



**A game by "The Irregulars"**

**3 - 6 players • Ages 12 and above • 20-30 minutes**

## Overview

*In Drakkar-the card game, you are the leader of a Viking village that must collect, steal and pillage resources such as goats, weapons and golds, to show that you are the strongest Viking on the island!*

During each turn, you will use your cards to build a Drakkar (Viking ship) and fill it with your warriors and barrels of beer to sail for quests and collect loot.

At the end of the game, each loot card will be worth 1 victory point regardless of the type (for a Viking a goat, a weapon or a gold have the same value!).

Additionally, you will collect 1 additional point for each trio (goat, weapon, gold) you collected.

## End of the game

The game ends after you play the 3th month (or rounds).

## Components

60 Double-faced cards  
(equipment, special actions, fights)



24 Double-faced  
Quest cards



60 Loot tokens  
(goats, weapons, golds)



1 Viking wooden piece  
(as the first player)



## Game setup

The number of Double-faced cards you must use for every game depends of the number of players.

Compare the number in the shield on the top right corner of the card with the following table:

3 players	use 3+
4 players	use 3+ ; 4+
5 players	use 3+ ; 4+ ; 5+
6 players	use 3+ ; 4+ ; 5+ ; 6+



*Eg. This card has a number of 3+ in the shield and you must use it in 3, 4 and 5 players.*

Prepare one deck with the Double-faced cards and another deck with the Double-faced Quest cards.

Divide all loot tokens by kind and put the 3 corresponding stacks close to the Quest cards deck.

**Then give one goat loot token to each player.**

## How to play

The game lasts 3 months (rounds) during which the Vikings collect cards to use.

Each round consists in 3 phases:

Phase 1: the Brawl

Phase 2: play cards

Phase 3: the Quest

### Phase 1: the Brawl

The "Earl" player (who has the Viking wooden meeple) shuffles the double-faced cards and divides them in as many decks as the number of players.

Each deck has 10 cards. Prepare the decks by putting the cards one after another in front of all players so that they can see the cards. Lay the decks in the center of the table, away from each other.

All players put a hand of their choice behind their back and the other with the elbow on the table, index finger up. As soon as the "Earl" player shouts "By ODIN!", each player quickly move their index finger to a chosen deck. Only the first that hits a deck can take it. Therefore, if more than a player chooses the same deck, the slowest player should hurry to point at another free deck.



When each player has a deck, shuffle the deck of the Double-faced Quest cards and give two Quest cards to every player face down. Every player secretly looks at them and selects one Quest card to keep. The other one is discarded into the Quest cards deck. Now phase 2 can start.

## Phase 2: play cards

In this phase, each player checks his hands of cards (made of 10 cards and 20 faces) and chooses one to be played. As soon as a player decides which card to play, he plays it putting it on the center of the table covering it with his own hand. He is the most fearsome!

The face up side is the active one, therefore be careful of which side you play!

The other players must play their card on the table as soon as possible.

To speed the process up and give an incentive to be fast in the card selection, the most fearsome player can **loudly** count 5 seconds after which the latecomer must randomly discard a card from his hand.

After everyone played, the cards are revealed and effects are applied in the following order:



1. First are resolved cards with **RED** banner.

These cards allow you to cheat your rivals before they can play. If more than one red card is played, follow the number showed on the banner at the top-left corner of the card (lowest first).

*See the explanation of the cards at page 7.*



2. Secondly, you can play the cards with the **YELLOW** banner.

Each player puts it in front of himself. These are equipment cards.

*See the explanation of the cards at page 6.*



3. Lastly, you can resolve the cards with **BLUE** banner.

Follow the number showed on the banner at the top-left corner of the card (lowest first). These cards allow you to attack, damage the other players and gain Loots.

*See the explanation of the cards at page 7.*

**Phase 2 is repeated until every player has played all his double-faced cards (10 per round).**

If you are not able to play a card you must discard it.

*Eg. If you have a complete ship and you play a Stern card, you must discard the Stern card.*

## Phase 3: the Quest

After playing double-faced cards, players must check if they can fulfill the Quests requirements.

If you built a complete ship, you can sail for a Mission.

On the other hand, two situation can arise:

### 1. You built your ship but you lack of Vikings or Beer:

you can ask help from one (and only one) another player that did not succeed in his quest for lacking of ships parts.



A complete ship is defined by 2 cards (a Bow and a Stern card)



or 3 cards (a Bow, a Deck and a Stern card, a full Drakkar!).



If you also have enough Vikings and Beer to face your Quest (as shown on the Quest card), you can collect the loot shown on the Quest card!

You can "Team-up" with him to use his Vikings and Beer you lack in exchange for loot tokens, they can be part of the quest loot or not!

Once you have all requirements, you can declare your Quest fulfilled and you can collect the Loot and pay who helped you.



### 2. You were not able to build a complete ship (at least a bow and a stern card):

you will be forced to sell your Vikings and Beer.

Turn the Quest card on the back to show the "Team-up" side and offer your Vikings or Beer to someone that needs them asking for loot tokens!

**Note:** when you offer, or receive help in Team-up mode, the only cards exchanged are Vikings and Beer (no ship cards).

When The Quest phase is over:

- Collect all the double-faced cards, shuffle and put them back in the center of the table.
- Deal new Quests card to every player face down.

If Quests cards are over (at the end of the third round), the game ends and every player calculate the final score.

Every player gets one victory point per loot token plus an additional point for each trio (goat, weapon, and gold) he collected.

The player with the most victory point is declared the strongest and mightiest Viking of the table!

In case of a tie both player are mighty enough, they will settle the dispute over the next game!

## How to build and equip a Viking ship

You can build two kind of ships:



**Knarr:** built with a Bow and a Stern card.



**Drakkar:** built with a Bow, a Deck and a Stern card.

When you play a ship card during phase 2, place the card in front of you. You can only build one ship at a time in front of you. You cannot have more than one piece of the same kind for a ship in front of you but you can always upgrade a Knarr to a Drakkar if you play a Deck card.

Every ship card can store only a single card.

The Knarr offers 2 spaces to store other cards, while a Drakkar offers 3. What does a good Viking leader need to store to sail to the sea? Clearly Vikings and Beer!

To store a card simply put in on top of a corresponding free ship card.

Remember that for longer and more profitable Quests, Beer barrels are essential. Additionally, there are special cards that can be stored without taking a space. Odin's Spear card can be stored on a Viking card, making it stronger.

During phase 2 you can always swap and move cards as you want inside your ship. But, if you remove a card from your ship for another one, you must discard it.

*E.g. you play a Viking card of value 3, then you store it in place of a Viking card of value 1 that you played before. If you don't have a space on the ship for the Viking 1 card, you must discard it.*

Note that you need to have free ship cards to store a card. However, **you do not need a full complete ship to start storing cards on it.**

*E.g. Thorfinn plays a Viking card of value 2 and places it on the Bow card he played the turn before. In the following turn, Thorfinn plays a Beer card. Unfortunately, since he only built one piece of a ship, he does not have more space. What will he do? Discard the Beer card or the Viking one?*



# Complete list of cards

## Extra cards



**Quests cards:** Quests cards provide Loot as shown on the lower half of the card, granted that the player has a complete ship and enough Vikings and Beer to match the requirement shown on the top half of the card.



**Team Up cards:** On the back of the card, there is the "TeamUp" face.

## Cards with yellow banner



**Ship cards:** these are the cards that you need to build a Knarr or a Drakkar. You can never have in front of you more than one per type.



**Viking cards:** these are your warriors. A Viking card has a number of helmets that show his strength (one, two or three).



**Beer barrel cards:** longest missions need Beer to keep your Vikings calm...



**Bardl the Brewer:** this card values as a Viking of strength 1 and a Beer barrel, occupying only one space on the ship.



**Odin's Spear:** you can equip the spear only if you have a Viking card to give it to. You can discard the Spear anytime to boost the strength of the Viking of +2 for a single fight (to do a Raid, to board a ship or for a Quest). If the viking card equipped with the Odin's Spear is discarded (for any reason), you can move the Odin's Spear to another viking card.



**Yggdrasil ship cards:** this is a piece of wood coming from the tree of worlds. Your ship is more versatile now! This piece can be used for both the Bow and the Stern.

## Cards with red banner



**Loki:** by using the power of the lord of deceit, you can sneak into the village of one of your rivals. Immediately steal a loot token from a player of your choice.



**Thief:** steal one of the revealed yellow cards just played by another player. You can steal something you need and use it immediately or discard it to prevent the previous owner to use it.

**Note:** when you steal a card you have to use it or discard it. You cannot put it in your hand of cards to use later! You cannot steal a yellow card played in a previous phase.

## Cards with blue banner



**Raid:** this card allows you to attack a rival village. **You don't need to have a complete ship;** you only need to have Vikings stored. Compare the total strength of your Vikings with the one of your opponent.

If you have a value **higher** than the defender, you win! You can take a loot token of your choice from your opponent. If the value of your Vikings is instead equal or lower, you lose and you don't get the loot (e.g. it could happen that he just played a Viking card). The player that loses the confrontation has to choose and discard from his ship a Viking card or the Odin's Spear card (if he can).



**Boarding:** boarding card allows you to pillage a pass-by ship: this action requires that **you have a complete ship** and enough Vikings to win against the strength of the attacked ship. If your strength is **equal or higher** than the red number shown on the card (in the example a 3), the boarding succeeds and you can gain the loot shown on the card, otherwise you get nothing. In both cases you have to choose and discard from your ship a Viking card or the Odin's Spear card.



**Sabotage:** it allows you to destroy (force to discard) a Bow or Stern card from one of your rivals. You cannot destroy a piece of a boat that already has something stored.

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