

VALHEIM



INITIAL SETUP:

THIS GAME CAN BE PLAYED WITH ONE OR TWO PLAYERS. THE PLAYERS START THE GAME ON THE TILE LABELED "HOME" AND SET OUT ON THEIR ADVENTURE.

1. THE PLAYER ALSO NEEDS TO HAVE TWO [SIX SIDED DICE](#)
2. PLAYERS MUST CLICK [THIS](#) LINK TO LOAD THE GAME BOARD
3. THE PLAYER(S) MOVE BY DRAGGING THEIR ICON ONTO SPECIFIC TILES IN THE MAP
4. ALL OF THE TILES AND THEIR SPECIFICATIONS ARE SHOWN IN THE LEGEND ON THE FAR LEFT EDGE OF THE MAP

GOAL:

- SURVIVE THE HARSH LANDSCAPE BY GATHERING RESOURCES AND BUILDING THE ITEMS NEEDED FOR YOU TO SLAY EIKTHYR.

INVENTORY:

- WITHIN THE INVENTORY THE PLAYER HAS ACCESS TO EVERYTHING THEY HAVE COLLECTED OVER THEIR JOURNEY
- YOU CAN SHARE INVENTORY WITH PLAYERS WHO ARE RIGHT NEXT TO EACH OTHER (THIS COSTS NO ACTION POINTS)

ACTION POINTS:

- EACH PLAYER BEGINS THEIR TURN WITH 5 ACTION POINTS.
- THESE ACTION POINTS CAN BE SPENT ACCORDINGLY ON GATHERING RESOURCES, CRAFTING/BUILDING, OR CONSUMING FOOD.

MOVEMENT:

- EACH PLAYER IS ALLOWED TO MOVE 5 SPACES PER TURN. IF THE PLAYER WISHES, THEY CAN BURN AN ACTION POINT TO GAIN A TEMPORARY 5 ADDITIONAL SPACES OF MOVEMENT.
- MOVEMENT THROUGH A RIVER OR MARSH IS CUMBERSOME AND ACTS AS IF THE PLAYER WAS MOVING THROUGH TWO SPACES
- A PLAYER CAN INTERACT WITH TILES AND USE ACTION POINTS TO COLLECT RESOURCES OR EAT FOOD WHILE IN THE MIDDLE OF A MOVEMENT PHASE, AND THEN CONTINUE MOVING ACROSS THE BOARD IMMEDIATELY AFTER

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RESOURCES LIST:

RESOURCES	COLLECT LOCATION	ACTION POINT COST	AMOUNTS PLAYERS CAN GET (UPGRADES WITH TOOLS)	MAX AMOUNTS PLAYERS CAN HOLD
 WOOD	COLLECT WOOD	1	2/4/6/8	15
 STONE	COLLECT STONE WITHOUT PICKAXE	1	2/4/6	10
 BRONZE	COLLECT STONE WITH PICKAXE	1	1/2/3	10
 IRON	COLLECT STONE WITH PICKAXE	1	1/2/3 (ANTLER/BRONZE/IRON)	10

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GATHERING RESOURCES:

- THE TWO TILES THAT CAN BE USED TO OBTAIN RESOURCES ARE ANY TILE LABELED "FOREST" IN THE LEGEND, OR ANY TILE WITH A ROCK ICON ON IT.
- IF THE PLAYER IS ON A TILE WITH A STONE, THEY HAVE TWO OPTIONS. THEY CAN SPEND A RESOURCE POINT TO ADD A NUMBER OF STONES TO THEIR INVENTORY, OR THEY CAN CHOOSE TO BREAK IT OPEN IF THEY HAVE A PICKAXE. IF THEY CHOOSE TO OPEN IT, ON THE FIRST ISLAND THEY OBTAIN BRONZE, AND ON THE SECOND ISLAND THEY OBTAIN IRON.
- IF A PLAYER IS ON A FOREST TILE, THEY HAVE THE OPTION TO SPEND AN ACTION POINT AND PICK ANY OF THE BERRIES, (UP TO THREE OF THEM) OR A MUSHROOM THAT THEY CHOOSE, ALONG WITH BEING ABLE TO SPEND AN ACTION POINT TO CHOP DOWN A TREE AND GAIN THE WOOD RESOURCE.
- IF THE PLAYER GAINS A RESOURCE FROM A TILE WITH A STONE ON IT, THE PLAYER MUST WAIT A TURN BEFORE GAINING ANOTHER RESOURCE FROM THAT TILE. THE SAME RULE APPLIES TO BERRIES, ONLY THREE BERRIES PER TURN.

FOOD:

RASBERRY	BLUEBERRY	MUSHROOM	STINK BERRY	COOKED DEER MEAT	BATTLE BERRY
					
HEALTH +1	HEALTH +1	HEALTH: +2	HEALTH +0	HEALTH +5	HEALTH +1
ACTION POINTS +2	ACTION POINTS +0	ACTION POINTS +0	ACTION POINTS +0	ACTION POINTS +2	ACTION POINTS +0
SPECIAL: NONE	SPECIAL: WATER MOVEMENT	SPECIAL: MOVEMENT +2	SPECIAL: NO ENCOUNTERS	SPECIAL: NONE	SPECIAL: ATTACK POWER +1

FOOD EFFECTS:

- FOOD EFFECTS LAST FOR 2 TURNS IF JUST EATEN, OR 3 TURNS IF EATEN IN COMBINATION AT A CAMPFIRE
- THE PLAYER CAN HAVE ONLY 3 FOOD EFFECTS STACKED AT ONCE
- WATER MOVEMENT: THE PLAYER IS ALLOWED TO MOVE THROUGH TILES THAT DETRIMENT MOVEMENT (MARSH AND RIVER) NORMALLY.
- MOVEMENT +: ADDS THE SPECIFIED NUMBER TO HOW MANY TILES THE PLAYER CAN MOVE
- NO ENCOUNTERS: THE PLAYER IS EXEMPT FROM AN ENCOUNTERS WITH MONSTERS
- ATTACK POWER +: THE DEFAULT DAMAGE DONE BY THE PLAYER IS INCREASED BY THE SPECIFIED AMOUNT

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CRAFTING:

- TAKES 1 ACTION POINT TO CRAFT ON YOUR TURN
- SUBTRACT THE REQUIRED AMOUNT OF RESOURCE FROM YOUR INVENTORY
- BOTH THE CAMPFIRE AND BOAT ARE SPECIAL CRAFTING ITEMS. IF THE PLAYER CRAFTS THEM, THEN PHYSICALLY MOVE THE ITEM FROM NEXT TO THE LEGEND TO THE TILE THE PLAYER IS ON. (FOR THE BOAT THE PLAYER MUST BE NEXT TO A BODY OF WATER TO CRAFT IT)

RECIPES

ANTLER PICKAXE	BRONZE PICKAXE	IRON PICKAXE	STONE AXE	BRONZE AXE	IRON AXE	BOSS KEY
						
DEER TROPHY (2)	BRONZE (3)	IRON (3)	STONE (3)	BRONZE (3)	IRON (3)	DEER TROPHY (3)
WOOD (2)	WOOD (2)	WOOD (2)	WOOD (3)	WOOD (3)	WOOD (3)	
			ATTACK + 2	ATTACK + 4	ATTACK + 5	
BRONZE SWORD	IRON SWORD	WOOD SHIELD	BRONZE SHIELD	BED	RAFT	CAMPFIRE
						
BRONZE (2)	IRON (2)	WOOD (4)	BRONZE (3)	WOOD (3)	WOOD (5)	WOOD (2)
WOOD (1)	WOOD (2)	LEATHER (1)	LEATHER (1)	LEATHER (1)	LEATHER (2)	STONE (2)
ATTACK + 5	ATTACK + 6	DEFENSE + 2	DEFENSE + 3			

COOKING:

- WHILE ADJACENT TO A CAMPFIRE PLAYERS CAN CONSUME TWO FOOD TOKENS TO GAIN THE EFFECTS OF BOTH AT THE SAME TIME FOR 1 ACTION POINT
- WHILE ADJACENT TO A CAMPFIRE PLAYERS CAN SPEND 1 ACTION POINT TO COOK THEIR MEAT, AND TRADE IN THEIR RAW MEAT TOKENS FOR COOKED MEAT TOKENS

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COMBAT:

- AT THE END OF THE PLAYER'S TURN, IF THEY ARE ON ANY OF THE TILES THAT SPECIFY RANDOM ENCOUNTERS, THEY MUST ROLL A DIE TO DETERMINE WHO THEY FIGHT.
 - FOREST TILE: (ODD NUMBER) FIGHT A DEER, (EVEN NUMBER) FIGHT A GREYDWARF
 - (IF THE PLAYER HAS COLLECTED A WOOD RESOURCE IN THE CURRENT TURN, THEY CANNOT ENCOUNTER A DEER, SO ANY ROLL CAUSES A GREYDWARF FIGHT)
 - MARSH TILE: (ODD NUMBER) FIGHT A FULING, (EVEN NUMBER) FIGHT A DEATHSQUITO
 - AT THE BEGINNING OF COMBAT, THE PLAYER THAT STARTED THE FIGHTING HAS INITIATIVE AND CAN GO FIRST
- WHEN THE PLAYER ENGAGES IN COMBAT ALL ATTENTION MUST TURN TO THE COMBAT ZONE
 - MAKE A COPY OF THE ENEMY THAT YOU ARE FIGHTING AND MOVE IT INTO THE COMBAT ZONE
 - THE PLAYER'S HEALTH, ATTACK, AND DEFENSE ARE ALL EDITABLE NUMBERS, SO MAKE SURE TO CHANGE THEM AS YOU UPGRADE YOUR EQUIPMENT.
- A PLAYER GETS TWO COMBAT POINTS TO SPEND EACH TURN
- A PLAYER'S BASE COMBAT ABILITY ALLOWS THEM TO DO 1 DAMAGE
- COMBAT POINTS CAN BE SPENT ON ONE OF FOUR POSSIBLE ACTIONS
 - ATTACKING (1 POINT): DOES DAMAGE TO THE OPPONENT (CAN ONLY BE DONE ONCE PER TURN)
 - SHIELDING (1 POINT): SUBTRACTS DAMAGE FROM THE NEXT HIT RECEIVED BASED ON THE PLAYER'S DEFENSE
 - EATING (1 POINT): ONLY THE HEALTH AND EFFECT ARE COUNTED, NO ACTION OR COMBAT POINTS WILL BE ADDED
 - RUNNING AWAY (1 POINT AND THE PLAYER MUST ROLL A 5 OR 6)
- AFTER THE FIRST PLAYER USES BOTH COMBAT POINTS, IT EITHER BECOMES THE SECOND PLAYER'S TURN (IF APPLICABLE, MEANING THAT THE PLAYERS ARE BOTH ON THE SAME TILE) OR THE ENEMIES TURN
- DURING THE ENEMIES TURN, THEY ATTACK THE PLAYER WITH THE LEAST HEALTH (IF IT'S A TIE THE ENEMY ATTACKS THE PLAYER THAT INITIATED THE FIGHT) AND DEAL THE DAMAGE SPECIFIED ON THEIR CARD, AND THE TURN GOES BACK TO THE FIRST PLAYER
- THE HEALTH OF THE ENEMIES DEPENDS ON HOW MANY PLAYERS ARE CURRENTLY PLAYING.
 - IF THERE'S ONE PLAYER, THE LEFT NUMBER ON THE CARD IS USED
 - IF TWO, THEN THE NUMBER TO THE RIGHT OF THE SLASH IS USED

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BOSS COMBAT:

- BOSS COMBAT CAN ONLY BE STARTED IF ALL PLAYERS ARE ON THE SERPENT HEX OR THE DUNGEON HEX.



(DUNGEON HEX ON LEFT AND SERPENT HEX ON RIGHT)

(TO START THE EIKTHYR FIGHT, AT LEAST ONE PLAYER MUST HAVE THE BOSS KEY IN THEIR INVENTORY)

- IT HAS THE SAME RULES AS GENERAL COMBAT, SAVE FOR THE FACT THAT DURING THE BOSSES TURN A ROLL MUST BE CONDUCTED TO DETERMINE WHAT ATTACK THE BOSS USES.
- FOR THE MEGA-SERPENT, IF A 6 IS ROLLED, THE BOSS WILL USE THE SECONDARY ATTACK, ANY OTHER ROLL RESULT IN A REGULAR ATTACK
- FOR EIKTHYR, IF A 5 OR A 6 IS ROLLED THE BOSS WILL USE THE SECONDARY ATTACK, ANY OTHER ROLL WILL RESULT IN A REGULAR ATTACK

DYING:

- DYING SKIPS THE REST OF YOUR TURN.
- ALL YOUR ITEMS ARE DROPPED AT THE PLACE OF DEATH AND MUST BE RETRIEVED.
- THE PLAYER MUST PLACE A GRAVESTONE TOKEN ON THE SQUARE OF THEIR DEATH
- IF THE PLAYER HAS CRAFTED THE BED ITEM, THEY WILL SPAWN AT THE LAST CAMPFIRE THEY MADE, IF NOT, THEN THEY SPAWN ON THE HOME TILE
- THE PLAYER RECEIVES ALL OF THE ITEMS THEY LOST WHEN THEY ARE ON TOP OF THE TILE WITH THE GRAVESTONE
- IF THE PLAYER DIES WHILE THEIR TOMBSTONE IS ALREADY ACTIVE ON THE MAP, THE OLDER TOMBSTONE IS DESTROYED AND ALL THE ITEMS ARE LOST.

TREASURE HOUSES:

- TREASURE HOUSES ARE SHOWN AS OLD ABANDONED HOUSES ON THE VARIOUS ISLANDS
- WHEN A PLAYER ENDS THEIR TURN ON A HOUSE HEX, THEY CAN UNCOVER THE RESPECTIVE CARD
- TREASURE HOUSES CAN ONLY BE VISITED TO RETRIEVE THE REWARDS ONCE PER GAME
- THERE ARE TWO LEGENDARY ITEMS HIDDEN THROUGHOUT THE WORLD, DO YOUR BEST TO SEEK THEM OUT.