



Introduction

In the land of Vikings, a new kind of warrior has surfaced – The Druids. These mysterious individuals are capable of powerful manipulations. Basing their strength on sacred Artifacts, they invoke terrifying creatures and compel them to work on their behalf. Welcome to Vikings Gone Wild – Masters of Elements expansion.

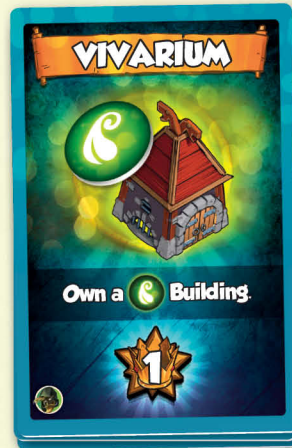
Content



55 UNIT CARDS



15 ODIN'S PATH CARDS



20 MISSION CARDS



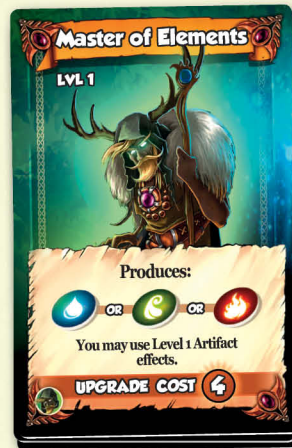
4 END GAME BONUS CARDS



6 DIVINE FAVOR CARDS



16 ARTIFACT CARDS



12 MASTER OF ELEMENTS CARDS



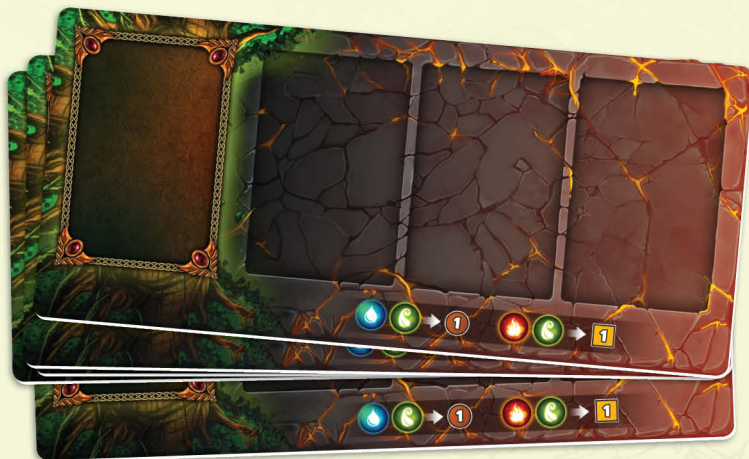
32 GOD CARDS
(4 CARDS PER GOD)



60 ELEMENT TOKENS



6 PLAYER TOKENS
(ODIN, ALVISS, FREYA)



5 ARTIFACT BOARDS



Setup



- 1 Place the Fire, Water and Nature Unit cards in place of the original Unit and Defense cards.
- 2 Place all the original Buildings cards in their dedicated spaces on the board.
- 3 Shuffle all the Odin's Path cards from this expansion with the Odin's Path cards from the original game. Set them up as usual.
- 4 Shuffle all the Divine Favor cards from this expansion with the Divine Favor cards from the original game. Set them up as usual.
- 5 Pick two random End Game Bonus cards from this expansion and two from the original game (except King Pig & Defender).

Player Setup (2 to 4 players)

6 Give each player a Player Board, a 10-card deck (6 Beer, 2 Gold, and 2 Warrior) and three levels of Townhall.

7 Find all the Mission cards from the original game and this expansion. Sort all the 1-Points cards into a pile. Shuffle it and deal two Mission cards to each player. Shuffle the remaining Mission cards and put them underneath the 1-Point pile.

NOTE: For simplicity of setup, we are keeping the full Mission deck from the Base Game. You will encounter Missions that cannot be played. If so, remove them immediately from the game and draw a new one.

8 Give each player an Artifact Board, four random Artifact cards, and three levels of the Master of Elements.



Artifact Draft (Setup)

Each player examines their four Artifact cards, selects one card to keep and passes the rest of the Artifact cards to their neighbor on the left. This process is repeated until everyone has selected three cards. All players return their fourth card to the box.

Place the player's Master of Elements cards on the single space on left of the Artifact Board in descending order with the Level 1 card on top, and the three Artifact cards on the three spaces on the right.

NOTE: With two players, each player receives six cards instead of four. Each player selects one card, and discards one card before passing their cards to the opposing player. Repeat this process until both players have three cards.

New Mechanics:



● Master of Elements ● (2 to 4 players only)

Each player controls their own Master of Elements. During the Production Phase, the Master of Elements produces an Element token from one of the three Elements. These tokens are placed immediately on a Building of the player's choice (Townhall included). A Building cannot hold more than one token at a time.

- At **Level 1**, only Level 1 Artifact effects may be used.
- At **Level 2**, Level 1 and 2 Artifact effects may be used.
- At **Level 3**, all levels of Artifact effects may be used. They also produce two Element tokens, and immediately earn the player a one time 5 VP.

NOTE: Players may immediately use an Artifact's new level as soon as the Master of Elements is upgraded.

● Element Tokens ●

Once an Element token is produced and placed on a Building, the Building is considered linked to that Element. Players can exchange the Element on a Building by discarding the current one and replace it with one freshly produced by their Master of Elements during the Production Phase.

NOTE: Some cards mention the concept of a "🔥 Building" or a "💧 Building". This refers to a Building with the corresponding Element token on it.

Players can generate these Elements by flipping the Element token on a Building to its grey side. This indicates that the Element has been used this turn and can't be used again until it is refreshed at the end of the round.

Example: Vincent wants to use the elemental effect of Hel's Hound. He flips the Fire Element token placed on one of his Buildings to the grey side. This allows him to activate the effect and destroy a card in his hand.

IMPORTANT NOTE ON ICONS:

- 🌀 — non-storable Element activated from a Building or generated from a specific card.
- 🔥 — physical Element Token.



● Artifacts ●

Each player controls three Artifact cards. A player can only use the levels unlocked by the level of the player's Master of Elements. To activate a card, pay the cost in resources or Elements by flipping Element tokens on the player's Buildings.

IMPORTANT: Artifacts can only be used once per round! Flip it to indicate it has been used.

● New Units ●

All **UNIT** cards in this expansion are affiliated with an Element. The symbol on the top left of the cards represents this affiliation. **UNIT** cards do not generate Elements unless specified.

IMPORTANT: Elemental effects on a **UNIT** can only be activated once per round!

Turn Update

The turn structure remains unchanged, but two additional actions take place:

- Production Phase: All Master of Elements produce Element Tokens.
- End Turn Phase: Refresh all Element Tokens by flipping all Element tokens to their unused side and refreshing any used Artifacts.

Rules Variants

Here are a couple rule variants:

- Trigger the end game at 40 points for three and four players games.
- Play without Missions.

Gods



1 Summary Card

3 Levels Cards

Once players have played at least one game with the Masters of Elements, or if playing with five players, we strongly recommend playing with Gods instead of the Master of Elements. Gods provide the same basic function as the Master of Elements, but offer a unique power available at Level 3.

IMPORTANT: Anytime the 'Master of Elements' is referenced in this rulebook or on a card, the concept applies to God cards as well, even if the word "God" is not explicitly stated.

● Setup ●

Instead of receiving a Master of Elements, each player randomly receives two God summary cards. Each player picks one and takes the three levels corresponding to the God picked. The three levels of God cards are then put on the left space of the player's Artifact Board in descending order with the Level 1 card on top.



Ragnar

At level 3, Ragnar allows its owner to store the two Element tokens generated during the Production Phase on it. These Element tokens are used in the same way as Element tokens on the player's Buildings and stay on Ragnar at the end of each round.



Freya

At level 3, Freya allows its owner to copy any Artifact effect in game, even if the Artifact has already been activated. To activate the effect, the player is required to pay its cost with Element tokens they control.



Alviss

At level 3, Alviss allows its owner to draw an extra card during the Drawing Phase.



Dvergar

At level 3, Dvergar let's you generate two Beer Barrels during the Production Phase. These resources must be stored in Containers, if possible. Otherwise, they are put on the player's Townhall and are discarded at the end of the round if unused.



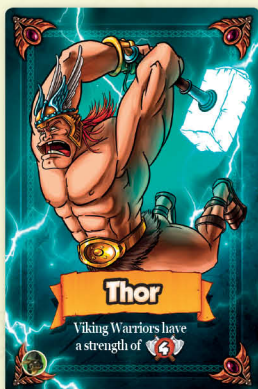
Grendel

At level 3, Grendel allows its owner to treat it as a Defense card of value **+2**. This ability can only be used once per round when being attacked.



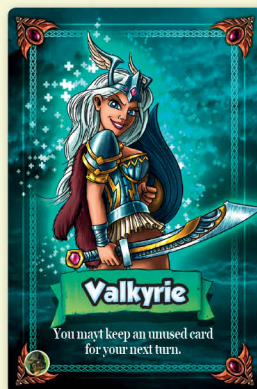
Loki

At level 3, Loki let's you steal, during your Player Phase, a Gold Bar or a Beer Barrel from any other player. This resource must be stored in a Container if possible. Otherwise, it is put on the player's Townhall and is discarded at the end of the round if unused.



Thor

At level 3, Thor allows the player to treat their Viking Warriors as having **4** strength.



Valkyrie

At level 3, Valkyrie allows its owner to keep one unused card for the next turn.

Credits

Game Designer: Julien Vergonjeanne

Illustrations: Mateusz Komada, Matijos Gebreselassie

Graphic Designer: Katarzyna Kosobucka

Game Development: Dawid Cichy, Vincent Vergonjeanne

Editor: Keith Matejka

Playtesters: Beata Cywicka, Rafał Cywicki, Daniel Krysiak, Katarzyna Lichańska, Anna Szmajdzińska, Patryk Wierzbic, Wojciech Wilk, Aleksandra Żyrkowska, Diane Baret, Oscar Perez, Panayiotis Mousarris, Matt Freitas, Antoine Deniau, Jasmin De Witte, and Jim Garner

FAQ

Q: *Do Masters of Elements or Gods generate an Element during the first Production phase?*

A: Yes. The first Element is placed on the player's Town Hall.

Q: *Can an Artifact attack on their own?*

A: No. An Artifact always provides a boost to a **UNIT** or a **HERO**.

Q: *Can you spend Elements at any time?*

A: Yes. If an Artifact allows it, you may spend Elements to activate Defense Boost or, for example, generate permanent resources outside of your turn.

