ORLOG

ASSASSIN'S CREED® VALHALLA DICE GAME

INSTRUCTIONS

ASSASSIN'S
CREED

VALHALLA

A UBISOFT ORIGINAL

ORLOG

ASSASSIN'S CREED® VALHALLA DICE GAME

AGES 8+ **2 PLAYERS** **10-15 MINS**

Orlog is a game where two players duel by rolling dice and invoking God Favors.

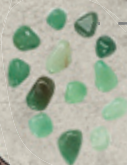The first player to reduce the Health of their opponent to 0 wins.

For the game set up/preparation, please refer to Game Mode section.

50 GOD FAVORS TOKENS

1 GAME COIN

32 STONES FOR HEALTH COUNTERS

2 SETS OF **20** GOD FAVOR CARDS

2 ACRYLIC DICE SETS

2 HARD PLASTIC BOWLS

Game Flow

Flip a coin to determine who plays first. The game is played in Rounds, each composed of 3 Phases:

1.Roll Phase:

1. At the beginning of each round, you and your alternate between who rolls the dice.

2. You can roll up to 3 times. You can choose which dice you want to keep and which you want to re-roll between rolling turns.

2.God Favor phase

Players can choose one God Favor to invoke, then reveal to each other their choice. God Favors are invoked in order of priority. God Favors with the same Priority are paid and applied according to the players' order. When a God Favor is invoked, its offering is presented, and its effect is granted. Most God Favors are invoked after both players choose them and before the Resolution phase.

Exception: if it is specifically stated it in their effect description, they are invoked after the Resolution phase. If a player doesn't have enough 🔱 pieces for the offering when the God Favor they chose is invoked, its effects are not granted.

3. Resolution Phase

The dice rolled by both players are resolved against each other: damage is dealt or blocked, and tokens are gained or stolen. Rounds are played until one player reduces the Health of the other to 0.

1.Each 🛡 earns 1 🔱 token.

2. 🪓 and ⟋ are resolved and their unblocked damage applied. The player who rolled first this round also attacks first.

3.Each ✊ steals 1 🔱 token from the opponent.

If no player has reached 0 HP, they switch up their order (second becomes first) and another Round is played.

Basic effects on dice

Melee Attack	🪓	Deal 1 🪓 damage
Melee Defense	⛑	Block 1 🪓
Ranged Attack	⟋	Deal 1 ⟋ damage
Ranged Defence	◉	Block 1 ⟋
Influence	✊	Steal 1 🔱 from the oponent

God Favor

Dice faces with a golden trim (e.g. ⟋) give you 🔱 tokens during the Resolution Phase.

You can also roll ✊ to steal 🔱 tokens from the opponent during the Resolution Phase.

During the God Favor phase, Players can choose a God Favor. Then, in order of Priority, Players offer 🔱 tokens to invoke a God Favor and apply its effect.

Effect description

THOR'S STRIKE

Deal damage to the opponent, after the resolution phase.

Costs in 🔱 tokens

Priority 6

Priority order

4	-2 HP
8	-5HP
12	-8HP

Effects per cost

ᚦᚨᚱ

SELECT YOUR GAME MODE

Thanks to the Orlog Dice Game's 3 Game Modes, you'll be able to enjoyably set up each game within minutes! Whether you're a rookie Viking or a master Warrior, each game is exciting, customizable, and will immerse you in the Viking-era world of Assassin's Creed® Valhalla!

Beginner mode

The rookie Viking: Perfect for new players that want to get in on the action as quickly as possible.

GAME PREPARATION:

Each player has 6 dice.

Players start with 15 HP each.

Both players use the following God Favors:

Thor's Strike, Idun's Rejuvenation, and Odin's Sacrifice

GO TO SECTION: Game Flow to start a game.

Casual Mode

The seasoned Explorer: Perfect for players who've gained experience at playing Orlog in Assassin's Creed® Valhalla - it's identical to the virtual version.

GAME PREPARATION

Each player has 6 dice.

Players start with 15 HP each.

Each player picks 3 God's Favors within the 20 available per player.

GO TO SECTION: Game flow to start the game

Expert Mode

The masterful Warrior: Perfect for players skilled and ambitious enough to be crowned an Orlog Champion. In this mode, only 1 set of 20 God's Favors is needed. To be victorious, you need to win 2 rounds out of 3.

GAME PREPARATION AND RULES.

Each player has 6 dice.

Players start with 15 HP each.

Flip a coin to determine who plays first.

Winner of coin toss gets to ban 1 God's Favors from the pool

Second player ban 1 Favor and does the first pick

Go back and forth until they both have 3 Favors

After each round, players discard their Favors and pick a new set of 3 from the remaining pieces.

Winner of a round gets the first God's Favor pick for the next round.

GO TO SECTION: Game flow to start the game