

# Pitch + Game Manual – The Glorious Battle on the Road to Valhalla

## Game Pitch

*Darkness has once again encroached upon the world. The cold, northerly winds and unrelenting clouds have driven most to the comforts of shelters and hearths. And yet, in these cruel, bleak times, a handful of intrepid warriors refuse to stay idle. They read the tumult in the skies as the long-awaited call for one great and final endeavor, a mission to end all missions, a path of conquest that will lead them to the end of the world... And the most favored among them to the mythical gates of Valhalla.*

*Welcome to the Viking Age.*

***The Glorious Battle on the Road to Valhalla*** is a geographically, historically, and politically incorrect turn-based competitive board game for 3-4 players, playable in around 30 minutes. The game is set in Northern Europe and combines the concepts and ideas from the world of Vikings with the traditionally chaotic spirit of free-for-all board games reliant on chance. Players take on the role of a Viking warrior and move between Denmark and the British Isles to pillage, plunder, and power up in preparation for the final, glorious battle, while rolling dice to determine the success of their actions. In this fast-paced game, every choice you make is important – will you play it safe and avoid other players, forging your own quiet, relatively safe path, or will you breathlessly attack and steal, hoping that fortune will favor the brave? The “winners” of the final battle will get to join Odin and fight forever in Asgard; the “loser” will have to make do with ruling the earthly realm instead. Collect gold, buy axes, and trample your fellow players to be one of the privileged ones to proudly die in – the glorious battle on the road to Valhalla!



## Game info

- Players: 3-4
- Setup time: < 3 mins (average)
- Playing time: 25-30 mins (average)
- Random chance: Moderate to high (dice rolling)
- Skills: Resource management, strategy, observation, tactical thinking

## Objective

In *The Glorious Battle on the Road to Valhalla*, each of the players takes on the role of a Viking warrior and travels to the British Isles to terrorize the population and plunder the riches of the land. Along the way, they will also fight and steal from other Viking warriors, and use the gold they have gained to buy more weapons and improve their army.

The mightiest among the warriors shall get a chance to go the Land of Fire, and, if they are lucky, even to Valhalla itself – but, there is only room for a handful of warriors next to the great and powerful Odin. The weakest warrior will be spurned by the Valkyries and shall have to settle for reigning over the earthly realm instead.

## Game assets

- 1 game board
- 4 Viking pieces
- 4 six-sided dice
- 24 axe pieces
- 50 gold pieces

## Asset overview

**Game board:** A rough map of Northern Europe depicting the British Isles (subdivided into five regions - North England, South England, Wales, Scotland, and Ireland), Denmark, and the Land of Fire



**Vikings:** The agents moved around on the game board



**Dice:** Rolled to determine action success



**Gold:** Used to buy axes and to pay for sailing from the British Isles to Denmark



**Axes:** Used to modify the strength of Vikings and also for gaining access to the Land of Fire



## Game setup

Each player chooses 1 Viking piece and starts the game with **one axe**. All players position their Vikings on the same location, North England (landing site for the Viking raiding parties).



Play proceeds in a clockwise manner. In order to determine who will start the game, all players simultaneously roll **one die** each. The player who rolls a 1 first is the *last* player to play; the player on their left starts the game. In the event of a tie, the players who got a 1 roll again until one of them gets a 1.

## Game sequence

Each player can choose to **move** once and/or perform one **action** during their turn.

### 1) Moving

The player can move to one of the adjacent regions on the game board. Moving is optional, except in the event that the player has accumulated **six axes** and are in Denmark, in which case, they have to move to the Land of Fire (see below).



### Moving across the sea

The player can move across the sea, from Denmark to the landing point in North England and vice versa. When moving from the landing point in North England, players are required to pay **one gold piece for every axe** that they are carrying. Otherwise, they are not allowed to cross the sea.

It is also possible to move from Denmark to the Land of Fire. However, players can only move to the Land of Fire if they have **six axes** in their possession.



## 2) Actions

### When on the British Isles

- **Take bribe:** The player chooses to let their Viking take a bribe from the local population, which nets them **1 gold piece**. This action can be performed in any region of the British Isles.
- **Pillage:** The player attacks the villagers who populate the region of the British Isles where the player is currently located. The player can pillage in *South England* (worth **2 gold pieces**), *Scotland* (worth **2 gold pieces**), *Wales* (worth **3 gold pieces**), and *Ireland* (worth **3 gold pieces**). To determine success, the player rolls **one die** for their Viking, modified by the number

of axes currently in their possession (**+1** for 1-3 axes, **+2** for 4+ axes). The player to the right of them rolls **one die** for the villagers. If the player's Viking wins, they get the corresponding number of gold pieces for that region (**2-3 gold pieces**, as shown on the region tile). If they lose, or if there is a tie, they do not get anything.

If another player is situated in the same region, there are 2 more options.

- **Attack:** The player whose turn it is chooses to attack another player in the same region. Each player rolls **two dice**, modified by the number of axes they have (**+1** for *each* axe). The player who loses removes half of his axes, *rounded down*. In the event of a tie, nothing happens.
- **Steal:** The player whose turn it is chooses to steal the gold of another player in the same region. Each player rolls **two dice**, modified by the number of axes they have (**+1** for *each* axe). If the attacker loses, they remove half of their axes, *rounded down*. If the defender loses, they give half of their gold to the attacker, *rounded down*. In the event of a tie, nothing happens.



**NB!** The lowest number of axes a Viking can have is **one**. If a player only has one axe left, they cannot lose it, no matter the outcome of their actions.

### When in Denmark

- **Attack:** Works in the same manner as on the British Isles.
- **Steal:** Works in the same manner as on the British Isles.
- **Buy axes:** A player can buy **1 axe** for **2 gold pieces**.

When a player purchases their sixth and final axe, they have to move across the sea to the Land of Fire on their next turn.

### When in the Land of Fire

When a Viking enters the Land of Fire, the player in control of that Viking **loses all axes and gold pieces** in their possession. Every time *any of the players* has a turn, the player whose Viking is in the Land of Fire will roll **two dice** to simulate their success in the Glorious Battle. Any outcome *except* for snake eyes (**two 1s**) will mean that the player's Viking lives to fight another day. When a player finally rolls snake eyes, they are deemed to have valiantly lost in the Glorious Battle, and they are taken by the Valkyries to Valhalla. For them, the game is over.



## Losing Condition

The game can be lost in one of two ways:

- 1) If all players who have successfully led their Vikings to the Land of Fire manage to roll snake eyes before the final player reaches the Land of Fire, that last remaining player is deemed the loser of the game.
- 2) When the final player reaches the Land of Fire, all of the players still there will simultaneously roll **one die** each, as fast as possible, until they have rolled **three 1s**. The player who does not manage to roll three 1s before the others is deemed the loser of the game.

In either case, as the only one not to have managed to enter Valhalla, the losing player's Viking is left to rule over Denmark and all of the British Isles.