The High Jarl sent out a group of brave Vikings to seek new lands. They discovered group of islands that are rich of natural resources and The High Jarl gives them the task to gain control of these resources.

There is a minor setback, the islands are currently occupied by Barbarian tribes. The takeover is to be done in any way possible; through trade, religious conversion or direct conflict. If you manage to overtake areas peacefully, the Barbarians might join your clan and aid you in your task. During the game, your clan tries to build up their region and over shine their rivals with vast riches and wealth. Upgrade your buildings to improve your characters or gain more resources. There are areas through the island that stand neutral against any invaders and there you can buy or sell resources & learn runes that you can cast.

At the game end, the winner is the Clan Leader who collects the most gold!

OVERVIEW

Bardagi - the claim for gold, is a strategy game for 2 – 5 players, aged 10 and up.

Each player controls a Viking clan and a group of Vikings Berserkur (warrior), Godi (priest) & Kaupmadur (trader). The Viking ship (Knerrir) moves them over the Ocean. Each clan has a village (player boards) where players store their gathered resources (timber, wool, meat, skin, stone, iron & gold). These resources are used to manage the village and upgrading buildings that improves the clan.

During the game, players collect glory points when taking over areas, when building upgrades and when using them. At the end of the game, the player that has most gold receives a glory bonus, as well as the player owning most areas. When all rounds have been finished (based on number of players) all final glory points are counted and the player with the most glory is the winner!

Game components

1 Game board
5 Player boards
120 Player cards
5 Reference cards
10 Point markers 50/100 & 150/200
45 Building upgrade tiles
5 Berserkur
5 Godi
5 Kaupmadur
5 Knerrir
120 Wooden Resources
200 Disks
48 Runes tokens
20 Axe tokens
80 x 1 gold coin & 30 x 5 gold coins
5 player glory markers
1 Round marker
1 Starting player token
**Game Setup**

Place the board where all players can reach it, make room for player boards and game components.

For your very first game, punch out all of the punch boards and sort the cards & plastic disks into the types by colour.

A suggestion for your box setup:

1. **Choose your board**
   - In a 2-3 player game, you can choose which side of the board you want to play. 4-5 player use the Summer side:
     - **Winter side** - more strategy and cunning, more sea travels and more unexpected manoeuvres.
     - **Summer side** - more calm and simplified play, less clash between players.

2. **Choose your location & Viking clan**
   - Possible colours based on number of players:
     - 2 - 3 players - red, blue, yellow
     - 3 - 4 players - all colours, except black
     - 5 players - all colours

3. **Set up your player board as shown below**

   - **Setup**
     - The counter goes on the large shield on the glory bar.
     - 6 disks are placed on Verslun.
     - 6 disks are placed on Virki.
     - 6 disks are placed on Hof.
     - Knerrir is placed on the harbour.
     - 1 gold & 1 rune is placed on your village.

   - Place the remaining disks and counter tokens beside your player board within reach.

4. **Place the round token on the spiral**
   - If you want to play the full game (120 + minutes), place it on the green arrow at the end.
   - For a shorter version, place the round token on the 2nd island on the spiral.

5. **Choose the player that looks most as a Viking goes first, alternatively randomly choose the first player & hand him the Starting player token.**
PLACE THE BUILDING UPGRADES BESIDE THE BOARD
First place the remaining stack of each type face down (one of large & 1 of small)

Turn each type face up, according to number of players:
- 2-3 players - show the top 2 of each small type, & 1 type of large
- 4-5 players - show the top 3 of each small type, & 2 types of large
as shown here

GIVE EACH PLAYER 1 RANDOM LEVEL 1 BUILDING UPGRADE
Players may choose the type. Shuffle them and deal 1 small upgrade face down to each player. The upgrade is placed beside the appropriate building, according to color (9).

PLACE THESE ON YOUR COLOURED LOCATION
The remaining of your items go on your player board (See number 4)

PILE THE RUNE TOKENS BESIDE THE BOARD
Face down and randomized

PILE THE AXE TOKENS BESIDE THE BOARD

PLACE THE RESOURCE STORAGE BESIDE THE BOARD
Insert the components in each compartments as shown.

Based on chosen colour, each player takes:

1 X at random
1 X small (1 gold)
**GAME PLAY OVERVIEW**

Bardagi is played in rounds, depending on number of players as shown on the Round Spiral. Each round is divided into four phases: **Planning, Activation, Buy upgrades & Claim.** During each round, players have **4 units** at their disposal that are **activated with the corresponding cards.** Each unit has 6 cards, there are 4 units in each clan so players have 24 cards they can choose from during each round. Only 6 cards are used each round, 8 cards after round 5. The cards are used for activating one action of the displayed unit.

**In the beginning...**

Players start the game with their units on their home areas. The Knerrir is kept on the harbour on the player board.

All areas on the board (except Sacred Locations) belong to the Barbarians. To gain access to these areas and claim the resources they give, they need to be overtaken.

**GAME ROUNDS**

Bardagi is played in 6 - 8 rounds **(7-10 in the normal game).** Each round consists of the following phases:
1. **Planning**
2. **Activate**
3. **Buy upgrades**
4. **Claim glory & resources**

It is good to have the reference card handy during the first few rounds to better understand the flow. There you can also see the units available actions.

**Phase 1 - Planning**

All players simultaneously.

Choose **6 cards (6 actions)** that you want to use this round. All players choose their cards at the same time and keep them hidden until played.

When all players are happy with their chosen cards, proceed to phase 2.

**Phase 2 - Activate cards**

*In starting player order.*

Starting with the starting player, he lays down his 6 cards in any preferred order and carries out the actions of the shown character.

**ONE card is ONE Action** of the shown character.

Each action can be taken multiple times during players turn & in any preferred order.

Each character has 3 basic actions, plus their special actions:
- Move
- Overtake
- Refill disks on buildings (except Knerrir)
- Use Character Special actions

When the active player has finished all of his actions, the player on his left goes next and so it continues until all players have laid down their actions.

**Phase 3 - Buy buildings**

*In starting player order.*

If you have the required resources in storage (the boxes on your player board), you can buy building upgrades.

You can only have 1 building of the same type (only the smaller buildings as there are 2 of each type). Note that you can only have 2 large, 4 small or 1 large + 2 small of each building upgrade slot.

**Phase 4 - Claim resources**

*All players simultaneously.*

Claims are divided into 3 steps:
- **a) Claim glory (points)** from areas that you own (areas with your disk on it) 1 glory for each area.
- **b) Claim resources** from areas that you own (areas with your disk on it). 1 resource from each area.
- **c) Place recruits & Axes.** You can place the recruits & Axe tokens (unused disks or Axe tokens that have been stored in your town during previous turn or turns) on your buildings or any of your overtaken areas.

Re-new any empty building upgrade slots (if any where bought). Advance the Round marker, hand the starting player token to next player to the left. Next round!

*All above is shown in more detail in "Detailed overview" on pages 10 - 11.*

**CHARACTER OVERVIEW**

<table>
<thead>
<tr>
<th>BERSERKUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Home building : Virki</td>
</tr>
<tr>
<td>- Moves: 2 areas / card</td>
</tr>
<tr>
<td>- Special actions:</td>
</tr>
<tr>
<td>a) The only unit that can fight other players.</td>
</tr>
<tr>
<td>b) Can increase defence anywhere.</td>
</tr>
<tr>
<td>SPECIAL ABILITY:</td>
</tr>
<tr>
<td>Counts as 4 in attack and defence against other players.</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>GODI</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Home building : Hof</td>
</tr>
<tr>
<td>- Moves: 2 areas / card</td>
</tr>
<tr>
<td>- Special action:</td>
</tr>
<tr>
<td>The only unit that can cast Runes.</td>
</tr>
<tr>
<td>SPECIAL ABILITY:</td>
</tr>
<tr>
<td>Gives 1 recruit (extra disk) from the area he his standing on during the Claim phase.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>KAUPMADUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Home building : Verslun</td>
</tr>
<tr>
<td>- Moves: 2 areas / card</td>
</tr>
<tr>
<td>- Special actions:</td>
</tr>
<tr>
<td>a) Can trade</td>
</tr>
<tr>
<td>b) Can refill all supplies (place new disks on buildings) in one action if on Home area.</td>
</tr>
<tr>
<td>SPECIAL ABILITY:</td>
</tr>
<tr>
<td>Gives one extra resource from the area he his currently standing on during the Claim phase.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>KNERRIR</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Home area : Harbour</td>
</tr>
<tr>
<td>- Moves: 3 areas / card</td>
</tr>
<tr>
<td>- Special actions:</td>
</tr>
<tr>
<td>a) The only sea transport unit</td>
</tr>
<tr>
<td>b) Can carry all 3 at the same time</td>
</tr>
<tr>
<td>SPECIAL ABILITY:</td>
</tr>
<tr>
<td>Can overtake Barbarian harbours anywhere. Gives +1 in support in fights in harbours, if present in area.</td>
</tr>
</tbody>
</table>
**Move**

Move your unit from 1 area to another area, by going over a white line that defines an area (see The game board). All land units can move 2 areas and the Knerrir can move 3 areas (Ocean squares) with each Card Activated! Areas that all belong to the active player and are interconnected, count as 1 area in movement. Players can move into an area, overtake it (using a card), then move again with another card. The number of movement actions are only limited by the cards used.

**Overtake Areas**

All areas that do not have a token on them (except Sacred locations) are considered owned by Barbarians. Areas that have 1 or more disks on them are owned by other players and they must be overtaken with a fight, see FIGHT here below. To claim the area from Barbarians, remove a disk from the building owned by the given unit and place on the area the character is standing on and you want to overtake:

- **Kaupmadur** - remove one disk from Verslun and place on the EMPTY area.
- **Berserkur** - remove one disk from Virki and place on the EMPTY area.
- **Godi** - remove one disk from Hof and place on the EMPTY area.
- **Knerrir** - remove one disk from Village (recruits gained from Godi or overtaken Towns) and place on EMPTY harbour area (only harbours).

If there are no disks on the buildings or Village, the area cannot be overtaken.

**Fight** - Conflict with Other Players

In order to take areas from other players, players must fight the owner of the disks currently present.

The general rule of conflict is that players must own 1 more disk in his Virki than are present on the conflict area, to successfully OVERTAKE the area. Fights must be sorted in the following order:

1) **Defeat the Berserkur (if Present)**

   - **Attacker:** Removes 4 disks from his Virki
   - **Defender:** Removes 4 disks from his Virki (or all available). *Defenders Berserkur is returned to his Home Town, he can only get him back into play by refilling his Virki with 6 disks! When re-entering, his Berserkur starts from the players town.*

2) **Defeat Axe tokens (if Present)**

   - **Attacker:** Removes 2 disks from his Virki for each Axe token present on area.
   - **Defender:** Removes Axe token from the area. Discard the Axe token to the Axe token pile.

3) **Defeat defenders Disks**

   - **Attacker:** Removes +1 disks from his Virki then are present on the area.
   - **Defender:** Removes all disks from the area. Discard the disks to the disk reserve pile.

NOTE! The last removed disk is placed on the overtaken area! Example: The defender has 2 disks on an area, so in order for the attacker to overtake it, he must remove 3 disks from his Virki. 2 of the attackers disks go to his discard disk pile, the 3rd disk is placed on the area to overtake it!

Note! The attacker can always retreat back to any free area (area he owns or an area that has no disks on it) after his partial attack. He does not have to overtake the area if attacking. Maybe his aim is just to neutralize the other players Berserkur!

Players must have enough disks on their Virki to finish any of the above attacks. Players must have at least 4 disks to neutralize the Berserkur, 2 disks to remove 1 Axe token & at least 2 disks to overtake an area with a players disk(s) on it.

**Refill Disks on buildings**

As you overtake areas (or fight with Berserkur) the disks on the buildings eventually get depleted. Players can with one action (a free action for the Kaupmadur) refill up to 6 disks by paying the required resources:

- **Refill disks on Verslun (Kaupmadur)**
  - Pay
- **Refill disks on Virki (Berserkur)**
  - Pay
- **Refill disks on Hof (Godi)**
  - Pay
**The Game Board**

The game board is divided into different areas. Each area is divided with a white line, sea cliffs or beach. The landscape is drawn in 3d so sometimes the line can be partly hidden behind a mountain or hill. In some areas there are harbours and from them, there are dotted lines towards ocean squares. Each ocean square counts as one for the Knerrir movements.

**Areas**

At the beginning of the game, all areas (except sacred locations) are under control of the Barbarians. It costs 1 disk from a building to overtake an area. Take a disk from the corresponding building (Virki = Berserkur, Hof = Godi & Verslun = Kaupmadur) and place on the aimed area to overtake. Colour disks indicates the current owner.

Each area on the board has only one token and sometimes also a harbour. The outline of the areas is displayed with a white line or some clear natural boundaries, such as cliffs.

Some areas are adjacent to many areas, e.g. this gold mine has a harbour, but it also is connected to other areas. To get to these areas from the coast or beyond the mountains, you need to go through the gold beach. You can only go around the mountains, not over them.

Interconnected areas count as 1 in movement. Units abilities apply only to the area they stand on, not the whole interconnected area around them.

**Home Areas**

Areas in player’s colour are their home areas. They are directly connected to the player board. If you need to do any actions on your player boards, you need to take your unit to the home area. They are off limits to other players and do not give points or resources.

**Harbours**

The harbours are the start and end points for all Knerrir movements. It costs one action for a unit to enter Knerrir, if moving into the area, but nothing to exit it. If a unit is present on an Harbour area, it does not cost a move action to enter the Knerrir, you simple sail away (by switching the unit figure with the Knerrir on the player board).

Harbours do not yield resources, only the area it is on and it cannot be moved. For more info, see the “Knerrir” section how to sail.

**Resources**

All areas on the board give you something; resources, runes, recruits or axe tokens. When you overtake these areas (not sacred locations) you gain its resources during the claim phase. You gain these resources each turn as long as the area us marked with your colour marker.

- Sheep yield 1 wool OR 1 meat
- Iron mine yields 1 iron
- A quarry yields 1 stone
- A forest yields 1 timber
- Cattle yields 2 hide OR 1 meat
- Gold mine yields 2 coins

**Sacred Locations**

If you take the Godi or Kaupmadur to Sacred locations you can buy runes. You pay 2 gold and draw 3 random runes from the rune pile.

Runes drawn cannot be changed. The runes drawn are kept in your village until used. Only the Godi can cast runes.

Godi can cast Runes during his activation phase, he needs to have available runes on his Village.

For more information about runes, see the “Godi” section.

**Special Areas**

**Sacred Locations**

PAY 2 GOLD
RECEIVE 3 RUNES

- If you take the Godi or Kaupmadur to Sacred locations you can buy runes. You pay 2 gold and draw 3 random runes from the rune pile.

- Runes drawn cannot be changed. The runes drawn are kept in your village until used. Only the Godi can cast runes.

- Godi can cast Runes during his activation phase, he needs to have available runes on his Village.

- For more information about runes, see the “Godi” section.

**Barbarian Camp**

The Barbarian Camp is hard to overtake, only the Berserkur can do it by using 3 disks from his Virki.

Kaupmadur & Godi can not take them over. To successfully overtake them, you need to have at least 3 disks available at Virki. 2 warriors (disks) are used to fight the camp and then discarded.

- The 3rd disks is used to claim it.

- You receive 2 Axe tokens as reward & during the claim phase, your can place them on your areas as extra defence (each counts as 2). Axe token areas are also defended against enemy runes.

- In the claim phase, you can also buy 1 extra Axe token for 1 gold, for each Camp your own.

**Town**

The Town can be overtaken by all units. During claim phase players receive 1 recruit for each Town they own.

- The more towns, the more recruits each round
- Kaupmadur can trade in ALL towns according to trade table. When overtaken, discard 1 disk & place 1 to claim.

The Town can be bought with any disk at any time. It yields 1 recruit per turn it is owned.

**Economy**

Each area on the board gives you resources. Resources are given in the claim phase when you overtake (not sacred locations). You get these resources each turn as long as the area is marked with your colour marker.

- Sheep yield 1 wool OR 1 meat
- Iron mine yields 1 iron
- A quarry yields 1 stone
- A forest yields 1 timber
- Cattle yields 2 hide OR 1 meat
- Gold mine yields 2 coins
The player board shows you your village. There you manage everything related to your clan.

**TOP - STORAGE**
Place received resources in box slots, max 5 of each type in each slot.

**LEFT SIDE - YOUR TOWN**
Image of your town. You keep your gold, axe tokens, rune tokens and recruits here until used. Items placed on your village are considered active and can be used when needed throughout the game.

**RIGHT SIDE - UNIT BUILDINGS AND UPGRADE SLOTS**
The building upgrades are placed beside the building that is being upgraded, as seen on the building type icon. Building upgrades always improve your status and give your end game points.

**AROUND - POINTS COUNTER**
Around your village is the glory points bar, where your glory points are marked. When passing 50 points, place the “50” points token on the shield. When passing 100 points, place the “100” points token etc.

---

**THE BUILDINGS**
The town buildings have disks on them that are used by the character units the building belongs to. The number beside the shield in your colour show you the maximum amount of disks that can be on the building at any given time.

**VERSLUN**
Belongs to the Kaupmadur. The disks represent goods that are used to overtake areas from the barbarians by trade.
- Disks = goods (of no particular type)
- Maximum amount on building = 6
- Resources needed to refill disks = 4 hide

**VIRKI**
Belongs to the Berserkur. The disks represent your warriors that are used to conquer areas from the barbarians.
- Disks = warriors
- Maximum amount on building = 6
- Resources needed to refill disks = 4 meat

**HOF**
Belongs to the Godi. The disks represent your divine powers that are used to convert the areas from the barbarians.
- Disks = divine powers
- Maximum amount on building = 6
- Resources needed to refill disks = 4 wool

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**BUILDING UPGRADES**
Players start the game with 1 random small building. Between rounds, during the start of the claim phase, building upgrades can be bought. Upgrades are bought in starting player order. You can only buy the top most visible upgrade of any type during your turn (3 small ones & two large in 4 & 5 player games, but 2 small & 1 large in 2 & 3 player games).

When an upgrade has been bought, the one underneath is turned around to be shown. There are two of the same of each small upgrades, but the large ones are all unique.

Building upgrades always improve either the unit it belongs to or your clan in general. Some upgrades give a chance to increase your gold or glory if you overtake certain area types. Such upgrades can be for example that you can extra glory each round for each Iron mine you own. Each upgrade that you build give you also more disks to place on each building, +1 disks for each small and +2 for each large building. The maximum number of disks that can be on a building are 10 disks, unless you buy upgrades that enables your to increase that to 12.

Building upgrades give you bonuses in the same round as they are built in. At the end of the game, you receive points for building them. Each small upgrade gives you 3 glory, each large gives you 5 glory. You can only build 1 small upgrade of each type.

**Building cost:**
- **Small** = +1/1 + +
- **Large** = 3x + +

Each round, each player can build any number of buildings, as long as they have the required resources or available slots!

Buildings can be demolished but you will not receive the building material back.
Move your Knerrir +2 ocean squares for each card you use. 1 Knerrir card = 5 sq.

Virki

You can place +2 disks on Virki, to the Max of 12 disk, including all built upgrades.

Stables

Berserkur can move +2 areas per Berserkur card. 1 card = 3 areas.

You gain 1 gold for each attack you make each round.

You gain 1 recruit for each iron mine you own during claim. E.g. 2 mines = 2 recr.

Godi

You gain 2 gold during claim.

You gain 1 glory for each Iron mine you own during claim.

You gain 1 glory for each Cattle area you own during claim.

You gain 1 glory for each quarry you own during claim.

Kaupmadur

You gain 2 gold during claim.

You gain 1 glory for each iron mine you own during claim.

You gain 1 glory for each Sheep area you own during claim.

You gain 1 glory for each Forest area you own during claim.

Berserkur gets stronger. From now on, he counts as 6 in defence.

You can store 8 disks on Virki (+ additional disks for upgrades, Max 12).

Larger storage. You can store 8 of each resource in stead of the normal 5.
RESOURCES, TRADE, GOLD & GLORY!

The goal of Bardagi is to own more gold, areas and glory than your opponents. You do so by overtaking areas to get resources from them. These resources are then used to buy building upgrades, refill disks on buildings and trade them in for gold. During this all, you gain glory for all your efforts!

RESOURCES

Areas on the game board are overtaken, either from the Barbarians or from other players, to claim resources from them. You gain resources from all areas you own (with a disk in your colour) during the claim phase. The gained resources are placed in their corresponding box on your player board. Each box can hold 5 resources at maximum.

Refill disks, trade & building upgrades.

The resources have 3 different purposes:

- **Refill the disks on your village buildings (Verslun, Virki & Hof):** The disks on your buildings get depleted as you use them to overtake areas or cast runes. You use your resources to refill those disks; Virki - 4 meat, Verslun - 4 hide, Hof - 4 wool. Each refill costs you one action (one card), but the Kaupmadur can refill all buildings with one action. Note that you need to own all required resources to refill the building disks.

- **Trade, resources for gold:** The Kaupmadur can buy & sell resources at will when he is in towns or home Village. Trade costs one action (one card) and they are done according to the Trade table, as can be seen here to the right. The Trade table is divided into basic resources (meat, wool, hide & timber) & mining resources (stone & iron). Each 1 mining resources cost any 2 basic resources in trade. You can trade resources to gold at will, but you can only trade 1 gold for two basic resources or 1 mining resource.

- **Buy building upgrades:** Resources, as well as 1 or 2 gold coins, are used to buy building upgrades. The building upgrades always improve your status, either the unit it belongs to or your clan in general. They also give you glory points at the end of the game; 3 glory for each small one & 5 for each large.

GOLD

Each Gold mine on the board that you own, give you 2 gold coins during each claim phase. The smaller brown disk is 1 gold and the larger gold coloured is 5 gold. Some building upgrades give you also gold each round when they have been bought.

At the end of the game, the one player that owns most gold receives 15 glory point bonus. All players, including the one receiving the bonus, get 1 glory for each gold they have. Gold is therefore an important part of the game, but you also need to use gold to pay for various things:

- **Runes** - 2 gold give 3 runes
- **Building upgrades** - small upgrade costs resources & 1 gold, large 2 gold.
- **Resources** - for 1 gold you can buy 2 basic or 1 mine resources during trade.
- **Glory**

This is what it is all about: to gain more glory than your opponents at the end of the game to be claimed the winner!

Each round players receive glory points for the areas they own (marked with disks in players colour), plus any potential glory points received each round from building upgrades.

At the end of the game, players also receive glory points for the following:

- **Building upgrades** - for each small one you get 3 glory and 5 glory for each large.
- **Gold** - 1 gold coin gives you 1 glory point, add together.
- **End game bonus points:**
  - **Most gold** owned by a single player (if equal, most gold mines, still equal - split 14) - 15 glory points
  - **Most areas** owned by a single player (if equal, most axes on board, still equal - split) - 10 glory points
playing time

Bardagi is played in rounds, 7 - 10 rounds depending on the number of players (120+ minutes). During the first few games, we recommend that you start the game with the round marker placed on the 2nd island on the spiral. Then you play 5 - 8 rounds (90 minutes). The turn marker is moved to the next island on the left at the end of each round. When the round marker gets to an island that shows the current number of players, the last round begins. End of round, count final score.

Starting island for the first games

your units - the characters

BERSERKUR

Movement: 2 areas per card

Counts as 4 disks in attack & defence. The only unit that can attack other players and Barbarian Camps. Can strengthen defences anywhere during your turn.

Cost to refill disks

4 x

SPECIAL ABILITIES

- Your only attack unit, can overtake any area on the board (except sacred locations and other home areas)
- Berserker counts as 4 disks in attack & defence
- Moves two areas in each action
- Can move into any area, except other players home areas. If an Axe token is present, he must fight them if he wants to stay on the area. Requires him to remove 2 disks from Virki for each axe token removed.
- Berserker overtakes Barbarian areas through attacks. Take ONE disk from Virki & place on the area to claim it.
- All attacks against players; you need to have +1 disk on Virki than are currently present on attacked area to be successful.

SPECIAL ACTIONS

- Can attack all areas on the board (except sacred locations and home areas)
- Can attack and force remove other Berserker
- Berserker can strengthen any area he owns during his turn by taking disks from Virki (or any other of his areas) and place on his area of choice to strengthen defences. FREE ACTION.

NOTE! Empty areas do not give resources.

KAUPMADUR

Movement: 2 areas per card

Can refill all disks on buildings and trade resources on Home area. Gives 1 extra resource from the area he is standing on during Claim.

Cost to refill disks

4 x

SPECIAL ABILITIES

- Your only trader. Can buy and sell resources on his home area or towns.
- Can move two areas with one card.
- Can move into any area on the board, except other players home areas.
- Kaupmadur overtakes Barbarian areas through trade. Take ONE disk from Virki & place on the area to claim it.
- Kaupmadur cannot overtake other players areas, only the Berserker can do that.
- Gives 1 extra resource according to the area he is standing on (e.g. standing in quarry - 1 extra stone). If standing in Home area, take 1 extra resource of your own choice, including ONE gold.

SPECIAL ACTIONS

- Can trade in Villages according to Trade Table. Costs one action.
- Can refill ALL disks AND trade at will if present on his home area. FREE ACTION! All required resources must be available in storage.

TRADE - BUY AND SELL RESOURCES

Kaupmadur can buy and sell resources at will, according to the trade table. Only resources placed in storage, or gold in your village, are valid. You can do as much trade as you will with one action when present in towns. You do not need to own the town to do trade there. TRADE IN HOME AREA IS A FREE ACTION! Must be done during your activation turn.

Keep in mind that you buy building upgrades in the claim phase, so plan ahead. Anything needed?
## Godi

**Movement:** 2 areas per card

- Gives 1 recruit from the area he is currently standing on.
- Can cast a rune anywhere on the board.

**Cost to refill disks**

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**Special Abilities**

- Your only priest, can cast a rune anywhere on the board. You can not caste a rune on an area that is occupied by another player’s Godi, it is defended against all rune castings.
- Godi can remove a rune from an area by going there and pay 2 gold to remove it.
- Godi gives you 1 recruit from the area he is standing on during claim phase.
- Godi can buy runes at sacred locations, 2 gold draw 3 random runes.
- Godi over take Barbarian areas by converting them. Take ONE disk from Virki & place on the area to claim it.
- Godi can not stand in the same area as another Godi. A player can not enter an area where another Godi is present.
- Can move into any area (except home areas), as long as there is no other player’s Godi there.
- Can cast runes. Godi can cast two runes during the Activation Phase. Free Action. Only available runes stored in your village can be cast.
- Not possible to cast runes on areas where enemy Godi is standing.

### Runes - Godi FREE ACTION.

- You can cast up to TWO runes ONCE during your Activation Phase. You can cast a rune anywhere on the board. If there is another player’s Godi on the area, it is defended against runes. Runes can stack on areas, but only one of a given type.

#### Divine Powers

- Place on own area, gives you +1 resource (area resource) during claim phase

#### Wind in the sails

- You can move the Knerrir 10 ocean squares. Discard after use.

#### Defence

- Counts as +1 in defence. Blocks an area from getting new runes on the area. Runes placed prior to this one are still active.

#### No resources

- The area will not gain any resources. Needs to be removed to deactivate.

#### Theirs are yours

- You get the resource from the area. Place your disk on the area to identify. Needs to be removed to deactivate.

#### Double resources

- Resources are doubled from the area, e.g. goldmine - 4 gold

## Knerrir

**Movement:** 3 areas per card

- Your ship. Used to transport your units. Not possible to attack. **GIVES 1 ATTACK SUPPORT BONUS IF PRESENT IN HARBOUR AREA DURING FIGHT!**
- Moves 3 ocean squares with each action.
- Can move 1, 2 or 3 units at the same time.
- Can overtake Barbarian harbour areas. **PLAYERS NEED TO HAVE A DISK IN THEIR VILLAGE TO OVERTAKE HARBOURS WITH KNERRIR.**
- Needs a harbour area to be activated (players must first overtake an area with a harbour icon prior to activation)

### To Sail - Knerrir uses only ocean squares

Knerrir sails from one harbour to another, using the sea routes. One rout is one move. While he is not sailing, he is kept on the harbour on the player board. When players want to sail:

1. Move the unit you aim to sail with *(by using a unit card - action)* into an area you own that has a harbour icon. If already at the harbour tile, it does NOT cost an action to enter the ship.
2. Swap places with the unit and Knerrir; the Knerrir is moved from the harbour on the player board, to the harbour on the main board. The unit is placed on the player board harbour to show that he is now on board the Knerrir.
3. While sailing, the unit can not be used (but Godi can cast runes). Keep the unit on the player board until destination is reached.
4. Use Knerrir cards while sailing to move him. 3 squares per card used. At destination, swap the Knerrir & unit again; Knerrir on player board, unit on location harbour. Moving into location harbour does not cost a movement action for the unit.

If the Knerrir is not on the player board harbour, it can not be activated to move another unit somewhere else on the board. However, while active he can pick up another unit standing ON a harbour area while moving. That does not cost an action for the unit (but moving into the area does cost an action). The new unit is placed along with the previous placed unit on the player board. This way, all units can be on the Knerrir at the same time - standing on the harbour area on the player board. Units can stay on Knerrir between rounds.

Units on Knerrir cannot be attacked. Knerrir can overtake Barbarian areas even with units on board, but it is not required to have units on board for the Knerrir to overtake.
Detailed Round Overview

**Bardagi - The claim for Gold** is played over the course of 5 - 8 rounds, 7 - 10 in full version. Each player have 4 units at their disposal and during each turn, players choose which 6 actions (8 actions from round 5) they will activate by selecting 6 cards showing the characters they aim to activate. Each card counts as one action for the shown character unit.

Each round is divided into 4 phases:

1. Select cards
2. Activate units
3. Build upgrades
4. Claim glory & resources

**1. PLANNING** - Choose cards, *all players simultaneously*

- At the beginning of each round, all players choose the 6 cards they want to use (8 cards from round 5 & onward) during the upcoming turn.
- Each card counts as 1 action you aim to do with the shown character. You can choose any combination from the available 24 cards; 6 Berserkur cards or 3 Berserkur & 3 Godi cards etc.
- The cards should be kept secret and all choose at the same time. When the action phase starts, it is not possible to change cards afterwards. When everybody is pleased with their selection, continue with round Phase 2.

**2. ACTIONS** - Lay down the cards and play out the actions, *in starting player order*

- The starting player (holding the starting player token) starts to lay down all of his chosen cards.
- The cards should be placed up for all to see, in any preferred order. In this example, the blue player chose 2 Berserkur cards, 2 Kaupmadur cards, 1 Godi card & 1 Knerrir card.
- Each unit has **3 basic actions** they can do:
  
  **A) Move**
  Move your unit from 1 area to another area, by going over a white line that defines an area *(see the game board)*. All land units can move 2 areas and the Knerrir can move 3 areas *(Ocean squares)*.

  **Areas that all belong to the active player and are interconnected, count as 1 area in movement.**

  **B) Overtake areas**
  All areas that do not have a token on them *(except Sacred locations)* are considered owned by Barbarians. To claim the area, remove a disk from the building owned by the given unit and place on the area aimed to overtake:

    - **Kaupmadur** - remove one disk from Verslun and place on area
    - **Berserkur** - remove one disk from Virki and place on area
    - **Godi** - remove one disk from Hof and place on area
    - **Knerrir** - remove one disk from Village *(recruits gained from Godi or overtaken Towns)* and place on area *(only harbours)*

  If there are no disks on the buildings or Village, the area can not be overtaken.

  **C) Refill disks on buildings**
  As you overtake areas *(or fight with Berserkur)* the disks on the buildings eventually get depleted. Players can with one action *(a free action for the Kaupmadur)* refill up to 6 disks by paying the required resources:

    - **Refill disks on Verslun (Kaupmadur)** - pay
    - **Refill disks on Virki (Berserkur)** - pay
    - **Refill disks on Hof (Godi)** - pay

**Note! Building improvements add to the total number of disks a building can have:**

- For each Small upgrade, add 1 more disk
- For each Large upgrade, add 2 more disks
2. ACTIONS - Continued

- Each unit also have Special Character based actions:

**BERSERKUR SPECIAL ACTIONS**

A) Strengthen defences - Free action, once per round

Strengthen defences by placing disks on areas anywhere on the board. The disks can be taken from the Virki or other areas. Note that areas that do not have disks on them do not give resources during the Claim phase.

Disks on the board should only be considered as ownership markers and defence. Each disk counts as 1 defence for the area it is standing on. Ex 3 disks = 3 defence.

B) Attack other players

The complete attack costs ONE action. If an area has a disk on it, the area belongs to a player in the shown colour. The only way to overtake these areas is by attacking them. Follow the sequences below when attacking, as required:

1) **Attack the Berserkur** (if present). Attacker removes 4 disks from his Virki, defender removes 4 disks (if owned) from his Virki & places Berserkur on his home area.

2) **Attack Axes** (if present). Attacker discards 2 disks from his Virki for each Axe token present. REMOVE AXE TOKENS accordingly and place in Axe token pile. They have been defeated.

3) **Attack units** (disks). Attacker removes as many disks as are in the area from his Virki. Defender removes his. All disks are returned to players disk piles.

4) **Claim the area** by placing one (or more for defence) disks on the area, taken from Virki.

If there are not enough disks for each required sequence, the area can not be conquered. The new area will give resources in the same round.

**KAUPMADUR SPECIAL ACTIONS**

A) Trade & refill disks in Home areas - Free action, once per round

If the Kaupmadur is in his Home area he can trade his goods, that are in the boxes on his Player board, according to the Trade table. He can trade as many resources as he wants. During the same free action, he can also refill the disks on all buildings, the required resources must be available in his storage & paid accordingly.

B) Trade in Towns, can be own or other players Towns

Costs ONE action, the Kaupmadur can trade according to the Trade table.

C) Buy Runes at Sacred locations - pay 2 gold, draw 3 runes

Costs ONE action. He must be on Sacred location areas to buy Runes.

**GODI SPECIAL ACTIONS**

A) Cast Runes - Free action, once per round

If the Godi has Runes available on his Village, he can cast them anywhere on the board. He can cast as many Runes as he wants.

B) Buy Runes at Sacred locations - pay 2 gold, draw 3 runes

Costs ONE action. He must be on Sacred location areas to buy Runes.
3. **Buy Upgrades** - Buy building upgrades if possible, in starting player order
   - The starting player (holding the starting player token) can buy first.
   - All required resources must be available in players storages (the boxes on the player boards), plus the gold in the Village. Late trade is not possible.
   - In a 4-5 player game, there should be 2 large upgrades & 2 small upgrades visible of each type (Virki upgrades, Hof upgrades & Verslun upgrades).
   - Each building can have:
     - 4 small upgrades of any type
     - 2 large upgrades of any type
     - 1 large & 2 small of any type
   - If an upgrade is bought, a new one is not shown. Therefore, it might be possible the last player has very few building options. Replenish of the upgrades are done at the end of phase 4.

4. **Claim Glory & Resources** - All players simultaneously
   - Done in 3 steps:
     **A) Claim Glory from your owned areas, with your token on them**
     Each area that you own counts as one Glory. Count all areas and move your Glory marker accordingly on your player board. If you pass the shield, place the “50 or 150” points marker accordingly on the shield as a reminder.
     Advice: In order to remember which area has been counted, push the disks on top of the Resource image of each area.
     **B) Claim Resources from your owned areas, with your token on them**
     Each area that you own gives you one type of the shown resource. Areas that show two types (Hide & Meat or Wool & Meat), you choose one of either type, not both (example; only Meat, not Meat & Hide).
     Resources gained are placed in their corresponding boxes on the player board. Gold, Axes & recruits are placed on Village.
     - Each Gold Mine gives 2 gold
     - Each Quarry gives 1 Stone
     - Each Forest gives 1 Timber
     - Each Iron Mine gives 1 Iron
     Advice: In order to remember from which area resources have been claimed, push the disks away from the Resource image of each area.
     In addition, for special areas and Character placement, you gain:
     - Each Town gives 1 recruit (disk)
     - Godi gives 1 extra recruit (nothing from Home area or Sacred location)
     - You can buy Max 2 Axe tokens, 1 gold each
     - Kaupmadur gives 1 extra resource according to area he is standing on (nothing on Home area, Barbarian camp or Sacred location)
     **C) Place recruits & Axe tokens - renew buildings & advance the Round marker**
     Place the Axe tokens on any of your area of choice. Place recruits on any of your buildings, remember the Max limit.
     When all players have finished with their Axe & recruit placement, advance the Round marker to the next island on the spiral, fill empty building upgrade slots beside the board (if any where build), give the next player to the left the Starting player token and the next turn begins.
     If it is on the last Island (according to number of players), the game ends and you go directly to the end game scoring.
ROUND OVERVIEW

1) PLANNING - Choose your cards, all at the same time
   - Rounds 1-4, 6 cards. Any card combination you prefer.
   - Rounds 5+, 8 cards. Any card combination you prefer.

2) ACTIONS - Lay down the cards, carry out all actions.
   Starting player order.

3) UPGRADES - Buy building upgrades, if you have the resources
   Starting player order.

4) CLAIM - all players at the same time.

A) Claim glory
   You gain 1 glory for each area you own, marked with a disk in your colour.

B) Claim resources
   You gain resources for each area you own, marked with a disk in your colour.
   Towns give you recruits, buy Axe tokens in Barbarian Camps.

C) Place recruits and Axe tokens
   Recruits placed on any of the 3 buildings, Axe tokens on areas as defence.
   New round, starting player token to the left. Advance round marker.
   If last round, count end game points. Claim a Winner!