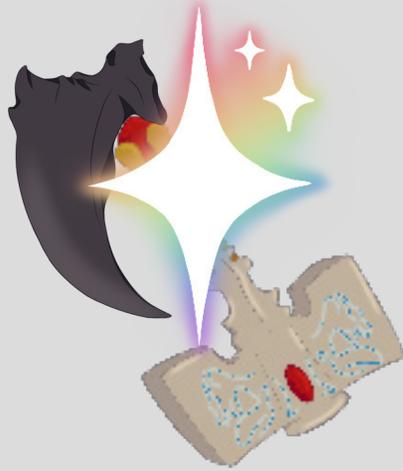


RAGNABUILD



RAGNABUILD - 2 PLAYERS

After the fall of Asgard due to the events of Ragnarok, you, a young god are tasked with creating the new world. Using boons from your higher ups, you must use what you find from the old world to create a new one, before your fellow god be crowned the ruler of the new world.

OBJECTIVE

Be the first person to craft all three pieces of the new world.

COMPONENTS

- 8 Item cards
- 4 God cards
- 2 First Piece cards
- 2 Second Piece cards
- 2 Third Piece cards

For a total of 18 cards.

SETUP

Take the Piece of the New World cards and the God cards out of the deck. Then, shuffle the deck and place it in between players.

Flip a coin. The player that wins the coin toss will get to decide which set of Piece cards they will have for the game, either the blue set or the red set.

Each player takes their set of Piece cards. Place these cards face up, one on top of the other, so that the Third Piece is on the bottom, and the First Piece is on the top. Set the four God Cards face up, side by side, somewhere accessible to both players.

STARTING THE GAME

Whoever lost the initial coin toss will go first.

The player whose turn it will draw a card. This item card can be placed in the center between players. The item that faces the player is the item they will have access to when crafting or making offerings. The item that faces away from them is an item they cannot use, as the other player has access to it instead.

Now that the player has drawn and placed a card, they can optionally make an offering to a God, and/or craft a Piece of the New World. These actions can only be done on their turn but can be done as many times as the player wants to, provided they have the items to do so.

In the rare occurrence that the deck runs out of cards, players do not have to draw at the start of their turn.

OFFERING ITEMS

If the player has access to the item(s) needed to offer to a God, they can do so on their turn after placing an item.

To offer the item(s) to the God, remove them from the table and discard them to the bottom of the deck. This discards the whole card itself, including the item on the other side along with it.

The god's boon has now been activated and players will follow what is written on the card. When the boon's actions are completed, the God card will be turned over, unable to be used for the rest of the game unless reactivated.

REACTIVATING GODS

Reactivating gods is similar to offering them items for boons. When a god has been turned over upon use. A new recipe will become visible on the back of their card. To reactivate this god, the player must offer this shown item like how they did for boons. The player will discard the item card required to the bottom of the deck. The god has now been reactivated and can be turned back over. It will function the same way as before. Players can reactivate and give an offering on the same turn.

CRAFTING PIECES

The player can craft the top card of their 'Piece of the New World' deck if they are able to do so. Crafting a Piece of the New World is similar to offering items to gods.

The items the player needs to craft the Piece must be ones they have access to. When crafting the piece, the player will remove the item cards from the board and discard them to the bottom of the deck.

With the piece now crafted, the player can remove it from their pile of pieces to craft, revealing the next piece recipe underneath.

The player will place their crafted piece to the side of this deck and turn it over, indicating that it has been crafted. Crafting a piece activates the buff described on the card. This buff is active for the rest of the game.

THE ANY ITEM CARD

As the name implies, the Any Item card can be used in place of any item in a recipe. When placed on the table, it has the same properties as the other item cards, in that the player sitting on the opposite side will be able to use it, since the card has an Any Item on both sides.

ENDING THE GAME

The game ends when a player has crafted all three of their pieces of the new world.

CREDITS

Samantha Seid - Art and Design

Fernando Salas - Art and Design

Simran Baria - Art and Design

Matthew Meisner - Design and Play-testing

Special thanks:

All the playtesters that helped our design process.

Professor Nicolas Hesler for making this game possible.