

Vikings

Set up:

All players pick 1 base island card, a longboat card and a Score card. Place them all on the table so they are easy to reach. Place the longboat with the beach-side up.

All players then pick a colour and take the 3 ships, 1 wood cylinder score tracker and the 5 wood cubes, of that colour.

Each player places his 3 ships on the 3 anchor spots on his base card.

And finally, each player receives 5 Vikings from their base island.

(The Vikings in the game are the black, man shaped pawns)

Map:

All island cards shall be placed in the middle of the table so they all can be seen. You can for example place them in 3 rows with 4 cards in each row.

10 of the island's cards have a side that has 1 or 2 stars printed in the right corner. If you play a 2-player game, all cards shall be placed so the side without any stars are facing up. If you play a 3-player game, all cards that have 1 star shall be placed faced up and if you play a 4-player game all sides with 1 and 2 stars shall be placed face-up. So, if you play a 3-player game and one side don't have any stars and the other side has 2 stars, the side with no stars shall be placed faced up.

Market island and Viking Island don't have any stars.

Cards:

Shuffle the "Raiding England" cards and place them as a card deck easy for everyone to reach.

Take 3 "Longboat storage" cards of each type for each player in the game. Place these cards and place them as a card deck on the table and remove the rest of the "Longboat storage" cards from the game.

(Read more under "Longboat storage" cards)

The oldest player will start the game and shall take the pirate coin. This coin will be passed after each game round to the player on the left and the player holding the coin gets to start the new game round.

You are now ready to start the game...

Game round:

A game round is made up by players taking turns doing one action each turn.

Actions a player can choose to do on his turn are:

- Place a Viking on a resource spot on his base island and gain that resource.
- Send a ship to an island and spend the requested things for a visit or a take-over.
- Send a Viking to the market island and trade with all the supplies he has.
- Send a ship to the Viking Island and gain 1 Viking.
- Craft an axe or a shield from gained resources.
- Build a building and place that building on his base card or on an island he owns.
- Build a longboat and turn-over the longboat card next to his base.
- Make a Raid Viking and place him on the longboat (1)
- Buy a longboat storage card and place it on the longboat (1).
- Buy and play a "Raiding England" card (2).

(1) – Only if the longboat has been built and have not start sailing.

(2) – Only if the longboat has been built.

(Shields can be placed and used on other players turns)

All players take turn doing their actions one by one, clockwise. A player can pass his turn even if he has actions he can do. He can tactically pass to see what the other players will do before he wants to do his action. But if all players pass their turn, the game round is over. So, it's always a risk that the game round ends sooner than it should if all players tactical pass their turn. If a player passes, the turn goes over to the player to his left side.

After a game round a clean-up shall be made. (Read more under "Clean-up").

Resources and items:

The game has 2 different kinds of resources. There are island resources (tiles) and there are resources for longboats in form of longboat storage cards (micro cards).

Vikings can be placed on cards (base island cards, island cards and longboat cards). Used for collecting resources, sail to islands and buying raiding England cards with. Are also used as crew on a longboat.

Wood, Stone, Iron, Fish, Sheep, and gold can be used to craft items, buy items, or make actions with. All resources not used during a game round, goes back to the game.

Gold can be placed on cards (base card storage). Gold can only be used to trade with.

Axe and **Shield** are items and can be placed on cards (base card storage and island cards). Used for attacking and defending.

Longhouse can be placed on cards (base cards and island cards).

Used to gain extra resources and items.

Longboat storage cards comes in micro card form and can only be placed on longboats. Used for attacking, defending, and feeding Vikings that are sailing to raid England.

You can see the cost of crafting and buying things, on the score cards.

Islands:

The islands provide resources that can be collected by the players. You can next to the corner anchor spot see what the island will give and how many (one or two).

To visit an island and take the resources that island gives, you need to send a ship to an anchor spot (the island must have a free anchor spot you can use). You also must spend a Viking to visit most of the islands (Exceptions exists).

Some Islands are more far away then others so to visit those islands you also must spend a fish as food for the crew. On each island card you can see on the Viking ship what you need to spend to be able to visit. All spent Vikings, resources and items goes back to the game.

If you want to conquer an island you also need to spend an axe. The cost is the same even if the island is owned by another player. When you have taken control over an island you place a wood cube of your colour in the small spot at the right corner on the island card. If you take an island from another player, you replace his wood cube with one of your own. When you own an island, you don't have to spend anything to visit it. You just send one of your 3 ships over to its anchor spots and gain the resources that island will give you.

On islands you own you can build defence against other players. To do this you build a shield and place that shield on the island card in the spot that have a shield on it.

If someone want to conquer an island with a shield on it, that player now must spend two axes instead of only one to take control over it.

You can also build a longhouse on most of the islands. The longhouse shall be placed on the building spot on the island card. Having a longhouse on an island will give you as owner, 2 extra resources or 1 gold, when you visit your island. What a longhouse will give extra depends on what resources that island produce. You can in the small spots on both sides of the longhouse see what a longhouse will give. You can choose to take the extra resources or take 1 gold (+ what the island its selves give)

The list here below is what a longhouse on the different islands will give.

On an island providing wood a longhouse will give + 2 wood or 1 gold, when owner visit.

On an island providing iron a longhouse will give + 2 iron or 1 gold, when owner visit.

On an island providing fish a longhouse will give + 2 fish or 1 gold, when owner visit.

On an island providing sheep a longhouse will give + 2 sheep or 1 gold, when owner visit.

On an island providing stone a longhouse will give + 2 stone or 1 gold, when owner visit.

(On the base islands, all longhouses will only give 1 extra resource.

The game has a limited number of resources so if a resource run out during the game, nobody can receive that resource until it has been used and returned to the game again.

A player can visit another player's islands and gain its resources, but he will only gain the extra resources a longhouse placed on the island gives if the owner of the island also has a ship visiting the island. This is only possible in a 3-player or a 4-player game. In a 2-player game all islands only have one anchor spot, so if the owner is on the island the other player can't visit it.

If a player builds a longhouse during the time, he has a ship on that island anchor spot/spots, he will directly get the resources or gold that longhouse gives.

If a player conquers an island that has a building on it, that building will be destroyed.

If a player chose to leave the ownership of an island, everything built on that island will be destroyed. A player can max own 5 islands.

Base island:

Each player has a base card representing his home. He here has spots he can send his Vikings to, to gain resources without using a ship (each spots give 1 resource). He can also build longhouses next to each spot to gain 2 resources instead of 1, each time he sends a Viking to the spots. There can only be one Viking on each spot and once they are placed there they will remain on that spot until the game round is over. If you place a house on a spot, you already have placed a Viking on you get to take the extra resource the house will give, right away.

The base card also has a house that will give the player 5 Vikings at start of every game round.

There are 3 anchor spots for his 3 ships and 1 storage spot. A player can only store 1 item or 1 resource on this spot all other items and resources go back to the game during the clean-up after each game round.

Market Island:

If you place a Viking on the market island you get to trade 2 resources for 1 resource (any kind) or 1 gold for 1 resource (any resource) or 2 gold for 1 point. You can trade as many resources you have and want to trade but only if that resource is available.

It will cost you a Viking to visit this island, but you don't need to send a ship. In a 3-player game the "3 player" spot can be used and in a 4-player game both the "3 player" spot and the "4 player" spot can be used. In a 2-player game these spots cannot be used.

Viking Island:

If you sail to the Viking Island you get to take a Viking.

It will not cost you a Viking to sail to this island, but you need to send a ship to one of its free anchor spots. In a 3-player game the anchor spot "3 player" can be used and in a 4-player game both the "3 player" spot and the "4 player" spot can be used. In a 2-player game these spots cannot be used.

Raiding England:

On a turn you can choose to build a longboat. You build a longboat by using 1 wood, 1 stone and 1 sheep. Once you have built a longboat, you turn the longboat card over, so the ocean-side are face-up. You now have a boat you can use to raid England and gain bags of gold coins, but you need to fill it with Vikings and supplies first.

A longboat can carry max 4 raid Vikings and as many longboat storage cards you want.

Viking – You can buy and place 1 raid Viking on each Viking spot. They cost 1 sheep and 1 iron (clothes and armour). You don't have to have a Viking on each spot to take sail.

When you have bought a raid Viking you take a Viking from the game and put it on your longboat.

Longboat storage cards:

In a 4-player game, all resource cards shall be in the “longboat storage” card deck. In a 3-player game, remove 3 cards of each type. In a 2-player game, remove 6 cards of each type (shield, axe, fish).

Removed resource cards that will not be used in the game and place the remaining cards as a card deck on the table. Used cards during the game shall go back to this deck.

There is no limit of how many resource cards a player can have on his ship and a player get to choose what card he wants to buy, meaning he gets to look at all of them.

A player can at any time look at all his storage cards but keep them face-down on his ship.

When you buy a longboat storage card for your longboat, you must pay with 2 resources of any kind.

Shield – Used as protection against an attack.

Fish – Used to feed the Vikings if a raiding card you play tells you to.

Axe – Used to attack other ships if the raiding card you play lets you. When you use an axe and attack, you attack all other ships that are sailing.

All used cards go back to the bottom of the card deck.

If all Vikings die during the journey, the longboat, and all storage cards on it, are lost.

Once the longboat has started sailing you cannot add anything to it.

If you don't have so you can use a shield against an attack or a fish when the Vikings request food, a Viking on the longboat will die.

The raiding England cards:

Once you have what you want on your longboat you can buy and play a “Raiding England” card.

This will start your journey towards England.

It will cost 1 Viking and 1 fish to buy a “Raiding England” card and play it. You take the top card from the “Raiding England” card deck, turn it over and place it in front of you on the table.

In the top bar of the cards, it shows how many nautical miles you have sailed towards England. When you play more “Raiding England” cards you place them on top of the once you have played so the top bar on each card can be seen. Once you have played a total of 500 nautical miles, your longboat has reach England. You will gain 1 point for each Viking that reach England's coastlines.

The “Raiding England” card will also show you if you can attack, if your Vikings needs food, or if you sailed into a storm.

- If a raiding card have a fish on it, you must feed the Vikings, or 1 Viking will starve to death.
- If a raiding card have an axe on it, you can attack all other longboats that are sailing. But you can only attack if you have an axe in your storage area.
- If a raiding card have a storm on it, you have sailed into a storm, and you will lose 1 of your “longboat storage” cards or a Viking. (You chose the resource yourself)

You can only use fishes, shields and swords that are placed in the longboat's storage area and once you have used them, they go back to the bottom of the card deck.

Once a longboat reaches England's coastlines all played cards for that longboat are removed and reshuffled into the “Raiding England” card deck. The longboat storage cards not used goes back to the bottom of the card deck and the longboat card shall be turned to the beach-side up.

To raid England again, the player needs to build a new longboat.

Gold

You can use gold in two ways.

You can trade at the marketplace, but you can also use gold to take control over an island. You do this by bribing the other players Vikings that are stationed on the island before you move a ship to it.

They will abandon the island for the cost of 2 gold. This will leave the island without defence so it will not cost an axe to conquer it. If the island has a shield or/and a longhouse on it, those will be removed.

Bribing other players Vikings don't count as an action and must be done before moving to the island.

If the owner of the island has a ship on its anchor spot, it will return to his base and can be used again before the game round is over.

Clean-up:

After a game round a clean-up must be made.

All resource that has not been used goes back to the game.

All Vikings placed on the base resource spots goes back to the game.

All ships return to the anchor spots on each players base cards.

Shields / axes that can't be placed on the storage spot, goes back to the game.

(Longhouses and shields that has been placed on building- and defends spots will stay on those spots)

Crafting table:

<u>Longboat cost:</u>	<u>1 Wood + 1 Stone + 1 Sheep</u>
<u>Longhouse:</u>	<u>1 Wood + 1 Stone + 1 Sheep</u>
<u>Shield cost:</u>	<u>2 x Wood</u>
<u>Axe cost:</u>	<u>2 x Iron</u>
<u>Raiding England card cost:</u>	<u>1 Viking + 1 Fish (for the longboat)</u>
<u>Raid Viking cost:</u>	<u>1 Sheep + 1 Iron (for the longboat)</u>
<u>Storage supply for Longship cost:</u>	<u>2 x any resources (for the longboat)</u>

Symbol meaning on a raid England card:

Top bar number – This shows how many nautical miles you have sailed.

Fish – Your Vikings need food. Use 1 fish to feed them all or 1 Viking will starve to death.

Axe – You can attack all other longboats that are sailing if you use an axe.

Storm – You lose one of your resources to the sea (pick a resource card and remove it).

How to win:

The goal of the game is to be the player with most points in form of bags with gold coins.

Each player keep track of how many points he has by moving his wooden cylinder on his score card when he receive points.

When a player passes 18 points the game will end as soon as the game round is over.

This game round all gold will give 1 point so don't trade any gold on the market this last game round.

The player with the most points after the last game round will win the game...

Following will give 1 point:

- Every Vikings you manage to take to England.
- Every gold you trade in on the market island (2 gold for 1 point).
- All gold a player holds after the last game round in the game.

Good luck!