

### TRIKKERY

Each Loki card has two different actions as options for the players. When playing a Loki card that player must choose which of those actions they want to use. Once a Loki card is used it is removed from the game, meaning players can never use trickery more than eight times in a game. Players should be as tricky as the trickster to make the best use of their cards.

Move your raven 1 space forward on the path, regardless of the land types.

Move the other raven 1 space backwards on the path.

Rotate a land card 180°.

Remove a land card. Both flight paths will be reduced by one space.

Swap any two land cards without rotating them.





Draw two extra cards in whichever combination you prefer.

Draw an extra land card and put it alongside one of the flight paths as shown. The extra card adds a loop to make the flight path longer. The ravens now have to fly all the way around the loop, as shown on the dotted line.

There are four types of Loki cards. Players should read the explanations to After a player has finished playing cards, these cards before the game to make the they draw 3 cards to end their turn. best use of them. Any actions which move These cards can be taken in any order or rotate land cards cannot be used on a card which currently has a raven on it.

players can use more loop cards to add to cards as though they are land cards.

will sometimes cause land cards to the game. overlap. Always place the card being moved this turn on top of the other card. If sliding a land card onto a loop card, the additional section is now part of the loop, The game ends when a player moves and the section which was covered is their raven into the final space on their ignored. The card which is partially opponent's side. That player is the covered can no longer be moved by any winner! However, if that player went card actions - treat it as though there is a first, the other player has one more turn raven on it.



The top space of the land card is now part of the loop.

# ENDING YOUR TURN

from either draw pile.

If a player now has more than 7 cards, After a loop card has been played, they must immediately choose cards to discard without taking actions until they that first loop, or can rotate the loop have 7 cards left. As usual, flight cards would be put in the discard pile, while The loop action and the slide action Loki cards would be removed from

# ENDING THE GAME

to get to their raven to the finish point. If they manage it, whichever player has the most cards left in their hand wins. If it's still a tie, then the ravens must race again to determine a winner!

### **Odin's Ravens**

Game Design by Thorsten Gimmler Cover and Card art by Johan Egerkrans Osprey Publishing, part of Bloomsbury Publishing Plc PO Box 883, Oxford, OX1 9PL, UK © 2015 Thorsten Gimmler & Osprey Publishing Ltd. All Rights Reserved.

# A GAME BY THORSTEN GIMMLER



very morning, Odin, the Allfather of the Norse Gods, Lisends his two ravens, Huginn and Muninn out into Midgard to watch over the land. Each player will take a raven and use their flight cards to move them across the different landscapes of the world which we know as Earth.

After thousands of years of taking this trip every day, the ravens have turned it into a race! They will head in opposite directions around the world, and the first one who returns to the starting point will be the winner. They can also ask for help from Loki, god of tricks and mischief, to make their path easier or the other raven's path trickier! With clever use of flight cards and Loki cards, a raven can move quickly over the world and win the race back to Odin's side.

### GAME COMPONENTS



2 Wooden Ravens



(25 for each player)

50 Flight Cards



16 Loki Cards (8 for each player)



40 Land Cards



## SETUP

Shuffle the land cards and place a line of down as two draw piles. Players then 16 cards between the players. Each card draw 5 cards as their starting hand. Each contains two spaces, and these spaces player can choose to draw cards from form two routes down which the ravens either pile in whichever combination will fly. When laying out the cards, make they like, for example 3 flight cards sure that no two spaces in a row are the and 2 Loki cards. same. If they are, rotate the newest card 180° to change the space. If there are race should go first. still two land spaces of the same type, place that card at the bottom of the deck and replace it with a new land card. Place the deck of remaining land cards face down nearby.

Both players place their ravens at one end of the land cards, each in front of one route. When a raven reaches the last land card, it switches to the other side of it and flies back along the other route.

Each player takes the 25 flight cards and 8 Loki cards of their colour, shuffles them separately and places them face

Whichever player lost the last



GOAL

FLIGHT - using a flight card to move a raven along the flight path.

TRICKERY - using a Loki card to take one of the actions on the card.

FLIGHT

The first player to use the flight paths to fly to the end of the world and back is the winner.

### PLAYING THE GAME

On their turn, players can choose how many cards from their hand they want to play. Each type of card allows players to take a different action. Players can take as many or as few actions as they like, as long as they have the right cards available. The actions are:

To move their raven, a player must play a flight card that shows the same land type as the next path space in front of their raven. For example, if the next land space in front of a raven is a forest, the player must play a forest flight card to move into this space. If there is a row of land spaces of the same type in front of a raven, the player can use the matching flight card to move the raven over all of these spaces, placing the raven at the end of the row. With some luck, and clever use of the Loki cards, a player can arrange to fly over three or more land spaces of the same type at the same time.



The player plays a mountain flight card and can move their raven 2 land spaces to the second mountain space.

If a player has no flight cards that match the land space in front of their raven, they can use any two flight cards of the same type as though it was whichever flight card they need. The players put their used flight cards face up on the table as a discard pile. If the draw pile of flight cards ever runs out, shuffle up the discards to form a new draw pile.



Here a player plays 2 forest flight cards to move to the mountain land space.