

Hägar: Auf zu neuen Ufern!
1-3 players, approx. 10-20 min., 8-99 years

HÄGAR[®]

DER SCHRECKLICHE

AUF ZU
NEUEN
UFERN!



CONTENTS

- ✓ 12 coasters, each with 4 individual landscape fields (land, forest, water)
- ✓ 1 punching boards with 15 tokens: 4 Hägars each in 3 player's colors + 3 gold tokens
- ✓ 1 spot dice [1-6]

Pen & paper are needed to record the game results.

In a 3-player game 3 Hägar tokens (1 of each player) come back into the box.

In a 1-player game 3 coasters come back unseen into the box after mixing.



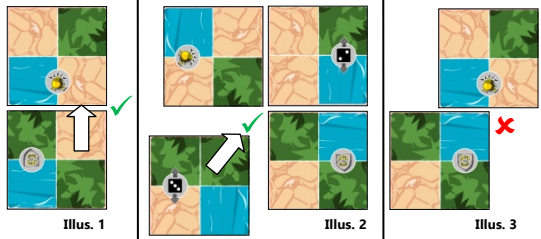
SET-UP & OBJECT OF THE GAME

All coasters are mixed well and laid out ready faced down as a common drawing pile. Each player chooses a player color and places his Hägars + 1 gold in front of him. A starting player is determined (highest result on dice) and starts the first round. The dice is placed in front of the starting player. The game runs clockwise.

At the end of the last round follows the scoring of the landscapes created in the game (scoring). The victory points won by the players are counted together and recorded on the paper. The highest total score wins the game. If there is a tie, multiple players win.

GAME OVERVIEW

The active player draws a coaster and places it open (whole edge on whole edge of already placed coasters). The first coaster to be laid out is always placed in the middle of the table. The coasters can usually be rotated freely so that they fit.



A coaster always consists of 4 individual landscape fields (land, forest or water). One of these landscape fields must always be compatible and connected to an existing field. Only if this isn't possible, the player can lay down anywhere. All connected landscapes of the same kind, never connected diagonally, are counted as a whole landscape at the end. After placing your own coaster 1 own token (Hägar or gold) is placed on any landscape field of the (currently placed) coaster. This is required each round as long as the player still has tokens; in the following rounds only coasters are placed. A maximum of 1 token can be placed on each landscape field. Hägar and gold tokens may also be placed on water.

BEERcoasters (literally): Some coasters show in their middle 1 full beer glass. This, of course, isn't allowed to be spilled (old Viking's law). That's why the active player has to look out while placing the coaster that the beer is pointing to him/her (depending on where the player sits at the table). Therefore the BEERcoaster cannot be rotated randomly.

Wild Vikings additionally play by the legendary honky-tonk bar rule: BEERcoasters to be placed aren't allowed to be in the same row (horizontally or vertically) as already placed BEERcoasters (it doesn't matter if there are normal coasters or gaps in the row). Otherwise this player has to spend a beer (also non-alcoholic works) for the winner of the game; unless this player wins the game himself!



Another addition is that on fields with a death skull no tokens can be placed (=wasteland)!



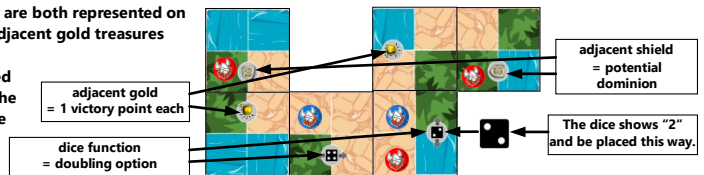
Dice throw & final round (Hägar moves): After the last placing (all coasters and tokens are laid out) the starting player rolls the dice once and places it on the corresponding field on the game board. After the dice roll each player can (voluntary) move one already placed Hägar to another unoccupied field of the same kind of landscape, e.g. forest to forest. Moving to a different landscape isn't allowed! The next player in turn (after the starting player) begins the final round, the starting player finishes it.

SCORING

At the end the players can score points with their created landscapes in 2 ways. Each landscape (with at least 1 Hägar), is counted separately and all points are being added up.

Hägar as treasure hunter: Points for gold are awarded to the players that have placed at least 1 own Hägar on a landscape (with adjacent gold). Every gold on there (whether it is printed on or placed as a token) awards +1 victory point each.

Example: Player blue and player red are both represented on the big landscape LAND. For both adjacent gold treasures each player gets +2 victory points. Player red is additionally represented on the small landscape FOREST on the left and gets +1 victory point for the adjacent gold treasure.



Hägar as conqueror: Landscapes with adjacent shields are potential dominions. The player with the most Hägars on such a landscape conquers at the end of the game this territory. Here, in addition to the possible points for gold (see treasure hunter), the number of associated landscape fields (the landscape with adjacent shield) counts +1 victory point each field. All other players only can get points for the gold.

Previous example: The big landscape LAND has an adjacent shield and is therefore a potential dominion. Player blue is represented on it with 2 Hägars and player red only with 1 Hägar (2:1). Player blue scores +8 victory points there. Player red additionally scores +2 victory points with the landscape FOREST on the left (adjacent shield) and +3 victory points with the landscape FOREST on the right (adjacent shield). Player blue finishes the game with overall 10 victory points (2 for gold + 8 for dominions), player red with 8 victory points (3 for gold + 5 for dominions). Player blue wins the game!

Doubling option (x2): All Hägar tokens and all gold on this row (horizontal or vertical in the direction of the arrow) count double. It does not matter if there are gaps in this row (due to the coasters laid out).

Previous example: In our example a "2" was rolled with the dice at the end (vertical row) and therefore no lying token was doubled. If it was a "4" (horizontal row) the red Hägar on the landscape field LAND would be doubled. Thus there would be a tie between Hägars (2:2) and no player would get the 8 victory points.

SINGLE PLAYER MODE

The game can also easily be played alone. The player plays with 9 coasters and tries to get the best possible ranking with following scoring system:

≤ 15 points
= simple drunkard

16-20 points
= lower sailor

21-25 points
= higher chief

≥ 26 points
= legendary conqueror