

# BERSERKERS

## INTRODUCTION

Shadow Riders are on their way to the regions of Helm to bring darkness and seal the fate of its inhabitants.

Three Berserkers without virtue are commissioned by King Hrolf Kraki to annihilate the will of Hell.

The three warriors are preparing to light the protective fires of Odin and mark these riders of doom with the sacred seal...

## CONTENT

50 Cards. 4 white dice. 1 black die. 1 blue die. 1 red die. 1 green die. 3 Berserker tokens. 3 Shadow Riders tokens. 8 yellow gems. 5 purple gems. 1 black meeples. 1 blue meeples. 1 red meeples. 3 yellow cubes. 3 white cubes. 1 green cube. 1 orange cube. 6 Treasure tokens.

## GAME OBJECTIVE

You play as the 3 Berserkers and you must light the 8 Protective Fires, mark the 3 Shadow Riders with the sacred seal and satisfy the King's requests.



## CARDS DESCRIPTION



**4 Actions cards:** They display the actions that the Berserkers can take using the Action dice.



**1 Shadow Rider card:** it displays the actions that the Shadow Riders will take during their turn.



**12 Location cards:** They represent the different locations that make up Helm's kingdom.



**10 Villagers assistance cards:** They represent the items the villagers will offer to you once you help them.



**1 Orcs hordes card:** It displays the actions that the Orcs hordes will take during their turn.



**1 Coin Pouch card:** It allows to track the gold coins that the Berserkers have.





**12 King's Request cards:** They display the requests the king will ask you to fulfil. They act as mandatory side quests.



**4 Spell book cards:** They go along with one of the King's Request.



**3 Reference cards:** Really helps while your game

## OTHER COMPONENTS DESCRIPTION



**3 Berserker tokens:** They represent the 3 Berserkers you play as. One side displays the full health character, the other side displays the injured character.



**3 Shadow Rider Tokens:** They represent the 3 Shadow Riders you are fighting. One side displays the Shadow Rider as it comes into play, the other side displays it once it is marked with the sacred seal.

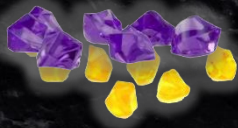


**6 Treasure tokens:** 5 white tokens on both sides and 1 token white on one side and with a treasure on the other side. These 6 tokens go along with one of the king's requests.



**3 meeples:** Each meeple represent an Orcs horde.





**13 Gems:** The 5 purple gems represent the Darkness. The 8 yellow gems represent the protective fires.



**3 yellow cubes:** They represent the three groups of fairies for the “The secret of the Elves” side quest.



**1 orange cube and 1 green cube:** The orange cube represents Zodd for “the Return of Zodd” side quest. The green cube represents the group of goblins in the “Hands off the Goblins!” side quest.




**3 white cubes:** The white cubes are markers to track the gold coin gauge, the *Villagers Assistance* gauge, as well as Zodd's health points.

**4 white dice** for the Berserkers Actions.

**1 red die, 1 blue die and 1 black die** for Shadow Riders Actions as well as the Orcs hordes Actions. The red die is also used for Zodd's actions. The blue die is also used for the "Wrath of Thor" side quest.

**1 green die** for the Goblins Actions.

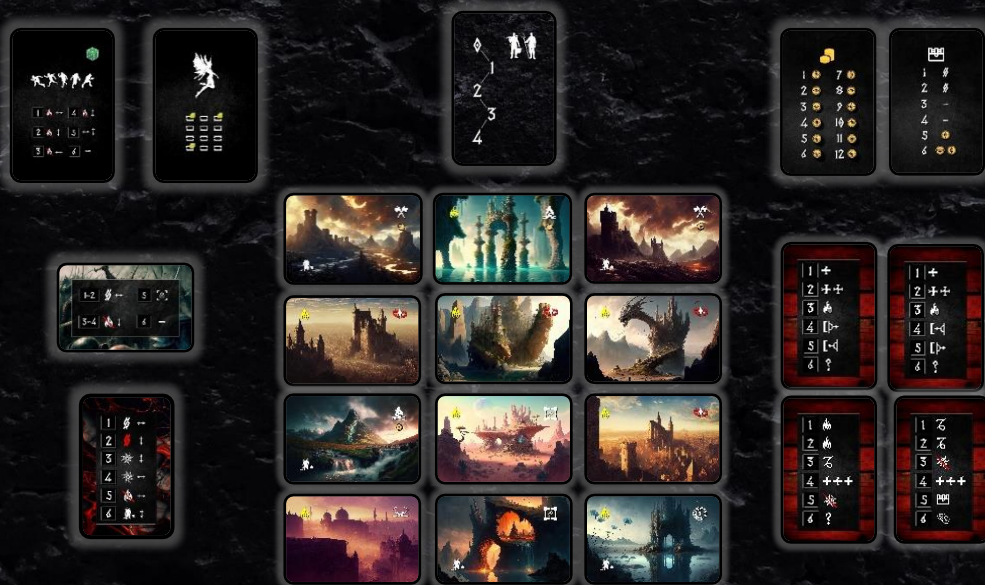
## SETUP

- Shuffle the *Location* cards and place them randomly in the centre of the playing area to create three columns of four cards. This 12-card area represents the complete Helm Kingdom and the Play area.
- Place the 3 Berserker tokens (full health side up) on the *Location* card at the bottom right.
- Place the 3 Shadow Riders tokens (unmarked side up) on the *Location* card at the top left.
- Place the 4 *Actions* cards on the right of the Play area with their side not containing the symbol  up.




- Place the *Shadow Riders* card on the left of the Play Area.
- Place the *Orcs hordes* card above the *Shadow Riders* card.
- Shuffle the *Villagers Assistance* cards, form a deck and place it near the Play area. Place a white cube on top of the deck on the value zero.
- Shuffle the *King's Request* cards and draw two, they will be the "active" cards during the game. Place them near the Play area and remove the rest of the *King's Request* cards from the game.
- Place the *Coin Pouch* card near the Play area and place a white cube on the value 4.
- Place the *Reference* cards near the Play area.
- The *Spell book* cards are set aside out of play, unless you have drawn the *King's Request* "The Witch's Spell Book".
- Place the purple gems near the Play area. They constitute the Darkness reserve.
- Place the yellow gems near the Play area. They constitute the Protective Fires reserve.
- Place all the other elements (dice, cubes, etc.) near the Play area.

## SETUP OVERVIEW





## DETAILED GAME OBJECTIVE

Your game objective is to light the 8 Protective Fires of Odin and mark the three Shadow Riders with the sacred seal. To light the sacred fires up, you will need to move your Berserkers to the *Location* cards that contain the symbol , then perform the "Light a Protective Fire" Action. If the 8 Protective Fires are lit, nothing can put them out!

To mark the Shadow Riders with the sacred seal, you must perform the "Mark with the Seal" Action on the Shadow Riders that are on a Location card that contains a lit fire and at least one Berserker.

But that's not all, to win the game you will also have to complete the *King's Requests*. During a first game, it is advisable to draw only two (The *King's Requests* are detailed later in this rulebook).

In addition, the more *King's Requests* you draw during setup, the more gold you will start the game with. The *Coin Pouch* card allows you to track how many gold coins you have. The gold coins allow you to carry out certain paid actions, but also to re-roll the Action dice.

## GAMEPLAY

A game is played over an indefinite number of rounds. Each round consists of 3 phases: Berserkers phase, Shadow Riders phase and Orcs hordes phase.

### ROUND PHASES - BERSERKERS PHASE (PLAYER PHASE)

- Roll the 4 Action dice (white dice).
- Place each die on the Action card of your choice, matching the result of the die and the number indicated next to the action. You can perform up to a maximum of 4 actions to play in any order, but you can only place a maximum of one die per Action card (unless the Action card is upgraded, see page 9). It is not mandatory to use all the dice. When you select an action, immediately apply its effect.



## ACTIONS DESCRIPTION FROM THE ACTION CARDS



### Move

This action allows you to move a Berserker from one Location card to another. You can move orthogonally, but never diagonally. If this logo is displayed once, you can move from 1 *Location* card to another. If displayed twice or 3 times, you can move up to 2 or 3 *Location* cards. (Multiple moves must be done by the same Berseker)



### Light a Protective Fire

This action allows you to light a protective fire on a *Location* card. When you light a fire, add a yellow gem to the Location card. You can perform this action only if the Fire symbol (🔥) is present on the *Location* card, and if the card does not already contain a yellow gem.



Repel



Attract

These Actions allow you to either attract on a Berserker's Location a living creature (Berserkers, Shadow Rider, Orcs hordes, Goblins, Elves, Zodd) from an orthogonally adjacent Location or repel it from a Berserker's Location to an orthogonally adjacent location.



### Lift the Darkness

This Action allows you to remove Darkness from a location with a purple gem on it. To do this, remove the purple gem and return it to the Darkness reserve.





## Mark with the Sacred Seal

This action allows you to mark Shadow Riders. You can activate this action only if at least one Berserker is on the same Location as a Shadow Rider and only if there is a lit protective fire (yellow gem) on the Location. When you mark a Shadow Rider, you must flip it to its “marked” side and it will stay on that side until the end of the game. Marking the 3 Shadow Riders is part of the Victory conditions.



## Loot

This action allows you to loot a group of merchants. Looting can earn you gold, but can also hurt your Berserkers. When you perform this action, select one of your Berserkers and roll the black die. Result 1 or 2: your Berserker is wounded (flip it to its "injured" side). Result 3 or 4: nothing happens, the looting is a failure. Result 5: you gain 1 gold coin. Result 6: you gain 2 gold coins.



## Gamble

This action allows you to make gamble with villagers. When you perform this action, spend a gold coin and roll 2 dice (the black and the green dice). Then, re-roll the die with the lowest value. If its new result is equal to or greater than the result of the first die, you win the bet (win 3 gold coins). If it is lower, you lose your bet.



## Location Action

This action allows you to perform a **Location Action**. At the top right of each Location card is a specific action. Sometimes this action costs a gold coin in addition to the die used.



## ACTIONS DESCRIPTION FROM THE LOCATION CARDS

To activate a Location Action, you must place an Action die on the “?” Action of the Action card. You can only activate a Location Action if at least one of your Berserkers is on the Location in question.



### Rally

This action allows you to rally up to 3 Berserker tokens on this Location card.



### Secret Passage

This action allows you to move a Berserker from this Location card to any other Location card.



### Rest - This action costs 1 coin.

This action allows you to heal a Berserker that is on this Location card.




### Block

This action allows you to block a Shadow Rider die of your choice (blue, red or black). The blocked shadow rider will not play during his next turn. Place the chosen Shadow Rider's die on this action to remember it.



### Training- This action costs 1 coin.

This action allows you to upgrade an Action card. When you upgrade an Action card, flip it to its side displaying the symbol . Actions cards that display this symbol allow up to two Action dice to be placed on them instead of one. Nevertheless you cannot place them on the same line and activate the same action twice on the same card.





## Destroy an Orcs horde

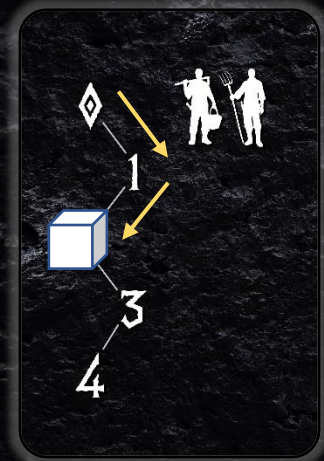
This action allows you to destroy an Orcs horde. You can only destroy an Orcs horde (Orcs hordes meeples) if it is at the location where you perform the Action. When you destroy a horde, remove the meeples that represents that horde. The meeples return to the reserve, but may come back into play later. (Reminder: You can perform “Draw” or “Repel” Actions on Orcs hordes)

## VILLAGERS ASSISTANCE

During your game turn, if you cannot or do not want to play all your Action dice, you have the option of using them to assist the villagers. In this case, discard the die or the dice by placing them near the *Villagers Assistance* deck. For every die thus discarded, advance the white cube on the Villagers Assistance gauge.

The cube gains 1 level, regardless of the value of the discarded dice. When the cube reaches level 4, you must choose one of the following two options:

- Immediately gain **1 gold coin**.
- Immediately draw the first card from the *Villagers Assistance* deck and place it near your Play area. The Villagers are generous and offer you a valuable item. *Villagers Assistance* cards are very powerful and can help lead your Berserkers to victory. You can use them at any time during your rounds. After using a card, discard it, it can no longer be used until the end of the game.




After choosing one of the two options, return the cube to level  $\diamond$ .



## VILLAGERS ASSISTANCE DESCRIPTION

The *Villagers Assistance* cards are labelled from A to J. Place them in front of you before reading this section.

### **A – Knight's Shield**

If one of your Berserkers would be attacked by a Shadow Rider or an Orcs horde, discard this card to ignore the attack. (Also works with )

### **B – Noble Boots**

Discard this card to perform up to 3 moves with a Berserker.

### **C – Magic Cloak**

Discard this card to perform an action identical to the Secret Passage.

### **D – Precious Rock**

Discard this card to reroll up to 4 Action dice during the same turn.

### **E – Lord Sword**

Discard this card to eliminate an Orcs horde at your location. (Works even on places that don't have this symbol: )

### **F – Suspicious Beverage**

Discard this card to heal one of your Berserkers.

### **G – Druid potion**

Discard this card to resurrect one of your Berserkers. (See "Death of a Berserker" on page 15)

### **H – Harp of Melpomene**

Discard this card to prevent the Shadow Riders from bringing down the Darkness on their next turn.

### **I – Gold Pouch**

Discard this card to gain **3 gold coins**.

### **J – Mysterious Item**

This magnificent object releases a mysterious force, but what is its purpose?



## ROUND PHASES - SHADOW RIDERS PHASE (ENEMY PHASE)

- Roll the Black, Blue and Red die. Each die is assigned to the Shadow Rider of the same colour.
- Place the dice on the Shadow Riders card in the line corresponding to their value. There can be several dice on the same line.
- Apply the effects of the Knight Actions in the order of your choice.

## ACTIONS DESCRIPTION FROM THE SHADOW RIDERS CARD



### Attack

The Shadow Rider attacks all Berserkers on their Location.



### Extended Attack

The Shadow Rider attacks all the Berserkers that are on their Location, but also on any orthogonal adjacent Location. Attacks cannot go through an outside border.



### Cast the Darkness down

The Shadow Rider cast the Darkness down on the Location they are in, place a purple gem on it. There cannot be more than one purple gem on the same Location (unless you are playing with *King's Request* number 2). The 5 purple gems make up the Darkness Reserve. When the Darkness is lifted by a Berserker, the gem returns to the supply. **If you must place a purple gem on a Location, but the supply is empty, the game is over, you lose the game!**






### Extinguish a Protective Fire

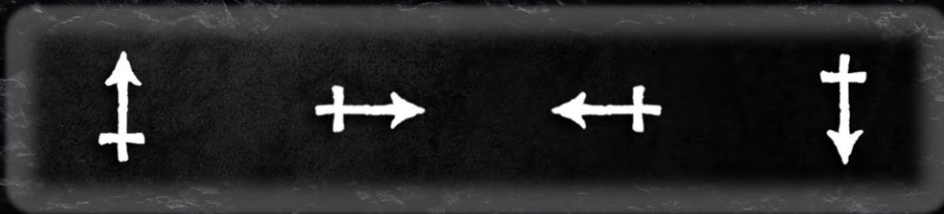
The Shadow Rider extinguishes, if possible, the protective fire on their Location. Remove the yellow gem if there is one and return it to the supply. **Important:** if all 8 protective fires are lit, this action is considered a “missed” action by the Shadow Riders.



### Enlist an Orcs horde

If and only if the Shadow Rider is on a Location that displays the Orc symbol  (this symbol is found at the bottom left of the Location cards), take a meeple of your choice from the available meeples and place it on the Location card. There cannot be more than three Orcs hordes meeples in play. If a meeple is removed from play, put it back in the reserve, it can come back later.

### Enemies Move



Next to the Shadow Rider Actions are displayed arrows. It indicates the movement that the Shadow Rider will perform as a result of their action. **Other enemies use the same arrows to move.** If there are 2 arrows, the enemy will perform 2 moves. Unlike Berserkers, **all enemies** (Shadow Riders, Orcs hordes, Goblins, Zodd) **can move across the outside borders of the play area.**

**Example 1:** If a Shadow Rider, located on the Location at the very top right of the Play area, needs to move by one Location to the right, he will end up at the very top left of the Play area.

**Example 2:** If an Orcs horde, located at the very bottom left of the Play area, needs to move by one Location down, it will end up at the very top left of the Play area.

**Important:** Even if an enemy's Action is missed or cancelled, you must perform the movement displayed next to the Action.



## ROUND PHASES - ORCS HORDES PHASE (ENEMY PHASE)

If there are no Orcs horde in the Play area, skip this phase.

If there are one or more Orcs hordes in the Play area:

- Roll a die for each Orcs hordes meeple in the Play area. (Blue die for the blue meeple, black for black, and red for red)
- Place the dice on the Orcs hordes card on the lines corresponding to their value.
- Apply the effects of the Orcs hordes Actions in any order.

### ACTIONS DESCRIPTION FROM THE ORCS HORDES CARDS



#### Attack

The Orcs horde attacks all Berserkers in their Location.



#### Extinguish a Protective Fire

The Orcs horde extinguishes, if possible, the protective fire on their Location. Remove the yellow gem if there is one and return it to the supply. **Important:** if all 8 protective fires are lit, this action is considered a “missed” action by the Orcs hordes.



#### Slow the Berserkers down

The Orcs horde slows your Berserkers down by blocking one of your Action dice for your next turn. Place one of your Action dice on the Orcs hordes card as a reminder. You cannot roll this die on your next turn. Up to 2 dice can be blocked per rounds.

#### Lucky!



Nothing happens.



## END OF ROUND

After the enemy phases, the round ends and you must start a new round.

## END OF GAME

- The game is won if you have lit the 8 Protective Fires, marked the 3 Shadow Riders with the sacred seal and survived or completed the *King's Requests* drawn during setup.
- The game is lost if you must place a purple gems in the Play area and there are none left in the reserve OR if your 3 Berserkers are dead.

## BERSERKERS' DEATH

When a Berserker is attacked and wounded, you must place its token on its injured side (♠). If a Berserker is attacked while it is on its injured side (♠), the Berserker is dead, remove their token from the game, they will not come back (unless they get resurrected).

## GOLD COINS

When you earn gold coins, move the tracking cube on the Coin Pouch card. When you spend gold coins, move the tracking cube back. The tracking cube cannot go beyond 12. Gold coins can be used by all Berserkers in the Play area.

Gold coins have three uses:

- Activate certain Location Actions.
- Re-roll an Action die.  
*During your phase, after rolling the Action dice, spend a gold coin to reroll a die. You can perform this operation as many times as you want during the round.*
- Gain Victory points.

Reminder: during a game, you can earn gold coins through **Loot** and **Gamble** Actions as well as by assisting the Villagers.



## KING'S REQUEST CARDS DESCRIPTION

The King's Requests cards will bring repeatability to your games and make them all different. The 12 cards offer more than 4,000 possible combinations of setup.

When setting up a game, you must draw at least 2 King's Request cards. If you want more challenge, draw additional cards following a "Push your luck" idea: Draw a third card, then a fourth and so on until the challenge seems sufficient to you. You may reject up to 1 *King's Request* card while you "push your luck". In that case, place it back at the bottom of the deck and draw a new one. **Each "active" King's Requests card earns you 2 additional gold coins at the start of the game.** Nevertheless, beyond 6 *King's Request* cards, you will be limited to 12 gold coins (the maximum allowed amount).

The King's Request cards are labelled from 1 to 12. Place them in front of you before reading this section.

### **1 – Darkness is unacceptable!**

*The King commands you to leave no Darkness behind you, our people would not recover.*

**Finish the game without any purple gems in the Play area.**

### **2 – The alliance with Loki.**

*The Shadow Riders are supported by Loki making the Darkness even more powerful and terrifying. The King orders you to return victorious despite this disastrous alliance.*

**During the game, there can be up to 2 purple gems per Location card.**



### **3 – Get rid of these Orcs off my lands!**

*The King is unequivocal, he doesn't want any Orcs on his Lands. He commands you to do whatever it takes to destroy them all.*

**Finish the game with no Orcs hordes in play.**

### **4 – The secret of the Elves.**

*The King's son is seriously ill. He must, by all means, save his only heir. The grand mage of the palace is able to heal the child, but he lacks one ingredient: Selvitar. This extremely rare plant is harvested each spring by the Elves of the Kingdom. The King commands you to gather the three clans of Elves from deep within Helm and compel them to reveal to you where their Selvitar reserves are hidden.*

**During setup, position the 3 yellow cubes as shown on the map, they represent the 3 clans of Elves. Your objective is to ensure that these 3 cubes end up on the same Location (using the Attract and Repel actions). During your phase, if the 3 groups of Elves are on the same Location, discard Action dice with a total value of 10 or more to make them speak. These dice cannot be used for anything else this turn. Remove the yellow cubes from the play area after completing this Request.**

### **5 – No sacrifice!**

*You are one of the ten most powerful warriors in the kingdom. The king will need you for other missions and orders you to stay alive at all costs.*

**You must end the game with your 3 Berserkers alive (even injured). You can use the “Druid Potion” card to bring a Berserker back to life and complete the Request.**



## **6 – Hands off the Goblins!**

*A dozen Goblins sow trouble in the kingdom. Although they may hinder you in your quest, the King commands you to pay no attention to them, as he is not ready to go to war with the Goblin armies of neighbouring lands. Take it upon yourself and be strong, he tells you.*

**During setup, place the green cube on a Location card of your choice. This King's Request presents a passive challenge. You don't have to do anything special but put up with those pesky Goblins. They will have fun putting out the protective fires on you.**

**During your turn, as long as the 8 lights are not lit, roll the green die together with the 4 white Action dice. Then before playing your Actions, place the green die on the King's Request card on the corresponding line and apply the results. Result 1, 2, 3 or 4, the Goblins put out a fire if possible and make a move. Result 5, the Goblins make two moves. Result 6, nothing happens. During your turn, it is recommended to move the Goblins (using the Attract/Repel Actions) and to position them on Locations where they cannot put out any fires. In this case, they will only make a move.**

## **7 – The wrath of Thor!**

*Thor is angry and he makes it known through an unfavourable climate for travel. The King asks you to be careful, because the storm has been brewing for weeks and it is not about to stop...*

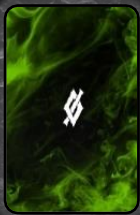
**Throughout the game, during your turn, roll the blue die together with the 4 white Action dice. Then before playing your Actions, place the blue die on the King's Request card on the corresponding line and apply the results. Result 1: immediately discard all your dice with a value of 1, they cannot be used nor re-rolled during this turn. Result 2: Immediately discard all your dice with a value of 2, they cannot be used nor re-rolled during this turn. Result 3: You cannot perform Move Actions this turn. Results 4, 5 and 6: nothing happens.**



## 8 – The Witch’s Spell book.

*The King has previously ordered you to go kill a witch who has taken refuge in one of Helm's vast forests. The fight her will have been very difficult, the Berserkers have all suffered damage during this fierce confrontation. Before setting fire to his hut and leaving her place, the Berserkers found an old Spell Book. Was it wise to take it with them?*

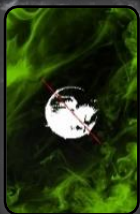
**During setup, place the 4 Grimoire cards face down near the Play area. You start the game with the 3 injured Berserkers (Injured side: ⚔). During your phase, you can discard one or more dice with a total value of 6 to turn over one of the 4 Grimoire cards.**



**Mishandling** - If you flip this card, choose 1 of your Berserkers and flip it to its injured side (⚔). If already injured, the Berserker dies immediately.



**Turn stone into gold** - If you flip this card, immediately **gain 2 gold coins**.



**Divine Power** – If you flip this card, ignore the next Shadow Riders phase.



**The Spell book burns before your eyes** – If you flip this card, you can no longer use the Spell Book. Return the Spell book cards in the box until the end of the game.



## **9 – The return of Zodd.**

*Zodd, the demigod who wanders aimlessly, without a king, without a master and who brings destruction where he stands, has returned to Helm! Now is really not the time, but you have little choice. The King orders you to drive him out of the Kingdom.*

**You must attack Zodd 3 times in order to drive him away from the Kingdom. During setup, place a white cube on the “3” heart on the King’s request card. Place the orange cube (Zodd) at the Shadow Riders starting location. Throughout the game, during your phase, roll the red die together with the 4 white Action dice. Then before playing your Actions, place the red die on the King’s Request card on the corresponding line and apply the results. Result 1, 2, 3, 4, or 5: Zodd moves according to the arrow. Result 6: nothing happens. At the end of the Player phase, all Berserkers on the same Location card as Zodd are injured! You can't counter this injury, so be careful.**

**To attack Zodd, one of your Berserkers must be on the same Location card as him and you must discard one or more dice with a total value of 6. For each total of 6 thus discarded, decrease Zodd's health. If the health drops below 1, remove Zodd from the game. (One can attack Zodd several times during the same turn.)**

## **10 – The Galloway Treasure.**

*The kingdom's chests are empty! The king orders you to get your hands on the famous treasure of Galloway. For this, he gives you a map that displays the locations to search. Find this treasure, for even if we survive the Shadow Riders, we will face a far greater threat, he tells you.*

**During setup, randomly place the 6 “Treasure” tokens face down as shown on the map making sure not to know where the actual treasure is, as only one of them has the treasure on its other side. Your objective is to find the treasure among the 6 tokens. To flip a token, one of your Berserkers must be on the token's Location card and you must discard one or more dice with a total value of 6. If the token is blank remove it from the game and continue your search. If the token displays the Treasure, the Request objective is completed, remove all Treasure tokens from the game.**



## 11 – Frightened Villagers.

*The King warns you that in the last months many disasters have befallen on Helm. The villagers are frightened and rarely leave their homes.*

**Throughout the game, you will not be able to use your Action dice with a value of 5 and 6 to assist the Villagers. It is therefore impossible to increase the “Villagers assistance” gauge by discarding 5s and 6s.**

## 12 – Unleashed Orcs!

*The King is worried about you. Last winter, he undertook a disproportionate hunt to exterminate as many Orcs as possible who were hidden in all corners of Helm. Since then, the remaining Orcs have been unparalleled in their savagery! Be careful.*

**Throughout the game, the Orcs hordes play twice in a row. The Orcs hordes phase is active twice per rounds.**

## **THE KINGS NEVER SLEEPS!**

Even though there are over 479,000,000 possible combinations of setting up the Location cards and over 4,000 possible combinations when drawing King's Request cards, we wanted to give you even more re-playability!

You may have noticed the few blank "King's Requests" cards in the game box. They are here to leave to your imagination to create your own quests. Stick on it a paper with new challenges, new creatures, new stories. Share your creations with the gaming community and send them to us at this address: [aloneeditions@gmail.com](mailto:aloneeditions@gmail.com), we will be happy to share them on our website [www.aloneeditionsgames.com](http://www.aloneeditionsgames.com). You can also download the “editable template” from the same website.



## SAVE YOUR GAME (A WORD FROM THE AUTHOR)

Berserkers is a very demanding game. It is in line with 'Way of the samurai' and 'The Road'. Victory will often be close, but not easy to reach. However, developing an "easy" mode to artificially lower the difficulty and distort the game experience is not my desire.

Nevertheless, I have a solution to offer to avoid frustration, especially when discovering the game: SAVING THE GAME!

Once per game, you have the option of saving your adventure and placing a "checkpoint".

### How does it work?

During your game, at the most opportune moment, take a picture of the game table, then continue your adventure. If later, you lose your game, resume at the time of your save by replacing the elements as in the photo. You can only save once per game. Remember to save during a strategic moment!

Be careful, if you win, saving the game makes you lose points to your final score.





## CALCULATE YOUR SCORE

A win is good. A good score is better.

Following a victory, you can calculate your score using the following logic:

Each gold coin in your possession causes you to gain **1 point**.

Each living, uninjured Berserker causes you to gain **3 points**.

Each Berserker alive, injured causes you to gain **2 points**.

For each Orcs horde still in the Play area, you lose **2 points**.

If you used a Game Save, lose **5 points**.

Each active King's Request causes you to gain **2 additional points**.

**The total is your final score at the end of the game.**



**0 point (or less):** Who are you, beggar?

**Between 1 and 5 points:** You call that a victory ?!

**Between 6 and 10 points:** You spent too much time in the tavern.

**Between 11 and 15 points:** You begin to master your axe...

**Between 16 and 19 points:** Well done Berserker, the king is proud of you!

**20 points +:** Ýssef appoints you Knight of the Round BoardGameTable.

Berserkers is a game by Ýssef Fårhi, illustrated by Ezekiel Avitya, MrFantasy, Iuri W.T translated by Etienne Coiffard and published by Alone Editions. All rights reserved © 2023



## GAME ROUND SUMMARY

### Berserkers Phase

- **Roll the 4 Action dice** (white dice).  
Don't forget to roll the dice for the Goblins, Thor and Zodd at the same time if they are part of your *King's Requests*.
- **Place and play the Goblins, Thor and Zodd dice if they are part of your *King's Requests*.**  
**Place and play the Action dice on the Actions cards.**  
1 die maximum per Action card.  
2 dice maximum per upgraded Action card.  
Discard one or more dice to assist the Villagers.  
Villagers Assistance level 4 = 1 gold coin OR a Villagers Assistance card.


### Shadow Rider Phase

- **Roll the 3 Shadow Riders dice** (Black, blue and red).
- **Place them on the Shadow Rider card and play them.**
- **Apply the effects of the Shadow Riders Actions card in any order.**

### Orcs Hordes Phase

- **If one or more Orcs hordes are present in the Play area, roll the Orcs hordes dice** (the same dice as the Shadow Riders).
- **Place them on the Shadow Rider card and play them.**
- **Apply the effects of the Shadow Riders Actions card in any order.**

## REMINDERS

- If the 8 protective fires  are lit, nothing and no one can extinguish them.
- Discarded Villagers Assistance cards are removed from the game.
- Shadow Riders can only enlist Orcs hordes if they are in a Location that displays this symbol:
- Enemies can cross the outside borders of Play area during their movements.
- You cannot have more than 12 coins simultaneously.
- You start the game with 2 coins for each active Request.
- If you must place a purple gem (Darkness), but the reserve is empty, the game is over and you lose the game.
- If your 3 Berserkers are dead, the game is over and you lose the game.
- Some Location Actions cost 1 Gold coin. (a coin is displayed under the action as a reminder)