



# Vikings

Michael Kiesling

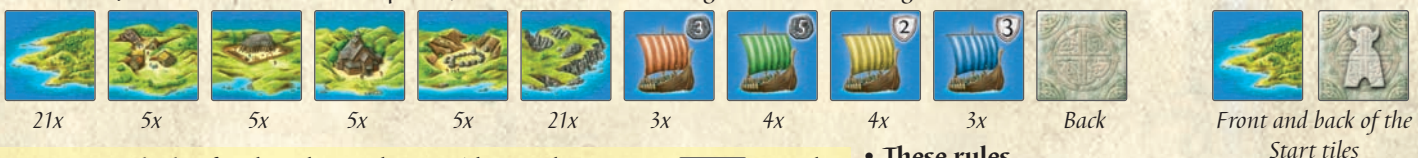
As the leaders of powerful Vikings tribes, the players set out to discover the islands seen off the coast of the mainland. Craftsmen, nobles and warriors will be stationed at these islands to claim and defend the land, gaining gold and fame for their tribe. After 6 rounds of play, the tribe with the greatest fame is declared the winner.

### Game components

- **1 Game board** with rotating wheel (assembly instructions on page 6)
- **8 Player markers** (2 in each color: white, orange, light brown and dark brown)
- **45 Gold pieces** (10x 10-pieces, 15x 5-pieces, 20x 1-piece)
- **78 Vikings** (13 in each color: **blue = Fisherman, yellow = Goldsmith, green = Scout, red = Noble, black = Warrior, grey = Boatswain**)
- **1 Start Player Ship**
- **1 Cloth bag** (from which to draw Vikings)
- **4 Mainlands** (individual player boards)
- **4 Scoring cards**



- **76 Tiles** (62 Island tiles and 14 Ship tiles), 4 of which are Starting tiles with a Viking on the back side



• **25 Special tiles** for the advanced game (these rules can be found on the supplementary sheet)

- **These rules**
- **A supplementary sheet with rules for the advanced game**

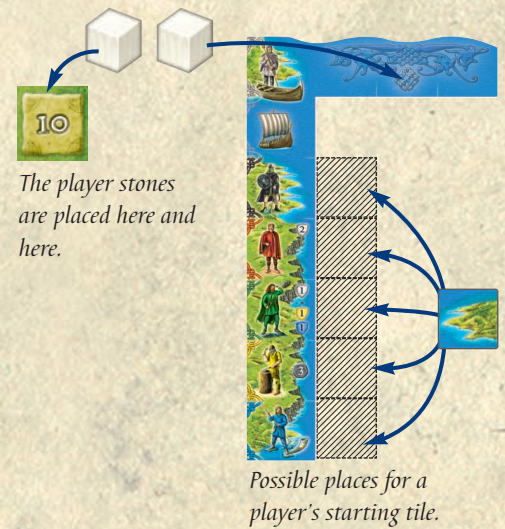
### Set up

#### Each player receives:

- **1 Mainland** - The starting point for tile placement.
- **2 Player markers** - One is placed on space 10 of the Fame track. The other is placed at the top of a player's mainland to mark her chosen color.
- **1 Starting tile** - When a player takes and places her first tile from the rotating wheel (page 3), she also places her starting tile in one of the 5 spaces directly to the right of the colored Vikings pictured on her Mainland (as pictured on the right). When playing with less than 4 players, the leftover Starting tiles are removed from the game.
- Each player receives a supply of gold. With 2 players, each players receives 30 Gold. With 3 players, 25 Gold. With 4 players, 20 Gold.
- **1 Scoring card**

#### Furthermore:

- The game board features **6 spaces for stacks of tiles**, a **rotating wheel** surrounded by 12 spaces for tiles, and a **scoring track** to mark each player's Fame.
- The **72 remaining tiles** are shuffled and separated into **6 face-down stacks** of 12 tiles each. These stacks are placed on the 6 spaces corresponding spaces of the game board, and represent the 6 rounds of the game.
- The remaining **Gold pieces** form a supply.
- All **78 Vikings** are placed in the **cloth sack**. Shake well.
- The **Start Player Ship** is given to the player who has pillaged and razed the most defenseless villages. Alternatively, let the youngest player begin.



## Gameplay Overview

The game consists of **6 rounds**. In each of these rounds, one stack of tiles (see set up on page 1) is used. At the beginning of each round, **an offer is prepared** (12 tiles and 12 Vikings, see the example of a **completed offer** to the right). To do this, the start player takes the leftmost remaining stack of tiles (closest to the arrow) and lays them on the spaces surrounding the rotating wheel.

The following rules apply:

- The first **Island tile** must be placed on the space marked by the number 0. Each successive Island tile must be placed on the lowest remaining numbered space (1, 2, 3, etc.).
- The first **Ship tile** must be placed on the space marked by the number 11. Each successive Ship tile must be placed on the highest remaining numbered space (10, 9, 8, etc.).

Now the start player draws 12 Vikings from the cloth sack and sorts them by color. He then places one Viking on each space, starting from space 0. All Vikings of a single color must be placed before placing Vikings of another color. The Vikings must also be placed in the following color order: **blue Fishermen**, **yellow Goldsmiths**, **green Scouts**, **red Nobles**, **black Warriors**, and **gray Boatswains**. Skip any color that is not present.

Players now take turns purchasing **Groups** (= 1 tile with its associated Viking). After purchase, the player adds the tile and Viking to their Mainland. When all 12 Groups have been purchased, the round ends and scoring occurs.

- After the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> rounds, there is a small scoring (only **Goldsmiths**).
- After the 2<sup>nd</sup>, 4<sup>th</sup> and 6<sup>th</sup> rounds, there is a large scoring (all Vikings except the **Fishermen**).
- After the large scoring of the 6<sup>th</sup> round, players proceed to the end game scoring.

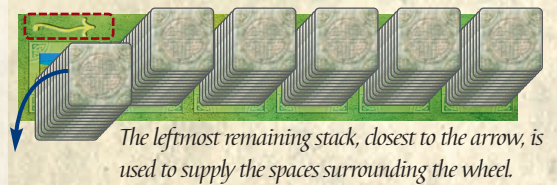
### PURCHASING GROUPS

Beginning with the start player and proceeding clockwise, each player **must** purchase exactly 1 Group (1 tile and 1 Viking). The purchase price of a group is marked on the space of wheel closest to it. Upon purchasing, the player immediately adds the tile and the Viking to her Mainland (see page 3). Players proceed in clockwise order until all 12 Groups have been purchased. (For example, in a 4 player game, each player will purchase 3 Groups per round.)

- A player may only purchase the Group next to the 0 when it is the only available Group containing a Viking of that color (see **Example of wheel rotation**, part 1). A player is free to purchase any other Group she can afford (see **Example: A completed offer**. A player may purchase a tile with a **Warrior** for 8 Gold, or a tile with a **Fisherman** for 1 Gold.).
- A player must always purchase a Group. If a player doesn't have enough Gold to purchase the least expensive Group allowed, she is forced to take the 0-cost Group, even if it would break the rule mentioned in the previous paragraph.
- A player may exchange Fame for Gold at a rate of 1 Fame for 1 Gold. The player reduces their Fame by 1 on the Fame track for each Gold taken in this manner. However, a player's Fame may never be reduced below 0. Therefore, a player with 0 fame may not take Gold in this manner (a debt of Gold or Fame is not allowed). A player is never obliged to convert Fame to Gold in order to avoid taking the 0-cost Group.

### ROTATING THE WHEEL

After a player has purchased the 0-cost Group, the wheel is rotated **clockwise** until a Group occupies the 0-cost spot on the wheel. In this way, the cost of all remaining Groups is reduced.



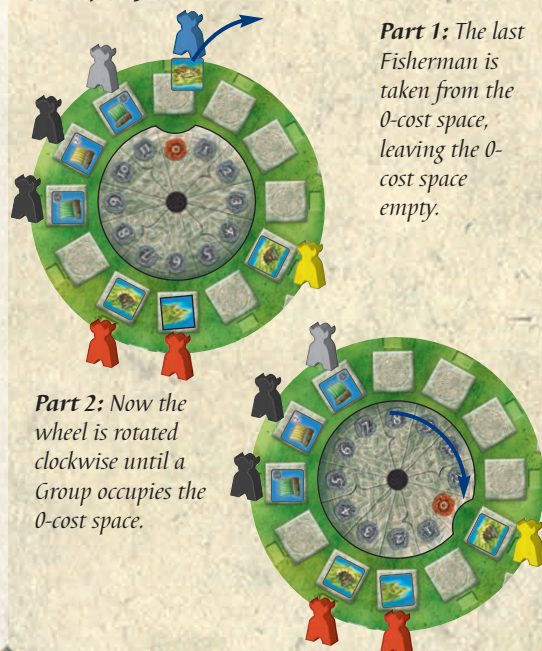
**Example:  
A completed offer**  
There were no **green Scouts** to place.



**Example for acquiring a 0-cost Group:** Before someone can purchase the **Fisherman** and Island tile on the 0-cost space, the **Fishermen** next to the 1 and the 2 must first be purchased (the order in which they are purchased is irrelevant).



**Example of wheel rotation:**




## Placing tiles and Vikings

### YOUR MAINLAND


A player's Mainland is the starting point for all the tiles she will play. Six rows are clearly marked (from top to bottom: **Ships**, **Warriors**, **Nobles**, **Scouts**, **Goldsmiths**, and **Fishermen**). Each row may hold as many tiles as a player wishes.

### PLACING A TILE

Every turn, a player purchases a Group containing 1 tile and 1 Viking, each of which must be placed immediately.

 When a player purchases a **Ship tile**, she must place it in the Ship row:

- The first **3 Ship tiles** a player purchases must be placed in the first 3 spaces of the Ship row. However, these 3 spaces may be occupied in **any order** the player chooses. Further Ship tiles are placed in the Ship row adjacent to a previously placed Ship tile.

 When a player purchases an **Island tile**, she must place it in one of the five Viking rows, according to the following rules:

- Island tiles must be placed so that they are adjacent to the Mainland or at least one previously placed Island tile (diagonals do not count).
- All Island tiles have a specific orientation and may not be played upside-down (e.g. a left Island tile may not be used to close the right side of an Island).
- Tiles must be placed so that land connects to land, and sea connects to sea (land and sea may not connect directly).
- If the purchased Island tile may not be legally placed according to these rules, it is removed from the game and the Viking is placed at the top left of the Mainland with the Head Boatswain.

**Note:** When a player purchases and places her first tile, she also places her Starting tile. These two tiles may be placed in any order (see page 1).



### PLACING VIKINGS

- When a player places an Island tile in the **row matching the color of the Viking received in the same Group**, the Viking may be placed on **that Island tile** (e.g. **yellow Goldsmith** on the **Goldsmith row**). The Viking may not be placed on any other tile in the same row, or any tile in another row. Once a Viking has been placed on an Island tile, it remains there until the end of the game. If the player does not wish to place the Viking on the placed Island tile, she may instead place it at the top left of her Mainland with the Head Boatswain.
- A player is not obligated to place an Island tile in the **row matching the grouped figure**. When a player places an Island tile in a row that **does not match the color of the Viking received in the same Group**, the Viking **must** be placed with the Head Boatswain. Vikings placed with the Head Boatswain may be moved onto Island tiles later during a large scoring (see page 4) by using the **gray Boatswain Vikings**.
- When a player purchases a Ship tile, the Viking she acquires **must** be placed with the Head Boatswain.
- When a player purchases a group containing a Boatswain, it **must** be placed with the Head Boatswain.
- A Viking may only be placed on an Island tile in the row matching its color.
- Only one Viking may be placed on each Island tile.
- Tiles and Vikings may not be traded between players.
- There is no limit to the number of Vikings that may be placed with the Head Boatswain at the top left of each player's Mainland.

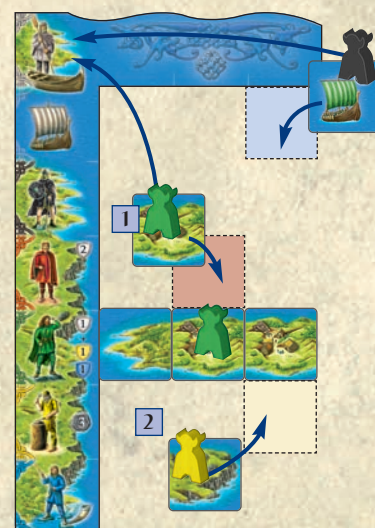


**Tile placement example:** Ship tiles may be placed on the **dotted spaces**. Island tiles may be placed on the **striped spaces**.



An Island tile may not be placed upside-down.

Sea may not connect directly to an open Island.



**Example 1:** The Island tile is being placed in the **Noble row** and the **Scout** must be placed with the Head Boatswain, as it does not match the row's color.  
**Example 2:** The Island tile is being placed in the **Goldsmith row**. The **Goldsmith** acquired in the same group may be placed on the newly placed tile, as it matches the row's color.

## Scoring

When the spaces surrounding the rotating wheel are empty, the round is over and a small or large scoring occurs. Fame or Gold are awarded for Vikings placed on Island tiles. In this instance, it does not matter whether the Island a Viking occupies is completed or not.



### SMALL SCORING

A small scoring occurs at the end of rounds 1, 3, and 5. Players receive 3 Gold for each **Goldsmith** placed on their Island tiles. However, no gold is awarded for any **Goldsmith** threatened by a ship (see large scoring).



### LARGE SCORING (see scoring card for summary)

A large scoring occurs at the end of rounds 2, 4, and 6. Beginning with the start player and proceeding in clockwise order, each player performs the following actions and scores Fame accordingly. Players mark the Fame they gain on the Fame track on the border of the game board. Vikings should be scored in the following order (from top to bottom).



**1) Boatswains:** Only at the beginning of a large scoring may a **Boatswain** be used to move Vikings of other colors from the Head Boatswain to the Island tiles below. 1 Boatswain may be used to move all **Vikings of one color** or **1 Viking of each available color** to unoccupied Island tiles. All rules for Viking placement must be followed. In each large scoring, a player may use as many or as few **Boatswains** as she chooses. A player may only move Vikings from the Head **Boatswain** to Island tiles. Vikings already placed on Island tiles may never be moved. Each **Boatswain** used to move Vikings is removed from the game.

During the third large scoring (at the end of round 6), each player **must** use her **Boatswains** to move as many Vikings as possible onto unoccupied Island tiles.



**2) Ship tiles:** Ship tiles threaten the Vikings that occupy the Island tiles directly below them. The threat affects all rows up to and including the row that matches the color of the Ship's sail. Threatened Vikings are ignored during scoring rounds. For clarity, we recommend laying all threatened Vikings on their side.



**3) Warriors:** When a **Warrior** occupies an Island tile directly below a Ship, the threat is repelled back onto the Ship. All Vikings below the **Warrior** are not affected by the threat, and the **Warrior** earns the player the Fame or Gold depicted on the Ship tile.



**4) Nobles:** For each **Noble** that occupies an Island tile, the player scores 2 Fame. If a **Noble** is threatened by a Ship, no Fame is awarded for that **Noble**.



**5) Scouts:** For each **Scout** that occupies an Island tile, the player scores 1 Fame. In addition, the player scores 1 Fame for each **Goldsmith** or **Fisherman** directly below a **Scout**. If a **Scout** is threatened by a Ship, no Fame is awarded for that Scout (including the Fame for the **Goldsmith** and **Fisherman** below it).



**6) Goldsmiths:** For each **Goldsmith** that occupies an Island tile, the player earns 3 Gold. If a **Goldsmith** is threatened by a Ship, no Gold is awarded for that **Goldsmith**.



**7) Fishermen:** The **Fisherman** is responsible for feeding the Vikings, which only occurs at the end of the game. A **Fisherman's** only value during large scoring is in relation to the scoring rules for the **Scout**.



The spaces that hold the stacks of tiles indicate which type of scoring occurs at the end of which round. In this example, the players know that they will be entering a large scoring at the end of the 2<sup>nd</sup> round.



Scoring card with a summary of scoring rules for the large scoring



### Boatswain example:

With this collection of Vikings, a Boatswain can be used to move 1 of the following combinations of Viking figures:

- 3 Fishermen or
- 1 Goldsmith or
- 2 Scouts or
- 1 of each (1 Fisherman, 1 Goldsmith and, 1 Scout)



**Example:** A Ship with a **green** sail threatens the figures up to and including the **green Scout** row.

The **Warrior** on the right repels the threat of the ship above it.



**Example of a large scoring:**

- 3 Fame for the repelled ship.
- 3 Gold for the repelled ship.
- No Fame for the Noble, as it is threatened by a ship.
- 2 Fame for the Noble.
- 1 Fame for the Scout.
- No Fame for the Scout, nor for the Vikings below it (Goldsmith and Fisherman), as it is threatened by a ship.
- 1 Fame for the Scout, plus 1 additional Fame for the Goldsmith below it.
- 3 Gold for the Goldsmith.
- 3 Gold for the Goldsmith.
- The Fisherman will only be scored during end game scoring.

The brown player would be awarded a total of **8 Fame** and **9 Gold** during a large scoring for this display.

The same configuration would award the brown player **6 Gold** during a small scoring.

**Next Round**

After a scoring round is completed, the Start Player Ship is passed clockwise to the next player. The new start player begins the next round by preparing the offer of 12 Groups around the wheel.

**End Game Scoring** (summary on back of scoring card)

After all 6 rounds, and the third and final large scoring is complete, players proceed to end game scoring, where Fame is awarded as follows:

- **Ships:** All ships that have **not** been **repelled** by a **Warrior** are imposed as penalties against the player. The player must lose the number of Fame or Gold printed on the sail of any Ship she did not repel. For every 1 Gold a player is unable to lose, she must lose 1Fame instead.
- **Gold:** For every 5 **Gold** remaining in a player's supply, she gains **1 Fame**. If a player is left with 1 - 4 Gold after this exchange, it remains in her supply.
- **Boatswains:** The player with the **most** remaining Boatswains is awarded **10 Fame**. In case of a tie for the most, all tied players are awarded 10 Fame. Note: In the large scoring at the end of round 6, all players are obliged to have moved as many of their Vikings as possible onto empty Island tiles; a player is not allowed to refrain from using Boatswains when legal placements for her other Vikings remain.
- **Completed Islands:** The player who has the **most** completed Islands is awarded **7 Fame**. In case of a tie for the most completed Islands, all tied players are awarded 7 Fame. A completed Island consists of a left end piece, a right end piece, and any number of middle pieces (no holes allowed).
- **Longest Island:** The player who has the **longest completed Island** is awarded **5 Fame**. To clarify, this means the Island consisting of the most Island tiles. In case of a tie for the longest completed Island, all tied players are awarded 5 Fame.
- **Over and Underfeeding:** Each player counts the number of Vikings she has (on Islands or with the Head Boatswain). Each of these Vikings must be fed. Each **Fisherman** occupying an Island tile not threatened by a Ship feeds itself and 4 other Vikings (=5 Vikings total). For each Viking a player could feed, but **did not** need to, she is awarded 2 Fame (overfeeding). For each Viking a player could not feed, she loses 1 Fame (underfeeding). **Fishermen** threatened by Ships or remaining with the Head Boatswain do not provide food to their fellow Vikings, however they must still be fed.



Scoring Card with short version of end game scoring



**Example:** These 2 Ships have not been repelled by Warriors, and cause the player to lose Gold and Fame, respectively. The Ship with the green sail would cause the player to lose 5 Gold. The Ship with the blue sail would cause the player to lose 3 Fame.

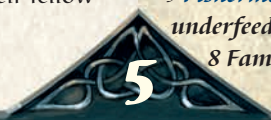


**Example:** 3 completed Islands



**Example:** An Island consisting of 6 Island tiles

**Example of Fishermen and Feeding:**  
**Adele** has 23 Vikings, 5 of which are **Fishermen** (on Island tiles not threatened by Ships). These 5 **Fishermen** could feed 25 Vikings. This results in an **overfeeding** of 2, which **awards Adele 4 Fame**.  
**Bruno** has 23 Vikings, 3 of which are **Fishermen** (on Island tiles not threatened by Ships). These 3 **Fishermen** could feed 15 Vikings. This results in an **underfeeding** of 8, which causes **Bruno to lose 8 Fame**.



## Game End

After the end game scoring is complete, the game ends. The player with the most Fame is declared the winner. In case of a tie, the player with the most Gold remaining wins. If there is still a tie, the tied players share the victory.

## Tactics & Tips

Gold is both important and scarce, but offers you a greater variety of options when purchasing groups. It is advisable to invest in and place **Goldsmiths** early, as they award you 3 Gold at the end of each round.

The wheel works in such a way that the Groups that start off very expensive become much cheaper later on after the wheel has been rotated. However, if you notice a Group that is perfect for you, you may wish to pay a premium price for it, rather than risk another playing purchasing it instead of you.

Again, you may convert Fame to Gold in order to purchase a group. However, you should carefully consider whether the Group you wish to acquire is worth the Fame you will lose in purchasing it.

It is wise to consider purchasing Groups with **Warriors** even when no Ships are threatening your Islands. Acquiring and placing Warriors pre-emptively can save you later on when you must place a Ship unexpectedly.

As your first Island tiles will be added from the left, it is often wise to place your first Ship in the third ship space. Doing this will delay conflict between the Ships and your Vikings. Don't forget: you may not place a Ship in the 4th column until the first 3 columns have Ships.

Remember that you may only use your **Boatswains** to move other Vikings at the end of every even numbered round (during the large scoring).

Do not neglect the feeding of your Vikings. Although **Fishermen** do little to help you during the game, they play a very important role during game end scoring.

It is easy to forget a step in the end game scoring. It is important that you closely follow the steps of the end game scoring (using the end game scoring card), so as to not rob any players of well deserved Fame.

## Assembly of the rotating wheel

Remove the wheel and the washer from the die cut sheet. Place the larger plastic connector under the game board so that it protrudes through the small hole in the board. Fit the washer onto the protruding plastic connector, followed by the wheel, and finish by inserting the smaller plastic connector. The game board can be folded and stored once the wheel has been mounted. There is no need to disassemble it after each game.



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English version by: Z-Man Games  
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For countless playtest sessions, comments and suggestions, the designer and publisher would like to thank Gregor Abraham, Dieter Hornung, Karl-Heinz Schmiel, Hannes Wildner, Ina Kiesling, Markus Stegmann and all other playtesters, without whom this game would not have been made possible.  
Rules layout: Christof Tisch

# Vikings

## Advanced rules

The rules for the advanced game differ from those of the standard game in the way **that Vikings are placed** during the setup of the offer and the rules regarding Boatswains. Additionally, the **Special tiles** are also used. All other rules remain the same.

### Auction for Viking placement

In preparing the offer, the player with the Start Player Ship draws **13 Vikings** from the cloth bag and sorts them by color. These Vikings are not yet placed around the wheel.

#### PROCESS OF AN AUCTION

Players use Gold to participate in an auction to be the new start player. When a player has no more Gold, she may exchange Fame for Gold at a rate of 1 to 1. The current start player begins the auction by bidding 0 or more Gold. In clockwise order, players may raise the bid. If a player does not wish to (or cannot) raise the bid, she may pass, ending her participation in the auction. The player who offers the highest bid pays her bid to the bank. If no player chooses to raise the bid, the current start player can win with a bid of 0.

#### The winner of the auction is the new start player

She takes the Start Player Ship.

She chooses **1** of the **13 Vikings** drawn and **removes it from the game**. There are now 12 Vikings that must be placed around the wheel.

She places the Island and Ship tiles from the appropriate stack, according to the standard rules (Islands from 0 – Ships from 11).

She chooses **one color of available Vikings** and places them around the **wheel**, starting with number 11 and descending from there (see example to the right). Then, the next player in clockwise order **chooses one color of available Vikings** and places them at the highest numbered spots available. Play continues in this manner until all Vikings have been placed around the wheel.

The new start player begins **the new round** by purchasing one of the available Groups. Play following the standard rules.

**Note:** Players can also choose to play the advanced game without the preceding auction and offer preparation rules.

### Boatswain

In the advanced game, a **Boatswain** may only be used to move a single **Viking** from the Mainland to an unoccupied Island tile.

## Special Tiles

#### LAYING OUT THE SPECIAL TILES

Shuffle the 25 Special tiles, split them into two face-down stacks and place them on the 2 spaces provided on the game board. At the beginning of the first round, before the first auction, the start player draws 4 tiles from these stacks and places them face up on the 4 spaces provided.

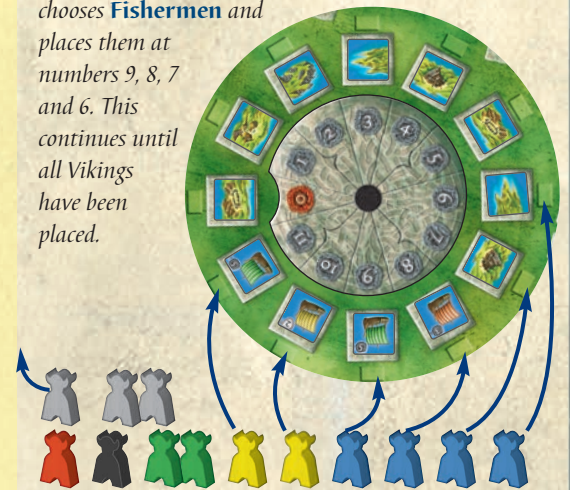
#### TAKING SPECIAL TILES

Whenever a player purchases the most expensive remaining Group, she may also take 1 of the face-up Special tiles. Depending on the function of the Special tile a player chooses, it will be placed next to or on her Mainland, or even replacing an Island tile. No special tile is taken when purchasing the last tile of the round for 0 Gold.

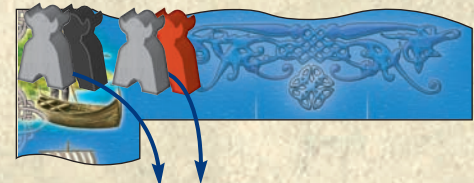
Only 4 Special tiles are available in each round. At the beginning of each round, refill the empty spaces with new Special tiles. Vikings depicted on Special tiles are not counted during the feeding phase of the end game scoring.

Once you are familiar with the standard rules for **Vikings**, these advanced rules will offer increased tactical options and greater variety in gameplay.

**Example 1:** The start player removes **1 Boatswain** from the game. Then, she lays the **12 Island and Ship tiles** around the wheel. She chooses to place the **Goldsmiths** and places them at numbers **11 and 10**. The next player chooses **Fishermen** and places them at numbers **9, 8, 7 and 6**. This continues until all Vikings have been placed.



**Example 2:** Two Boatswains move two other Vikings onto unoccupied Island tiles.



One of two spaces provided for Special tile stacks



Spaces for the 4 face-up Special tiles available in each round

**Example 3:** A player purchases a **Ship** and a **Warrior** for 10 Gold. She receives one of the face-up Special tiles.



## The Special tiles

Quantity	Tile	Executed... immediately	Description of effect
1			The player gains 5 Gold. The tile is removed from the game.
<b>small and large scoring</b>			
2			This tile is placed to the left of the Mainland's <b>Goldsmith row</b> . The player is awarded 1 additional Gold for each <b>Goldsmith</b> not threatened by a ship.
1			
<b>large scoring</b>			
6			1 <b>Boatswain</b> may move <b>all Vikings of one color</b> or <b>1 Viking of each available color</b> to unoccupied Island tiles (as in the standard game). This tile and the Boatswain are removed from the game.
3			This tile is placed to the left of the Mainland's <b>Noble row</b> . The player is awarded 1 additional Fame for each <b>Noble</b> not threatened by a ship.
1			This tile is placed to the left of the Mainland's <b>Scout row</b> . The player is awarded 1 additional Fame for each <b>Scout</b> not threatened by a ship.
1			This tile is placed to the left of the Mainland's <b>Fisherman row</b> . The player is awarded 1 additional Fame for each <b>Fisherman</b> not threatened by a ship.
<b>end of game scoring</b>			
4			This tile is placed to the left of the Mainland's <b>Head Boatswain</b> . When determining which player gains 10 Fame for having the most <b>Boatswains</b> , this tile counts as 1 <b>Boatswain</b> . This tile may not be used to move Vikings during a large scoring.
1			This tile is placed to the left of the Mainland's <b>Fisherman row</b> . This tile alters the points awarded for overfeeding. For each Viking a player could feed but did not need to, she is awarded 3 points. The player still loses 1 point per Viking she could not feed.
1			This tile is placed near the player's Mainland. For every 3 Gold remaining in this player's supply, she gains 1 Fame (instead of 5:1, as normal).
4			This Special tile is placed so that it replaces an Island tile showing the <b>same building</b> (the Island tile it replaces is removed from the game). If the player who takes this tile does not have an Island tile showing the same building, this tile is placed near her Mainland for use later in the game. When she purchases an Island tile with the same building as the Special tile, the Island tile is immediately removed from the game and the Special tile is used in its place.
			
			At the end of the game, the player receives 1 point for each Viking standing on the <b>Special tile</b> and for each Viking occupying <b>one of the eight tiles surrounding it</b> (both orthogonally and diagonally, and whether they are threatened or not), for a maximum of 9 points. These points are not awarded if the Special tile is threatened by a Ship.