



NORSAIGATM

RULEBOOK

2-4 players / 30 min / Ages 10+

NORSAGA™

Legends aren't made. They're made up.

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The Game

In Norsaga, you race to be the first storyteller who can prove that their ancestry has endowed them with the heroic traits necessary to have accomplished an epic saga. You do this by playing hero cards onto your family tree until it contains all of the traits shown on your saga card. Only then will the audience believe that you really could have pulled off your story!

The Components

- 68 hero cards
- 40 saga cards
- 48 inheritance markers
- 4 Doom tokens
- 4 summary cards



Play Area



Saga

Summary card



Might	Love	Craft	Faith
1st Generation Sub-Advantage	2nd Generation Sub-Advantage	3rd Generation Sub-Advantage	4th Generation Sub-Advantage

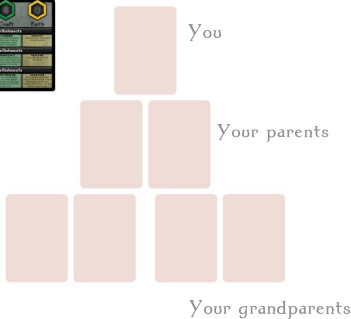


Inheritance markers

Family tree



Hand




Hero & Saga Cards

There are two types of cards: sagas and heroes.



Sagas

At the start of the game you will be dealt a random saga card. This is the story you're trying to impress your audience with. Each saga requires certain traits to complete it (1). Until you prove that you've inherited these traits, your audience can't be sure your saga is true.

Tip Some sagas are more difficult to complete than others. These are marked by a  in the bottom right corner. Only choose them if you want a challenge!

Heroes

As you take your turns, you'll play hero cards onto your family tree. Each hero's color is determined by their dominant trait (2), which you can possess or inherit. You can only inherit one dominant trait from a single pair of heroes.

Heroes also have recessive traits (3). If two heroes in a pair form a matched recessive trait, you can inherit it, too. This is the **ONLY WAY** to inherit two traits at the same time from a single pair of heroes!

Tip When forming pairs of heroes, gender doesn't matter.



Tip The recessive traits on your youngest hero (you) don't do anything.

Inheritance & Winning

When the game starts, you'll place six colored inheritance markers on your saga, to match the traits shown there.

As the game progresses, you'll play hero cards onto the 7 spots of your family tree. These represent how you describe yourself (top row), your two parents (second row), and your four grandparents (third row).

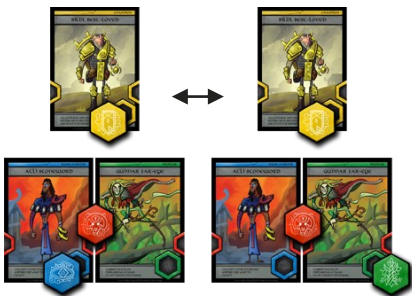


As you add heroes to your family tree, you can move markers from your saga onto your heroes' dominant and matched recessive traits to show which ones you've inherited (see Hero cards on page 3). If you find a way to move all six of your inheritance markers onto the heroes of your family tree, **YOU'VE WON!** The

Tip Having heroes in your tree does not stop you from playing in those spots. An old hero is dismissed to the discard pile when a new hero is played on top of it.

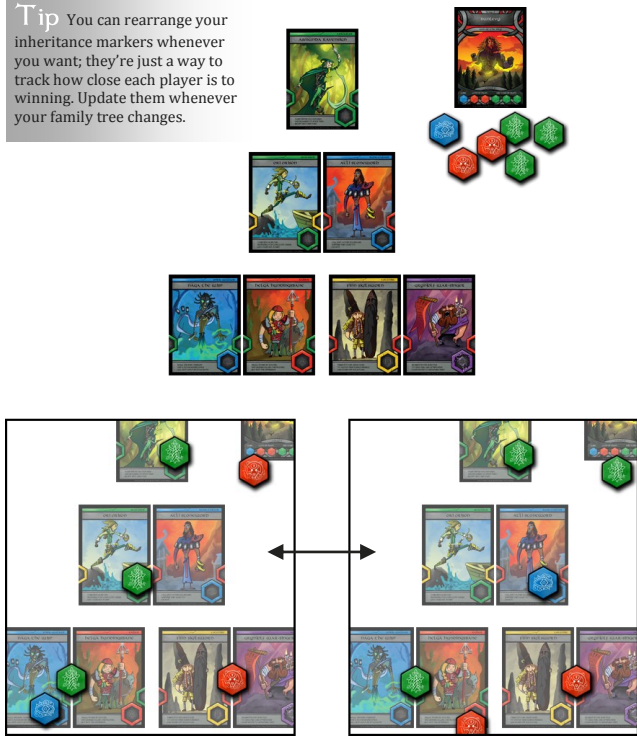
game ends immediately when a player completes their saga.

Remember, paired heroes **CANNOT** both contribute their dominant traits to your saga. In the example pictured here, you can either inherit the blue Lore trait from the parent on the left, or the green Craft trait from the parent on the right, but not both at the same time. Either way, you can inherit the recessive red Might trait.



In the example below, the player can move almost all of their inheritance markers whenever you want; they're just a way to track how close each player is to winning. Update them whenever your family tree changes. But no matter how they arrange them, the player cannot move the last marker onto their tree and win because paired heroes cannot both contribute their dominant traits.

Tip You can rearrange your inheritance markers whenever you want; they're just a way to track how close each player is to winning. Update them whenever your family tree changes.



If this player drew a green-dominant, red-recessive Hunter, there are multiple ways they could play it onto their family tree to win.



Here's one possible play that allows all the markers to be placed onto the player's family tree...



...and here's another possible play that also results in victory!

Embellishments

A story is only as good as its twists and turns, so you can embellish your tale to spice it up. Embellishments are special powers you can use, depending on the color of your youngest hero—you. If you've claimed you are a green hero, for example, you can choose from the green Craft embellishments.

What level of embellishments you can use depends on how far back your ancestry in that color goes. If only your youngest hero is green, you are considered 1st generation green. If a parent is green too, that's 2nd generation. Have a green grandparent on top of that?

Tip When determining eligibility for embellishments, choose the column based on your youngest hero's color, and choose the row based on how many unbroken generations of that color you descend from.

Now you're 3rd generation. You always have the option to use lower-level embellishments if you want to, though.

In this example, the color of the youngest hero (top) is green, and there is also a green hero in the second row, allowing this player to use 1st or 2nd generation green Craft embellishments. A green hero anywhere in the last row would allow them to use the 3rd generation Craft embellishment.



Even though there are two consecutive levels of red heroes, the player cannot use red Might embellishments until they change their youngest hero to red.



Tip Inheritance markers don't affect what embellishments you can use; heroes without markers on them still count towards that color of embellishment.

Setup

Give each player a rule card and a random saga card. Put the remaining saga cards away; they will not be used this game.

Distribute colored inheritance markers to each player to match their saga. Shuffle the hero deck and place it face down in the center of the play area. Deal each player a hand of 4 cards. The person who most recently finished reading a story goes first.

IF THIS IS YOUR FIRST GAME: there are two types of advanced cards—ghosts (black) and skalds (purple)—which you should remove from the hero deck (you can also ignore the Doom tokens). Games without advanced cards should only take 10 minutes; play a quick game to get the hang of embellishing your story and claiming inheritance markers, then add in the advanced cards and play again!

Taking Your Turn

Each turn consists of the following steps, in order:

1. **Catch your Breath:** Draw until you have 4 cards in hand.
2. **Embellish your Story:** You may use one embellishment you are eligible for.
3. **Continue the Tale:** Play a card. If you play on top of an existing card, dismiss it.

Tip Dismissed hero cards are placed in the discard pile face-up. If the hero deck runs out, shuffle the discard pile and place it face-down to form a new deck.



Advanced Cards

Now that you understand the basics, it's time to add in ghosts and skalds. These advanced cards let you tell more elaborate stories while undermining your opponents. Here's how they work.



Skalds

Skalds have recessive traits, but no useful dominant trait. When they're played on your family tree, you may immediately use **ANY EMBELLISHMENT YOU ARE ELIGIBLE FOR**. This can let you embellish multiple times in one turn, or even during other players' turns!

Tip When a skald lands on your family tree, you get one free embellishment. After that, it just sits there quietly. Having a skald as your youngest hero is not helpful, since there are no purple embellishments.

Ghosts

Ghosts have no useful traits at all. However, you can play them on **OTHER PLAYERS' FAMILY TREES** (as well as your own). This interrupts other players' stories and counters their heroic claims!

Ghosts also provide a unique set of embellishments. While powerful, they make your story less believable, meaning other players can play on your family tree that round (see page 14). When you use a Doom embellishment, put a **DOOM TOKEN** on your family tree to indicate this. Remove it at the start of your next turn.



Embellishments in detail

There are 5 types of embellishments: Might, Craft, Lore, Faith, and Doom. They do powerful and sometimes complicated things. Here's a bunch of information about all of them.

Might (red)

Adapt (1st generation): Dismiss one of your heroes and place a card from your hand in that spot.

- You must place a new card in the same spot from which you dismissed a hero.
- You choose which hero to dismiss.

Assault (2nd generation): Discard 2 cards. Choose a player. They must dismiss a hero from their family tree.

- You pick which player, but they pick which of their heroes they're going to get rid of.
- If you have fewer than 2 cards in hand, discard them all.
- If you have no cards in your hand, you can still use this embellishment. You still get to choose a player and they must dismiss one of their heroes.

Invade (3rd generation): Play a card on another player's family tree.

- You can play on top of existing heroes or just play a hero onto an empty spot in someone's family tree.
- You can't use this embellishment to play onto your own family tree.
- If you play a skald onto someone's family tree, they'll get to immediately use an embellishment.



Craft (green)

Plunder (1st generation): Look at another player's hand. You may swap a card from your hand with one from theirs.

- Only you get to look at the player's hand. No one else does.
- After you look at the player's hand, you can choose not to swap a card.

Turncoat (2nd generation): Take back a hero from your family tree. If you do, play a card, then discard any number of cards.

- If you take back your youngest hero, you won't be able to use any more embellishments until you replace it.
- You can discard some, all, or none of your cards at the end of this embellishment. If you discard all your cards, you'll have no cards left to play this turn.

Infiltrate (3rd generation): Look at any player's hand. You may place each of their cards onto any existing hero of the same color.

- Only you get to look at the player's hand. No one else does.
- You don't have to play all (or any) of the cards in that player's hand.
- You can use this embellishment on your own hand.
- A hero's color is their dominant trait. Skalds and ghosts are their own colors.
- If you place one or more skalds, queue up their embellishments in turn order starting with the player after you. Don't start granting their embellishments until you've placed all the cards from this embellishment.



Lore (blue)

Augur (1st generation): Draw a card, then discard a card.

- You don't have to discard the card you drew, but you do have to discard before you do anything else during your turn.

Offering (2nd generation): Discard a card. If you do, you may play a card of the same color as the discarded card.

- A hero's color is their dominant trait. Skalds and ghosts are their own colors.
- You don't have to play a card after you discard a card.

Possess (3rd generation): Pick a hero from another player's family tree and swap it with one from yours.

- If no other player has a hero, you can't use this embellishment.
- If one of the swapped heroes is a skald, it does not grant its new owner an immediate embellishment.



Faith (yellow)

Chant (1st generation): Discard your hand and draw 3 cards.

- You discard your hand before you get to see what the 3 cards are.
- You can use this embellishment even if you have no cards in hand.



Prayer (2nd generation): Play the top card of the deck.

- You don't get to see what the card is before you play it.
- You have to play the card. If your family tree is full, you'll have to play it on top of one of your existing heroes.
- If the card is a ghost, you can play it on another player's family tree.
- If another player has a Doom token in front of them, you may play the card onto their family tree.

Martyr (3rd generation): Each player dismisses one of their heroes. Draw that many cards and place them where those heroes used to be.

- Draw one card for each player who dismissed a hero. You can look at all the cards and decide which one to place on which player's family tree.
- Each card must be placed into the spot on a player's family tree from which they dismissed a hero.
- You have to dismiss one of your own heroes, if you have one.
- If a player doesn't have any heroes, they don't dismiss anything and you don't get to place any new heroes onto their family tree.
- If you draw ghosts, they still have to be placed on the emptied spots.
- If you place one or more skalds, queue up their embellishments in turn order starting with you. Don't start granting their embellishments until you've placed all the cards from this embellishment.

Doom (black)

Whisper (1st generation): Play a card.*

- You still get your normal card play this turn.

Nix (2nd generation): Each player must dismiss a hero from their family tree.*

- Each player gets to pick which of their heroes they're going to dismiss.
- You must dismiss one of your own heroes, too.

Ragnarok (3rd generation): Dismiss all 3rd generation heroes from all family trees.*

- You must dismiss all of the 3rd generation heroes from your own family tree, too.

* Other players may play cards on your family tree this round. Indicate this by placing a **DOOM TOKEN** in front of you until the start of your next turn.

- Be careful! While you have a Doom token in front of you, each player is allowed to play any kind of hero card onto your family tree, not just ghosts.
- Anything that allows another player to play a card will allow them to play that card onto your family tree. If a player gets the chance to play more than one card on their turn, they can play any, all, or none of those cards onto your family tree.
- If an embellishment allows a player to place a card in a specific spot (instead of playing it in general), they can't use that to place a card on your family tree instead.
- Once your next turn starts, remove the Doom token; your family tree is safe again. Changing the heroes in your family tree does not remove the Doom token early.
- If you find a way to use a Doom embellishment during another player's turn, you still remove the Doom token at the start of your next turn.
- You can never have more than one Doom token in front of you. If you use another Doom embellishment while you have a Doom token, do not take another token.



Advanced cards in detail

Skalds

- If a skald is played as part of an embellishment, finish resolving all effects of the first embellishment before you begin the next one.
- You can use the same embellishment more than once per turn, if you qualify for it both times.
- If using an embellishment puts another skald onto your family tree, you can embellish again!
- If you manage to play a skald onto another player's family tree (via a Doom token or embellishment), that player is the one who immediately gets to embellish their story.
- If multiple skalds get played at once, queue up their embellishments in turn order.
- If a skald gets dismissed before you've used the queued-up embellishment that it granted you, you still get to use the queued-up embellishment. (Martyr, we're looking at you...)



Ghosts

- You may play ghosts on any family tree, including your own... if you dare. If you play a ghost on top of an existing hero, that hero is dismissed to the discard pile.
- If an embellishment lets you play a card, and that card is a ghost, you may play it on someone else's family tree or your own.
- If an embellishment (such as Adapt) lets you place a card into a specific spot, it must go in that spot, regardless of whether the card is a ghost or whose family tree the spot is on.
- Ghosts' dominant trait is the black Doom trait, and they don't have recessive traits. Using Doom embellishments works just like other embellishments. If your ghost heritage stretches back to your parents or even grandparents, you can use even more powerful Doom embellishments.

Tip If your 4-player games are taking a long time, try removing 2 or 4 ghost cards.

Frequently Asked Questions

Q: Where can I play cards?

A: Onto 1 of 7 spots on your own family tree: you, your parents (pair), or your grandparents (two pairs). You can play onto any of these spots regardless of whether there is currently a hero in that spot. Old heroes are dismissed to the discard pile when new heroes are played on top of them.

Q: Can I play cards onto other players' family trees?

A: Usually, no. There are exceptions, such as ghosts. Doom tokens and some embellishments also change this.

Q: Do the cards I play in my second generation have to share a color with my youngest hero?

A: Nope, you can play cards of any color anywhere on your tree, regardless of what else is in your tree.

F.A.Q. (continued)

Q: Do I have to fill my family tree in order (me, parents, grandparents)?

A: Nope! You could describe your grandparents first or hop all over. Though it's usually best to start by playing your youngest hero (you) first, so that you can use embellishments next turn.

Q: Do I need all 7 spots in my family tree filled to win?

Q: Can I move heroes around on my family tree after I play them?

Q: Does gender matter when forming hero pairs?

A: Nope!

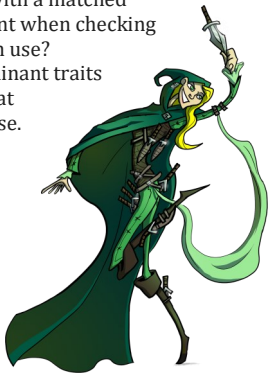
Q: If I don't have an inheritance marker on a hero, do they still count when checking what embellishments I can use?

Q: Can I play ghosts onto my own family tree?

A: Yep!

Q: If I have a pair of heroes with a matched recessive trait, does it count when checking what embellishments I can use?

A: No, only your heroes' dominant traits matter when checking what embellishments you can use.





Credits

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