

THE NINE WORLDS



The concept is a card game that we will build upon.

Roles

- **Artists - Terry**
- **Writers - Tyler**
- **Researchers - Tyler, Vlad**
- **Environment/World Builders - Vladislav**
- **UI - Jolanne**
- **Props - Terry**
- **Group leader - Jolanne**

Worlds

Niflheim: The World of Ice, Fog and Mist - place + 1 card

Muspelheim: The Land of Fire - lose 5 hp per turn (card)

Asgard: Home of the Gods - your dice roll gain + 2

Midgard: Home of the Humans - no effect

Jotunheim: Home of the Giants - boss battle in the end

Vanaheim: Home of the Vanir -

Alfheim: Home of the Light Elves - Reroll one dice in this world

Svartalfheim: Home of the Dwarves -

Helheim: Home of the dishonorable dead - your most recent artifact is not working

Vlad - idea

Player has some amount of health, each action - the dice roll (affects each player in different ways depending on the task or card they get)

5 turns, every turn you take a card with something ► take card of the next world and then it's deck. However, if you get the Bifröst Card (a rainbow-colored card) you have(maybe *can*???) to go to another world.

Deck of worlds - 9 cards - each world has its own effect

Either 3 or 5 task cards faced down for each world.

Design

The Design for the back of the cards are the realms:



Something like this

Environment - Vlad

(For first playtest necessary)

Asgard:

*"Ride of the Valkyries" - *positive effect**

*"God's punishment" - *negative event**

*"Mimir's guidance" - *look any card you want**

*"Ragnarok" - *very bad event - influent everyone**

Midgard:

*"Military call" - *choice - join(something happens for reward) or not(nothing happens)**

*"Shady merchant" - *Get something for a negative effect in the future or just pass**

*"War for the throne" - *choice one fraction and do something**

*"Peaceful life" - *weak positive effect**

Muspelheim:

*"Floor is lava" - *name says it all**

*"Trial of Surtr" - *really hard challenge**

*"Fighting fire giant" - *kinda hard battle**

*"Living flame" - *gain buff or effect**

Jotunheim (optional):

(Full game)

Niflheim:**Vanaheim:****Alfheim:****Svartalfheim:****Helheim:****Setup/Rules:**

4 players.

Each player is represented by a token (ex. blue stones)

- *Each player picks a Hammer card*

Hammer Card: *This card is basically a card chosen by each player and is used to win the game. This card has a quest, which is to collect 4 pieces of the hammer that are scattered around all 9 realms. The description of the card tells you which realms to visit.*

Movement:

- *One movement per turn, action first then movement*

Asgard Quests:

"Valhalla": Help the Valkyries guide those who've fallen in battle into Valhalla. Roll an odd number, you can only complete this quest after you roll an odd number.

"You can't spell Odin without an eye": Why did Odin lose his eye? (to gain knowledge) Using two dice, help Odin gain knowledge by rolling a number greater than nine.

“Ragnarok”: The day the gods have feared is upon us. The chain that has been holding the monstrous wolf Fenrir has snapped and now the beast is free to devour everything in his path. Odin and his elite warriors are the only ones who can stop the beast. Help prevent Ragnarok by answering this question “What is the specific name of Odin’s elite warriors? (*Einherjar*)” or you can test your luck with the two dice by rolling an even number that’s four or greater. You have only three chances, good luck.

Midgard Quests:

“Call to Action”: You have been called upon by Heimdall to find his missing horn, **roll an even number** until you find it. You cannot do another quest until you find his horn.

“Aegir and Ran”: While crossing the ocean you are stopped by the giant couple Aegir and Ran. Aegir is a nice fellow, who wants to invite you to a feast. While Ran wants to drown you because she’s bored. As you are in a hurry, you decide to play a game of chance with the giants. The couple agree and decide that “if you roll a number greater than six you can cross the sea, but if not you will stay”. Roll a number **greater than 6** to proceed to the next quest. However, if you roll a number that is six or less, then you cannot do another quest until you roll a six.

“The World Serpent”: You have made your way to the final challenge, but you’re too late. The world serpent Jörmungandr has released his tale, thereby causing the realm of Midgard to slowly sink into the sea. All hope seems to be lost when suddenly Thor appears. “You’re big. I’ve fought bigger.” the God of Thunder says as he smacks the sea monster with his hammer. Help Thor defeat Jörmungandr by rolling an odd number. You have **three chances to roll an odd number**. If at the end of your three chances you still didn’t roll an odd number then Midgard is destroyed, the Midgard quests can no longer be completed by any other player and you lose the game. However, if you win, then you will acquire one of the four pieces of the Bifrost that will bring you one step closer to Asgard.

Vanaheim “Vanir” Quests:

“The West of Asgard”: The Vanir God Njörðr is trying to travel to Vanaheim, help Njörðr by rolling a number that’s greater than one.

“Nature Valley”: Vanaheim is home to a tribe of Gods that are associated with Fertility and Nature. This tribe of Gods was known as the Vanir. Can you name the tribe of Gods Asgard is home to? (*Aesir*)

“The Taunting of Loki”: “Ah, if it isn’t the smug traveller I’ve heard so much about. You’ve caused quite a commotion throughout the nine realms. I must admit, I’m impressed. Now where are my manners, I’m Loki, the God of Mischief. Listen, if you’re going to Asgard you might want a guide, I do have a bit of experience in that area. I’m just going to need a favor from you first. Kill a Dark Elf in Svartalfheim or a Frost Giant in Jotunheim, and I will give you a gift that should take you to Asgard.” If the player already completed one of the two quests Loki will give the player one of the four pieces of the Bifrost. If the player has not completed either quests the player must leave Loki and complete the two quests. Only when the player returns to Loki, they can receive a piece of the Bifrost.

Jotunheim’s “Giant” Quests:

“Giant’s Bane”: You cross paths with a Frost giant. **Roll a four or greater** to defeat the giant. You cannot do another quest until you defeat the giant.

“Uproar”: Jotunheim is ruled by Thrym, the feared king of the Frost Giants. In one legend he stole Thor’s hammer Mjöltnir. In order to retrieve his hammer what did Thor do? Did he...

- a) Disguise as a woman
- b) Challenge the giant to a “weight lifting” competition.
- c) Face the Frost Giant alone, against Odin’s order.

If the player selected a) the player will be awarded with a “reward” and can proceed to the next quest. If the player selected b) or c) the player will not be given a “reward” and the player will be handed two dice and must roll matching numbers to proceed to the next quest. In either situation, once the player finishes this quest, this quest will no longer be available.

“Goddess of Skiing”: “Hello puny traveler, I am Skaði the Jötunn Goddess of Skiing. I’ve been hearing rumors that you are in Jotunheim looking for something special. You’re in luck, because I know where that thing is. The problem is I want it too, so I’m challenging you to a race. The first one down the mountain gets to keep the thing you are looking for.” Use your two dice to **roll a number that’s nine or less** to win the race. You have three chances to beat Skaði, good luck.

Alfheim “elf” Quests:

“Dark vs Light”: The Dark Elves are attacking the light elves. Quick **roll an even number** to defeat an elf. You cannot do another quest until you defeat an elf.

“Freya’s Day”: The Vanir God Freyr is celebrating his sister Freya’s birthday in Alfheim. Use two dice to **roll a number greater than two but less than twelve** to crash the party.

“That’s all folks!”: The Vanir God Freyr, ruler of Alfheim has lost his favorite boar Gullinborsti. Help Freyr find his boar, and he will give you any item that you seek. You have three tries to use your dice to **roll a number that starts with an “f”**. If at the end of your three tries you still didn’t roll a number that starts with an “f”, then you can no longer complete this quest.

Svartalfheim’s “Short” Quests:

“Light vs Dark”: The Dark Elves are attacking the dwarves. Quick **roll an odd number** to defeat an elf. You cannot do another quest until you defeat an elf.

“The forging of Gungnir”: The dwarf blacksmith Dvalinn was assigned to forge a mighty weapon for Odin, but the trickster Loki has taken his instructions. Help Dvalinn forge Gungnir by either **rolling an even number** or by answering this tricky question correctly. What type of weapon is Gungnir?

- | | |
|-----------------------------|--|
| a) A hammer (duh) | d) An axe (let’s get choppin!) |
| b) A scythe (a grim choice) | e) A sword (there can be only one) |
| c) A spear (for Sparta!) | f) A whip (used by part-time teachers) |

“Heigh-Ho”: You’ve helped Dvalinn forge Gungnir, but there’s still plenty of other weapons the blacksmith needs to construct. Assist Dvalinn by forging the magic sword Tyrting and the dwarf will fashion a shiny “reward” for you. Use your two dice to **roll a seven or more**. You have one chance.

Niflheim “Cool” Quests:

“Chill Out”: Niflheim, a realm of ice and cold. As a matter of fact, it is a world so cold that not even the Frost Giants live here. There’s no time to waste **roll an even number** to light a fire.

-good

“Winter is coming”: As the cold wind continues to blow, it starts to snow. Use two dice to **Roll a number larger than five** to proceed to the next quest.

-needs refinement so... hmmm. The quest can be to find a cave to spend the night mayB?

Sounds good - keep

“Ice to meet you”: After what feels like months, but in actuality, it has only been eleven minutes, you have finally found what you are looking for. Use two dice to **roll an even pair of numbers**.

-How do you even write avalanche? I think it's right. Run fast or get buried under the snow?

Cool Idea, thanks :D

Muspelheim's "Fiery" Quests:

“The Floor is Lava”: You have arrived in Muspelheim. A group of fire giants notice you and begin to climb their way out of volcanic pits. **Roll an odd number** to stop the giants.

“Living Flame”: As you make your way around Muspelheim you come across Surtr's flaming sword. As you approach the sword, the Sons of Muspell appear behind you. Use your two dice to **roll an odd number between three and eleven** to escape the Sons.

“Trial of Surtr”: You escaped the Sons of Muspell, but in your haste, Surtr retrieved his flaming sword and the king of fire giants splits open a hole in the dome sky. As the Sons of Muspell make their way out, Surtr notices you and begins to attack. Quick **roll an even pair** to dodge Surtr's attack. You have three chances, good luck.

New Quest:

Boss: Surtr (Giant), He uses his flaming sword to attack you

Weakness: Spear, bow, lance cuz he's slow

Stronger against: Hammer, sword, axe

Helheim "Hel's" Quests:

“Drag Me to HEL”: “Welcome traveller my name is Hel, and I am the Goddess of Hel. Normally this place is for the dead, but I can see you are more “lively” than the others. Tell you what, why don't you do some favors for me and I'll give you a reward. Find a lost soul, and I will let you pass. Just so you know, if you die at any point in your quest I will be seeing you again. Good luck.” The player has to **roll an even number** to find a lost soul. The player cannot do another quest until they find a lost soul.

“Highway to HEL”: “Welcome back traveller, good to see you again. Just so you know, this place has been rather dead lately, so I need you to do another favor for me. Why don't you collect some decorations so I can liven up this place. Collect at least 8 funeral mounds for me, and you may continue on your little adventure.” The player has to **roll an 8 or higher**. The player cannot do another quest until they finish this one

New quest/mec: RNG mec will be, the GM picks a no. from 1-3 and player chooses and see if they get it correct.

“HEL’s Kitchen”: “Back so soon? You either enjoy my company, or you really want that reward. Hey, I’ve got an idea. Since this will be the last time I’ll be seeing you, why don’t I give you a couple of choices.”

If the player chooses to meet her family. The player will have to roll one dice:

- If the player rolls the numbers 1 or 2, Hel will take you to her father Loki
- If the player rolls the numbers 3 or 4, Hel will take you to her brother Fenrir
- If the player rolls the numbers 5 or 6, Hel will take you to her brother Jörmungandr

New quest: “Hel wants you to bring ingredients for her special meal, if you don’t deliver these ingredients she’ll get angry. Now the ingredients lie on top of the summit, matching cards (special ingredient is a potion and two random ingredients). The ingredient you’re looking for is soul dust.

Boss: Hel

Uses the dead to kill you

Weakness;

Other game mechanics:

(Let’s replace the dice mechanic which was wanted gone with special facts/naming)

Example:

To complete this quest name the hammer used to destroy “_____”.

For Example:

- Rock, paper, scissors(against DM)
- Matching cards
- Staring contest
- Arm Wrestling
- Guess the hand which has the object
- Deck of cards, each player has 3 cards in their hands, use the numbers on the cards to move for example you have an even number card so you can move but you throw the card out of your hand. Then you pick another card from the card deck.
-

Dungeon master (called Snorri Sturluson) part the game

Instead of rolling a high number to move, why don’t we replace the odd numbers with red squares and the even numbers with green triangles.

So if the player rolls red: they stop. And if the player rolls green: they go.

1st quest should be played with dice

3rd quest should be something unique

Asgard and Midgard are connected and are the final pieces to complete the game

- In Midgard, it's a race to see who can last hit the Giant serpent to cross the Bifrost
- Second idea, 4 different serpents for each player, race to see who kills theirs first to gain access to Bifrost to reach Asgard.
- Attack examples: Poisons, chokes, bites, etc.
- Upon killing the Serpent, that player wins the game and is rewarded in Asgard by Odin.

Before playtests ideas:

Throw out the movement system ✓

Each world from 2 to 4 unique quests, complete one move forward (**experimental**)

Teacher's feedback:

Special dice (to choose quests)

True or false questions at the beginning

More narrow questions (not broad): use Surtr and fire in one sentence

Questions ✓

Clean all stuck moments ???

Clear quests ???

Fix stuck questions ???

Insert Game Title

The 9 Realms Layout

6. Asgard (Finish)

5. Midgard (Earth)x

4. Vanaheim (Vanir) x

4. Alfheim (Light Elves) x

3. Jotunheim (Giants) x 3. Svartalfheim (Dwarves)x

2. Muspelheim (Fire)x

2. Niflheim (Ice)x

1. Helheim (Start)x

List of Quests:

Tower quest (???)

Helheim quests: ✓

- **“Hel’s Kitchen”** True or False: is Hel Thor’s sister? (False)
- **“Drag Me to Hel”** Name 3 famous dead persons (?)
- **“Oh Hel No!”** Name another culture which includes Helheim (Christianity has Hell)
- **“Hel Bent”** I am always around, but never seen. I am often avoided, but you can't outrun me. What am I? **DEATH**
- **"My fears"** tell other what kind of death you are afraid and why

Muspelheim quests: ✓

- **“Trial of Surtr”** Use Surtr and “fire” in a sentence:
- **“The Floor is Lava”** Stay off the floor for thirty seconds
- **“Living Flame”** warm-up somebody (or something) by giving them a hug
- **“Stare-Gate”** Go to the player next to you and stare them in the eyes for 15 sec
- **“Feel the burn”** Give me food and I live, but give me water and I die. What am I? **FIRE**

Niflheim quests: ✓

- **“Chill Out”** Touch something colder than you
- **“Ice to meet you”** Name two “cool” things (cold)
- **“Winter is Coming”** True or False did Odin banish Hel to Niflheim? (True)
- **“Let it Snow”** What do you call a man who can’t enjoy a fireplace? **A SNOWMAN**

- **“SNOW WHITE”** I am unexpected, ferocious, dreadful, bitter, violent and bad, for when I come I can ruin your plans. What am I? BLIZZARD

Jotunheim quests: +-

- **“Uproar”** Thrym has stolen Thor’s Hammer... How did Thor retrieve it? Did he:
 - a) Disguise as a woman
 - b) Challenge the giant to a “weight lifting” competition
 - c) Fight the giant alone
- **“Giant’s Bane”** True or False is Surtr a Jötunn? (True)
- **“The Goddess of Skiing”** You come across Skaði, the Jötunn Goddess of Skiing. Amuse the giant by telling a story that happened to you in the winter.
- **“Growing Old”** What is tall when young but short when old? A CANDLE
- **“That’s my size”** find the biggest item in the room if another player will find bigger you fail this quest.

Svartalfheim questions: +-

- **“Hot Topic”** Name two blacksmith tools and two farming tools\
- **“Short Stuff”** What is black when you buy it, red when you use it, and grey when you throw it away? CHARCOAL
- **“Heigh-Ho”** True or false Is Svartalfheim home to dwarves?
- **“The Forging of Gungnir”** What type of weapon is Gungnir?
- **“The master’s lesson”** show two tools, in that way that least half of the players recognized then

A. A hammer (duh)	C. <u>A spear</u> (for Sparta!)
B. A scythe (a grim choice)	D. A Lightsaber (use the force)

Vanaheim questions: ✓

- **“Taunting of Loki”** Tell a joke and make at least one person laugh to succeed
- **“That’s all folks”** Gullinborst is Freyr’s pet...

a) Dog	c) <u>Boar</u>
b) Sheep	d) Dragon
- **“Press F to pay respects”** Pay respect to Freyr by interacting with the closest letter “F” present in the room, and literally press it. (It has to be physical)
- **“Nature Valley”** I reach for the sky, but I clutch to the ground; sometimes I leave but I’m always around. What am I? A TREE
- **“ See the future”** in the next world you can choose the quest by yourself, but you need to skip this turn as if you failed.

Alfheim questions:

- **“Freya’s day”** It’s Freya’s birthday sing a song ✓
- **“A Fiery Question”** In Ragnarok who is Surtr supposed to kill? ✓
 - a) Fenrir
 - b) Freya
 - c) Freyja
 - d) Freyr
- **“Dark vs Light”** Name two things you can use to light up the area
- **“Light of my life”** A sailor’s guide and poets tears; each day they are lost to sight choosing only to come out at night. What am I? STARS
- **“Elves folk”** Name 4 other fictional or religious universes featuring elves.

Midgard questions:

- **“The World Serpent”** Who is Jörmungandr related to?
 - a) Hel
 - b) Loki
 - c) Fenrir
 - d) All of the above
- **“Call to Action”** Find Heimdall’s horn by doing something spontaneous
- **“Aegir and Ran”** The couple Aegir and Ran have invited you to a feast. Lose next turn (then you can move forward).
- **“Breaking the Bifrost”** What’s between Earth and Asgard? AND
- **“The king is dead, long live the king!”** for 30 sec. give an inspiring speech to your soldiers(other players)

Asgard questions (maybe):

- **“You can’t spell Odin without an eye”** Why did Odin lose his eye (answer with one closed eye)?
 - a) A Frost Giant took it
 - b) To gain knowledge
 - c) He lost it in battle
 - d) A trick played by Loki
- What is the name of Odin’s elite warriors? (If you rolled it for a second time you can reroll if you want)
- Name three wars (the year of start and year of the end of(maybe for tasting))
- Tie up one of the players and hold for 20 sec.
- Win the fight (pillow, punch, baguette or any other fight, arm wrestling will work too)
- **Win the drinking contest (from water to alcohol) - just drink more anything than another player.**
- Who is chained up in Asgard?
- Hard riddle: I am tall and skinny, I have an eye but I cannot use it. What am I?

-
- **Last quest (if everyone in Asgard): Everyone writes down a number between 0 and 1000. The 2nd person with the most value wins**

Nine Wealms - rules

Take a card

Complete written quest

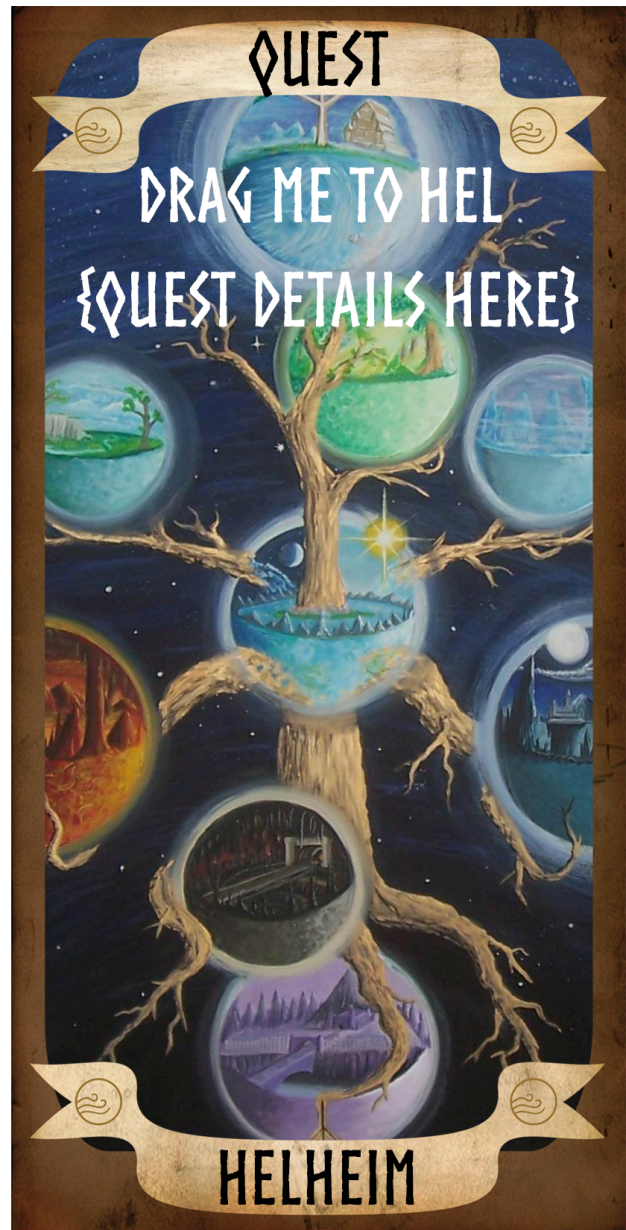
Make your move if you succeed

Next player turn

return

Asgard: complete at least 2(3) quests





- e) To gain knowledge
- f) Valkyries
- g) Fenrir
- h) **A needle**

The 9 Realm Adventure:

Playtest Feedback

Play session 1 Comments:

Pros (things they liked):

- The game plays quick
- Love the core mechanics (positive takes longer with four players)
- Nice Ideas
- Rules easy to understand

Cons (or things people would like to add or change):

- Game is a little short (needs to be thirty minutes long)
- Needs More variety of questions
- Needs more questions that have to do with Noris mythology
- Needs more cards like a box of questions
- Level categories with easy medium and hard questions
- Multiple questions between realms
- Win condition change for Asgard needs more open ended questions
- Make it like a race track. Three laps around the nine realms wins the game.
- If we implement the 3 laps idea it will get repetitive
- Tell a joke but insert a Norse mythology figure as part of the joke
- Implement a deck of jokes if people can't think of a joke
- Implement Norse themes

Play session 2 Comments:

Pros:

- Questions are interesting (not too hard and not too easy)
- Art and Cards are good

Cons:

- Should change some of the questions to make it easy
- Stay off the floor should be thirty seconds instead of two minutes
- Needs more Norse questions (more questions in general)
- Fix the dice (make it smaller) or remove the dice

Revision

- Decks for each realm containing 5 cards (more for asgard).
- Keep climbing. (Keep the original gameplay)
- Be able to cross at anytime.
- Option to decide the winning condition
- Win more than half of the players in any asgard quest.
- If at least 2 players in asgard activates special quest which doesn't require knowledge or strength. Any player behind automatically teleports to asgards
- Jokes that will include norse figures.
- Make presets for jokes(maybe)

Player Feedback

Group 1 _____

Positives:

Unique idea from everyone else

Changes:

Simplify the questions, have a more broad scope of the questions. Add multiple choice for answers. Different questions.

Less Linear and more unpredictable

Bring back the dice to choose where you want to go Even you go left odd you go right.

Change Vanheim art.

“Dark vs Light” change Uxe to use

Group 2 _____

Positives:

Cool Idea Unique

Changes:

You get a wrong question you lose a spot.

Change the position of the cards by having a deck of cards for each realm. Add more questions per world.



JOTUNHEIM

