

NINE WORLDS



RULES



THE NINE WORLDS OF NORSE AND ANGLO-GERMANIC MYTH ARE THE BATTLEGROUND FOR THIS GAME. PLAYERS REPRESENT THE HEROES, KINGS OR GODS OF THESE WORLDS AND LEAD THEIR ARMIES IN A STRUGGLE TO TAKE CONTROL OF ALL NINE WORLDS. CONTROL OF A WORLD GIVES ACCESS TO POWERS PLAYERS CAN USE TO FURTHER THEIR CONQUESTS. THE CONTROL OF THE WORLDS AND THE NUMBER OF ARMIES PLAYERS FIELD DETERMINE THE VICTORY.

These rules are designed for games of three to six individual players. At the end of the rules there are suggestions for two player games and team play variants to try. There is also a two player training version which you may wish to start with.

CONTENTS

- 1 Game board representing the Nine Worlds of the universe (referred to as 'the Worlds'), a score track, turn number track, turn order track and the regions of Helheim and Valhalla which are considered separate from the Nine Worlds for game play purposes. Note that each world has a number from 1 to 9 associated with it. Each world also has a small adjacent circle in the same colour. This is the world power circle. There is also an icon representing the World Power of each world.
- 9 Bags each with 25 stones representing armies and an avatar piece representing the hero or god, an action point marker, a scoring marker and a turn order marker.
- 9 Player cards matching the colours of one of the Nine Worlds.
- 6 Player aid cards summarising elements of the rules. In case of doubt refer to these full rules. These have English on one side and German on the other.
- 1 Turn number marker.
- 9 World power tokens.
- 1 Last stone token.
- 6 +100 Point tokens.
- 1 Rule book.



Rule Book



Player aid cards



Game board



World power tokens



+100 point tokens



Last stone token



Stones



Scoring markers



Turn order markers



Action point markers



Turn number marker



Avatars



Player cards

GAME SETUP



- 1 The Worlds
- 2 Score Track
- 3 Turn Track
- 4 Turn Number Track
- 5 Valhalla
- 6 Helheim
- 7 Character Cards
- 8 Stones
- 9 Avatars
- 10 Action Point Marker

GAME LENGTH

Decide on your game length. The standard game has six turns and lasts around 60 to 75 minutes. The long game has nine turns and will take between 90 minutes to 150 minutes. Alternatively you may wish to try the introductory game (three turns).

SETUP

For a random set up, shuffle the nine player cards and give each player one card. The players now take the bag of pieces matching the colour of the player card. They place one stone and the avatar on the world which matches their player colour and another stone on their player card. Place the rest of the player's stones on the table near to their player card to form a reserve. Place one marker near the action point display on the player card. Place one marker near the turn order track (the actual order will be determined soon) and another on the zero on the score track. Place the turn number marker on the '1' of the turn number track.

For a more balanced game, there are suggested starting worlds for various numbers of players given at the end of the rules.

PLAY COMMENCES

In Nine Worlds players take it in turns to undertake a number of actions. Battles may then occur to gain control of worlds. World powers might then be activated. The start player now starts the next turn. Play continues until the players have played three, six or nine turns. At the end of turns three, six and nine the players score and adjust the score track.



TURN SEQUENCE

1 DETERMINE PLAYER ORDER

2 ACTION PHASE

- A Determine number of action points each player will have this turn.
- B Starting player spends their actions points taking actions.
- ◀ Other players follow in turn order – each doing all their actions before the next player takes their turn.
- ▷ Any unused action points are lost and not carried over to the next turn.

3 BATTLES AND WORLD POWERS PHASE

- A Players now check if any battles will occur (only on worlds with more than five stones). If so resolve them.
- B Now players check if any world powers are activated (this only applies to worlds with five stones). If so world powers activate in world number order.

4 VALHALLA PHASE

In player order, return any stones that are in Valhalla to the player's home world. Players score two points for each stone returned to their home world.

5 SCORING PHASE

If it is turn three, six or nine you now score.

6 TURN END

If it is turn nine the game ends. (Or turn three in an introductory game and turn six in a standard game). Otherwise advance the turn marker and start next turn.

1. DETERMINE PLAYER ORDER

On the first turn you examine the board. The player whose world has the lowest number will go first (E.G. Asgard is world one.)

From turn two onwards player order is determined by whomever has the most stones in the Nine Worlds going first, followed by the player with the second most stones etc. Remember that stones in Helheim are not included in this total.

Ties are broken by the number of worlds a player controls. The player who controls the most worlds goes before a player with less. To control a world a player will be the single player who has more stones than any other individual player on that world.

If players are tied for controlling the most worlds then it is the player with the most stones in Asgard out of the tied ones who goes earlier in the order. If still tied then the player with the most stones in Vanaheim etc.

AVATARS

An avatar does not count as a player's stone. However it does break ties in favour of the controlling player.



Example 1: Blue has two stones in Vanaheim whilst Red, Green and Yellow each have one. Blue controls Vanaheim.
 Example 2: Blue has two stones in Vanaheim and the Blue avatar whilst Red also has two. Blue controls Vanaheim because the avatar breaks the tie in his favour.

2. ACTION PHASE

DETERMINE NUMBER OF ACTION POINTS

Each turn each player will have a number of action points dependant on the number of players in the game. This is shown on the chart below:

Number of Players	Actions points per turn
3	$7/8^{\otimes}$
4	$6/7^{\otimes} (+1)^{\uparrow}$
5	$5/6^{\otimes} (+2/+1)^{\text{p}}$
6	$4/5^{\otimes} (+2/+1)^{\text{p}}$

- ⊗ If a player controls their home world at the start of a round they will gain the higher number of action points. If they did not control their home world at the start of a round they gain the lower number. (Caution: losing control of your home world will have a negative effect on your chances in the game

Action Points Cost	Action
1	Move one stone from your reserve to your player card.
1	Move one stone from your player card to the world you are on.
1	Move one of your own stones between adjacent worlds.
1	Move your avatar between adjacent worlds.
1	Move one of your stones from Helheim to your reserve.
2	Move one stone from your player card to any world where your avatar is not present.
2	Move one stone belonging to an opposing player from one world to any adjacent world. This cost is modified by the presence of player avatars: If your avatar is present in the world the stone is being moved from: -1 action point. If the controlling player's avatar is present in the world the stone is being moved from: +1 action point. <i>This power represents gods and lords exerting power, influence and intimidation on enemy armies.</i>
2	Move another player's avatar to an adjacent world.
3	Banish one stone belonging to an opposing player on any of the Nine Worlds to Helheim. This cost is modified by the presence of player avatars: If your avatar is present in the world the stone is being moved from: -1 action point. If the controlling player's avatar is present in the world the stone is being moved from: +1 action point. <i>This power represents gods and lords exerting power, influence and intimidation on enemy armies.</i>

so players are advised to protect them).

- ↑ In a four player game the player going first gets one additional action point.
- ↳ In a five and six player game the player going first gets two additional action points and the player going second gets one additional action point.

CHOOSING ACTIONS

Players use these points on the following menu of actions. Each action may be undertaken multiple times and in any order. They can use the action point track on their player card to keep track of how many points they have spent.

3. WORLD POWERS PHASE

(Only on worlds with five or more stones)

In every turn of the game, after every player has completed their actions you must now check to see if any battles occur and if any world power is activated. Do this world by world starting with Asgard (world one) and then proceed through the other worlds in numerical ascending order ending with Niflheim (world nine).

BATTLES

If any world has more than five stones on it (of whichever colour) there is a battle on that world. Starting with the current start player each player removes one of their stones and places it in their reserve (bypassing players who do not have stones on that world) until exactly five stones remain. This occurs even if all the stones on a world belong to the same player.

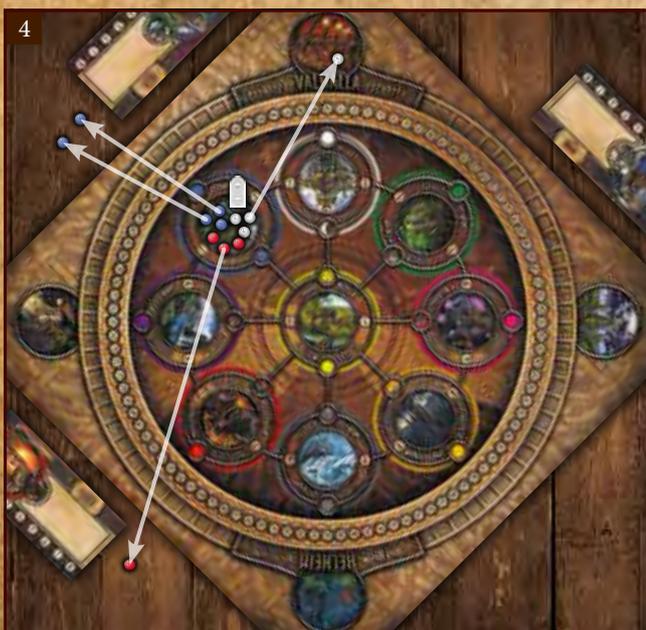
VALHALLA

If during the battle a stone was removed from the world by the player who then gained or retained control of the world (see below for control) that stone is placed in Valhalla. *The Valkyries have selected from amongst the fallen the victorious dead and take them to their reward.* This only occurs however if there was at least one stone belonging to another player present during the

battle phase. (*The Valkyries reward genuine heroes only.*) See Valhalla phase for what happens to these stones. Note only one stone from the victorious player is placed in Valhalla regardless of how many they lost in a battle. All other removed stones are returned to the controlling player's reserve.



Example 3: In Asgard, White has six stones. The player removes one stone and places it in their reserve.



Example 4: The player order for this turn happens to be Blue, Red and White. Blue, Red and White each have three stones in Vanaheim and the White avatar is present. Blue, Red and White each remove one of their stones. Then Blue removes a second stone. This reduces the total stones from nine to five. This leaves one Blue, two Red and two White. Red and White are tied for control but because the White avatar is present White wins control of Vanaheim. The Blue and Red stones are returned to the player's reserve but the White stone is placed in Valhalla as victorious dead.

CONTROL OF WORLDS

Now determine which worlds with five stones have a controlling player. A controlling player has more stones than any other player. In the event of a tie no one owns the world. Remember that an avatar does not count as a player's stone. However it does break ties in favour of the controlling player.

The controlling player may use the world power. To aid memory move a stone of the controlling player from the world to the adjacent power circle so all players can see which worlds will activate. In the event that other world powers cause the removal of all the controlling player's stones, leave one stone in the power circle with the last stone marker under it. This enables players to know who may use the power.

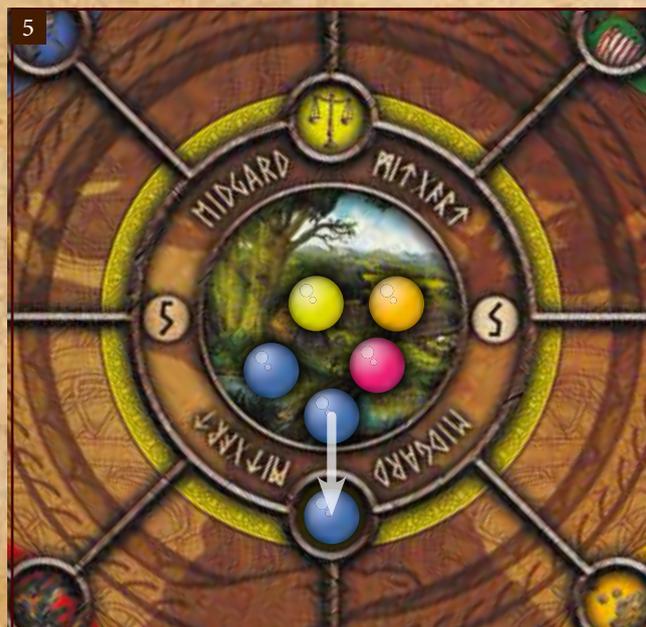


Last stone marker

Note that in subsequent turns ownership can shift between players and in particular world powers can be deactivated if less than five stones are present when the players determine ownership.

USING THE WORLD POWERS

World powers are now activated in order of worlds one to nine. The use of world powers is optional and players may decline to use a power. Conversely the player may elect to use powers on their own stones that appear to be negative (destroy/return/banish) for tactical reasons. *The gods and lords of the Nine Worlds are willing to sacrifice minions for their own purposes.*



Example 5: Blue has two stones in Midgard, Yellow one, Orange one and Pink one – Blue controls the world and may use the Midgard world power so we move one of its stones to the adjacent power circle.

THE WORLD POWERS

Note: The world power tokens provided are intended for use in the advanced game (See advanced rules for variable world powers).



ASGARD / PROTECT

The player who controls Asgard is immune to all world powers this turn. However the controlling player cannot use any other world power this turn either. So at the moment when Asgard's power is activated the controlling player must decide to take the protection of Asgard or to decline the power this turn (so as to be able to use other powers).



VANAHEIM / RETRIEVE

The controlling player can bring back any one stone (of their own or another player) from Helheim to any of the Nine Worlds. Alternatively they can move two stones from their reserve to their player card.



AELFHEIM / MOVE

The controlling player can move any one stone belonging to any player from one world to any adjacent world. They may do this twice per world power activation phase.



JOTUNHEIM / STEAL

The controlling player can steal any other player's stone on any world. Return that stone to the owning player's card and replace it with one of their own from their reserve or their player card.



MIDGARD / EXCHANGE

The controlling player may exchange one of their own stones on one of the nine worlds with any other stone on any of the Nine Worlds.



NIDARVELLIR / ADD

The controlling player may add a stone from their reserve (or player card) to any world.



MUSPELHEIM / DESTROY

The controlling player destroys any one stone on any of the Nine Worlds. Pick up that stone and return it the controlling player's reserve. Alternatively return any two stones from any of the Nine Worlds to the card of the controlling player or players.



SVARTALFHEIM / SPEND

The controlling player may spend two bonus action point immediately. Choose one of the two point actions or two of the one point actions (may be the same power twice) and do them right now.



NIFLHEIM / BANISH

The controlling player chooses one stone from any of The Nine Worlds to banish to Helheim. Take the stone and move it to the Helheim space on the board.



If a world power increases or decreases the number of stones in a world AFTER ownership has been determined it will NOT prevent activation of that world's power, nor will it provoke another battle this round. i.e. At the end of the world powers phase some worlds may have more than five stones in them. After activating a power move the controlling stone back onto the world to show the power has been used. If this reveals a last stone marker return the stone to the owning player's reserve.

4. VALHALLA PHASE

In player order, return any stones that are in Valhalla to the player's home world. Players score two points for each stone returned to their home world, whether they control it or not.

5. SCORING PHASE

At the end of the third, sixth and ninth turn there will be a scoring phase.

Score as follows:

- ◆ Stones in reserve are worth nothing.
- ◆ Score one point for each stone on your player card.
- ◆ Score two points for each stone anywhere in the Nine Worlds.
- ◆ Score three points for a world where you dispute control with one or more other players.
- ◆ Score five points for a world you control outright.

The above two lines are mutually exclusive. So for these two lines you either score zero if you neither dispute the lead on a particular world nor control the world, three if you dispute control if you share the lead for numbers of stones in a world. You control a world if you have more stones there than any other player. Remember that avatars breaks ties in favour of the player with an Avatar present.

- ◆ Score one point for each of the Nine Worlds where you have one or more stones.
- ◆ Score -2 points for each stone in Helheim

6. TURN END PHASE

If it is turn nine the game ends. (Or turn three in an introductory game and turn six in a standard game). Otherwise advance the turn marker and start the next turn.

GAME END

Examine the score. The player with the most points wins. In the event of a tie the player who controls the most worlds wins. If still tied the player with the most stones in the Nine Worlds wins.

SUGGESTED STARTING WORLDS

You may wish to start the game in a more balanced fashion where start position is less likely to influence success. Here are standard start positions to try:

THREE PLAYERS

- ◆ Alfheim
- ◆ Jotunheim
- ◆ Niflheim



FOUR PLAYERS

- ◆ Vanaheim
- ◆ Alfheim
- ◆ Muspelheim
- ◆ Svartalfheim



FIVE PLAYERS

- ◆ Vanaheim
- ◆ Alfheim
- ◆ Midgard
- ◆ Muspelheim
- ◆ Svartalfheim



SIX PLAYERS

- ◆ Asgard
- ◆ Vanaheim
- ◆ Alfheim
- ◆ Muspelheim
- ◆ Svartalfheim
- ◆ Niflheim



GAME VARIANTS

Here are some game variants to try.

TWO PLAYER BASIC VARIANT (TRAINING VERSION)

When learning the game it might help to try a game between two players. Give one player the Jotunheim pieces and card and one player the Nidarvellir pieces and card. Setup as normal. Each player will have eight action points. Jotunheim plays first. All rules are otherwise the same as normal with one exception. The Asgard world power in the training version is the ability to replicate any other world power. When using this world's power simply select one of the other eight worlds and read then follow the rules on that world power.

TWO PLAYER ADVANCED VARIANT (FOUR COLOUR VERSION)

Players may find more interaction and interesting game play from this variant. Give each player two player cards and all the relevant pieces. You might care to try player one: Vanaheim and Svartalfheim. Player two: Alfheim and Muspelheim. You can also try other combinations. Action points are as per a four player

game with the colour going first getting the extra action point. All rules are normal including player order where the colours are counted separately to determine the order. Likewise in a battle the stones are removed in just the same way as a multiplayer game. Each player in effect plays as two players of a four player game. At the end of the game add the player's two sets of points to get a single total. The higher total wins. The challenge here is how to use best two cooperating sets of pieces.

TEAM PLAY: PACTS AND ALLIANCES

In four and six player games, players can elect to play in teams of two. There are two versions of these games.

Pacts: In a pact, setup and game play is the same as normal but teams add their points at the end of the game and the highest scoring team wins. Players are considered separate when it comes to who controls a world for player order determination, world powers activation and scoring for control of a world.

Alliances: Setup is normal and action point determination and use and battles are carried out as per the usual rules. However when considering who controls a world each team's stones are added together and treated as one. Again teams add their points at the end of the game and the highest scoring team wins.



ADVANCED RULES

AVATAR POWERS

The game contains nine avatar power cards. If playing the advanced game you give these cards to the players. They add special rules and powers that pertain to specific avatars. Avatars have these powers even if they lose their home worlds. They are active in and pertain to the action phase (except where shown).

Here are the powers:



Odin (Asgard) It costs an additional one point per stone for other players to move your stones out of a world your avatar is in. (Note this could mean it costing four points to move a stone).



Ullr (Vanaheim) When your stones return from Valhalla you may elect to add them to the world your avatar is on or to your home world. If you have no stone in Valhalla you can move your avatar to any world for free. (Valhalla Phase)



Freyr (Alfheim) You may move any one stone from the world your avatar is in to an adjacent world for free each turn.



Thrym (Jotunheim) Once per turn for free you may move any one stone from an adjacent world to the world your avatar is on.



Beowulf (Midgard) You can exchange your avatar with one other player's avatar each turn for free.



Hreidmar (Nidavellir) Once per turn for free you can move one stone from your reserve to your player card or from your player card to the world your avatar is on.





Surtr (Muspelheim) Once per turn, for free you can remove one stone from the world your avatar is on and return it to the owner's player card.



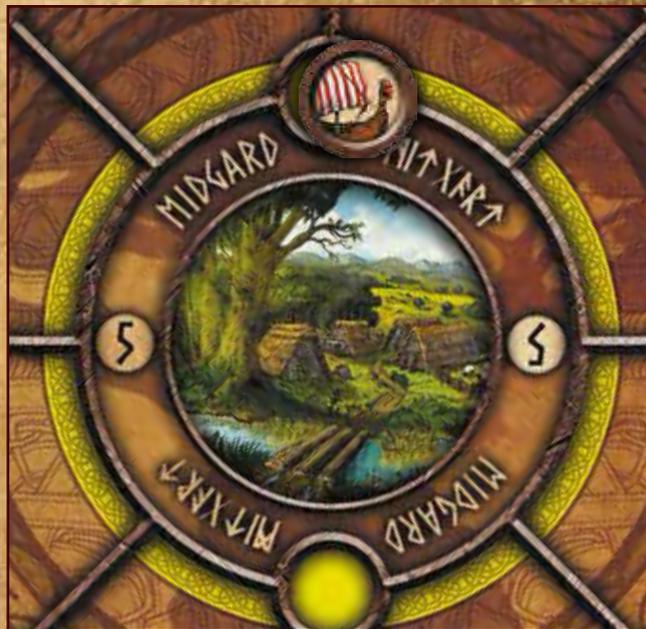
Andvari (Svartalfheim) After any battles have occurred on a world, when you determine control of a world for world power activation purposes only, your avatar counts both as an additional stone as well as retaining the tie breaking power of an avatar. (World Powers Phase)



Hel (Niflheim) Once per turn you may move another player's avatar to an adjacent world providing it is in the same world as, or is in an adjacent world to, your avatar.

VARIABLE WORLD POWERS

The world power tokens may be used in the basic game to show which powers apply to each world. In the advanced game during game set up you take the tokens and randomly allocate them to each world – this provides many different versions of the game where world powers vary.



NINE WORLDS

This game is the design of Richard Denning. Artwork by Andree Schneider with design and layout by Matthew Comden.
German Translation by Stefanie D Kuschi

I would like to thank the following playtesters: Janc, Helen, John, Margaret and Matthew Denning, Tim, and Lisa Oakley, James Whale, Heather and Martin King, Chris Finnegan, Bryan Ash, Patrick Campbell, Mick Pearson, Lindsey and Malcom Harrison, Peter Collins, Alex Hickman, Pete Heatherington, Laura Hutchinson, Matthew Comden, Ana Mihai, Cosmin Badea, Wael Al Jishi, Aaron Higgs, Geraldine Marsdon, Daniel Burt, Erin Armor, Tom Broughton, James Arnour, Trevor McDowall, Oliver Cartwright, Jeff Quantrill, Neil Heslop and Paul Howlett.

I would also like to thank individuals who played the game at UK Games Expo, Essen Spiel, Dragonmeet, Compulsion, and other conventions and those who tried the game at Thirsty Meeples and made comments and suggestions.



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NINE WORLDS I KNEW,
THE NINE IN THE TREE.
WITH MIGHTY ROOTS
BENEATH THE MOLD.

From the Poetic Edda