THE CHRISTMAS YGGDRASIL

STEP 1/2

Every God earns as many **XP** as they have Life points.



Without looking at them, make a reserve with the 9 Promise tokens (3 Perjuries and 6 Oaths) face down in Asgard **X**.



Give a gift to an Ennemi in the world where they are (The Cage is in Asgard $\hat{\mathbf{X}}$). Place the offered elements, in one time, next to the booklet. They can no longer be used in the game.





Furn the page when you have given their gifts to each ennemies.





Fingle bells, jingle bells, jingle all the way! O what fun it is to ride in a one-horse open sleigh



STEP 212



A

In Asgard $\mathbf{\hat{x}}$, flip the Promesse token face up.



666

In Asgard $\hat{\mathbf{x}}$, sing the song here to the right then roll 3 Vane dice in order to try to make Nidhögg happy. You succeed if:



- you have the same number or more of tree token faceup than the the sum of the dice values (face 1 11 111).

AND



- you have the same number or more of eye tokens faceup than shields (face).



You win when Nidhögg is happy with its gifts.



