

TOMB RAIDER

U N D E R W O R L D

OBSTACLES

THE CITY SWALLOWED BY NIFLHEIM (MEDITERRANEAN SEA)

Obstacle 1. Underwater Door. Landing player removes 1 Ruse + 1 Treasure, otherwise Lara loses 1 Health.

Obstacle 2. The Door of Niflheim. Each player removes 1 Acrobatic, or rolls the Obstacles Die.

Obstacle 3. Kraken. The players remove 2 Ruse + 2 Acrobatics in total, or roll the Obstacles Die.

Obstacle 4. The Door of the Gauntlet. If the Ruse Track is not finished, the players roll the Obstacles Die.

Obstacle 5. The Room of Broken Columns. The players remove 3 Acrobatics in total, or roll the Obstacles Die.

Obstacle 6. Amanda's Boat. Each player removes 1 Combat or rolls the Obstacles Die.

THE LOST CITY OF BHOGAVATI (THAI COASTS)

Obstacle 1. Underway towards the Temple. The players remove 4 Acrobatics cards + 1 Combat card total, or roll the Obstacles Die.

Obstacle 2. The Courtyard of Bhogavati. Each player removes 1 Combat card, or rolls the Obstacles Die.

Obstacle 3. Protonordique Hall. Landing player removes 3 Treasures to acquire the Tranquilizing Gun.

Obstacle 4. The Gems of Shiva. The players remove 4 Ruse total or roll the Obstacles Die.

Obstacle 5. Right Hand of Shiva. Each player removes 1 Victory Point or rolls the Obstacles Die.

Obstacle 6. The Gauntlet Room. That landing player removes 2 Ruse, or is eliminated.

THE SECRETS OF CROFT MANOR (ENGLAND)

Obstacle 1. The Sarcophagus. Landing player removes 2 Ruse cards, or rolls the Obstacles Die.

Obstacle 2. The Lateral Doors. If the Ruse track is completed, landing player takes the Tranquilizing gun, otherwise they roll the Obstacles Die.

Obstacle 3. Climbing through Bats. Each player removes 1 Acrobatics card, or rolls the Obstacles Die.

Obstacle 4. The Chapel Door Mystery. Landing player will choose any type of card (Acrobatics, Combat, or Ruse) then take the 1st card off the top of the pack. If it does not correspond to their choice, they remove all of their cards.

Obstacle 5. The Secret Office. Landing player removes 1 Victory Point + 1 Treasure, or is eliminated.

Obstacle 6. The Runic Pillar. The players remove 6 elements in total (Cards, Victory points, or Treasure,) or roll Obstacle die.

THE MAYAN CITY OF XIBALBA (MEXICO)

Obstacle 1. Jaguar Head and Stony Skull. Each player removes 1 Acrobatics + 1 Combat card, or Lara loses 1 Health.

Obstacle 2. Home of Jaguars. If the Ruse track is completed, every player takes a card, otherwise, they roll the Obstacle Die.

Obstacle 3. Home of Blades. The players remove 2 Acrobatics cards in total, or Lara loses 1 Health.

Obstacle 4. Home of Fire. The players remove 2 Acrobatics cards in total, otherwise Lara loses 1 Health.

Obstacle 5. Crumbling Home. Landing player removes 1 Acrobatics + 1 Ruse card, otherwise Lara loses 2 Health.

Obstacle 6. Basin of Jörmungandr. If the Combat track has not yet been completed, the landing player throws the Obstacle Die twice.

ISLAND JAN MAYEN (SEA OF NORWAY)

Obstacle 1. The Turn of Valgrind. Each player removes 5 Victory Points and draws 2 cards, or roll the Obstacles Die.

Obstacle 2. The Door of Deaths. Each player removes 1 Treasure or 3 Victory Points, or they are eliminated.

Obstacle 3. Maze. Landing player removes 2 Ruse cards, or they lose all of their cards.

Obstacle 4. The Bridge of Valhalla. The landing player looks at the top card of the pack and removes 2 cards of the same type, or rolls the Obstacles Die.

Obstacle 5. Ballade in Hammer. Landing player removes 3 Acrobatics cards, or roll the Obstacles Die twice.

Obstacle 6. Footbridges and Yeti. The players remove 5 Combat cards in total, or Lara loses 2 health.

(Sea of Andaman). Each player draws 2 cards before joining Helheim.

HELHEIM (ARCTIC OCEAN)

Obstacle 1. Stones of Power. Landing player removes 2 Ruse cards, or roll the Obstacles Die.

Obstacle 2. The Drawbridge. Each player removes 1 Acrobatics card, or rolls the Obstacle Die.

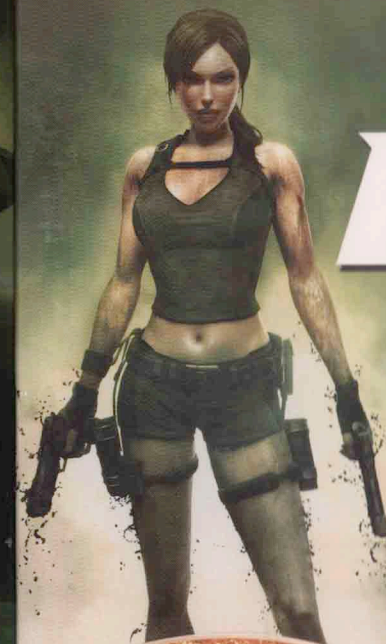
Obstacle 3. Shooting Thralls. The players remove 4 Combat cards in total, or roll the Obstacles Die twice.

Obstacle 4. The Hordes of Helheim. The players remove 5 Combat cards in total, or Lara loses 2 Health.

Obstacle 5. The Central Turn. Each player removes 2 Victory Points or 2 Treasure, or they lose all of their cards

Obstacle 6. Natla and the Heart of Jörmungandr. Natla speeds up the heart of Jörmungandr. All players lose the game.

(Destroy Jörmungandr) If the players have all 4 of Thor's Tools, they spend 7 Victory Points, otherwise they remove an additional 2 Victory Points for each missing object.



TOMB RAIDER

U N D E R W O R L D

A game of cooperation for 1 to 4 players, 10 years and up.

Lara sets out to discover what happened to her missing mother in a dimensional portal leading to Avalon. Under the guidance of Professor Eddington, she began her research in the Mediterranean Sea by exploring the sunken city of Niflheim, the northern equivalent of Avalon.

At the bottom of the ruins of Niflheim she discovers the statue of Thor and a gauntlet that would allow her to handle Mjolnir, Thor's famous hammer. Coming out of the ruins, she's attacked by mercenaries working for Amanda Evert who steals her gauntlet and blows up the cave that leads to the exit. Lara nevertheless manages to find a way out to the surface and aboard her rival's boat. She eliminates the mercenaries but several explosions damage the boat which begins to sink. She sees Amanda in conversation with Natla (locked in a glass cage). Natla tells them that Thor's gauntlet is tied to Lara and she's the only one who can use it. Natla informs Lara that her mother has never reached Avalon and that the portal she had crossed actually sent her to Helheim. According to her, there is only one way to reopen that portal; the hammer of Thor, whose trail continues in Thailand in the lost city of Bhogavati. Amanda tries to escape but as she climbs into a helicopter, Lara shoots her, making her let go of the gauntlet, which Lara recovers.

In Thailand, Lara explores the ruins of Bhogavati. She discovers underground vestiges similar to those of Niflheim, and finds an immense door which emits a blue glow when in contact with the gauntlet. She arrives in a room where the second gauntlet should be, but it contains only an illegible map and a word from her father. The message is actually a hint for Lara, pointing to the old crypts under Croft Manor.

Lara returns home, finding a secret passage in the crypts that leads to a secret office where she finds the second gauntlet and an audio message from her father. He tells her that Avalon is actually hiding a terrifying weapon and that he has destroyed the map to prevent Natla from getting her hands on Thor's other artifacts (the belt and hammer) that are also needed to open the door.

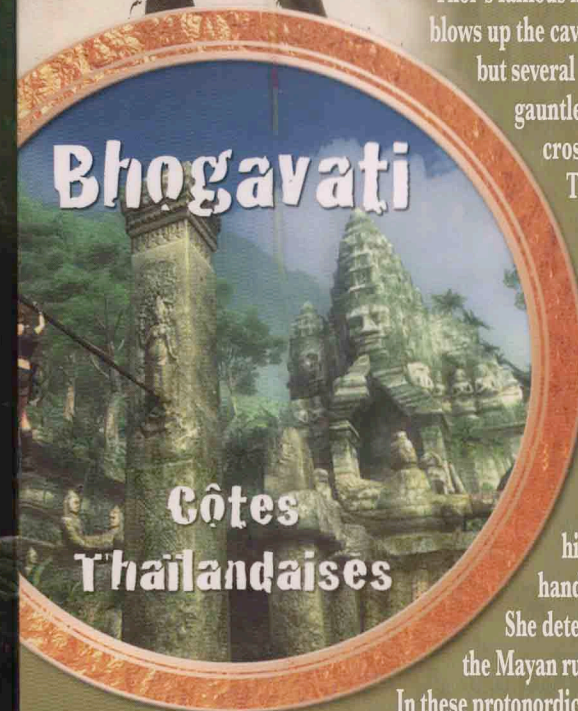
She detects a picture of the map taken by her father, which indicates the next direction to take: the Mayan ruins of the city of Xibalba.

In these protonordic ruins, she procures Thor's belt, which supplies energy to her gauntlets.

The next step is Jan Mayen Island where the Gate of the Dead leads to Vahalla. Thor's hammer rests there, but the path is filled with obstacles and terrifying enemies, like the Thralls; undead creatures that protect the ruins. Lara still managed to seize Mjolnir. She returns to the Andaman Sea to face her opponents and she threatens Natla to get Helheim's whereabouts. Trusting Natla's guidance, she accompanies her to the Arctic Circle where Natla performs a ritual that partially opens the door of Helheim.

Lara completes the opening of the door thanks to Mjolnir. As they walk through the door, Natla confesses to her that she used her father to find the door and retrieve the weapon, and that since he had been reticent, she had to kill him. She then used Lara to finish her father's work. Jormungandr (the Midgard Serpent) is a machine related to tectonic faults and its activation can destroy the world. Only Thor's hammer is able to destroy it. Lara then undertakes the task of destroying the machine while Natla keeps Lara at bay with rays and balls of fire.

Lara resists, reaching Natla with Mjolnir and finally destroys the machine.



Now it's up to you now to live out this adventure and destroy Jormungandr. The fate of the world is in your hands. Good luck!

TILSIT

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CRYSTAL
DYNAMICS

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PURPOSE OF THE GAME

Lara Croft has to cross all the different areas of the game to reach Helheim, her final destination, and destroy Jormungandr by thwarting the evil plans of Natla. Tomb Raider Underworld is a cooperative game.

HOW TO WIN AT TOMB RAIDER?

Before approaching the rules of the game, we found it useful to specify the notion of game collaboration. The game is best for cooperative players to play together in a common purpose rather than against each other. In Tomb Raider Underworld, all players play as Lara Croft: they collaborate in the adventure, to get through obstacles, confront her enemies and finally, to fulfill her mission. So if Lara fails, all players lose. The players therefore have to train Lara to better their chances by pooling their individual means. So if Lara never finishes her mission successfully, all players lose, including those who were eliminated in the course of the game. For the players who want to add a little competition to the game, we included a cooperative gameplay option which determines among the victors the best player of the game. If you'd like to play in the competitive mode, the victor is the one who has the most Victory Points by the end of the game (among the players that have not been eliminated). If you like to play collaboratively, all players win by defeating Natla.

GAME CONTENT

- 3 boards with illustrated tracks on both sides.
- Every track represents one of the regions of the game:
 - Track 1: Niflheim
 - Track 2: Bhogavati.
 - Track 3: Croft Manor
 - Track 4: Xibalbatrack
 - Track 5: Jan Mayen Island
 - Track 6: Helheim
- Every region consists of 3 tracks of progress; the main track requires Acrobatics, and two secondary tracks which require Combat and to Ruse. Every region also includes one obstacle track which Lara will have to overcome.
- The main game track follows the progress of Lara's adventure as well as the evolution of her physical state (health, adrenaline, etc). There are spaces to place Thor's tools (which you will find throughout the course of your adventures) as well as game help tables, including the game turns and the different possible results on the Progress and Obstacle Dice.
- 116 cards:
 - 60 Progress Cards (20 Acrobatics, 20 Combat, 20 Ruse) used to move through the region on the different tracks
 - 20 Object Cards (to recover in the various regions).
 - 36 Enemy Cards (6 per region).
- 5 figurines: 4 Lara and 1 Natla
- 60 plastic counters in 4 colors:
 - 35 green "Victory Points": collected on the Acrobatics track, used during and at the end of the game to destroy Jormungandr and indicate the victor.
 - 15 yellow Treasures: collected on the Ruse track. A Treasure may replace a progress card of the player's choice to advance on the progress tracks.
 - 9 grey Health Kits: to heal Lara

The main game board

Health Gauge **Health Pawn and Counter starting position** **Adrenaline Pawn starting position** **Adrenaline Gauge**

Lara's starting position **Game turns** **Game help** **Location of Thor's Object Cards**

Bhogavati cards **Croft Manor cards** **Xilbalba cards** **Jan Mayen Island cards** **Helheim cards**

Natla's starting position **Progress Card Draw Pile**

Health Kits **Victory points** **Treasure** **Obstacle Die** **Niflheim Enemy Cards** **Progress Die** **6 Progress Cards + 1 care kit per player**

Acrobatics Start **Acrobatics track ends Take the Gauntlet** **Ruse Start** **Ruse track ends Discover the Relic**

Take 1 Victory Point **Advance in the Adrenaline gauge** **Take a Health Kit** **Take 1 Treasure** **Take the Rifle** **Take the Grenades**

Throw the Obstacles die **Take the Grenades**

Niflheim Object Cards

- 1 white Health Counter to show Lara's maximum level of health on Lara's Health Gauge. Lara starts the game with 3 Health Points, but she can find relics to raise her health.
- 2 plastic cylinders (1 Health Pawn for the Health Gauge and 1 Adrenaline Pawn for the Adrenaline Gauge.)
- 2 dice (1 white Progress Die and 1 black Obstacle Die).
- 1 Game Book.

SETTING UP THE GAME (see picture)

- Place the main board on the table. Place the Health Pawn and the Health Counter on space 3 of the Health Gauge. Lara starts the game with 3 Health Points. Place the Adrenaline Pawn on the first space of the Adrenaline Gauge. Place a Lara Croft character piece on the first region of the track, Niflheim.
- Shuffle all Progress Cards and distribute 6 to every player.
- Every player takes 1 Health Kit.
- Place the track of the first region (Niflheim) in the centre of the table.
- Place a Lara figurine on each of the starting spaces of all three Progress Tracks. (Acrobatics, Combat and Ruse)
- Place the Natla figurine on the start space of the Obstacle Track.
- Take the Enemy and Object cards of Niflheim. All cards have the name of the corresponding region on the back. Shuffle the Enemy cards and put them face down next to the central track. Place the Object cards of the region face up next to the track.

The game can now begin.

COURSE OF THE GAME.

BASIC PRINCIPLES

Lara must cross the different regions as quickly as possible to attain Helheim and destroy Jormungandr. However, It will be necessary for her to recover certain useful objects to survive, but at the risk of more obstacles. Thor's tools will be very useful for the end of the game. Determine the first player, then take turns going clockwise. Each player's turn is made in 3 stages:

GAME TURNS

- Stage 1: Throw the Progress Die.
 - Stage 2: Complete 1, 2, or no actions.
 - Stage 3: Pick a card or heal Lara.
- In their turn, the player performs the 3 stages in the order pointed out above. The player located to their left plays next.

STAGE 1: THROW THE PROGRESS DIE

Every player starts their turn by throwing the Progress Die (white die). This die can have two types of effects; move Lara forward on one of the progress tracks, or trigger an obstacle.

: Lara moves one space on the Acrobatics track.

: Lara moves one space on the Combat track.

: Lara moves one space on the Ruse track.

: Lara moves one space on the track of the player's choice.

: Move Natla forwards on the Obstacle track and apply the effect immediately.

: Remove one of your cards from your hand, then move Natla forwards on the Obstacle track and apply the effect immediately.

To get to the next region, the player's first objective is to reach the end of the Acrobatics track. The player who reaches the last space of the track applies the effects of the space, ends their game turn, then all players move to the following region.



The Combat and Ruse tracks allow you to recover bonuses (Objects, Adrenaline, Treasures, ...) but does not allow you to change regions. If you are already on the last space of the Combat or Ruse tracks, any Progress Die roll with Combat or Ruse has no effect. Only by reaching the last Acrobatics space do you move to the next region.



Another way to advance to the next region is for Natla to travel to the end of the Obstacle track. Upon reaching the 6th Obstacle space, the player must apply the effect immediately, complete their actions, and then either pick a card or heal Lara. At this point, you automatically move to the next region.



ARRIVING IN A NEW REGION (see picture)

Move the Lara figurine forwards on the main track. Place the new region board in the center of the table. Place the figurines on every first space of the different tracks, including Natla.

All unrecovered objects, Enemy Cards, and Object Cards of the previous track are lost. On the other hand, the revealed Enemies remain under on the new region board. Stack the new Enemy and Object Cards for the region next to the new board.

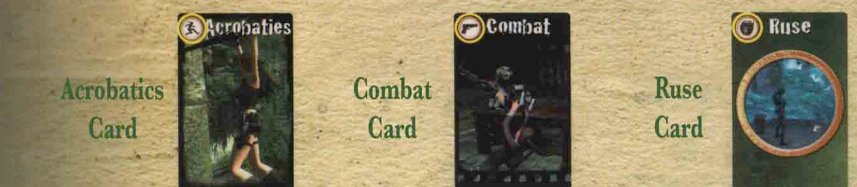


STAGE 2: COMPLETE 1, 2, OR NO ACTIONS

In every turn, a player has the possibility of making up to two actions. They can also decide to make none. You can do the same action several times. Three types of action are possible:

A) PLAY A PROGRESS CARD FROM YOUR HAND

An Acrobatics Card allows you to advance a space on the Acrobatics Track, a Combat Card allows you to advance a space on the Combat Track, and a Ruse Card allows you to advance a space on the Ruse Track. Move your figurine forwards one space on the corresponding tracks for every card. Then apply the effect of the space. (See the Effect of the Different Progress Spaces).



B) PLAY A TREASURE

A player may use a Treasure counter to replace a Progress Card of your choice (Acrobatics, Combat or Ruse). Treasure counters act as a wildcard. As before, move your figurine forward one space for every Treasure, then apply the pointed out effect.

C) PLAY AN OBJECT CARD

The last possible action is to use an Object card in your possession. The recovered Objects are put down face up in front of you. All effects of the card are described on the card. To play an Object card is an action and every object can only be used once. Most of the time, the objects allow you either to advance on one of the tracks, or to eliminate Enemies.

Particular case: Thor's Tools will be useful at the end of the game to destroy Jörmungandr. The player who earns them does not keep them in front of them, but places them in their designated spaces on the main track.



STAGE 3: PICK A PROGRESS CARD OR HEAL LARA

During this stage, a player may pick the first Progress Card off the pile and add it to their hand, or heal Lara by spending a Health Kit in their possession. They can't do both, just one or the other. If they decide to heal Lara, they must remove as many of

their Health Kits as they'd like, and move the Health Pawn a notch towards the right on the Health Gauge for every spent Health Kit. Note: you can never exceed the maximum value of health (3 at first, +1 for every discovered Relic). (See Relic below). Don't forget that if Lara dies, the game comes to an end and all players lose!

THE EFFECT OF THE DIFFERENT PROGRESS SPACES

During your progress through a region, every space (except the first one of every track) has an effect (find an object, throw the obstacle die, earn a Victory Point, etc). The player must apply the effect of every crossed space. If the player crosses several in the same turn, they apply each effect in order.

Here are what the various symbols on the tracks mean:



A) OBJECTS

The player takes the corresponding Object card and puts it face up in front of them. To use an object is an action and can therefore be made only during stage 2. The effects of objects are pointed out on their card. A great majority of objects are weapons which will be used to eliminate Enemies (See Enemies below).



B) ADRENALINE

The player moves Lara forwards on the Adrenaline Gauge. If they arrive at the end of the gauge, the player moves Lara forward one space on any one of the tracks (Acrobatics, Combat, or Ruse) and on top of that, the player eliminates an enemy! Then, the player replaces Lara on the first space of the Adrenaline Gauge.



C) HEALTH KITS

The player takes a Health Kit (grey counter). The Health Kits serve to heal Lara's Health (See stage 3, game turn).



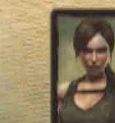
D) VICTORY POINTS

The player takes a Victory Point (green counter). The Victory Points are principally used at the end of game to destroy Jörmungandr and determine the victor. They can also be used to cross certain Obstacles or eliminate enemies.



E) TREASURES

The player takes a Treasure (yellow counter). Treasures act as wild card and can replace a Progress Card of the player's choice during stage 2 of their turn. To play a Treasure is an action. A Treasure can act as a wild card only on the Progress Tracks. They cannot replace a missing card during an Obstacle. On the contrary, certain Obstacles can ask you to remove Treasures.



F) PROGRESS CARDS

The player picks the Progress Card off the top of the stack and adds it to their hand.



G) RELIC

At the end of the Ruse track of certain region, the player discovers a Relic. For every discovered Relic, move the Health Counter (white cylinder) 1 space to the right on Lara's health gauge. It does not raise Lara's current health, it only allows the player to raise the maximum amount of health which she can attain. The player must use Health Kits to raise Lara's health up to the maximum pointed out by the Health Counter.



H) OBSTACLES DIE

Each time a player lands on this symbol, they throw the Obstacles die and apply the effect.



Nothing takes place.



Lara loses 1 Health. Move the Health Pawn on the Health Gauge 1 space to the left. If the Health Pawn cannot move any further to the left, Lara dies and all players lose the game.



The player picks an Enemy Card and places it face up on the table under the track region. (See Enemies below) When they pick an Enemy, they always take it from the stack of the current region being played.



The player picks 2 Enemy cards and places them face up under the track region.



The player discards one of the cards in their hand (only applies to the player that threw the die).



The player discards two of the cards in their hand (only applies to the player that threw the die).

Attention! It is advised that players mind their cards, because if ever one must discard a card and cannot, they are eliminated from the game.

THE ENEMIES

A) THE ENEMIES AND THEIR EFFECTS

In the course of her adventures, Lara must confront numerous enemies. Every Enemy is linked to a particular region pointed out on the back of the card. When a player places a new region board, they shuffle the Enemy Cards of the new region and make a pile face down next to the board. Every time a player has to pick an Enemy, they take it from this pile. The drawn Enemies are placed face down underneath the region board, creating a line of cards leading right to left. The first Enemy is therefore placed furthest to the right, the following are placed to their left. In small numbers, the Enemies are not dangerous, but as soon as they start adding up, they can hurt or kill Lara.

- If 8 Enemies are ever active at the same time, Lara is immediately overwhelmed, and the players lose the game!

If there are not 8, the Enemies can still hurt Lara when the region changes.

- If 3 Enemies or less are visible when the region changes: nothing takes place.

- If 4 or 5 Enemies are visible when the region changes: Lara loses 1 Health.



- If 6 and 7 Enemies are visible when the region changes: Lara loses 2 Health.



During a region change, do not forget to remove the Enemy Card stack, then make a new pile with the Enemy Cards of the new region. The visible Enemies are not removed, they follow Lara.



Xibalba
Object cards



Xibalba
Enemy Card
stack

Enemies not
eliminated from
previous boards

Order of enemy elimination

B) ELIMINATE THE ENEMIES

There are two ways to eliminate enemies. 1: Use a player's weapon. 2: Follow the instructions on the Enemy card. Always eliminate the enemy located furthest to the right. Every eliminated Enemy earns the player a Victory Point.

THE WEAPONS

Weapons can allow the players to eliminate 1 or 2 Enemies. To use a weapon, remove the Weapon card and eliminate the number of pointed out Enemies. To use a Weapon card is an action and therefore can only be fulfilled during stage 2 of the turn. The enemies must always be eliminated in the order of right to left.

Play the
Shotgun card
to eliminate
1 enemy



Play the
Grenades card
to eliminate
2 enemies



ELIMINATE AN ENEMY AS INDICATED ON THEIR CARD

It is possible to eliminate an Enemy as indicated on its card. If a player fulfills the pointed out action, the Enemy is removed.

To eliminate the
Red Naga,
the player must discard
3 victory points



To eliminate the
Tiger Thrall,
the player must discard
one Health Kit



THE OBSTACLES

Obstacles are another important element to the game. They can put Lara in difficult situations and it's better to avoid crossing them. There are 6 Obstacles on each track of each region. If the players reach the 6th Obstacles, the region is immediately ended. Every Obstacle draws an effect, (often negative) but the means to counter it are always pointed out. Certain Obstacles can be countered only by the "landing player", aka the player who caused the obstacle, otherwise, all players are affected.



(Remove 2 Ruse...) Applies to the landing player.



(Every player removes 1 Combat or throws the die...) Every player must discard a Combat card, or roll the Obstacles Die.



Le Kraken
Les joueurs défaussent
au total 2 Ruse + 2 Acrobatics
ou 1 seule fois

(All players remove 2 Ruse + 2 Acrobatics)
Players must discard 2 Ruse and 2 Acrobatics
Cards in total, or throw the die.
The player that landed on the Obstacle throws
the die.

It is recommended to read the Obstacles beforehand to anticipate their needs, and avoid elimination in the course of the game. (See Obstacles below)

END OF GAME

The game can end in many ways.

The players win if they destroy Jörmungandr on the Helheim track. To destroy Jörmungandr, all the players must spend Victory Points:

- If the players have all 4 of Thor's tools (The 2 gauntlets, the belt, and the hammer) they only need 7 Victory Points to win.
- For every missing object, the players must spend 2 additional Victory Points. Therefore if they have none of the objects, they will have to spend 15 Victory Points.

The players lose the game automatically in the following cases:

- All players are eliminated.
- Lara loses all of her Health
- 8 Enemies are face up on the bottom of the region board at the same time.
- The players trigger off the last Obstacles on Helheim track, and Natla defeats Lara.
- The players do not have enough of Thor's tools and/or Victory Points to destroy Jörmungandr at the end of game.

DETERMINING THE WINNER

In cooperative gameplay, all players win by destroying Jörmungandr, including eliminated players.

In competitive gameplay, in order to destroy Jörmungandr, the player that reaches Jörmungandr spends a Victory Point, then the player to the left spends a Victory Point, and so on until Jörmungandr is destroyed. Any eliminated players do not participate. After Jörmungandr is destroyed, the player with the most Victory Points wins.

GAMES OF TWO

Every player starts the game with 8 cards instead of 6 and 2 Health Kits instead of one.

SOLO PLAY

The player begins with 8 cards and 3 Health Kits. In stage 3, the player pick 2 cards instead of one.