

Vikings

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The players lead small groups of vikings to explore the islands near their homeland. Once discovered, craftsmen and nobles settle the islands to make their homes. To protect these newly discovered islands from attacks, players can station viking warriors between their new islands and the approaching ships, which can also add to their fame and gold. After 6 rounds the most successful leader wins!

Contents

- 1 **game board** with wheel
(assembly instructions on page 6)



- 8 **player markers**
(2 each in ivory, orange, light brown, and brown)



- 45 **coins**
(10 x 10 gold, 15 x 5 gold, and 20 x 1 gold coins)



- 1 **start player figure**



- 1 **cloth sack**
(to hold the vikings)



- 4 **player bases** (homeland)



- 4 **scoring summaries**



front side back side

- 78 **vikings** (13 each in the colors:
blue = fisherman, **yellow = goldsmith**, **green = scout**,
red = noble, **black = warrior**, **gray = boatsman**)



- 76 **tiles** (62 island tiles and 14 ship tiles) among them 4 start tiles with different back-side graphics



back side



front and back of start tiles

- 25 **special tiles** for the »progress version«
(rules on extra page)



back side

- **this rule booklet**

- **an extra page with progress rules**

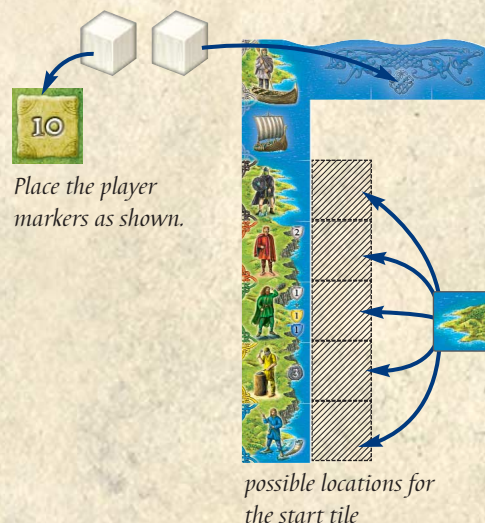
Preparation

Each player takes and places in his play area (before him on the table):

- 1 **player base** as his homeland. It serves as the player's starting point.
- 2 **player markers**. Each player places one on space 10 of the scoring track and the other on his homeland to display his player color.
- 1 **start tile**. 1 start tile. With fewer than 4 players, remove the unused start tiles from the game. A player's start tile will be added to their base on their first turn.
- with 2 players, 30 gold in coins, • with 3 players, 25 gold in coins, and with 4 players, 20 gold in coins.
- 1 **scoring summary**.

In addition:

- Place the **game board** with attached wheel in the middle of the table. The board has **supply spaces** for the tiles and the special tiles, the **wheel** with spaces for the tiles and vikings next to it, and the **scoring track** to record the players' victory points.
- Shuffle the remaining 72 tiles face down and place them face down in 6 stacks of 12 tiles each on the 6 places provided for them on the board.
- Place the remaining **coins** next to the board as a bank.
- Place all 78 **vikings** in the **cloth sack** and mix them thoroughly.
- The players choose a **start player** and he takes the start player figure and places it in his play area next to his homeland.



1. 2. 3. 4. 5. 6.

supply spaces for the 6 stacks of tile with symbols for the scorings

Playing the game overview

The game is played over **6 rounds**, in each, one of the 6 tile stacks is used (from left to right from the supply spaces (see figure on page 1)).

At the beginning of each round, the players **lay out an offering** of 12 tiles with 12 vikings (see »a completed offering« in figure to the right). First, the start player takes the next stack of tiles from the board (left to right) and places the tiles face up on the 12 spaces next to the wheel.

He places the tiles around the wheel according to the following:

- the first **island tile** drawn is placed on the value 0 space. Additional island tiles drawn are placed on increasingly costly spaces (e.g. 1, then 2, then 3, and so on).
- the first **ship tile** drawn is placed on the value 11 space. Additional ship tiles drawn are placed on decreasingly costly spaces (e.g. 10, then 9, then 8, and so on).

Next the start player draws 12 Vikings from the cloth sack at random and sorts them by color. He then places the 12 Vikings on the places provided for them around the wheel, one per place. He places them starting at zero and moving clockwise around to 11, placing all of one color before moving to the next, and so on. He places the Vikings always in the following order: first, all of the **blue fishermen**, then all of the **yellow goldsmiths**, then all of the **green scouts**, then all of the **red nobles**, then all of the **black warriors**, and finally all of the **gray boatsmen**. If there are no Vikings in a color, it is skipped.

In clockwise order, players take turns acquiring tiles and Vikings, one **set (1 tile and the corresponding Viking)** at a time. After taking a set, the player **immediately** adds both the Viking and the tile to his homeland. When all 12 tiles and Vikings have been taken, the round ends with a scoring. Depending on the round:

- After the 1st, 3rd, and 5th rounds is a small scoring of goldsmiths.
- After the 2nd, 4th, and 6th rounds is a large scoring (all but blue).
- After the 6th round, there is also a final scoring (special bonuses).

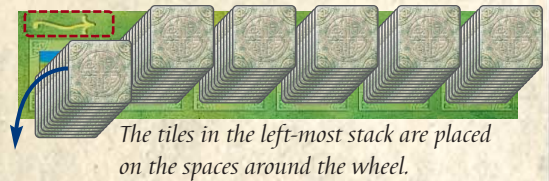
ACQUIRE SET (TILE AND VIKING)

On his turn (beginning with the start player and continuing clockwise around the table) each player **must** pay for and acquire 1 set (tile and Viking). The player pays the cost (in gold coins) shown next to the set on the wheel (0 - 11). The player immediately adds the tile and Viking to his homeland (see page 3). This continues until all 12 sets have been acquired (e.g. with 4 players, each player acquires **exactly** 3 sets.)

- A player may only acquire the set at space 0 on the wheel, when the Viking there is the only Viking of that color still on the wheel (see figure 1). Except for that one restriction, a player may acquire any set he can afford. (See **example: a completed offering**: the player could, for example, acquire a set with a **warrior** for 8 gold or a **fisherman** for 1 gold or any other set, except the **fisherman** for 0.)
- On his turn, a player must always take a Viking/tile set. If a player has no coins or insufficient coins to acquire the least expensive set allowed, he must take the 0 set, even if this breaks the rule above regarding taking the 0 set.
- A player may, at any time, exchange victory points for coins at a 1 to 1 rate (1 victory point for 1 gold coin). The player immediately moves his scoring marker back on the track 1 space for each value 1 coin taken. The player may not move his marker below 0, however. Thus, a player may not ever have negative victory points or money! A player is never required to exchange victory points for coins to avoid having to take the set at 0 on the wheel.

MOVE THE WHEEL

After a player has acquired a set, if there is no set at 0 (the player just acquired the 0 set), move the wheel clockwise until you reach the first set still on the wheel (see figure 2). Thus, all sets still on the wheel are reduced in price.



The tiles in the left-most stack are placed on the spaces around the wheel.



The sequence of color for placing the Vikings.

example: a completed offering
(no scout was pulled from the sack)



Example acquisition at 0: before a player can take the set with the **fisherman** next to 0, the two fisherman sets at 1 and 2 must be taken (the order in which they are taken is not important).



Example: move the wheel



figure 1:
The last **fisherman** next to the 0 is taken; there is now no set next to the 0 on the wheel.

figure 2:
The players turn the wheel clockwise until the 0 is next to the first set found - here the yellow Viking.



Place tile and Viking

THE DIFFERENT ROWS

The player's homeland is his base for placing tiles and Vikings. All tiles he acquires must be placed adjacent to this base or to already acquired tiles. All Vikings he acquires must be placed on his base or on acquired tiles. His base has one **row** for each type: **ship**, **warrior**, **noble**, **scout**, **goldsmith**, and **fisherman**. In each row, a player may place any number of tiles.

PLACING A TILE

In each turn a player acquires 1 set, which he must immediately place in his play area on or connected to his homeland.



When he acquires a **ship tile**, he must place it in the first row:

- The first ship acquired can be placed in any of the first 3 columns of the ship row. Future ships must always be placed next to another ship. Ships cannot be placed in columns 4+ until columns 1-3 are filled with ships..



When a player acquires an **island tile**, he must place it according to the following rules in one of the other five rows of his homeland:

- When placing an island tile, the player must place it so at least one of its sides must be touching either another tile or the base (touching only diagonally does not fulfill this rule).
- All island tiles have a specific orientation. The player may not place a tile up-side-down (e.g a left-side of an island placed on the right side).
- If a player places a tile to the right or left of another island tile, a newly placed island tile must match either sea to sea, or land to land (or sea to base).
- If the player cannot place the tile anywhere legally, he discards it from play and places the Viking on his base next to the boatsman graphic.

Note: when a player places the first ship or island tile on his homeland, he places his **start tile** at the same time (see page 1). The order of playing the two tiles is not important (either may be played first).



PLACING A VIKING

- When the player places an island tile in the **row** that **matches the color of the Viking** that was taken as part of the set (e.g. **yellow goldsmith Viking** and the tile is placed in the **goldsmith row**), the player may immediately place the Viking on **the island tile** he just placed. The player may not place the Viking on a different tile in the same row or any other row! Once a Viking is placed on an island tile, it remains there for the rest of the game. If the player does not want to place the Viking on that tile, he places it on his base next to the boatsman graphic.
- When the player places an island tile in a **row other than** the row that matches the Viking, he places the Viking **on his base** next to the boatsman graphic. The player is not required to place the island tile into the row matching the Viking, even if it is possible. The player may be able to move the Vikings on his base before the next large scoring (see page 4) by using a boatsman Viking (gray).
- When a player acquires a Viking with a **ship tile**, he must place the Viking **on his base** next to the boatsman graphic.
- When a player acquires a boatsman Viking (gray), he must always place it **on his base** next to the boatsman graphic.
- Only one Viking may be placed on each island tile.
- A Viking may only be placed in its own row (or on the base next to the boatsman graphic).
- The players may **never** trade or transfer tiles or Vikings amongst themselves.
- A player may place as many Vikings as he wishes on his base next to the boatsman graphic.

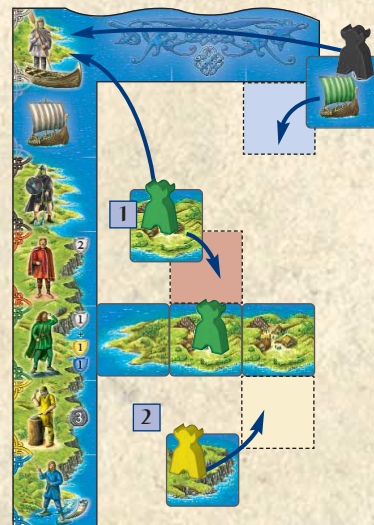


Example for placing tiles: in this situation, the player may place ship tiles on the **dotted spaces** and island tiles on the **striped spaces**.



An island tile may not be placed up-side-down.

Sea cannot be placed next to land.



Example 1: the player places the island tile on the **noble row** and the **scout** on his base next to the boatsman graphic.

Example 2: the player places the island tile on the **goldsmith's row** and the Viking on that tile.

Scoring

When there are no more tile/Viking sets around the wheel, it is time for a small or large scoring. Players earn points or gold for Vikings on the islands, regardless if the island is complete or not.

SMALL SCORING



The small scoring occurs at the ends of rounds 1, 3, and 5. A player earns **3 gold coins** for each **goldsmith** he has on an island tile (not his base). If a **goldsmith** is threatened by a ship, he earns the player no coins.

LARGE SCORING (for summary, see front of scoring summary)



The large scoring occurs at the end of rounds 2, 4, and 6. The players take turns in clockwise order, beginning with the start player, executing actions and scoring. Each player moves his scoring marker on the scoring track immediately to record the points he earns. The players score the Vikings from the top to bottom in their play areas.



1.) Boatsman: only at the beginning of a large scoring can the **boatsman** move Vikings from the base to the islands. **1 boatsman** can move either **all Vikings of one color** or **1 Viking of each available color** from the base to empty island tiles. All rules for placing Vikings must be followed. In each large scoring, a player may use as many of his boatsmen as he wishes. A player may only use a boatman to move Vikings from the base to the islands. He may not move Vikings among the islands. After a player uses a boatsman, he discards it from the game.

During the third large scoring (after the 6th round) each player **must** use all **boatsmen** that he can to move any remaining Vikings from the base to the islands!



2.) Ships: a ship threatens the Vikings that stand on islands directly below the ship. The effect of the threat extends to (including) the row that matches the color of the ship's sail. Any Viking threatened by a ship cannot earn coins or points. To emphasize its effect, players should put affected Vikings on their sides during scoring (see example on page 5).



3.) Warrior: when a **warrior** stands on an island tile directly below a ship, the warrior repels the threat of the ship. Thus, Vikings below the warrior are not threatened by the ship and the player collects the coins or points indicated on the ship tile.



4.) Noble: for each **noble** standing on an island tile, the player earns **2 victory points**. If a **noble** is threatened by a ship, the player earns no points for that **noble**.



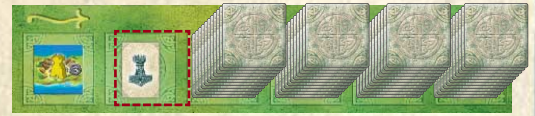
5.) Scout: for each **scout** standing on an island tile, the player earns **1 victory point**. In addition, the player earns **1 victory point** each for a **goldsmith** and **fisherman**, which stand on island tiles directly below the **scout**. If the **scout** is threatened by a ship, the player earns no points for that **scout**, and also no points for the **goldsmith** and **fisherman**.



6.) Goldsmith: for each **goldsmith** standing on an island tile, the player earns **3 gold coins**. If the **goldsmith** is threatened by a ship, the player earns no coins for that **goldsmith**.



7.) Fisherman: the **fisherman** is only responsible for supplying the Vikings with food, which is only scored in the **final scoring**. In the large scoring, he counts only in connection with the **scout**.



Which scoring occurs depends on the right-most visible scoring symbol as shown above.



scoring summary with summary of large scoring



Example boatsman:

Of these Vikings on the base, **1 boatsman** can move the following combinations of Vikings to islands (assuming empty islands are available):

- 3 fishermen or
- 1 goldsmith or
- 2 scouts or
- 3 different colors (1 fisherman, 1 goldsmith, 1 scout)



Example: the ship with the **green** sail on the left threatens all Vikings in that column up and including the **scout**. The **warrior** repels the threat from the ship on the right.

WIKINGER

Progress version

The rules for the progress version differ in the way **Vikings are placed** on the wheel and with the rules for **boatsmen**. In addition, the **special tiles** are used in this version of the game. All other rules remain the same.

Auction for placing the Vikings

The start player first draws **13 Vikings** at random from the cloth bag. He sorts them by color, but does not place them on the wheel. Now, the player to the right of the start player is the auctioneer.

RUNNING OF AN AUCTION

Players may bid only coins but if a player has no more coins, he may convert victory points to coins on a 1 to 1 basis. The player to the left of the auctioneer now makes the first bid (or he can bid nothing). In clockwise order, the other players may now raise the bid or pass. Once a player passes, he is out of this auction. The player with the highest bid wins the auction and pays his bid amount to the bank. If no player bids (all pass or bid 0), the start player wins the auction without paying anything.

The winner of the auction is now the start player

He takes the **start player figure**.

He chooses **1** of the **13** drawn **Vikings** and returns it **to the box**. This Viking is out of the game. Now the remaining **12** Vikings are placed around the wheel.

He first places the **12 tiles** from the next stack around the **wheel** as per the basic rules (islands tiles starting at 0 – ship tiles starting at 11).

He takes **all Vikings of any one color** and places all the Vikings of this color on the **wheel** beginning with the 11 and moving downwards in value (see example to the right). Then, the next player in clockwise order takes a turn. He chooses one of the remaining colors and places all the Vikings of that color on the wheel starting at the highest empty number. This continues in clockwise order until all drawn Vikings have been placed on the wheel (see example 1).

He begins the **new round** of acquiring sets from the wheel following the rules for the basic game.

Note: the progress version may also be played without the auction and by placing the Vikings in the manner as described in the basic game.

Boatsman

A **boatsman** moves only **1 Viking** from the player's base to an island tile at the beginning of a large scoring.

Special tiles

LAY OUT SPECIAL TILES

Shuffle the 25 special tiles face down and place them in 2 face down stacks on the two spaces provided on the game board. Before the start player auction begins, the start player draws 4 tiles from these two stacks and places them face up on the four spaces provided.

TAKE SPECIAL TILES

Whenever a player acquires the current most expensive set, he may also take 1 of the 4 face up special tiles. However, when a player acquires a set at 0 on the wheel, he does not take a special tile! The player adds the special tile taken to his display or sets it aside, depending on the special tile taken.

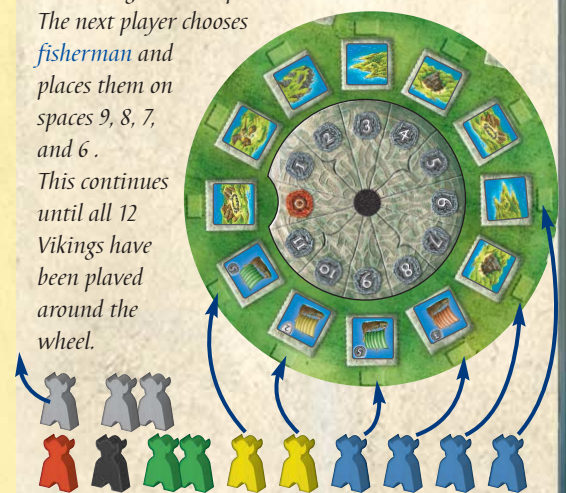
In each round the players may never take more special tiles than those laid out at the beginning of the round. Empty spaces created when a special tile is taken are not filled until the beginning of the next round. Vikings placed on special tiles are not counted when scoring over and under supply by **fishermen** at game end.

After playing **Vikings** several times, players may look for new challenges and ways to play. This version offers new tiles and new rules to give players new ways to play.

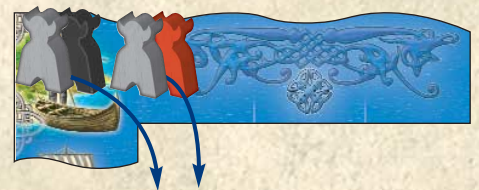
Example 1: the start player puts **1 boatsman** in the box. He places the 12 tiles around the wheel. He chooses **goldsmith** and places these two Vikings next to spaces 11 and 10.

The next player chooses **fisherman** and places them on spaces 9, 8, 7, and 6.

This continues until all 12 Vikings have been played around the wheel.



Example 2: two boatsmen move two Vikings to island tiles.



Game board space for special tile stack.



Spaces for face up special tiles.

Example 3: If the player acquires the **ship** and **warrior** for 10 coins, he may also take a special tile.



Special tiles and their effects

number	tile	executed	description
1		immediately	The player immediately takes 5 coins (5 value). Then the tile is removed from the game.
small and large scorings			
2			The player places the tile to the left of his base next to the goldsmith row. For each goldsmith standing on an island tile and not threatened by a ship, the player earns 1 additional value 1 coin .
1			
large scoring			
6			One boatsman moves either all Vikings of one color or 1 Viking of each color from the player's base to unoccupied island tiles (as in the basic game). The boat tile and the boatsman are removed from the game after this use.
3			The player places the tile to the left of his base next to the noble row. For each noble standing on an island tile and not threatened by a ship, the player earns 1 additional victory point .
1			The player places the tile to the left of his base next to the scout row. For each scout standing on an island tile and not threatened by a ship, the player earns 1 additional victory point .
1			The player places the tile to the left of his base next to the fisherman row. For each fisherman standing on an island tile and not threatened by a ship, the player earns 1 additional victory point .
final scoring			
4			The player places the tile to the left of his base next to the boatsman row. The tile is not used to move Vikings from the base to the island. When determining which player has the most boatsmen on his base at game end, the tile counts as 1 boatsman as though it were made of wood like the others.
1			The player places the tile to the left of his base next to the fisherman row. At game end, the player earns 3 victory points for each over supplied Viking and loses 1 victory point for each under supplied Viking.
1			The player places the tile above his base. At game end, the player earns 1 victory point for each 3 coins (value) , instead of 5.
4	   		The player must immediately exchange the special tile with a normal tile in his display. The replaced tile must picture the same building as the special tile. The replaced tile is removed from the game. If the player has no such tile in his display, he places the special tile to the side of his base for now. When the player acquires an appropriate island tile later in the game, he must then immediately exchange the special tile for the normal tile he just acquired. At game end, the player earns 1 victory point for each Viking standing on the special tile and on a tile diagonally or orthogonally adjacent to the special tile (maximum 9), but only if the special tile is not threatened by a ship. The other tiles may be threatened.

Example of a large scoring:



- 3 victory points for the repelled ship.
- 3 gold coins for the repelled ship.
- No victory points for the threatened noble, as there is no warrior to repel the ship.
- 2 victory points for the protected noble.
- 1 victory point for the unthreatened scout.
- No victory points for the threatened scout and the two Vikings (goldsmith and fisherman), that are directly below him, as he is threatened by the ship.
- 1 victory point for the protected scout and 1 victory point for the goldsmith, that is directly below him.
- 3 gold coins for the protected goldsmith.
- 3 gold coins for the distant goldsmith.
- The distant fisherman would score in final scoring.

In this **large scoring**, the player earns a total of **8 victory points** and **9 gold coins**.

If this were a **small scoring** with the same display, the player would earn **6 gold coins**.

Next round

After the scoring, the start player gives the start player figure to his left neighbor, who begins the next round by placing a new supply of tiles and Vikings in the spaces around the wheel.



Final scoring (for a summary, see back side of scoring summary)

After the 6 stacks of 12 tiles have been exhausted and the third large scoring has been completed, the players perform the final scoring. The final scoring is scored as follows (in the order shown):

- **Ships:** for each ship **not** repelled by a **warrior**, the player must give up the value shown on the unrepelled ship - in coins or victory points. If a player has to give up coins, but has none left, he gives up victory points instead on a 1 for 1 basis.
- **Gold:** for each **5 gold coins** the player has, he scores **1 victory point**, returning the scored coins to the bank. He keeps any **remaining** coins in his play area.
- **Boatsmen:** the player with the **most boatsmen** left on his base earns **10 victory points**. If players tie for the most, they each get 10 victory points. Note: in the large scoring at the end of the 6th round, each player must use as many boatsmen as he has to move Vikings from his base to empty islands. He cannot choose to leave Vikings behind if they have an empty island to go to and a boatman to take them.
- **Completed islands:** the player with the **most completed islands** earns **7 victory points**. If players tie for the most, they each get 7 victory points. A completed island has a left end, a right end, and any number of middle parts, with no empty spaces. The tiles need not be occupied by Vikings.
- **Longest island:** the player with the **longest completed island** earns **5 victory points**. In this case, longest means the island with the most tiles. If players tie for the most, they each get 5 victory points.
- **Over and under supply:** each player counts the number of Vikings he has (both on islands and his base, including his remaining **boatsmen**). All Vikings must be supplied with fish to eat. Each **fisherman** standing on an island that is not threatened by a can supply himself and 4 other Vikings (total of 5 Vikings) with fish to eat.
For each **additional Viking** that the player's **fishermen** could supply, the player earns **2 victory points** (over supply). For each **existing Viking** that the player's **fishermen** cannot supply, the player loses **1 victory point** (under supply).
If a **fisherman** is threatened by a ship or a **fisherman** stands on the player's base (not on an island), he can supply no Vikings, but must be supplied.



scoring summary with summary of final scoring



Example: the unrepelled green ship (above) would cause a player to lose **5 gold coins** during final scoring. The unrepelled blue ship (above) would cause a player to lose **3 victory points**.



Example: 3 completed islands



Example: one island of length 6

Example supply scoring of fishermen:

Player A has 23 Vikings and 5 fishermen on unthreatened islands. The player can supply 25 Vikings. For this **over supply** of 2 Vikings, the player **earns 4 victory points**.

Player B also has 23 Vikings, but has only 3 fishermen on unthreatened islands. The player can supply only 15 Vikings. For this **under supply** of 8 Vikings, the player **loses 8 victory points**.

Game end

After the final scoring, the game ends. The winner is the player with the most victory points. If there is a tie for most points, the player among those tied with the most value in coins is the winner. If there is still a tie, the tied players rejoice in their shared victory.

Tips

Coins are very important to the game, so players should try to have a supply of coins. Although both earn a player coins, repelled ships earn them every other round, while the **goldsmith** earns them every round, while ships every other round. Thus, **goldsmiths** earn a player a faster and more regular income.

Because of the turning of the **wheel**, sets that start the round expensively will become cheaper later on. Waiting until the wheel has turned can save a player several coins, but waiting too long can lose the player an important set.

Thus, if a player sees a perfect set on the wheel, he may be better off paying a high price, so that he guarantees that he gets it.

Only pay for the acquisition of sets with victory points when the set is a perfect fit for you, as the cost for spending victory points is very high.

Players should acquire **warriors** when they become available, even if they do not have ships that need to be repelled. A player may find himself acquiring an unexpected ship later and wish he had a warrior to repel it.

A player should place his first **ship** on the right-most place at the top of his base. This allows him to place other island tiles in the first two columns without the fear of them being threatened early in the game, giving him time to place warriors below the ships to repel them and protect the Vikings below them.

Remember that players may only use their **boatsmen** every other round (with the large scoring) to move Vikings from their bases to the islands.

Player should take care not to forget the important role of **fishermen**, even though it happens only during the final scoring. Forgetful players can find themselves losing many points at game end.

Players should take care not to ignore the elements of the **final scoring**. There are many scoring opportunities there and these can make the difference between winning and losing. Keep an eye on the items on the final scoring summary.

Assembling the wheel on the game board

Carefully remove the wheel and the washer from the frame. Place the larger plastic connector on the table. Then place the game board over that, then the washer, and finally the wheel. Now you can press the smaller plastic piece through the holes in the wheel and gameboard into the larger plastic piece below. The gameboard can be stored in the box with the wheel in place and need not be disassembled after each use.



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