



MIMIR'S

< H A L L E N G E >



How-to-play
video:



RULEBOOK



Jørgen Brunborg-Næss



Nicholas Westgård

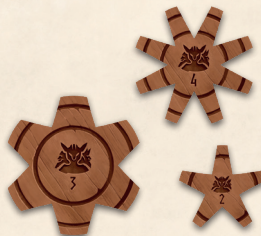


COMPONENTS

Realm Tiles (9)



Star Tiles (3)



Start Realm Tokens (2)



Treasure Tokens (36)



First Player Token



Player Screens (4)



Rulebooks (4)



English



German



French



Norwegian

Artifact Cards (25)



front



back

Player Aids (4)



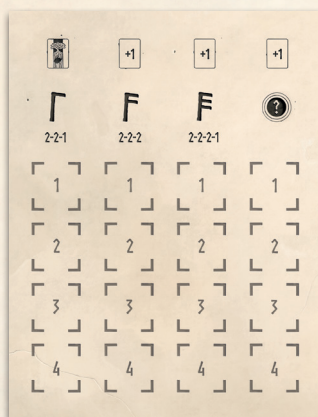
front

back

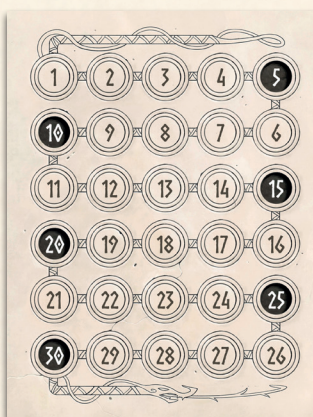
Player Color Indicators (4): Large



Turn Order Board / Scoreboard



front



back

Turn Order Tokens (4): Small



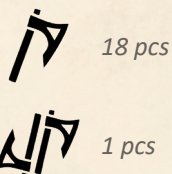
front

back

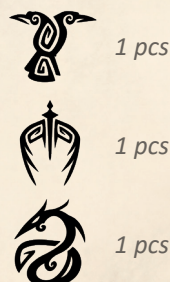
Army Tokens (4 sets of 22)



Vikings



Elites



KONS

	Raven		Hide		Metal
	Valkyrie		Wood		Gem
	Wyrm		Round 1		Ice
	1 Viking		Round 2		Earth
	2 Vikings		Round 3		Fire

GAME DIFFIKULTY

The game difficulty of *Mimir's Challenge* can be made more or less challenging depending on your playgroup's preference. For normal or less challenging, choose a symbol below and follow the corresponding rules.



Less challenging



Normal

First time playing *Mimir's Challenge*? Consider following the suggestions marked with ☒ to focus on the main mechanics. If after reading the rulebook you think you'd like an extra challenge, check out the variant on page 20.

INTRODUCTION

The feast in Valhalla was roaring. Mead was flowing. Bold words were flying.

"I am the master of war!" Thor shouted, slamming his fist on the table. "None of you could stand against me!"

Odin leaned forward, one eye glinting. "Strength fades. Wisdom endures. That's what wins battles."

Sif stood tall, her voice cutting through the noise. "It's not just power or plans. Real skill is knowing when to act—and when not to."

Freya narrowed her eyes. "And knowing your enemy. That's what truly matters."

The hall erupted. Shouts. Laughter. Threats.

Hands reached for weapons. Then—BOOM. Mimir rose.

"Enough!" his voice thundered. "If you want to prove yourselves, do it across the Realms. I will give you equal armies. You'll scheme, fight, and gather treasure. The one who claims the most will be crowned the true master of war!"



Mimir

OVERVIEW

In *Mimir's Challenge*, players control identical armies and take turns placing their Army Tokens face down on Realm Tiles. Then flip the tokens face up and perform actions to determine the outcome.

The player with the majority in each Realm earns treasure. Treasure and completed artifact cards count as points at the end of the game.

The game is played over three rounds, and the player with the most points after the third round, wins!

GAME SET-UP
PAGE 6

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PAGE 9

SCORING
PAGE 18

VARIANT
PAGE 20

GAME SET-UP

PLAYING AREA

Pick the **Star Tile** for your number of players (2, 3 or 4). Place it on the table, and slot random **Realm Tiles** into it. Each Realm will be adjacent to two other Realms. Place the **Start Realm Token** on a random Realm.



If **playing with 2 or 3 players**, pick one of the **material types** shown on the left.

Remove all **Artifact Cards** requiring the chosen material and the 9 **Treasure Tokens** containing it from the game.



Shuffle the **Artifact Cards** and form a deck face down beside the Realms. Deal 1 card to each player. Hide your card from the other players.

Divide the **Treasure Tokens** into 3 piles corresponding to the round marker on their backs. Keep them face down beside the Realms.



Give the **First Player Token** to the player with the longest hair or choose a random start player.



Place the **Turn Order Board** beside the Realms and place your **Turn Order Tokens** in a random order.





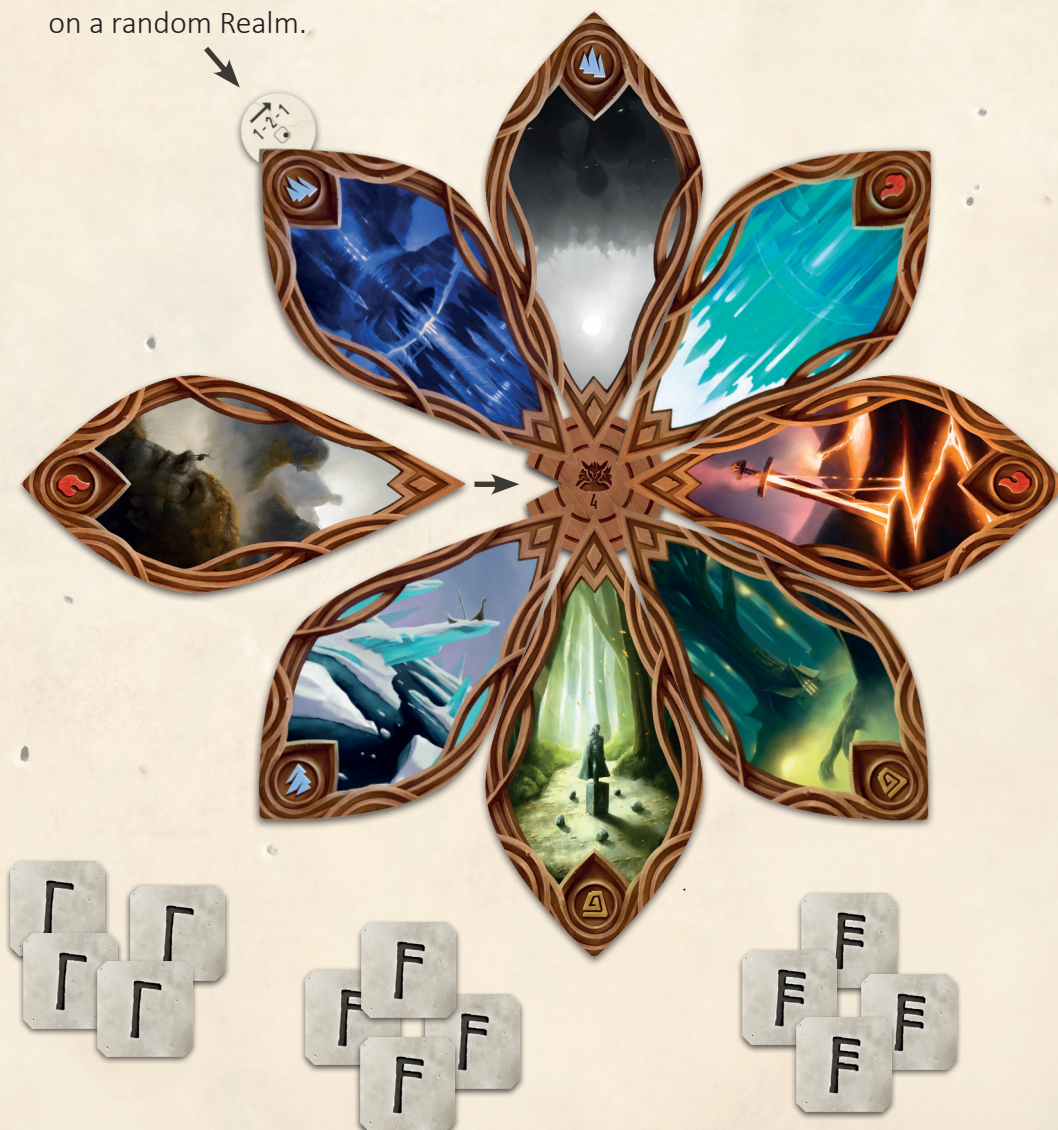
Note: The Star Tile for 4-player games fits the narrow end of the Realm Tiles, while the Star Tile for 2 and 3-player games fits the wide end.

Artifacts Deck



Playing Area set-up for a 4-player game.

Place the **Start Realm Token**
on a random Realm.



PLAYERS



2. Choose a color and take the **Army Tokens**, **Indicator** and **Player Aid** of that color.



Remove the Army Token with the Raven from the game so that only the Valkyrie and Wyrms are available.



Raven



Valkyrie



Wyrms



Note: The Vikings and Elites (Raven, Valkyrie and Wyrms) are different types of Army Tokens.



3. Place the **Army Tokens** behind your Player Screen.

Keep your **Artifact Card** hidden behind the screen or face down beside you.

Place the **Color Indicator** in front of your screen.


HOW TO PLAY

The game consists of three **rounds**, indicated by these symbols: **┐ ┆ ┆**

Each **round** includes four **phases**:

Round Set-Up:

Distribute
Treasure Tokens.

 Refill
Artifact
Cards.

Placement:

Take turns
placing Army
Tokens in Realms.

See page 11.

Action:

Take turns
performing
actions for the
Elite Army
Tokens placed.

See page 12.

Resolution:

Resolve the
winner of each
Realm Tile.
Collect an
Artifact Card.

See page 15.

When the third round is over, go to “scoring” (*see page 18*). You gain victory points both from the **Treasure Tokens** themselves and the **Artifact Cards** you complete. The player with the most **victory points** is the winner!

Treasure Tokens display both victory points and a single material. The number of victory points is indicated on a black circle in the lower right corner. The material is the icon shown.



Wood and 4 points

You can claim Treasure Tokens during the “Resolution phase”.

Each **Artifact Card** requires specific materials to be completed. To gain additional victory points, you may use the materials you collected during the game to complete Artifact Cards. Each Treasure Token’s material may only be used once. Each Artifact Card can only be completed once.

Example: To craft Mjöltnir, you must collect 2 wood and 2 metals from Treasure Tokens during the game. This would give you 7 victory points in addition to the points on the Treasure Tokens themselves.



ROUND SET-UP

Distribute the **Treasure Tokens** for this round face down among the Realms. Alternate placing 1 and 2 Treasure Tokens, starting from the Realm with the **Start Realm Token** and going clockwise, then flip them face up.

i **If playing 2-player:** Remove the two remaining Treasure Tokens for this round from the game.

i **Note:** The Start Realm Token is used for distributing Treasure Tokens during round set-up and resolving Realms in the Resolution phase. It has no impact on the Placement phase nor the Action phase.



● Draw **Artifact Cards** equal to the number of players. Place them face up so all the players can see them.



Artifacts
Deck



PLACEMENT PHASE

Take turns placing **Army Tokens** starting with the first player.



Round Army Tokens per turn

┌	2 + 2 + 2
└	2 + 2 + 2
⌞	2 + 2 + 2

Placement Example: During the **first round**, you will have 3 turns. You start by placing 2 Army Tokens each. Then place another 2 Army Tokens, and finally **2 Army Tokens** on your last turn. You place the same amount of Army Tokens each round and each turn.



Round Army Tokens per turn

┌	2 + 2 + 1
└	2 + 2 + 2
⌞	2 + 2 + 2 + 1

Placement Example: During the **first round**, you will have 3 turns. You start by placing 2 Army Tokens each. Then place another 2 Army Tokens, and finally **1 single Army Token** on your last turn. The number of Army Tokens you place increases by 1 each round.

On your turn, place the Army Tokens face down onto one or two Realm Tiles. You can choose any Army Tokens you wish. They can be placed either in the same Realm or in two different Realms.

You may check the Army Tokens you have placed, but make sure to not let any of the other players see.



ACTION PHASE

Before starting the Action phase, flip all Army Tokens face up.

Take turns starting with the first player.

On your turn, you will either:

- Choose one of your Elites in the Realms, **or**
- Pass the rest of the Action phase.



If you have no more Elite Army Tokens placed on the Realm Tiles this round, you **must pass** on your turn.

If you choose one of your Elite Army Tokens, you may **Perform** its Action (see “Actions” on the next page) or skip the Action. Then **Retrieve** the chosen Elite Army Token from the Realm and place it behind your player screen.



When you **pass**, retrieve all your remaining Elites, if you have any.



When you **pass**, retrieve all your remaining Elites, if you have any. Then choose an empty slot in the next column on the **Turn Order Board** and move your **Turn Order Token** to that slot. This is the new turn order, starting from the Resolution phase.

When all players have passed, the Resolution phase starts.

Summary: On your turn, choose one of the following options:

Choose 1 of the Elite Army Tokens
you placed

Pass the Action phase

Optional: Perform Action

Retrieve all your Elite Army Tokens
from the Realms

Retrieve the chosen Elite Army Token

Choose your turn order

ACTIONS



Raven

Fly from this Realm to another Realm of your choice and **bring 1 Treasure Token** with you.



Valkyrie

Move the Valkyrie to an adjacent Realm (optional), then **Call to gather up to 2 of your Army Tokens to this Realm** from the adjacent Realms.



Wyrms

Move the Wyrms to an adjacent Realm (optional), then **Scare up to 2 enemy Army Tokens from this Realm** to the adjacent Realms (either together or one to each Realm).



Note: When performing an Action on your turn, you decide where to move both your Army Tokens and your enemy's.

ACTION PHASE EXAMPLE

The turn order for this example is:



purple



blue



green

Wyrms Action Example:


The **purple player** moves their Wyrms to the Midgard Realm and scares the **green Viking** and **blue Valkyrie** to Niflheim. This gives the **purple player** the majority in Midgard. The **purple player** ends their turn by retrieving their Wyrms and returns it behind their player screen to use again in future rounds.



Valkyrie Action Example:

The **blue player** moves their Valkyrie to Midgard and calls its two Vikings from Niflheim to Midgard. The Treasure Token in Midgard has a higher value than the one in Niflheim, and they also need the metal material for their Artifact Cards. The **blue player** ends their turn by retrieving their Valkyrie.


Passing Example:

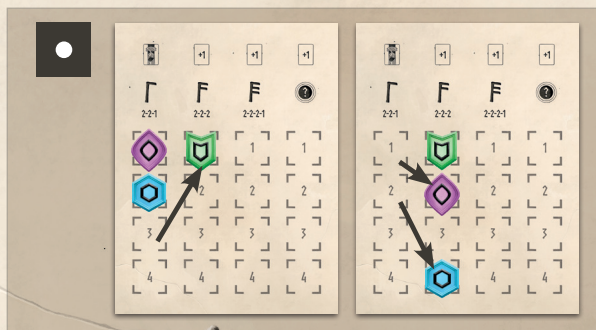
The **green player** chooses to pass the Action phase even though they have placed an Elite Army Token. They retrieve all Elites and  choose to place their Turn Order Token on the first position of the next column to take the role of the first player from now on.

Raven Action Example:

On the **purple player's** second turn, they use their Raven that they had placed in a different Realm to bring the Treasure Token from that Realm to Midgard. This leaves two Treasure Tokens in Midgard, so the **purple player** may also claim a Treasure Token (see "Resolution phase").

Alternative Passing Example:

On the **blue player's** second turn, they have no Elite Army Tokens left and pass the rest of the Action phase.  They choose the last position in the turn order. The **purple player** chooses to pass on their third turn.



RESOLUTION PHASE

Resolve each Realm Tile starting with the **Start Realm Token** by counting the **Vikings owned by each player in that Realm**. The Army Token with 2 axes counts as 2 Vikings.

In order of most to fewest Vikings in the Realm, without being tied with another player, you may claim a Treasure Token by placing it on one of your Vikings in that Realm. You may also decide not to claim a Treasure Token.

i Note: Tied players are not considered majority and may **not** claim a Treasure Token. If there are **enough Treasure Tokens left** for the tied players, the tied players may then claim a Treasure Token in Turn Order. If there are two groups of tied players, resolve each group separately, starting with the group with the most Vikings. See examples on page 16.

i Note: You may only claim one Treasure Token from each Realm.

When the Realm is resolved, **retrieve your Viking and the Treasure Token it holds**. The rest of the Vikings and any unclaimed Treasure Tokens remain in the Realm for the next rounds.

Resolution Example:

Of these two Realms, Niflheim is closest to the Realm with the Start Realm Token.

Resolving the Niflheim Realm:

The **purple** and **green** players both have 1 Viking each and are tied in this Realm. No other player has majority either. Since there is only 1 Treasure Token in Niflheim, which is not enough for both tied players, neither player may claim it. It will remain there for the next round.

Resolving the Midgard Realm:

The **blue** player has 2 Vikings and the **purple** player has 1 Viking. **Blue** has majority and claims the metal treasure with 4 points. **Purple** claims the wood treasure with 2 points.



When all the Realms have been resolved, the **blue** and **purple** players retrieve their Vikings that are holding treasure in Midgard. They place the Vikings and the treasures behind their Player Screens.

The remaining Vikings and Treasures in the Realms are left for the next round.



Example of Majority Before Ties:

The **blue** and **red** players both have 2 Vikings in the Realm, so they are tied for the most. The **green** player has fewer Vikings but isn't tied with anyone. Because of this, **Green** is considered to have the majority and claims one of the Treasure Tokens. **Blue** and **Red** are too busy fighting to notice it. Only one Treasure Token remains, which isn't enough for both tied players to receive one. As a result, **Blue** and **Red** gain nothing from this Realm this round.

Example of Two Tied Groups:

The **blue** and **red** players both have 2 Vikings in the Realm, so they are tied for the most. The **green** and **purple** players are also tied, with 1 Viking each. Since no single player holds the majority, resolve the tie among the group with the most Vikings first. **Red** comes before **Blue** in turn order, so **Red** claims one of the Treasure Tokens, and **Blue** takes the other. **Green** and **Purple** receive nothing from this Realm this round.





When all the Realms are resolved, take turns **drawing a new Artifact Card from the deck**.

Pass the **First Player Token** to the player on your left (clockwise).



When all the Realms are resolved, take turns **claiming a face up Artifact Card** according to the new turn order. You do not need to have the materials listed on the card to claim the card, but you need the materials at the end of the game to complete the card and gain the extra victory points.



Example of Claiming Artifact Cards:

The **green player** is first in the new turn order. They claimed 2 gem treasures this round from other Realms. They choose the Artifact Card named *Dromi*, since they have half of the required materials to complete it. They will focus on claiming treasures with hide and metal in the future rounds.

The **purple player** is second in the new turn order. They got 1 wood from Midgard and choose *Andvaranaut*.

The **blue player** is last in the new turn order. Only *Hringhorni* remains, which needs 2 hides to be completed, but the **blue player** did not claim any treasure with hide this round. They choose *Hringhorni* since it is the only card left.

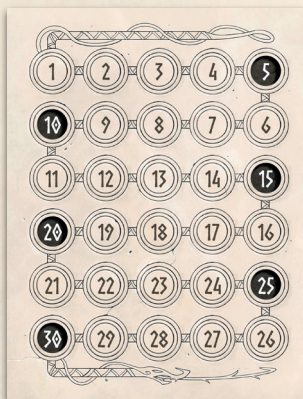
			
			
2-2-1	2-2-2	2-2-2-1	
1		1	1
2		2	2
3	3	3	3
4		4	4



Move the Start Realm Token clockwise.



SCORING



After three complete rounds, the game is over. Place the **Scoreboard** (back of the **Turn Order Board**) next to the Realms and place the **Turn Order Tokens** beside the Scoreboard.

To get your victory points total:

- Count up all values printed on your Treasure Tokens.
- Then allocate Treasure Tokens to complete Artifact Cards.

Move your Turn Order Token on the Scoreboard for each victory point. If you surpass 30 victory points, flip your Token to the side showing +30 and continue from the start of the Scoreboard.

To complete your **Artifact Cards**, you must place **Treasure Tokens** with the correct materials on each card. You may only use each material once.



Yggdrasil Leaf



Note: Instead of completing a card, you may **flip it to use the Yggdrasil Leaf** on the back. This acts as a replacement for a material you need to complete one of the other Artifact Cards. You may flip several Artifact Cards to have more Yggdrasil Leaves, but each leaf may only be used once. Once you have flipped the card, you cannot complete it to gain victory points.

After counting all the points, the player with the highest total score wins!

If there is a tie among the players, use the following tiebreakers:

- Most Treasure Tokens
- Most Vikings left in the Realms

If there is still a tie, the players share the victory.

Scoring Example:

You claimed the following Treasure Tokens and Artifact Cards during the game.

You earn 18 points from the Treasure Tokens by adding the victory points together. Move your Token on the Scoreboard to position 18.

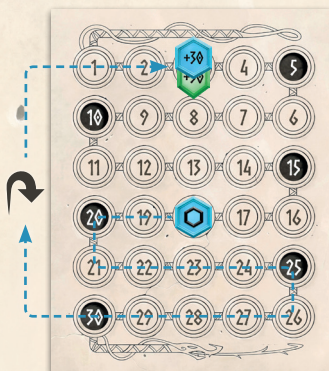
Place your Treasure Tokens on your Artifact Cards to indicate which of them has been completed successfully.



You have the materials required to make Mjölner and Hringhorni but are missing wood for completing Gjallarhorn. You flip Skidbladnir to use the Yggdrasil Leaf as wood to complete Gjallarhorn. You have now completed Mjölner (7 points), Gjallarhorn (5 points) and Hringhorni (3 points). In total, you gain 15 points from Artifact Cards.



Yggdrasil
Leaf



Advance your token 15 points. When exceeding 30 points, flip your token to the side showing +30 and continue advancing on the Scoreboard.

In total, you gained 33 points. So did the **green player**. The **green player** only gained 7 Treasure Tokens, while you gained 8 Treasure Tokens. This makes you the winner by the tiebreaker.

VARIANT



During **Placement** phase:

When placing an **Army Token** into a Realm, you may choose to reveal an Artifact Card from your hand with an **essence symbol matching the Realm**.

If you do, you may immediately **place an additional Army Token into the same Realm**.

The Artifact Card **stays visible to the other players** and may not be used again in this way. When the game ends, you can use the card to score as usual: either completing it for victory points or flipping it for an Yggdrasil Leaf.



Use this space to record your house rules or variants.

ROUND SUMMARY: LESS CHALLENGING

Round Set-Up:

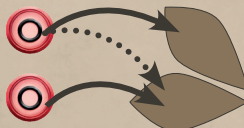
Distribute Treasure Tokens (1-2-1 etc.).



Placement:

In turns: Place Army Tokens face down in one or two Realms.

Same or different Realms.



Army Tokens per round:

$$2 + 2 + 2$$

Action: Flip the Army Tokens. **In turns:** Perform an Action or Pass.

Perform Action or skip to “Afterwards”:



Valkyrie: Move to an adjacent Realm (optional), then **Call** to gather one or two of your own Army Tokens from adjacent Realms.



Wyrms: Move to an adjacent Realm (optional), then **Scare** one or two enemy Army Tokens from this Realm to the adjacent Realms.

Afterwards: Retrieve the Elite Army Token.

Pass the rest of the Action phase:

Retrieve all of your remaining **Elite Army Tokens** from all Realms.

Resolution:

Evaluate each Realm in a clockwise direction from the Start Realm:

In order of most to fewest Vikings, players claim one Treasure Token by placing it on one of their Vikings in that Realm.

If there are enough Treasure Tokens left for tied players, they may claim one in turn order.

When the Realm is resolved, retrieve your Viking and the Treasure Token.

After all Realms are resolved:

Each player draws an **Artifact Card** from the deck.

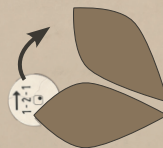


+1

Pass the **First Player Token** to the left (clockwise).



Move the Start Realm Token.





Game design: Jørgen Brunborg-Næss

Artwork: Nicholas Westgård

Copy edit: Translation Circus (Amaia Wilson Frade)

Development: Åse and Kristian Rørmark Ek



No generative AI has been used to create Mimir's Challenge or its artwork.

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Mistzone AS
Gjerløwsveien 11
1621 Gressvik
Norway



Need a replacement part?
Request it at games@mistzone.com

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ROUND SUMMARY: NORMAL CHALLENGE

Round Set-Up:

Refill Artifact Cards,
1 per player.



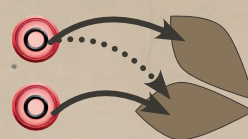
Distribute Treasure Tokens (1-2-1 etc.).



Placement:

In turns: Place Army Tokens face down in one or two Realms.

Same or different Realms.



Action: Flip the Army Tokens. **In turns:** Perform an Action or Pass.

Perform Action or skip to “Afterwards”:



Raven: Fly with one Treasure Token to any other realm.



Valkyrie: Move to an adjacent Realm (optional), then **Call** to gather one or two of your own Army Tokens from adjacent Realms.



Wyrms: Move to an adjacent Realm (optional), then **Scare** one or two enemy Army Tokens from this Realm to the adjacent Realms.

Afterwards: Retrieve the Elite Army Token.

Pass the rest of the Action phase:

Retrieve all of your remaining **Elite Army Tokens** from all Realms.

Choose your place in the turn order.



Resolution:

Evaluate each Realm in a clockwise direction from the Start Realm:

In order of most to fewest Vikings, players claim one Treasure Token by placing it on one of their Vikings in that Realm.

If there are enough Treasure Tokens left for tied players, they may claim one in turn order.

When the Realm is resolved, retrieve your Viking and the Treasure Token.

After all Realms are resolved:

Each player, in new turn order, chooses one face up **Artifact Card**.

+1

Move the Start Realm Token clockwise.

