

ENDLESS PASS

A VIKING SAGA

RULEBOOK



30 Mins



Ages 14+



2-6 Players

WIZKIDS™

VIKINGS!

ENTER THE ENDLESS PASS, SURVIVE THE NEVER-ENDING HORDE OF THE ENDLESS, AND COMPETE WITH OTHER VIKINGS TO CLAIM THE TITLE OF CONQUEROR OF THE PASS! ETERNAL GLORY AWAITS!

Jormungandr, the Midgard Serpent whose body encircles the World, is stirring. The great serpent has spawned The Endless, a horde of serpentine creatures scattered throughout Midgard, awaiting the final battle of Ragnarok. Some dwell in the depths of the Endless Pass. Many Vikings have entered the Pass, seeking to aid the gods and gain glory as Ragnarok approaches. None have returned. Will you be the Conqueror of the Pass? Are you worthy?

GOAL

The last Viking standing or the first to earn 10 Glory, while surviving the turn, will win the game. If none of the players survive, then the player with the highest Glory will be honored as the most worthy Viking in Valhalla. (Glory is obtained by defeating Endless and other players).

CONTENTS

6 Double-sided
player boards



68 Action cards



78 Pass cards



The Nine
Endless Hunters
(9 cards)



6 Health trackers



6 Glory trackers



6 Player Aids



SET UP

First, choose to play with the Basic version of the game (standard player board) or with the Advanced version (Hero player board, see *Advanced Rules* for details). We recommend playing with the Basic version first.

Each player takes a player board, one Glory tracker  and one Health tracker. 

Players start with 10 Health, placing the Health tracker on that space. Players have 0 Glory at the start of the game.

Shuffle the Action Deck and the Pass Deck separately and place both decks on the center of the table. Leave space for a discard pile for each deck. Deal 3 Action cards to each player (see *Action Cards* and *Pass Cards* sections).

You are ready to play! The player with the longest hair starts and the game begins in a clockwise direction.



GAMEPLAY

In each turn, the Viking will either **Walk the Pass** or **Hide** (using a HIDE Action card).

IF THE VIKING WALKS THE PASS:

A Viking that **Walks the Pass** will, in this order:

SEARCH THE PASS

- ◆ Take the same number of Pass cards as your Speed  and place any ENDLESS on the table face up.
- ◆ Players can use SPEED cards to draw more or less cards from the Pass.
- ◆ Other items found in the Pass are considered loot and kept in your hand, but can be stolen.



RESOLVE THE ENDLESS ENCOUNTER

- ◆ First, defeat/avoid as many ENDLESS as possible. Each defeated ENDLESS will give you 1 Glory.
- ◆ Then, lose 1 Health for each of the remaining ENDLESS and pass them to the next player.
- ◆ Players can use RUNE and STEAL cards to survive the Encounter. Players with 0 Health are eliminated.

TAKE OTHER ACTIONS

- ◆ **Viking Battles.** The player can then battle other Vikings for Glory or Health. Vikings can use an ATTACK card close-range (players sitting to the immediate right or immediate left of you) or battle long-range (any player) with GREEK FIRE (see *Viking Battles* section).

- ◆ Players can use RUNE, STEAL and SPEED cards to restore Health, earn Glory or modify their Speed or the Speed of others (for the next turn).

REPLENISH

- ◆ Finish the turn by replenishing Action cards to the Viking's  limit (up to 3 in the Basic game).

IF THE VIKING HIDES:

The Viking plays a **HIDE** card instead of **Walking the Pass**.



- ◆ The ENDLESS in play will ignore the player.
- ◆ The Viking can choose the direction the ENDLESS take, and move the ENDLESS in play to the next player (same direction) or to the previous player (change direction). The turn is finished, no Replenishing allowed.

For more detailed information in each step, read the following sections.

SEARCH THE PASS (DRAW PASS CARDS)

To Search the Pass, a Viking will take as many cards as their current Speed from the Pass Deck (3 at the start of the Basic game, see *Advanced Rules* for differences). A player will draw Pass cards even when there are ENDLESS in play from the previous Vikings.

When Searching the Pass, your Speed can be modified using SPEED cards (+1 / -1), to draw more or less cards from the Pass Deck during that turn (see *Speed* section).

If you find ENDLESS, you must place them on the table, face up. Any other items found in the Pass are loot and kept in your hand, but may be stolen from you by other Vikings (see STEAL card). There is no limit to the number of Pass items that can be kept in your hand.

ENDLESS ENCOUNTERS

During the turn, the Vikings must first face the ENDLESS in their path and survive by playing Action or Pass cards.

Defeating ENDLESS with an ATTACK, GREEK FIRE or a STORM HAMMER card will earn you Glory. Using the dangerous GREEK FIRE to defeat ENDLESS will burn you for 1 Health (unless you can DEFEND or EVADE the damage). The ENDLESS that are defeated are discarded. For each defeated ENDLESS, the Viking will score 1 Glory.

Avoiding ENDLESS with DEFEND and EVADE will protect you from taking damage, but it will not give you Glory, and those ENDLESS will continue on their path to the next player in the current direction of the game.

Finally, each ENDLESS that cannot be defeated or avoided will deal 1 Health of damage to the Viking and will continue on their path. So, after the Encounter is resolved, any remaining ENDLESS will be moved to the next player.

Example: 3 ENDLESS vs Player 1 ATTACK and EVADE.



Player 1 has to face three ENDLESS. Two passed from the previous player, plus one that was found in the Pass. The Viking plays an ATTACK and an EVADE card, but has no GREEK FIRE, STORM HAMMER or DEFEND cards.

With the ATTACK card the player will defeat (and discard) one ENDLESS and earn 1 Glory. With the EVADE card the Viking will avoid one ENDLESS and pass it to the next player. Finally, the Viking will lose 1 Health from the third ENDLESS and also pass it to the next player. The next Viking will have to decide whether to Walk the Pass (with two ENDLESS in the Pass already) or HIDE (if they have a HIDE card in their hand).

During an Encounter, you can use STEAL and RUNE cards at any time. If you STEAL during the Encounter, you can also STEAL from the Pass Deck (pick an additional Pass card), as well as other players.

A player that reaches 0 Health is eliminated.

Remember, a Viking that Walks the Pass, cannot Hide.

VIKING BATTLES

Vikings can fight other players at close-range (those sitting on the immediate right and immediate left of you) with an ATTACK card or long-range (any player) with GREEK FIRE. Battles can only be started during the player's turn (by the "active player") when Endless Encounters have been resolved, or there are no ENDLESS in play.

However, players that have been attacked can defend themselves using DEFEND or EVADE cards. They can also counterattack using an ATTACK card in close-range battles or a DEFEND card in long-range battles.

Players that start a Viking Battle must declare the prize for winning: Glory or Health.

The winning player will gain 1 Glory or 1 Health and the defeated player will lose it. Therefore, it is possible for players to win the game, or be eliminated, out of turn.

Battles can last as long as players can or want to use their cards. The active player can battle one or more times (the same or different players); once a battle has ended, another battle can start. Only the active player will be able to Replenish their used Action cards at the end of the turn. Attacked players cannot Replenish.

<LOSE-RANGE ATTACKS (ATTACK)

In a close-range ATTACK, the defending player can use a DEFEND or EVADE card to avoid being defeated. In that case, the Health and Glory trackers of both players will remain the same. The defending Viking can also use an ATTACK card to return the attack. Then it's up to the first player, who started the battle, to avoid the damage or continue the attack.

Only players sitting on the immediate right or immediate left of you can be attacked close-range.

Player 1 decides to ATTACK Player 2 and declares that they will battle for Health.

Example A: Player 1 ATTACK vs Player 2 DEFEND = No winner, current Health remains the same for both players.



Example B: Player 1 ATTACK vs Player 2 ATTACK vs Player 1 ATTACK vs Player 2 - NO CARD TO AVOID/ATTACK BACK



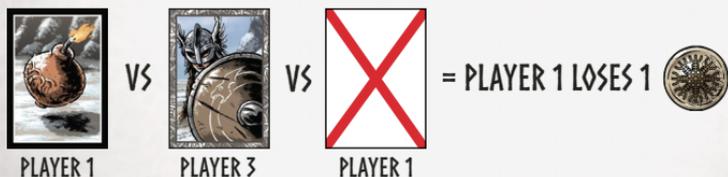
Player 1 wins and Player 2 is defeated. Player 1 gains 1 Health and Player 2 loses 1 Health.

LONG-RANGE ATTACKS (GREEK FIRE)

Vikings can throw GREEK FIRE at other players. Players threatened with GREEK FIRE can DEFEND or EVADE it. Using an EVADE will end the battle, with no change in score for the players. Using a DEFEND card will bounce the GREEK FIRE back to the first player, who can use a DEFEND or EVADE card to avoid defeat. GREEK FIRE can bounce multiple times. GREEK FIRE can only be used in your turn (active player).

Player 1 decides to attack Player 3 and declares they will battle for Glory.

Example A: Player 1 GREEK FIRE vs Player 3 DEFEND vs Player 1 - NO CARD TO EVADE/DEFEND



Player 3 wins and Player 1 is defeated (the GREEK FIRE bounces back to Player 1). Player 3 earns 1 Glory and Player 1 loses 1 Glory.

Example B: Player 1 GREEK FIRE vs Player 3 - NO CARD TO EVADE/DEFEND



Player 1 wins and Player 3 is defeated. Player 1 earns 1 Glory from the defeated player.

OTHER ACTIONS

USING RUNES: HEALING AND GLORY

During their turn, players can use sets of RUNE cards to recover Health or earn Glory (3 x RUNES will recover 1 Health or earn 1 Glory, while 5 x RUNES will recover 2 Health or earn 2 Glory).

RUNES can be used after Searching the Pass and anytime before the end of the turn.

SPEED (SPEED UP AND SLOW DOWN)



You can choose to increase or reduce your Speed or the Speed of other players by playing SPEED cards. SPEED UP (+) increases the amount of Pass cards to be drawn, while SLOW DOWN (-) decreases it. A Viking's initial Speed, in the Basic game, is 3 (see *Advanced Rules*).

If you change your Speed while you Search the Pass, it will take effect immediately (draw more or less cards, in your turn). If used after the Endless Encounter (or on other Vikings), the SPEED card will take effect on the next turn.

To do so, place the card face up next to the player board with the desired Speed (+1 or -1). There is no limit on the number of SPEED cards a Viking may have in play at one time, however Speed cannot be reduced to 0.

SPEED cards remain in play until damage is taken. If a Viking suffers damage (loses Health), one SPEED card they have in play will be discarded for each point of Health lost.

STEAL

STEAL will let you choose (at random) 1 Pass card from the hand of another Viking. Action cards cannot be stolen. After Searching the Pass, you can STEAL anytime during your turn before Replenishing your Actions.

During an Endless Encounter, you can also STEAL from the Pass Deck, as well as other players. If you STEAL from the Pass Deck you may have to face additional ENDLESS.

REPLENISH (AND DISCARD)

Action and Pass cards that are used during a turn are discarded. Vikings who Walk the Pass will be able to Replenish their Actions back to the maximum number of Action cards they can hold in their hand.



The maximum number of Action cards that Vikings can have in their hand, in the Basic game, is 3 (see *Advanced Rules*).

Players can also discard unwanted Actions before Replenishing them. Replenishing ends the turn. Players who HIDE, or are challenged in a Viking Battle, cannot Replenish their Actions.

WINNING THE GAME (OR DEFEAT)

Players win the game when they reach 10 Glory during their turn, or if they are the last Viking in the Pass (all other players have been eliminated). However, they will still need to take their turn and survive the Endless Encounter. Players may also win out of turn by reaching 10 Glory after winning a Viking Battle for Glory.

A player that reaches 0 Health is defeated and eliminated from the game. All cards in their hand are sent to the discard piles and any remaining ENDLESS are passed to the next player. If all players have been defeated, then the player with the highest Glory wins and will be honored as the most worthy Viking in Valhalla.

ACTION CARDS

HIDE

HIDE is the only card that you can play to avoid Walking the Pass. The card can only be played at the beginning of your turn. If you have already started to Search the Pass, you cannot play HIDE.

If you HIDE, your turn ends and you can choose to move the ENDLESS in play to the next player (same direction) or to the previous player (change direction).



ATTACK

Endless Encounter: an ATTACK card will defeat 1 ENDLESS and you will receive 1 Glory.

Viking Battles: You may ATTACK players who sit on either side of you. They may EVADE, DEFEND or ATTACK you back. If they can't avoid your attack, you will gain 1 Health or 1 Glory from them, whichever you declared at the start of the Battle (see *Viking Battles*). You cannot ATTACK other players until you've resolved the Endless Encounter (see *Endless Encounters*).



DEFEND

Endless Encounter: A DEFEND card will protect you from up to 2 ENDLESS, and they will be moved to the next player.

Viking Battles: This card will also DEFEND you against an ATTACK. It counterattacks GREEK FIRE, which will bounce from a DEFEND card back to the attacking player. GREEK FIRE can bounce multiple times if each player has DEFEND cards (see *Long-Range Attacks*).



EVADE

Endless Encounter: With EVADE you can avoid 1 ENDLESS, that will be moved to the next player.

Viking Battles: EVADE can also be used to avoid attacks (ATTACK or GREEK FIRE).



STEAL

STEAL will let you choose (at random) 1 Pass card from the hand of another Viking. Action cards cannot be stolen.

Endless Encounter: You may also use STEAL to take a card from the Pass Deck.



SPEED

SPEED UP (+) increases the amount of Pass cards to be drawn, while SLOW DOWN (-) decreases it. Speed can never be reduced to 0. The minimum Speed is always 1.

SPEED cards can be used on other players.

Search the Pass: You can change your Speed while you Search the Pass, it will take effect immediately (draw more or less cards, in your turn).

If used after the Endless Encounter, or on others, the SPEED card takes effect on the next turn.



PASS CARDS

THE ENDLESS

If you draw an ENDLESS from the Pass, you must play it face up on the table. You cannot keep ENDLESS in your hand (these rules also apply to THE NINE).

The ENDLESS can be defeated with ATTACK, GREEK FIRE and STORM HAMMER cards. You will obtain 1 Glory for each ENDLESS that you defeat. You may also avoid them by using DEFENSE and EVADE cards, but these will not yield you Glory.

At the end of the Endless Encounter, each ENDLESS that has not been defeated or avoided will damage you, taking 1 Health. These ENDLESS remain in play to face the next Viking.



GREEK FIRE

Endless Encounters: GREEK FIRE defeats up to 2 ENDLESS. However, you will also be burned for 1 Health unless you can DEFEND or EVADE the damage.

Viking Battles: You may throw GREEK FIRE at any player and if they cannot DEFEND or EVADE, you will take either 1 Health or 1 Glory from them (whichever you declared at the start of the Viking Battle).



RUNES

After Searching the Pass, sets of RUNES can be used to recover Health or earn Glory (in your turn).
3 x RUNES will recover 1 Health or gain 1 Glory.
5 x RUNES will recover 2 Health or gain 2 Glory.



STORM HAMMER

STORM HAMMERS defeat up to 2 ENDLESS. They are rare, magical weapons that cannot be used against other players.



ADVANCED RULES

Enter the Endless Pass as a powerful group of Viking Heroes!

There are 6 different Viking Heroes available on the back of the standard player boards.

RULE VARIANTS

Each Hero has their own individual Speed and Action values that affect how many cards you can draw from the Action and Pass Decks each turn.

Each Hero also has a unique Special Ability. You can use your Hero's Special Ability when you have an appropriate card in your hand.



VIKING HEROES

KÁRA THE SHIELDMAIDEN

A determined warrior, Kára's superior combat abilities allow her to use a DEFEND card to Shield Bash 2 ENDLESS, defeating one (for 1 Glory) and successfully defending against the other (which passes to the next player).



STEINBJORN THE BERSERKER

In battle, Steinbjorn's inner rage explodes in a Berserker Fury and he is able to use EVADE cards to defeat ENDLESS. Many Vikings have witnessed Steinbjorn leaping at ENDLESS and destroying them with his bare hands.



BRYNHILD THE VALKYRIE

Chosen by Odin himself, Brynhild is a fierce Valkyrie who has been sent to Midgard to cull the spawn of Jormungandr. Her blade, blessed by Odin, allows her to use 1 ATTACK card to defeat 2 ENDLESS.



GUNNAR THE RAIDER

A cunning rogue on land or sea, Gunnar is able to use a STEAL card to Pillage 1 Glory from another Viking. These embarrassed Vikings will never admit their folly in their village longhouses, but they silently curse his name.



HERVOR THE SPELL-SINGER

After decades of study and training, Hervor uses her mystical knowledge to create songs that aid her in battle. With her Rune Song, she can use 2 RUNE cards to gain 1 Health or 1 Glory, or 4 RUNE cards to gain 2 Health or 2 Glory.



SIGURD THE CHIEFTAIN

Sigurd's broad combat experience allows him to exchange a SPEED card for an additional Action card. He may use one or more SPEED cards per turn (and discard them). At the end of the turn, Sigurd will have to Replenish, or discard, back to his total of 3 Action cards.



THE NINE

For a more challenging game, we recommend adding THE NINE to the Pass Deck by substituting 9 regular ENDLESS for THE NINE. For an extreme challenge, you can just add THE NINE to the Pass Deck. These fearsome Endless are the Hunters of the Pass and won't be easily defeated.

THE NINE follow the main rules for the ENDLESS. They must be placed on the table and defeated/avoided during the Endless Encounter. When they are slain, Vikings will obtain 1 Glory. The gods will smile upon you for destroying one of THE NINE.



However, each of THE NINE have special resistance or damage icons on their cards. These icons are detailed below.

The resistances of THE NINE will also affect the use of the Viking Heroes' Special Abilities. E.g. If EVADE cards can't be used on that Endless Hunter, the Berserker cannot use his Special Ability to defeat it.

 <p>Vikings can't use DEFEND cards on this ENDLESS.</p>	 <p>Vikings can't use EVADE cards on this ENDLESS.</p>	 <p>ENDLESS can't be defeated by ATTACK cards.</p>
 <p>ENDLESS can't be defeated by GREEK FIRE cards.</p>	 <p>ENDLESS can't be defeated by STORM HAMMER cards.</p>	 <p>Viking loses 1 Health and 1 Glory when hit.</p>

Game designer: Núria Casellas

Artist, graphic design: Craig Petersen

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Playtest UK (Rob Harris), Pati Llimona, Asociación Ludo, Club Amatent.

Playtesters:

Laia Andreu, Roser Caralt, Emma Casellas, Miquel Casellas, Clara Jáuregui, Paul and Bella Mandry, Dolors Masferrer, Txell Perez, Erik and Wendy Petersen, David Pradell, Jordi Pradell, Zev Shlasinger, Michael Thompson, Migue Zarza.

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NECA
www.necaonline.com

WIZKIDS/NECA, LLC
603 Sweetland Ave. | Hillside, NJ 07205 USA
www.wizkidsgames.com

FAQ

- ◆ How can you remove (discard) SPEED cards in play? SPEED cards in play will be discarded when the Viking loses Health (one SPEED card for each Health point lost) or by cancelling the effect with another SPEED card (both cards are discarded).
- ◆ Can you be eliminated outside of your turn? Yes, you can be eliminated if you lose a Viking Battle for Health and reach 0 Health.
- ◆ Can you win outside of your turn? Yes, it is possible to win out of turn by getting to 10 Glory after being challenged to a Viking Battle for Glory.
- ◆ What happens if a Viking does not declare the prize of a Viking Battle? By default Vikings battle for Glory if nothing is announced.
- ◆ Do you take "damage" from a Viking Battle for Glory? No, and you don't remove SPEED cards either. You only lose Glory.
- ◆ Can I battle a player for Glory if they do not have any? No, but you can battle for Health instead.
- ◆ What happens if I win a battle for Health and my Health is at 10? The defeated player will lose 1 Health and the winning player's Health will not change.
- ◆ Can I have more than 10 Health or 10 Glory? You cannot Heal beyond 10 Health (using RUNES, or from Viking Battles). You need 10 Glory to win the game, but you must survive the Endless Encounter to become the Conqueror of the Pass. If you have been eliminated, you may have a score higher than 10, so remember your score, as you might still win if all other players are eliminated.
- ◆ What happens if, at the end of the game, two Vikings have the same amount of Glory? Who is the winner? That can only happen if all players are eliminated. In that case, the player who survived the longest wins the game.