ORLOG
ASSASSIN’S CREED® VALHALLA DICE GAME

INSTRUCTIONS
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.
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.

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 player earns 1 token.
   2. Melee/Defense and Ranged/Defense are resolved and their unblocked damage applied. The player who rolled first this round also attacks first.
   3. Each player 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

<table>
<thead>
<tr>
<th>Melee Attack</th>
<th>Deal 1 damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee Defense</td>
<td>Block 1</td>
</tr>
<tr>
<td>Ranged Attack</td>
<td>Deal 1 damage</td>
</tr>
<tr>
<td>Ranged Defence</td>
<td>Block 1</td>
</tr>
<tr>
<td>Influence</td>
<td>Steal 1 from the opponent</td>
</tr>
</tbody>
</table>

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

Costs in tokens

Priority order

Effects per cost
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
  - Odin’s Sacrifice

**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.

**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.