RaganRoll: Smiting Trolls, Standing Stones, and Summoning Gods

Roll and Write

1-4 Players (solo rules still under development)
Ages 10+
25 Minutes

You are a Norse Shaman keeping your territory free of Trolls by smiting them with lightning. Summon the Gods for aid, power the Runestones, and protect your warriors...or prepare them for Valhalla. The choice is yours.

Ragna Roll is a simultaneous-play game in which you will roll and combine dice to form coordinates, then mark the square on your Player Sheet to show where the lightning has struck. Make pentominoes and hit specific targets to chain bonuses.

Components:

12 dice (4 each of Red, Blue,& Yellow)
1 Play Sheet per player

Set-Up:

Each player receives one die of each colour (Red, Blue, Yellow), a Play Sheet, and a pen.

Turn Overview:

Each round, roll your dice and secretly assign each die to one of the three die positions on your Player Sheet. You will place two dice to form a coordinate that only you control, and one die will be combined with your neighbours' dice to form two coordinates. After all players have assigned their dice, they are revealed, and you will mark coordinates on your player sheet.

Ten Rounds will be played before scores are added up, and a winner determined.

How to Play (3-6 players):

1. Mark Turn Number:

At the beginning of each round, cross off the number corresponding number. On rounds 4 and 8, each player will also immediately cross off any Runestone in the Runestone Network and resolve any effects from doing so. See Runestones below for more details.

2. Roll and Place Dice:

You and your opponents roll your dice simultaneously. You may use your hand as a shield to keep your dice hidden.

Assign two dice as your personal coordinates.
These are your **Lightning dice**.

The Circle die will represent the color and column of the sector, while the Triangle die represents the row. Note that each coordinate is marked in this order: the column first followed by the row. 2-1, for example, means column 2, row 1.

In this example, a lightning strike at Yellow 2 and Blue 1 will result in the square at column 2 & row 1 in the Yellow sector being marked with an X.

Each coordinate results in an X which marks a **lightning strike**. Two or more orthogonally adjacent strikes will start a **forest fire** at the end of the game OR during the game when a pentomino (God) is claimed. A forest fire is indicated by blacking out the relevant orthogonally adjacent Xs. Blackened Xs can not be used to call another God.

Note that Trolls and Warriors are not drawn to scale, so a lightning strike on one can still contribute to a forest fire if it is beside another strike.

Assign one die to be shared with your opponents.
This is your **Thunder Die:**

Your Thunder die will form a coordinate with each of your immediate neighbours' dice. Your Thunder die will determine the sector, with its colour, as well as the column. (Your neighbours' Thunder dice will be used to determine the row.)

Your Thunder die's value and colour will also be used to power a Runestone.

Turn A Die To Any #

Before setting your dice and resolving them, you may take a penalty to your score to turn one of your dice to any value. It costs 1 point the first time, 3 the second, and 5 the third and final time.

3. Resolving the Dice:

Place all of your dice on the corresponding spots on your player sheet. Place your hand over your Thunder Die to keep it hidden. Once all players are ready the values of the Thunder dice are revealed.

Resolving your Thunder Die

Powering Runestones
The Thunder Die's colour and value determine which Runestone is crossed off. A red 2 will affect the number 2 stone in the red row.

Lightning Strikes

Your Thunder die will determine the sector, with its colour, as well as the column. Your neighbours' Thunder dice will be used to determine the row. The colour of their Thunder die has no effect for you. You will form a coordinate with each of your neighbour's dice.

Place an X in the square of the coordinate formed by your Thunder die and a neighbour's Thunder die. If both of your neighbours' Thunder dice have the same number, then you'll only be able to make one X there. If you already have an X in the coordinate formed with your Thunder die, then you will not make a second X on that spot. You will be using each Thunder die provided from the players directly beside you; one from the neighbour on your left, and one from the neighbour on your right. Both of these are **lightning strikes**.

==The colour of your Thunder die is the sector selector. Your Thunder die's number is also used for the column, and each of your neighbour's Thunder die's number is used for the row.==
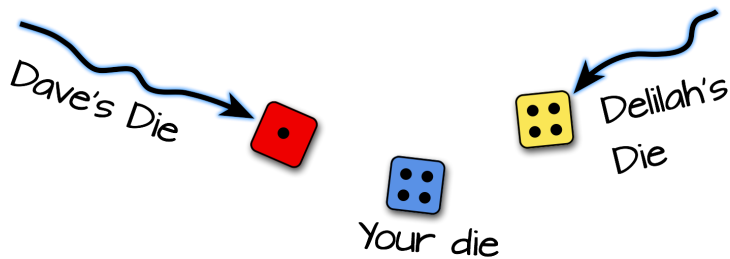
In this example, you'll use Dave's Thunder die to put an X into the Blue sector, column 4, row 1, and use Delilah's Thunder die to put an X into the Blue sector, column 4, row 4.

Tip! *Resolve your Thunder die before your other dice, as occasionally another player will grab their Thunder die back before you've had a chance to record the coordinates. Better safe than sorry.*

Resolving Your Lightning Dice

Put an X into the coordinate formed by the circle (colour and column) die, and your triangle (row) die. This is a **lightning strike**.

## Lightning Never Strikes The Same Place Twice

Once a square has been struck and marked with an X, it can't be hit again. Any subsequent strikes must be redirected to an orthogonally adjacent unmarked square. If the square has an X and there are no orthogonally adjacent unmarked spaces then you do not get to mark a square with an X. (Just to be clear, unstruck Warriors and Trolls do count as unmarked squares.) Note that this applies only to lightning strikes as caused by the Lighting or Thunder dice, and not by God powers or Runestone magic.

Striking Warriors

If you hit a Warrior 🦹 , put an X over it as usual. These are your warriors, so try not to kill them unless you plan to send them to Valhalla.

Striking Runestones

If you hit a Standing Stone 🔴 on the grid, cross off any Runestone of the same colour. Use a single slash (/) to cross off the stones in the Runestone Network. 🪨
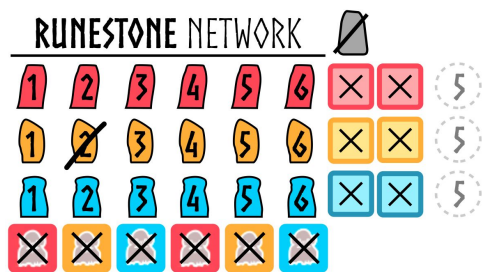
Smiting Trolls

Each time you strike a Troll 👹 , put an X over the leftmost, uncrossed Troll on the Troll Track of that sector's colour. This is the only way to put an X on the Troll Track. The game will end on the turn any player has crossed off all the Trolls in all their Tracks.
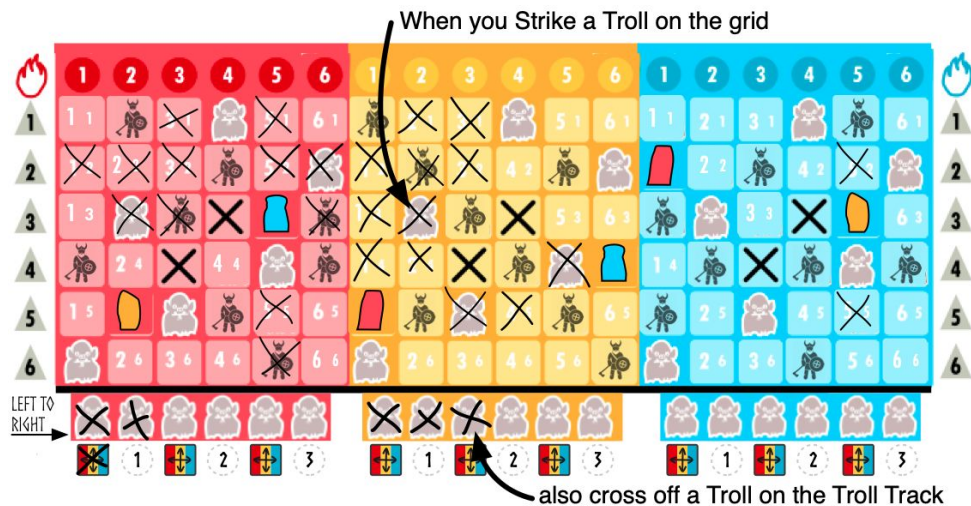
Each time a Troll is hit, cross off the next Troll on the Troll Track as per the example above.

Players earn either the Troll Magic or VPs printed under each Troll they hit.

Troll Magic

A lightning strike's position can be adjusted by spending Troll Magic . Spend one Troll Magic to move the strike one square orthogonally. Cross off the Troll Magic icon on the Troll Track when you use it. You may use any number of available Troll Magic icons on your turn. You may even spend multiple Troll Magic icons to move the same lightning strike extra squares (one square per spent icon). Note that each sector has its own Troll Track, but that the magic from those Trolls can be used in any sector.

In this example, two trolls have been hit, and one Troll Magic has been spent. The player will earn 1 point for killing these (2) Trolls at the end of the game.

Summoning Gods by making pentominoes

You can claim up to 5 pentominoes. You'll need strikes in a configuration that matches one of these pentominoes. There can be additional strikes as long as the complete form of the pentomino is made up of strikes. Rotating, flipping, and "mirroring" of the pentominoes are all allowed. The pentominoes can positioned across two sectors. Show the other players the pentomino being claiming, then turn the strikes used into a forest fire by blacking them out. Forest fires **cannot** be used to claim another pentomino, but they can be used for Valhalla.

> Orthogonally adjacent lighting strikes (Xs) will form a **forest fire**, and be blacked out at the end of the game...or when you use them to claim a Pentomino.

First, circle the Bonus for early god summoning that is below the number of the current round.

In this example, the player got their first Pentomino in the third round, earning 3 bonus points.

Then, circle the VP value for the pentomino you've claimed and use it's power at the end of your turn. Each God summoned has its own effect which can only be used **once** by each player.

Woden

WODEN (3) Cross off one Troll from each sector of the grid.

Frigg

FRIGG (4) Cross off any light or dark square in any sector.

Thor

THOR (2) Cross off a Troll in any sector, then cross off two more adjacent, light squares to form a line. You may not use a square that has already been crossed off.

Sif

SIF (4) Cross off any two Trolls in any sector(s).

Loki

LOKI (2) Cross off two Runestones from the Runestone Network on your player sheet.
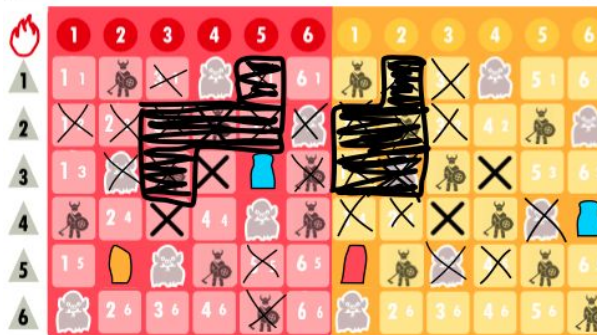
Dark and light squares

Most powers only effect light squares (represented as light grey, but Frigg can target light or dark squares (represented as dark grey).

The two squares on the top are dark and the two on the bottom are light.

Note that the 'S' shape has been flipped.

The pink highlighted 'W' pentomino isn't valid as it uses fires that were already used to claim a pentomino.
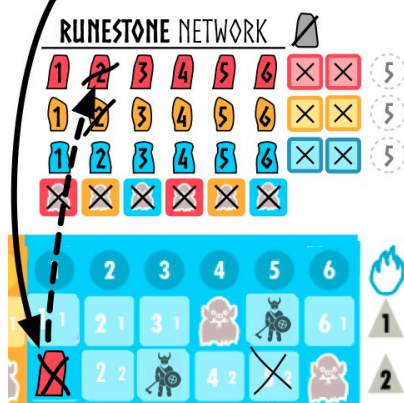
Runestones

There are three types of Runestones (one for each colour) found on the grid. These Runestones form part of a magical network that has been represented in the area off to the side labelled Runestones. When certain stones in the network get powered, they produce beneficial effects.

There are two ways to power these Runestones:

Thunder Die Strike: Your thunder die will power the Runestone in the Network that corresponds to the die's colour and value. Thus, a yellow 2 die will power the number 2 yellow Runestone.

Grid Strike: If lightning strikes one of the standing stones on the grid, power any Runestone of that colour in the Runestone Network.

Cross off Runestones with a slash (\) as you power them.

There are two ways to reap the power of the Runestones:

Vertical column: Once you have powered 3 of the same value, cross off a Troll in the quadrant matching it's colour before the end of the turn.

Horizontal row: When you power all the stones of one colour in the Network area, circle the 5 on the right. You must make your two free strikes against unmarked empty or Warrior squares before the end of the turn.

Game End

Play until the end of the round in which any player has either crossed off all their trolls or completed each of the five pentominoes.

Forest Fires

Your orthogonally adjacent lightning strikes will catch fire and form a forest fire, as will any strikes adjacent to a previous fire from when you claimed a pentomino. Blacken these fires. Lone lightning strikes are ignored.

Valhalla

If you form the large V with your strikes (fires) by the end of the game, you may send dead Warriors to Vallhalla and earn VPs for them, instead of losing VPs for their deaths. The V can be in any orientation, and it **may** include portions of any completed pentominoes. Circle the **V** in the box for scoring Warriors.

How to Score

Write the total earned from Pentominoes (Gods).

Total your points earned from the Runestones. You only earn points if you had crossed off every Runestone in a row.

Total your points earned from each Troll Track. Add up all of the numbers under Trolls that you've killed. Unused Magic has no value.

Count how many Warriors you have crossed off, and lose 1 point for each one.
If you completed **Valhalla**, you will gain 1 point for each instead of losing it.

Determine the size of your largest connected forest fire. This fire can spread across different sectors as long as it's continuous.

Compare the size of your forest fire with those of the other players. You'll lose 5 VPs if you have the largest fire, 3 VPs for the second largest, and 1 VPs for the third largest. Circle the fire that corresponds with your score. If you are tied, you will both lose the full points.

Sum all your positive and negative values to determine your total score.
The player with the most total VPs is the winner. If there is a tie, the player who struck the most Trolls wins, if there is still a tie Loki will determine the winner when it suits him.

Scoring Example:

A 4 Gods were summoned (pentominoes) for a total of 13 points, plus 7 points from round number bonus.

B 10 Runestones were struck, including one row that earned 5 points.

C 10 Trolls have been killed, earning 7 points.

D 10 Warriors were harmed, normally resulting in -10 points,

but since Valhalla was completed **E**, +10 VPs are scored.

F The largest forest fire consumes 37 squares, which results in -5 VPs in this game.

G The total score is 37.

How to Play (2 players):

Set Up: Give each player one die of each colour (Red, Blue, Yellow), a Play Sheet, and a pen. Take one extra die from the box to use as a Thunder die.

Procedure:

1: Mark off the next box on the time track, using the bonus if there is one.

2: Roll and assign your dice.

3: After placing all of your dice, roll the extra die. This is the Thunder die of the dummy player. Use this die value and the Thunder die of your human opponent in conjunction with your Thunder Die to form your 2 lightning strikes.

4: Mark your play sheet as usual.

5: Repeat steps 1-4 for 10 rounds, then tally up your final score.

Scoring:

To determine your score for the largest forest fire compare how well you did with the other player and the dummy player. The dummy player's results are as follows:
Largest Connect Group: 15

How to Play (solo):

Set-Up: Take one die of each colour (Red, Blue, Yellow), a Play Sheet, and a pen. Take two other dice from the box and put them aside. These will be used as your opponents Thunder dice.

You will play 10 turns.

Procedure:

1: Mark off the next box on the time track, using the bonus if there is one.

2: Roll and assign your dice.

3: After placing all of your dice, roll the other two dice you had put aside. These are the Thunder dice of the two dummy players. Use these die values in conjunction with your own Thunder Die to form your 2 lightning strikes.

4: Mark your play sheet as usual.

5: Repeat steps 1-4 for 10 rounds, then tally up your final score.

Special Consideration*: Unlike the regular game, you may claim and use as many God powers in a turn as you like.*

Scoring:
To determine your score for the largest forest fire compare how well you did with the two dummy players. The dummy players' results are as follows:
Largest Connect Group: 12
Largest Connect Group: 20

How did you do? Compare your score to those of the heroes of yore:

20	**Timmy** the playground bully
30	**Weohstan** who slew prince Eanmund
40	**Heidrek** bearer of the cursed sword Tyrfing
45	**Ingeld** the legendary warrior, and son of King Froda
50	**Arngrim** the berzerker
55	**Starkad** the eight-armed giant
60	**Sigrdrifa** the Valkyrie known as Victory Blizzard

With Thanks:

I've been working on this game for a surprisingly long time, and I've received a tremendous amount of help from some close friends and bitter enemies, including: Yves Touringy, Thiernault Touringy, Martin Ethier, Jamie Jones, Gavan Brown, Carlyn McGeean, Piet Skjæveland, Sean Jacquemain, and Colin Young.

Cross off the round number, and use the bonus, before rolling your dice

| 1 | 2 | 3 | ~~4~~ | 5 | 6 | 7 | ~~8~~ | 9 | 10 |

Bonus for early god summoning:

3 3 2 2 1 1 1

RagnaRoll
SMITING TROLLS, STANDING STONES, AND SUMMONING GODS
BY AL LEDUC

RUNESTONE NETWORK

Red	1	2	3	4	5	6	X	X	5
Yellow	1	2	3	4	5	6	X	X	5
Blue	1	2	3	4	5	6	X	X	5

X X X X X X

GODS

| WODEN 3 | FRIGG 4 | THOR 2 | SIF 4 | LOKI 2 |

Order of Execution
1. Mark turn number and take bonus
2. Roll your dice
3. Cross off Runestone and resolve
4. Rolling Thunder with die on left*
5. Rolling Thunder with die on right*
6. Lightning Strike*
6. Must use Runestone magic if available
7. May summon a God by blackening its symbol. Must use God power if available. You can only claim the bonus points for one God per turn.
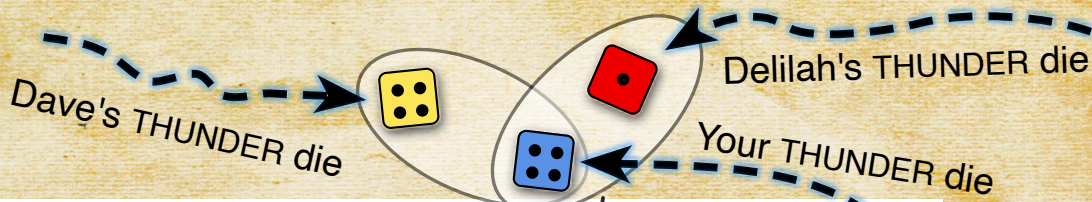8. Must use Runestone magic if available
* Troll magic can be used

God Points:

Runestone Points:

Troll Points:

-1 PER ⚔ V

Biggest Fire: -5 -3 -1

TURN A DIE TO ANY #
-1 -3 -5

VALHALLA

WARRIOR DEATHS ARE POSITIVE

LEFT TO RIGHT

Total

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RagnaRoll

SMITING TROLLS, STANDING STONES, AND SUMMONING GODS

Dave's THUNDER die

Delilah's THUNDER die

Your THUNDER die

1-4

9+

25 m

You are a Norse Shaman keeping your territory free of Trolls by smiting them with lightning. Summon the Gods for aid, power the Runestones, and protect your warriors...or prepare them for Valhalla. The choice is yours.

Rolling Thunder is a simultaneous-play game in which you will roll and combine dice to form coordinates, then mark the square on your Player Sheet to show where the lightning has struck. Make pentominoes and hit specific targets to chain bonuses.

Roll and Write
Simultaneous play
Coordinate forming
Dice sharing
Clever Combos
Incendiarism

Components:
3 dice per player
1 play sheet per player

Al Leduc
FrankenDie, Cupcake Empire,
Yukon Airways
(On Rahdo's "designers to watch" list)