement
 - Die of Fate (only if 1 step is taken)
 - Draw cards (only if die of fate allows it)
- Use Action Cards (see Action Cards)

Movement:

During play, the players will take turns to move across the board. You may go either 1 or 2 steps. If you go 1 step you throw the die of fate (see *die of fate* section). If you go 2 steps you pay 1 coin token and do not throw the die of fate.



Mountains - The black hexagons with grey peaks are mountains. Mountains can't be crossed or stepped on.

Compass: If a card ever speaks about cardinal directions, then it is with the compass on the board in mind. North is towards the goal.



Hexagons with 3 small houses depicted are called raid objects. If a player steps on a **raid object**, they trigger a raid (see *Raiding* section)

This hexagon is the **poorhouse** hexagon. You cannot step through this via movement, but instead end up here if you ever reach 0 money. When moving to the Poorhouse, you gain 5 coins immediately. (You can never go into negative money.)



Die of fate:



- A = Action Card
- E = Event Card
- C = 1 Coin Token of worth 2 coin

When you roll the die of fate you get to either draw an action card. event card or coin token.

Event Cards: Event cards are played immediately and publicly and get discarded after having been resolved.

Action Cards: Action cards are drawn and put face down on the table, they may be played whenever during a players turn. Some cards have the keyword “Interrupt” written on them. These cards can be played on an enemies turn.

Raiding

When landing on a Raid Object hexagon, you trigger a raid. Draw one Raid Setback card, which contains a toll to be paid.

If the player has paid the toll on the card, they take one loot card. The player loses the amount stated on the raid setback card and gains the amount stated on the loot card. After the player has completed the raid object, they put a “Completed Raid Token” on that hexagon. No other player can activate that event on that hexagon since the raid object has been “Claimed”. raid setback cards are read out loud to the other players, when picked-up. Loot cards are kept private. Both may be discarded after counting the total sum, but you could also keep the card and discard it and convert it to coins when necessary.

If they are unable to pay the raid set-back card, they pay all their money, dropping to 0 coins and thus moving to the **poorhouse**.

Example turn: Joel decides to walk one step since he’s ahead and does not want to pay the one coin to go two steps. He throws the die of fate and gets event. He draws an event card and resolves it. Afterwards he plays multiple action cards he has collected over the previous turns.

End game scoring

When a player crosses the finish line the game is over and the player in question is given 8 coin-tokens. After this, all players remove their player screens and count their coins. The player who has the largest number of coins is declared the winner! If one or more players have the same number of coins, the winner will be determined via “rock, paper, Scissors”.