



GAME CREATED BY TODD SANDERS

## An END OF THE WORLD card game for 2 players

### Example Game Setup

To play the game you will need the deck of 54 Ragnarok cards, and 5 markers and 9d6 per player. Game time - 20 minutes.

#### Setup:

One player will be the Aesir **Norse Gods** and will battle, in a series of realms, against the Jötunn **Frost Giants** played by the other player for the fate of the world. **To win the game a player must win total 5 battles in the 9 Realms** (These do not have to be consecutive wins).

To begin, separate out the 9 **Realm** cards, shuffle them and place them one by one in a row 9 cards long between the two players. (See diagram to the right for a sample setup.) Next, each player will take either the set of 9 **Norse God** cards or 9 **Frost Giant** cards. Shuffle each separate set as well, and place them face down in front of you, along with 9d6 (your Wisdom dice) for each player, to use in the battle. Lastly take the remaining 27 cards - **Wonder**, **Monster**, **Treasure**, **Dwarven**, and **Shield Hall** cards - shuffle them and place them face down as the **Draw Pile**. Each player will draw 5 cards from this pile to form their initial hand.

#### Note:

See page 3 for an explanation of all cards and their icons.

#### Play:

A battle takes place in each Realm, starting with the one closest to the Draw Deck. Each player will use **Strength**, **Wisdom**, and **Cunning** in their battle, vying to have the most powerful attack.

1. To start a battle each player draws 3 cards from their **Norse God** or **Frost Giant** set and chooses 1 of them to add to their hand of 5 cards. They will put the other 2 back and shuffle the remaining cards in the set.

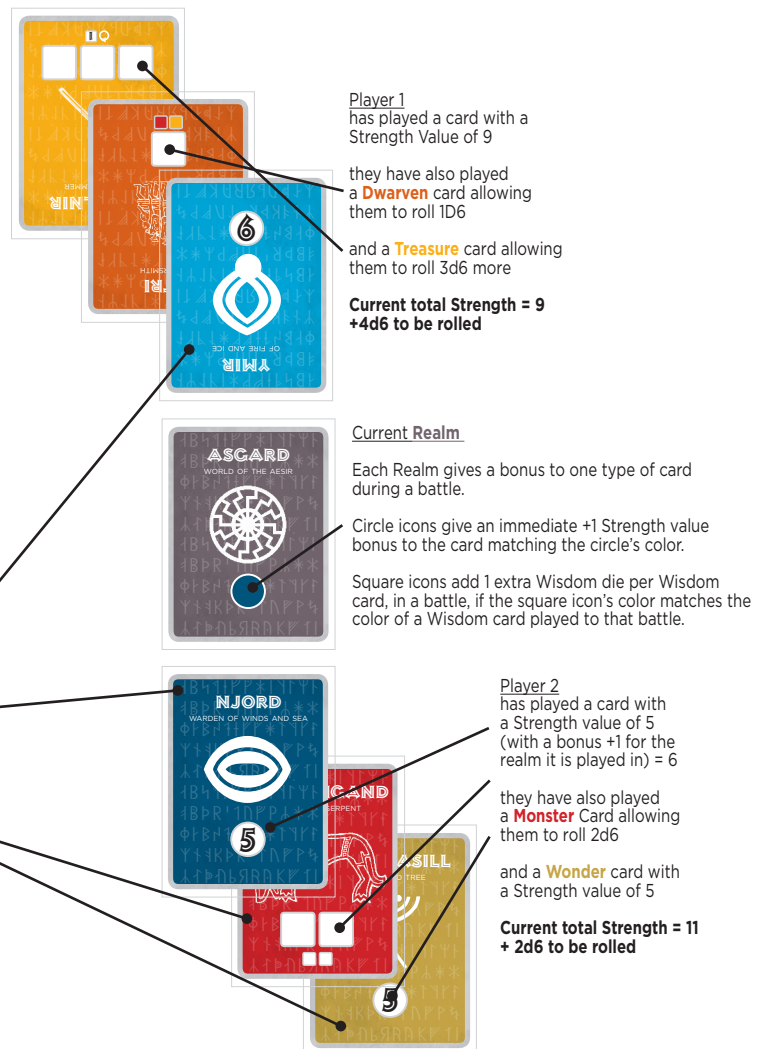
**Note: If you are battling in the 8th and 9th Realms you will have either 2 or 1 Norse God or Frost Giant cards when starting the battle. For the 8th Realm choose one of the 2 remaining cards to begin. For the 9th Realm you will use the final card in your set.**

2. **"Strength"**: Players simultaneously play the **Norse God** or **Frost Giant** card with its Strength value face up next to the **Realm** currently being fought over. They will then each play 2 additional cards face up (**Wonder**, **Monster**, **Treasure**, **Dwarven**, and **Shield Hall** cards) from their hand simultaneously, adding to a player's total Strength value through the use of Wisdom Dice (from your pool of 9d6) in step 3. The number of Wisdom dice to roll are shown with the large square dice icons in the lower half of the cards.

**Note: Remember to look at the circle or square icon on the Realm card, giving players possible additional bonuses during the battle (see explanation on page 3).**



### Example Play



3. **“Wisdom”**: Players then roll the number of Wisdom dice to gain additional Strength as follows:

- a die showing a 1 or 2 = **no bonus to Strength value**
- a die showing a 3 or 4 = **+1 bonus to Strength value**
- a die showing a 5 or 6 = **+2 bonus to Strength value**

The total is then added to the current Strength value.

Player 1 has rolled 4d6 for a bonus of **+3** (+2 for the rolled 5 and +1 for the rolled 4) to their Strength value

**Current total Strength = 12**

Player 2 has rolled 3d6 for a bonus of **+1** (for the rolled 4) to their Strength value

**Current total Strength = 12**

4. **“Cunning”**: One final card is played after dice are rolled giving each player a Cunning Bonus. The Cunning Bonus options are shown as the small icons at the bottom of the cards. **Note: See next page for explanation of the icons.**

The Cunning Bonus values are then added to the current Strength for a final Strength Value. Whichever player has the highest Strength value wins the battle and should place a marker on the **Realm** to claim it.

In the case of a tie neither player marks the **Realm** as won.

5. Leave the **Norse God** and **Frost Giant** cards in place next to the **Realm** card and discard all other cards used during the battle (the discard stack can be placed to the side of the Draw Pile).

Each player then picks 3 additional cards from the Draw Deck and adds them to their hand. If the Draw Deck is exhausted at any time, shuffle the discard stack to create a new Draw Deck. The next **Realm** in the line is the next battle location. Repeat steps 1-5.

**Battle in each Realm until one player wins a majority of battles (these need not be consecutive wins). This player then wins the game and decides the fate of the world.**

**In the case of a game tie after battles in all 9 Realms, the player who first won a realm is the winner.**

Player 1 has played a final card (**Monster**) allowing them to roll an additional 1d6

but upon rolling, does not provide any additional Strength value bonus

**Current final Strength = 12**

Marker to show Player 2 has won this battle

Player 2 has played a final card (**Shield Hall**) giving them a **+3** bonus to their Strength value

**Current total Strength = 15**

**Player 2 wins the battle in this Realm**

**Credits:**

The Ragnarok game, its rules, and artwork are copyrighted ©2011 by Todd Sanders. Anyone may print and play this game but you may not distribute it or sell it for profit.

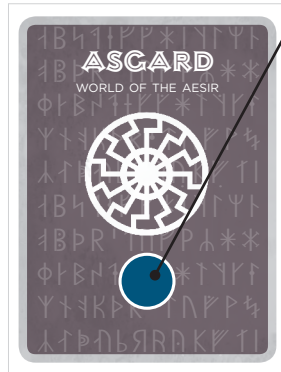
## Explanation of the cards and their icons

### 9 Realm cards

These cards form the game board. Each Realm will give a bonus to one type of card during a battle.

Circle icons give an immediate +1 Strength value bonus to the card matching the circle's color.

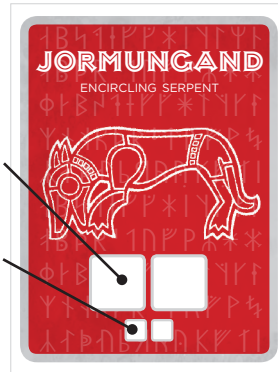
Square icons add 1 extra Wisdom die per Wisdom card, in a battle, if the square icon's color matches the color of a Wisdom card played to that battle (but not to the played Cunning Bonus card).



Gives a +1 Strength Bonus to Norse God cards

Roll 2 Wisdom dice during the battle

Roll 2 additional Wisdom dice as a Cunning bonus



### 4 Monster cards

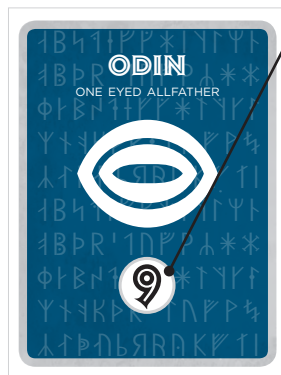
Large icons show how many Wisdom dice to roll during a battle

Cunning icons show bonus Wisdom dice to roll.

### 9 Norse God cards

Each has a strength value used in battles.

The **Loki** card allows a player to swap Loki for any other Norse God previously played in a battle.



Strength value of 9

Roll 1 Wisdom die during the battle

Rotate any 1 Wisdom die up one number as a Cunning bonus



### The 7 Treasure cards

Large icons show how many Wisdom dice to roll during a battle

Cunning icons show the number of times you may rotate one or more Wisdom dice up one number for a better for a Strength bonus.

1 means rotate 1 Wisdom die up one number (i.e. 2 pips to 3)

2 means rotate 1 die up two numbers or two dice each up one number (i.e. 3 pips to 5 or a 2 to a 3 on one die and a 4 to a 5 on another die)

3 means rotate 1 die up three numbers, 1 die up two numbers and 1 die up one number, or 3 dice each up one number

### 9 Frost Giant cards

Each has a strength value used in battles.

The **Utgard-Loki** card allows a player to swap Utgard-Loki for any other Frost Giant previously played in a battle.



Strength value of 9

Roll 1 Wisdom die during the battle

Add 1 additional Wisdom die for each card played that matches these colors in a battle as a Cunning Bonus



### 6 Dwarven cards

Large icons show how many Wisdom dice to roll during a battle

Cunning icons show bonus Wisdom dice to roll only if the icon colors match Wisdom cards previously played.

The bonus will either be 1 or 2 dice.

### 4 Wonder cards

Each has a strength value used in battles.

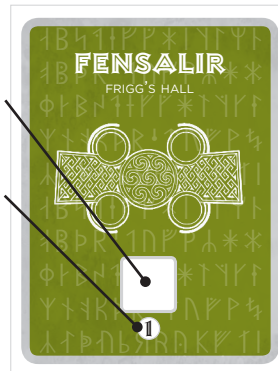
This card has no Cunning icons



Strength value of 5

Roll 1 Wisdom die during the battle

Add +1 to total Strength value during the battle as a Cunning bonus.



### 6 Shield Hall cards

Large icons show how many Wisdom dice to roll during a battle

Cunning icons show a bonus amount to add to Strength values.