

Valhalla Quest

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Goal of the Game

The goal is to be the first player to reach the end of the board by using tile pieces to create a path.

Setup Rules

Lay the game board out on a flat surface. Each player must then choose a corner (2 Player Max). Before the game, all tile pieces will be in a bag mixed together (20 of each color). The tile pieces are what players will place on the board to capture spaces and make their path to the end. Each player must then draw three (3) tiles out of the bag. Each player can place them in the box on their side. Leave all remaining tiles in the bag and set aside, players will draw from it later. No tiles should be placed on the board until the first round. Lastly, players will need 1 set of six (6) sided dice, each player gets one. Players decide who goes first.

Gameplay Rules

1. The 1st player to go will begin their turn by placing down one of their tiles on any of the Viking start spots. The player can choose to lay down any color tile on their first move. Once their tile has been placed and they have drawn one tile from the bag their turn is over, and the other player may go.
2. On the 2nd round (and all following rounds), players will begin their turn by first rolling their die to determine the number of tiles they can draw from the bag. Once they draw out the tiles they must roll the die once more to determine the number of tiles they can place on the board. If the player doesn't have enough tiles, place as many as you can.
3. Depending on the color of the tile, depends on which tiles can be placed after it (See the color chart below). Players can hold a max of 12 tiles at a time. Extras get returned to the bag.
4. Play then goes to the next player. This repeats until someone has reached Valhalla at the end of the board.
5. Players can block the path of their opponent by placing tiles in the way of the enemy path.
6. Players must lay down the exact number of tiles determined by the die (or as many as possible).
7. Players can only lay tiles on the spaces touching their tiles that are already placed and the players paths can never touch each other.
8. Kraken spots should be avoided, landing on one means you lose a turn. If a player's path lands in any of the red danger spots around the Kraken then they must roll both die to determine if they lose a turn or not. The player must roll a 4 or lower to escape the Kraken, anything higher and they lose a turn. Placing more than one tile in the red during your turn counts as one roll and if you lose the dice roll you still only lose one turn.
9. When nearing Valhalla, players must roll the exact number of spaces needed to reach the end or they can't move.

Color of Placed Tile:	Colors that can be	placed after tile:	Color that can't:
Red	Blue	Green	Yellow
Blue	Yellow	Red	Green
Green	Blue	Yellow	Red
Yellow	Red	Green	Blue

End Condition Rules

The game is over once one player reaches the end of the board (Valhalla). The player who reaches one of the end spots (target looking space around Valhalla) first, wins the game.

