



WELCOME TO VALLHYN™

Hello there, I'm going to teach you how to play Havok & Hijinks, a fun and family-friendly card game filled with a little strategy, a bit of luck, and a lot of humor! A normal match will take 15–25 minutes.

You will take on the role of a young, underachieving dragon that has been kicked out of the nest by its parents! It seems that they're tired of you eying their hoard and have decided it's time you started building your own. To make matters worse, parents of other young dragons have followed suit! Now you must compete with your friends for the best loot.



GETTING STARTED

How To Win

The first dragon to amass a hoard of treasures valued at 15 wins!

SETUP

Locate the double-sided dragon cards and place them for all players to see. Starting with the youngest player, select the dragon you want to play.

Locate the Bronze Talon treasure cards. Give one to each player and return any remaining cards to the Havok deck. Shuffle the Havok deck and place it in the center of the table.

Shuffle the Hijinks deck, deal each player 3 cards, and place it in the center of the table to the right of the Havok deck.

ON YOUR TURN

Flip a Havok card so that all players can see it

- Add treasure to your hoard
- Resolve an event exactly as the card reads

Play Hijinks

- You may play a single card during your turn
- You may also choose to use your dragon's innate Hijinks ability
- You may choose NOT to play a Hijinks card.

If you do so discard one Hijinks card and draw a new one

- If you ever have less than 3 Hijinks cards in your hand draw until you have 3

Pass

Some Havok cards have affinities. If you flip a Havok card that matches your dragon's affinity, you receive extra benefits. Some treasures may be worth more in the hoard of a dragon who matches the affinity. Special affinity events will allow you to play the bonus effect listed on the card.

THE HIJINKS DECK

The cards in the Hijinks deck are all about pulling little pranks on your competition or protecting yourself from the same. There are two kinds of cards in the Hijinks deck: **plays** and **crashes**. Regardless of the type of Hijinks card you use *you may only play one in any given turn!*



You can use a **play** only during your turn. A play lets you engage in a few different types of Hijinks or gives you a temporary advantage (such as drawing an extra Havok card). These types include **steal**, **trade**, and **break**.



A **crash** allows you to interrupt Havok or Hijinks effects during either your or an opponent's turn. You may use crashes to defend your treasure, avoid events, and other similar situations.

If you and another player attempt to crash the same Hijinks, event, or outcome, you must have a contest to decide who resolves his or her crash. Flip a coin, roll a die, or throw axes (don't throw axes). The player who wins this contest gets to resolve his or her crash, and the losing player simply does not. Any crash cards that are not resolved are canceled and will return to their player's hand at the end of the current turn.

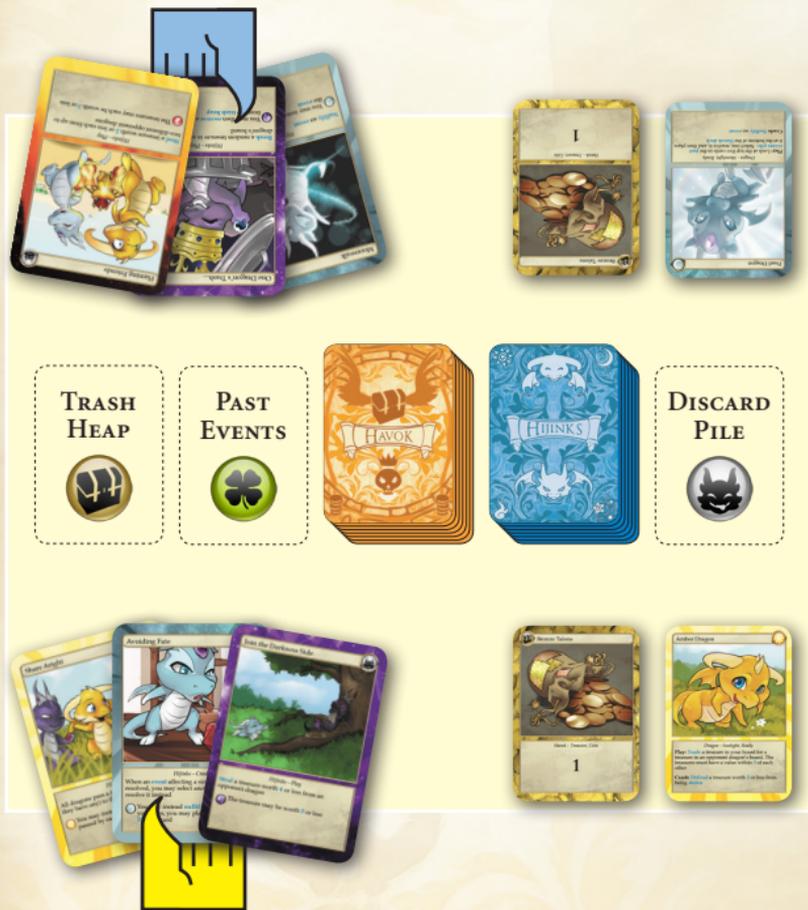
All Hijinks cards have an affinity. You can tell what that affinity is by looking at the symbol in the text box. If that symbol matches your dragon's symbol, that means they share an affinity! You will get a small bonus effect in addition to or as a replacement for the primary effect when playing this card. Even if the card doesn't match your dragon's affinity, you can always play the primary effect.

Once you've completed all of the text on a Hijinks card, it has been resolved. Place it face up on the discard pile.



THE TABLE

There are five important places in the center of the table when you play Havok & Hijinks: the Havok deck, the Hijinks deck, the discard pile, the past events pile, and the trash heap pile. The center of the table will be laid out like this:



With the exception of the Havok deck and Hijinks deck, all piles are face up and may be browsed at any time by any player.

Once you've laid out the center of the table place your dragon card in front of you with the ready side up. All treasure you earn during the game will be placed next to your dragon, face up so that each one is visible.

TURN ORDER

A turn follows a standard order of steps:

- 1. Havok:** Flip the top card of the Havok deck. **a** If that card is an event, it must be resolved immediately before anything else can be done. At this point, only a nullfish crash **b** can stop it! Once all the effects have been completed or nullified, place the event card on the past events pile face up. **c** If you flip a treasure, add it to your hoard by placing it face up next to your dragon. Don't stack your treasure cards—that's cheating.

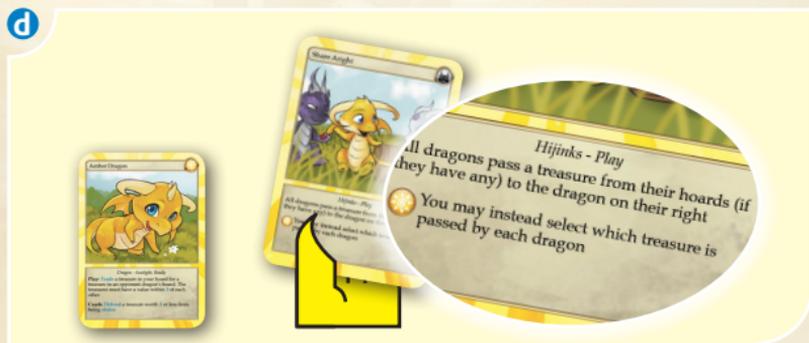


2. **Hijinks:** Once the Havok card has been flipped and resolved, you can engage in Hijinks. **d** Remember, you can only play one Hijinks card in a given turn (including any Hijinks that you may have used during your Havok step). There are some cards that allow you to play additional cards and the dragon's innate Hijinks abilities don't count toward the one Hijinks-card-per-turn limit. Your dragon is limited in that you can use its innate ability only once per turn even if you manage to ready it after using it in the same turn.

You don't always have to use Hijinks on your turn. If you're not happy with the cards in your hand, you have an option:

Discard: If you don't engage in card-based Hijinks during your turn, you may **e** discard one card from your hand into the discard pile. Draw a Hijinks card to replace it if you have fewer than three cards in hand.

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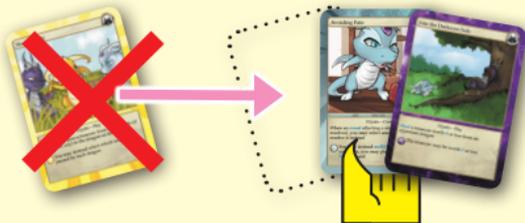


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3. **Pass:** That completes your turn. **h** Any Hijinks cards that may have been canceled are returned to their player's hand at this time. It is now time for the player on your left (clockwise) to begin his or her turn.

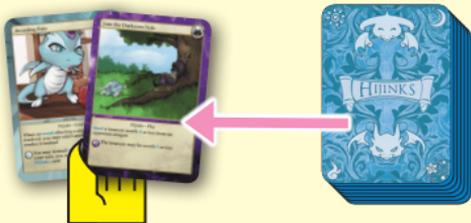
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DRAWING

Any time you play a Hijinks card and are left with fewer than three cards in your hand, you immediately draw a new one after that card is resolved. **i** If two or more players need to draw at the same time, the player whose turn it is draws first. Other dragons may then draw in turn order.

i



ENDING THE GAME

When a dragon's hoard reaches a value of 15 he or she has almost won! Each player has an opportunity to crash the action that helped the leading player reach 15. If no one is able to do so, the game ends with a win for the dragon with the hoard value of 15.

Rarely, the game may end when there are no more cards available in the Havok deck. If a player must flip a Havok card but cannot do so, the game ends and the dragon with the highest value hoard wins.

TERMINOLOGY

Many of the terms have been covered already. If you're going to get by in the world of Vallhyn, you're going to need to know the lingo! These terms will appear on various cards.

Affinity: A connection with an aspect of the world of Vallhyn (such as darkness, fire, moonlight, sunlight, etc.).

Bonus Effect: Special effects that occur when a dragon plays or flips a card that matches its affinity.

Break: Moving a treasure from a hoard to the trash heap.

Canceled: Results when a crash is played but not resolved due to another player's crash being resolved.

Crash: A type of Hijinks that can be played only in reaction to Hijinks, events, or an outcome from either.

Defend: A reaction to a specific type of event or Hijinks (such as steal, trade, break, etc.).

Discard: Moving a Hijinks card from your hand to the discard pile (face up).

Discard Pile: A face up pile of Hijinks cards that have been resolved or discarded.

Event: A result of Havok that occurs when a dragon goes looking for treasure and fails to find it.

Flip: Taking a card from the top of the Havok deck and turning it face up so that all players can see it.

Nullify: A reaction to event cards that stops the effect(s) of them in part or in whole.

Past Events: A pile of all the events that have been resolved or were nullified.

Play: A type of Hijinks that may be performed only on your turn.

Random: Taking the cards in question, turning them facedown, shuffling them out of sight, and letting another player pick as many as is required.

Recover: Moving a treasure from the trash heap to a hoard.

Resolve: Completing all the applicable effects on a card. Once resolved the card is placed face up in the appropriate pile.

Steal: Taking a treasure from one hoard and adding it to another via a "steal." This excludes pass, trade, and any other action not specified by the steal keyword.

Trade: Exchanging a treasure in one hoard for a treasure in a different hoard. You MUST have a treasure to trade.

Trash Heap: The sad pile where broken treasure goes (face up).

Treasure: A result of Havok that leads to the shiny things! It is what dragons crave.

CREDITS

Game Design: Adam "Ferrel" Trzonkowski

Concepts: Kristen Trzonkowski, Patrick O'Loughlin

Art: Amanda "Holydust" Martin, Dan Stewart, Andy Carolan

Rulebook Graphic Design: Daniel Solis

Playtesting: Matt Keck, Will Black

Editing: Mariel Bard, Tod Hostetler