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## SETUP

First each player selects a **Colour** and gathers all the cards of that colour.



Any unchosen colours are returned to the box.

In a **2** or **4 player** game, each player must also remove **2** random cards of their colour that are not a **Jarl** or **Figurehead** and return it to the box.

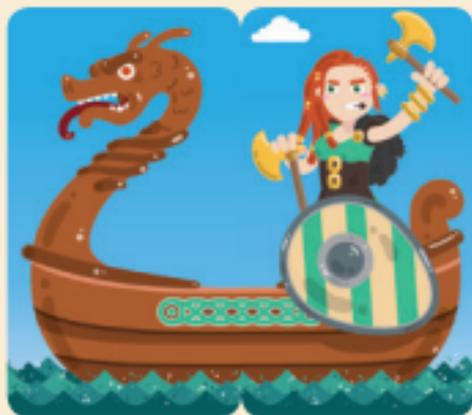
In the case of a **2** or **4 player** game, each player should now have **20 Cards**.

In a **3 player** game they should each have **22 Cards**.



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Next, players should find their **Figurehead** and **Jarl** cards and place them side by side to form their **Boat**.



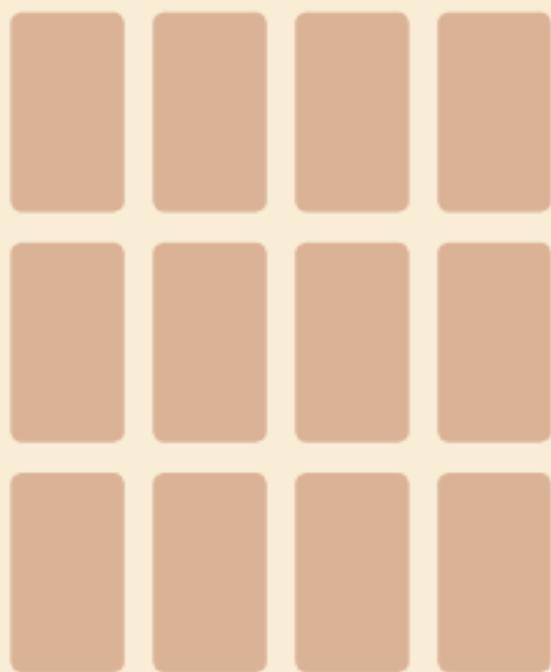
This is where you will keep your **Vikings, Loot, and Sheep.**

Make sure you have plenty of space, because your **Boat** will be getting a lot longer!

All remaining cards are pooled and shuffled to form the **Play Deck.**



Lastly, **12 cards** are drawn from the top of the **Play Deck** and laid out character side up, in the arrangement shown bellow:



These cards are **The River**, from which players will be drafting **Vikings, Loot, and Sheep!**

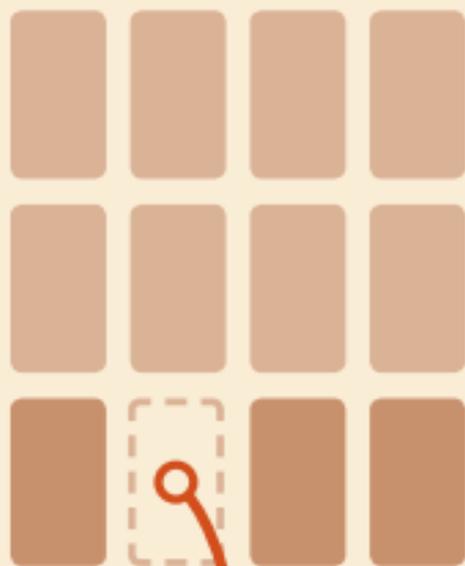
You are now ready for the first round!



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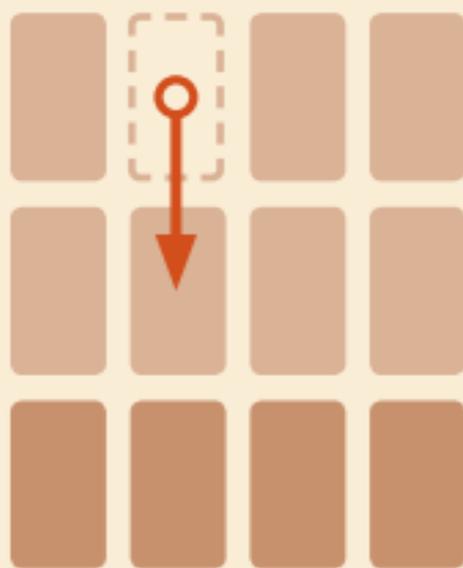
## PLAY

Starting with the bravest player.  
Players take turns to chose a card  
from the *bottom row* of **The River**,  
and add them to their **Boat**.





When a card is taken from the river  
any cards above it are moved down  
to fill the gap.



If the chosen card was a **Beserker**,  
**Drummer**, or **Sheep**, then a  
**Special Action** is played.

Once the **Special Action** (if any) has  
been resolved, play moves to the next  
player clockwise.



Players keep drafting cards in order, until there are none left in **The River**.

Then the round is over.

Now players must calculate the **Speed** of their **Boat**. This is done by adding up the number of **Vikings** on the **Boat** and subtracting the number of **Sheep**.

A **Viking** is any card with a person on it. This also includes **Drummers**, **Berserkers**, and **Jarls**.



A **Sheep** is a **Sheep**.





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Remake **The River** from the **Play Deck** as on Card 3.

### **The Fastest Boat**

Then the new round begins with the player who's **Boat** has the highest **Speed**.

### **The Loyalest Boat**

If there is a draw the player with the most **Shields** of their colour on their **Boat** goes first.

### **The Longest Boat**

If there is still a draw, then the **Boat** with the most cards in it goes first.

Play continues in this fashion until there are no cards left in either **The River** or **Play Deck**. Then the game is over and the player with the most **Glory** wins!



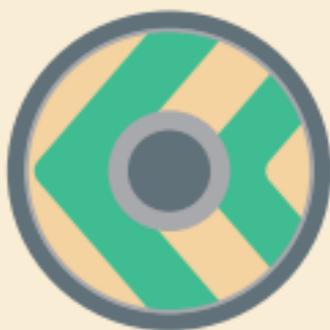


## SPECIAL ACTIONS

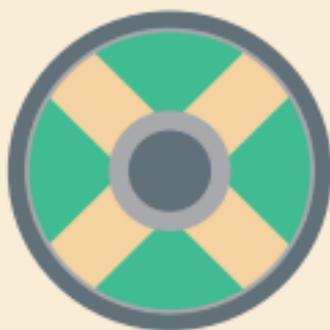
Some cards will trigger **Special Actions** that you can use to help yourself or hinder other players. These are **Drummers**, **Berserkers**, and **Sheep**.

**Drummers** and **Berserkers** can be identified by their **Shields**:

**Drummer**



**Berserker**

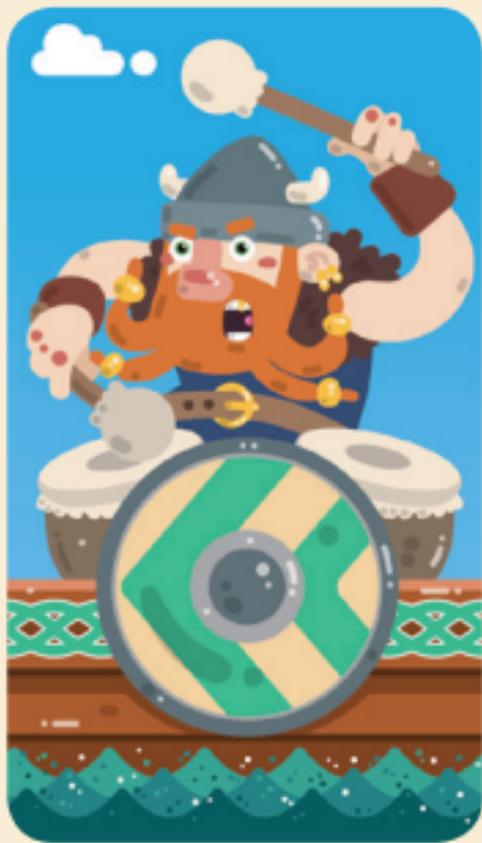


**Sheep** are **Sheep**.



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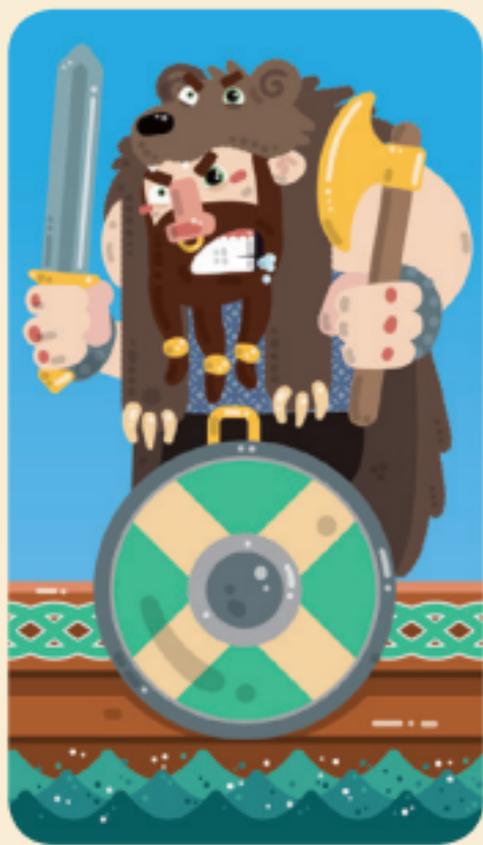
# DRUMMER



When a player drafts a **Drummer** from **The River** they may then select any two of the remaining cards in **The River** and switch their positions.

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## BERSERKER



When a player drafts a **Berserker** from **The River** they may then **Steal** any 1 **Loot** card from one other players **Boat** and add it to their own.

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## SHEEP



When a player drafts a **Sheep** from **The River** they may play it into another player's **Boat**. This slows the other player down and robs them of **Glory**

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## SHIELDED LOOT



Any **Loot** card added to your **Boat**, that has a **Shield** that matches your chosen colour, cannot be stolen by **Berserkers**. This **Loot** is worth the most **Glory**!

## SCORING

Your final score is calculated by adding the following:

### SPEED

Number of **Vikings** minus number of **Sheep**. **Loot** does not affect **Speed**, it is far too glorious!

### LOYALTY

Players score **1 point** for every **Shield** on their **Boat** of their chosen **Colour**. Even those on **Sheep**, **Loot**, and **Jarls**.

### LOOT

Players score **3 points** for every **Loot** card on their **Boat**. Glorious!

**SPEED + LOYALTY + LOOT = GLORY!**