

Stack your buildings that have not yet been built under your two availability tiles: buildings not yet available for construction under the red tile, and unlocked buildings under the green tile. This helps you keep track of your buildings.

Gernot: *The runes used are from the Elder Futhark, a writing system used by Germanic tribes between the 2nd and 8th centuries AD. The rune F (Fehu) means cattle, property, or wealth, while D (Dagaz) stands for day.*

Unlocking Action Tiles

Each Kaupang board and some Kaupang buildings include an action tile that is placed on the board when the Kaupang is discovered. These action tiles must also **be unlocked by covering all surrounding spaces**.

Then remove the action tile from the board and place it in your supply. The coordinates next to the space *(and on the back side of the tile)* indicate where it may be placed on the action board during the action phase (details on using action tiles → p. 8).



With only 2 surrounding spaces, the action tile on the Skiringssal board can be unlocked quickly. From then on, it may be placed on space 13B of the action board.

Construction Spaces: Palisades, Walls, and Graves

Some Kaupang boards and buildings contain constructions in the form of palisades, walls, and graves. You may cover these spaces **at any time** as follows:

- A palisade space with 1 wood
- A wall space with 1 stone
- A grave space with 1 runestone tile

A construction whose spaces are **all** filled is worth the bonus points indicated at the top left of the Kaupang board or building at the end of the game.

Construction spaces that **do not** show a negative point symbol *(such as the leftmost space in the Helsingborg example below)* count as already filled and may therefore not be filled again.

The general rule also applies here: once building materials are placed, they may not be removed again *(also because they often form part of a money diagonal)*.

Storage Spaces

The standard building Shed and some Kaupang buildings contain special **storage spaces** that help avoid negative points. You may place the depicted building materials or goods tiles there **at any time** and remove them again **at any time** *(to use them for other purposes)*, since they are counted only at the end of the game.



In this storage space, 1 stone has already been stored, leaving only 2 negative points visible.

Ship Spaces and Ship Transport

Some Kaupang boards and buildings contain ship spaces. You may **at any time** place suitable ships from your landing stages onto empty ship spaces and thereby "send" them.



This space allows a ship with a blue sail, meaning a Knorr or a Nef.

Each ship space specifies which type of ship may be sent there (more about ships → p. 12).

Ships that are sent cover the negative points of the space, but the victory points printed on the ship itself will no longer count at the end of the game. If the ship had been equipped with ore, that **ore is lost** and returned to the general supply.

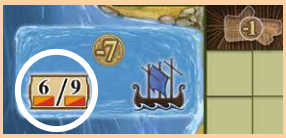
Whenever you send a ship, you trigger a **ship transport**. You may then immediately and once place **orange** and **red** tiles from your supply onto the placement area where you placed the ship. The **transport capacity** of the ship indicates the total size of the tiles you may place there. The size of a tile corresponds to the number of spaces it covers. You may divide this capacity among one or several tiles as you wish.







On the left, one grave is still missing for completion. In the center, the wall on the left has been completed for 3 points, while the palisade on the right has not yet been started.



To this space shown, you may send a Knorr with a capacity of 6 or a Nef with a capacity of 9.

Both ships offer many placement combinations as long as the transport capacity is not exceeded.



Additionally:

- Ship transport is an exception to the normal placement rules and is the only way to place **orange** tiles on Kaupang buildings or **orange** and **red** tiles on Kaupang boards.
- **Red** tiles **may not** be adjacent to **red** tiles and **orange** tiles may not be adjacent to **orange** tiles, but they may touch diagonally.

Once you have placed all tiles, the ship transport ends—even if you did not fully use the ship's transport capacity *(you may not deliver the remaining capacity later)*.



This Knorr has transported 4 tiles with the maximum allowed total size of 6 onto this Kaupang board.

THE ACTION SPACES

The action board contains a large number of different action spaces. They are divided into categories by color, which are explained below. *(How action spaces are generally used was explained on page 7 under "Phase 4: Carry Out Actions.")*

Here we focus on the general function of the categories instead of describing every space in detail.
Since they all use the same icon language, you will understand most of them immediately.
A detailed description of all action spaces, as well as the actions of the start and Kaupang action tiles that can be placed on the empty spaces of the action board, can be found in the appendix.

Two basic rules first:

- Many actions give you tiles. Whenever you gain a tile, take it from the general supply *(the goods boxes)* and place it in your personal supply in front of you. Whenever you spend tiles, return them from your personal supply to the general supply.
- Some actions require you to own a specific ship type. This is indicated by sail colors or by a victory point value inside a small ship symbol. For such an action, you do not have to give up the ship. Therefore, the same ship may be used multiple times in a single round for different actions.

  Example: *If you have exactly 1 Longship in your harbor, you may use that ship*
  - *first for a raid,*
  - *then to discover a new Kaupang,*
  - *and finally in the same round for emigration.*



In a raid, ships of all types may be used, whereas the blue long-distance trade action explicitly requires a Skuta.





The "4" refers to the victory point value of that ship type.

Gernot: *All the actions hinted at in the example above are explained in detail on the following pages.*

Production Spaces (gray)

The gray action spaces are production spaces. These include building houses and ships, as well as the categories processing, textile production, and crafts.

Here you exchange what is shown to the left of the gray arrow from your personal supply *(usually goods or building materials)* **exactly once** for what is shown to the right of the arrow from the general supply.

House Construction





On these action spaces you may build

- a small building for 1 wood or 1 stone, OR
- a medium building for 1 stone.

The roman numeral on the building symbol indicates the size of the building to be constructed *(and corresponds to the number of Vikings placed on the space)*:

- 1 Viking for a small building
- 2 Vikings for a medium building
- 3 Vikings for a large building

Place the constructed building in front of you. From that moment on you may cover it according to the "Placement Rules for Buildings" (→ p. 13).

Each building tile shows its size that way in the upper right corner. You always have the choice between:

- the still available standard building tiles from box 14 (you can choose which side to build) and
- your unlocked **Kaupang buildings** in your supply (→ *Discovery*, p. 23). When building the second or only building of any Kaupang, you may immediately play 1 occupation *(it does not have to be an occupation from that Kaupang)*.
  The icon in the top left corner on your Kaupang buildings reminds you of this rule.







These two action spaces offer you 2 different actions, which you can both take. For 1 stone or wood you may build a building of the respective size. Additonally *(or instead)* you may build 1 ship of the depicted type. For a Fishing Boat you pay 1 wood and 1 silver, for a Skuta you pay 1 wood and 2 silver.

Shipbuilding



Here you build either the less expensive ship of the indicated ship class for 1 wood, or the more expensive ship of that class for 2 wood. *("Less expensive" or "more expensive" refers to the ship's victory point value or price.)*



If the ship is blue, you also receive 1 ale tile. Take the built ship from the supply and place it on a landing stage of the appropriate size.



With this action space you may build a Longship for 1 wood, and/or a small building for 1 wood and 1 silver.

Note: *In the solo game and in the 2-player game, the house and shipbuilding spaces in columns C and D are merged into one space. A player placing Vikings there must choose between the upper and the lower action (indicated by the large OR symbol).*

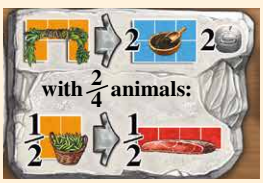
Processing / Textile Production / Crafts

The action spaces in these three categories follow the same principle described above: Give up what is shown to the left of the gray arrow and take **exactly once** what is shown to the right of the arrow.



On this space, you exchange 1 **orange** grain tile for 2 larger and more valuable **red** small ale tiles.

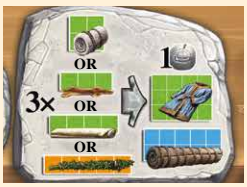
Some spaces depend on the tiles in your supply or allow you to choose how much you wish to exchange:



Here you exchange 1 **orange** herbs tile for 2 **blue** spices tiles and 2 silver.

If you have at least 2 animals *(of any type)*, you may also exchange 1 beans tile for 1 salted meat tile.

If you have at least 4 animals, you may exchange 2 beans for 2 salted meat *(or remain with 1 for 1)*.



Here you exchange exactly 3 of the depicted goods tiles for 1 silver, 1 clothing, and 1 vadmal.
For the goods tiles you give up, you may choose any combination of wool, fur, linen, and hemp.
(You may therefore give up three identical tiles, three different ones, or two identical and one different.)



In the forge, you may exchange 1 ore for 1 tile with a blacksmith tongs symbol and 1 random weapon card. Usually you will want to forge a **gray special tile** *(16 of them show a blacksmith tongs symbol)*. However, you always have the option of forging a **blue** goods tile "Chest" or "Treasure Chest" instead.



Animal Spaces (green)

Green animal spaces are divided into three categories. In the top category, **Livestock Market**, you may buy **red** animal tiles. Pay everything shown on the left side of the action space: the silver amount beneath the money bag and, if required, additional tiles.

1 sheep or pig costs 1 silver and 1 beans tile. For 2 silver, you receive 1 sheep, 1 horse, or 1 cattle tile with the **pregnant** side facing up *(lying on a meadow)*.





The **Animal Husbandry** category contains production spaces that follow the usual rule: give up what is shown on the left and take what is shown on the right.
Note for the space in column D: you must give up exactly 2 pigs in order to receive the silver coin and the four tiles shown.



Spaces in the **Products** category are yield spaces. On them you receive exactly what is depicted. A possible additional yield depends on whether—and which—animals you have in your supply. *Left:* You receive 1 beans, 1 grapes, and 1 amber tile. If you have at least 1 animal *(of any type)*, you also receive 1 egg. *Right:* You receive the five tiles shown, and additionally 1 milk if you have at least 1 cattle or 1 sheep in your supply.



You always receive 1 hemp. Then you choose three additional yields *(you may choose the same one multiple times)*. However, you may only choose yields whose depicted animal type you own. Finally, you receive 1 silver for each different yield you selected.

Example: *You own 1 cattle and 3 sheep, but no pigs. You choose the cattle yield twice and the sheep yield once. In total you receive 1 hemp, 2 furs, 1 wool, and 2 silver.*

> ***Gernot:*** *Hemp used to be a widely cultivated and versatile plant, used for example for clothing, sack production, nutritional supplements, and rope making.*

Environs and Trade (gold-brown)

Environs

Spaces in the **Environs** category allow you to take building materials and silver from the environs strips and draw weapon cards. The starting and ending environs strips may even provide goods and ships.



Whenever you take something from an environs strip, you always take **from left to right** *(starting with the space closest to the green arrow).*





Each environs strip contains exactly 7 spaces. If 2 building materials or tiles are stacked, they count as the same space and are taken together *(for example the 2 ore or 2 silver shown in the image).*

As soon as the last space of an environs strip is emptied, the strip is immediately removed from the game; any remaining extractions from that strip are lost.



"3 extractions" action:
Choose one environs strip and take the content of up to 3 spaces from it. You may not take from different strips. Additionally, you receive 3 random weapon cards.



"4+1 extractions" action: Take the content of up to 4 spaces from one strip and exactly 1 space from another strip. You may not take the content of all 5 from the same strip. Additionally, you receive 1 building material of your choice from the supply and 2 random weapon cards.



You take 3 wood and 1 stone from the upper strip and the spices from the last space of the other strip.



Here you take nothing from the environs strips and instead receive everything shown: 2 wood, 1 stone, 1 ore from the supply and 1 random weapon card.

Barter Trade

Using barter trade, you may upgrade your goods tiles to more valuable goods. The number indicates how many tiles you may upgrade, and the number of arrows shows how many levels they increase.



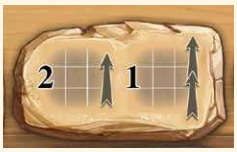
You may for example upgrade 1 sheep into 1 fur.



With the right partial action "1 type of goods ↑", you upgrade exactly 1 goods tile to the next higher level. Keeping the same shape, you may upgrade:

- an **orange** tile → **red** tile,
- a **red** tile → **green** tile, or
- a **green** tile → **blue** tile.

Additionally, you may take the content of 1 space from an environs strip.



Another action space allows you to upgrade 3 different goods tiles in total.

With the left partial action "2 goods ↑", you may upgrade up to 2 goods tiles to the next higher level. They may be of the same type, but you may not upgrade the same tile twice in succession.

With the right partial action "1 type of goods ↑↑", you may upgrade exactly 1 tile twice in succession, for example **orange** → **green** or **red** → **blue**.

Other spaces on the action board allow you to upgrade more than 2 goods or even upgrade goods by 3 levels.

Your **red** animal tiles may also be upgraded to **green** or **blue** tiles—as large tiles they cover many spaces on your boards.

> ***Gernot:*** *Before using these actions to trade your goods to more valuable ones, check how many and which goods you need for the upcoming feast and tax payment. It is advisable to place the goods needed for those there during the action phase as a test.*

Long-Distance Trade (blue)

Many **gray special tiles** have a silver value and can be purchased using the blue Long-Distance Trade spaces—provided you have the required ship and pay the total price including the additional fee. *(Some* ***gray special tiles*** *may only be forged or obtained through raids.)*



The **blue** goods tile "Tusk" also has a silver value and may be purchased in this way.

The three long-distance trade spaces offer different possibilities with different requirements:



Additional fee:
1 silver → buy 1 tile
(requires Skuta)



Additional fee:
2 silver → buy up to 2 tiles
(requires Knorr or Nef)



Additional fee:
3 silver → buy up to 3 tiles
(requires Nef)

Add together the silver values of all tiles you wish to acquire and add the additional fee once. Pay the total price in silver and/or **green** tiles. You may combine those freely. The size of **green** tiles counts as their silver value *(a **green** tile covering 2×2 spaces counts as 4 silver)*. Other colors may not be used for payment.



With the action space in column C +2 (see the illustration above), you acquire the two tiles on the left.



*You may pay the total price of 5 (1 + 2 + additional fee) with 5 silver, 2 silver and 1 fur, or any other combination of silver and **green** tiles.*

Emigration (yellow)



On the yellow **Emigration** action spaces, you may turn a ship from one of your landing stages to its reverse side and place it as far to the left as possible on the banquet table of your home board. The ship will no longer be available to you afterwards, but it reduces the amount of food you must provide during the feast (→ p. 10).

Place the reverse side of the ship correctly oriented on the banquet table: Fishing Boat, Knorr, and Longship are always placed vertically on the banquet table. Skuta and Nef are placed horizontally.

Emigration with these two ship types saves more food during the feast, but these ships are more expensive and have fewer victory points.



Place the ship from your second emigration to the right of the first one. By counting the empty spaces you can see that after each emigration, you need less food for the feast.

In the current round for example you only need to cover 3 spaces.

If a **money bag** is printed on the action space, you must **pay** for the emigration:

- For emigration with a Knorr/Nef *(blue)* or a Longship *(red)*, pay silver **equal to the current round**. *(For example, emigrating in round 3 costs 3 silver.)* You may replace any part of this cost with green tiles, exactly as in long-distance trade (→ p. 18).
- Emigration with a Fishing Boat or Skuta *(both yellow)* is always free.

In addition:

- You receive any **ore** that was placed on an emigrated ship **back** into your supply. *(The ore symbol with the backward arrow serves as a reminder.)*



- In the unlikely case that you have already emigrated so many times that the Vikings on the banquet table block space for another ship, further emigration is not possible.

***Gernot:** You do not lose Viking figures through emigration. The Viking figures represent the leaders of your clan and would never abandon you.*

Occupations (brown)

You begin the game with exactly one light brown occupation card (→ *Setup*, p. 4), which you keep face down in your hand. During the game, dark brown occupation cards are added from the draw pile or by discovering a Kaupang. Only when you play a card does its function take effect.

The brown spaces in the Occupation category allow you to:



draw cards and/or



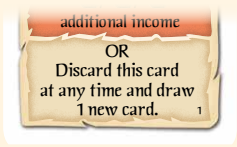
play cards

The number before the symbol indicates how many cards you may draw or play.

Two of the action spaces have a gray trade arrow indicating on the left what you must give up in order to carry out everything shown on the right.

Drawing Occupations

New occupations are always drawn from the face-down deck and kept face down in your hand. You may hold **any number** of occupation cards.



Some cards have an **"OR" effect** at the bottom. If you have such a card **in your hand**, you may discard it **at any time** without effect and draw a new occupation as a replacement. *(This can be useful if the card does not fit your plans.)*



Another way to obtain occupation cards is through **column D action spaces**: whenever you place Vikings on a space in column D, you draw 1 occupation card before performing the action.



With this column D action space you draw 3 occupations in total: 1 as the column bonus, and 2 from the action space itself.

Playing Occupations

When you play an occupation, reveal it from your hand and follow its instructions. *(More about the function of occupation cards is explained below. If you have a specific question about a card, you will find it described in detail in the appendix.)*



Whenever you are allowed to play an occupation, you may instead discard it without effect and take the highest available victory point token from the supply. These tokens are worth the number of victory points printed on them at the end of the game. Once all victory point tokens are taken, this option is no longer available.

In addition to action spaces, there are other ways to play occupations:



- You may place 1 additional Viking on an action space to play 1 occupation *(and also draw 1 weapon card)* before or after the action (→ p. 8).



- When you completely cover one of the immediate effect spaces on your home board, you may play 1 occupation (→ p. 14).

How Occupation Cards Work

All occupation cards have the same structure:

- Top left: card title
- Top right: victory points for the end of the game
- Below: the card's effect

If an effect refers to whether you "have" or "possess" something *(for example a specific goods tile or animal type)*, the item must be in your supply, not already placed on your boards.

The OR Slash

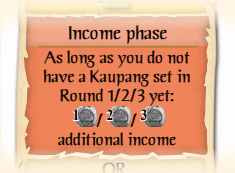
Some cards include a slash ("/") indicating that there are multiple options to use this card.

Most of the time, you can choose which option to use.



When playing the Peacemaker, you receive either 1 wood or 1 ore.

If several elements with slashes are connected, they correspond to one another.



If you fulfill the condition on this card, you receive 1 silver during round 1. In round 2, you receive 2 silver and in round 3 you receive 3 silver instead.

If there is no connection between the elements with slashes, you can choose freely for either option.



The Self-Sufficient Farmer allows you to bring back 2 ships from your Kaupangs to your home board. No matter which small ship you choose, you can choose freely for the second, large ship.

Occupation cards fall into five categories:

Immediate Cards (yellow)

You receive the yellow effect immediately and once when playing the card. If you must have or give up something and cannot do so at that moment, the effect is lost and cannot be resolved later.

Repeatable Cards (blue)

Blue effects may be used any number of times during the game, even multiple times in succession.

Some effects allow conversions of goods tiles and may be used at any time, even when it is not your turn. Other effects modify an action or game rule for you and may be used whenever that action or rule applies.

Whenever Cards (red)

Red effects include both a trigger and a reward. The trigger is shown in a slightly lighter shade.

The trigger may be the start of a phase—in that case you receive the reward during that phase. Otherwise you receive the reward whenever you *(or in some cases another player)* perform the indicated action.



With this card, whenever you succesfully use a Hunting action *(trigger)*, you receive the content of 1 space of an environs strip *(reward)*.

Once-per-Round Cards (brown)

These cards have both a dark upper section indicating the phase in which the effect may be used and showing the 1× symbol.

And a lighter lower section describing the effect itself.

When you use the lower effect, the card becomes exhausted by turning it 90° sideways. You may use the effect only if the card is not exhausted yet. At the end of each round, you may rotate all exhausted cards back into an upright position.



Once per round in the action phase, you may use this occupation card when you use a Crafting action with exactly 1 Viking.
Exhaust the card, to receive either 1 stone or 1 ore, just before using the action.

Once-Condition-Is-Met Cards (green)

Green effects occur exactly once during the game, but not when the card is played *(unlike yellow effects)*. Instead, the effect occurs the next time after playing the card that you meet the condition described on it.

If you had already fulfilled the condition before playing the card, the effect does not trigger immediately—you must fulfill the condition again.

Cards with Two Effects

Some cards contain two effects *(usually an Immediate effect and another type)*, separated by color. When you play such a card, you may use both effects.

Special Cases When Receiving a Special Tile

Some Kaupang occupation cards grant you the special tile of the other Kaupang in that pair. In this case, simply take the indicated special tile from the corresponding Kaupang box.





Through the Tent Maker from Roskilde, you receive the Tent special tile from Dublin, which you take from the corresponding Kaupang box.

If you would receive a special tile through an effect but that tile has already been taken by someone else, take silver instead equal to the size of the special tile. Place these silver coins immediately on a placement area in exactly the shape of the special tile.





If the Cauldron is no longer available, you recreate it using 8 silver coins and immediately place them in that shape.

Hunting, Fishing, and Raids (red)

The red Hunting, Fishing, and Raid spaces provide actions that require rolling a die. On each space, the die used is shown in the upper left corner—either the orange 7-sided die or the blue 14-sided die.

In general:
In **Hunting** and **Fishing**, you want to roll low numbers, because you must pay the result using the depicted weapon cards and possibly wood. In **Raids**, high rolls are advantageous because they determine the quality of your reward. You may increase your result using the depicted weapon cards and possibly stone.

Basic Rules for Die Rolls

For **each** of these actions, you may roll the indicated die **up to three times**. If you decide to roll again, the new roll replaces the previous result.

Once you accept a roll *(or after rolling three times)*, your result is final. Then determine whether the action succeeds or fails. The exact outcome depends on the action type, but the basic principle is the same:

- **Success:** You receive the reward shown *(usually goods, occasionally cards)*.
- **Failure:** You receive compensation:
  - Take everything shown on the left side of the space *(usually weapons, sometimes wood or stone)*, once each. Choose weapons from the face-up weapon cards; take wood or stone from the general supply. If a weapon is not available face up, take it from the draw pile and reshuffle afterwards.
  - On spaces in columns C and D, you also take back 1 or 2 Vikings from the action space and return them to your Thing square. You may place them again later in the same round.



(The Viking symbol in the lower left corner indicates this.)

Die Joker: During setup, each player received one die joker. You may use it once during the entire game to set the result of a roll with the **orange** die to 3.



You must use the die joker before the first roll, and afterwards it is removed from the game. *(The joker can help prevent an early failure when you do not yet have many weapons.)*

Hunting

In hunting actions, you want to roll **as low as possible**, because you must pay the result using the depicted weapon cards.



Performing the Hunting Roll

Roll the **indicated die**. **To succeed**, you must discard as many of the depicted weapon cards as your final result. If you cannot or do not wish to pay these costs, the hunting action fails.

Success: Take the depicted reward.	**Failure:** As compensation, you receive 1 weapon of each depicted type. In Laying a Snare and Drive Hunting, you also take back 1 or 2 Vikings from the action space.

Example of a Failed "Laying a snare" Action



You choose the "Laying a snare" action and place 2 Vikings on the space. You want to roll as low as possible with the orange die.

First roll: 3. You could keep it, but you hope for a better result and roll again.

Second roll: 7, which is too high.

Third (and final) roll: 4.

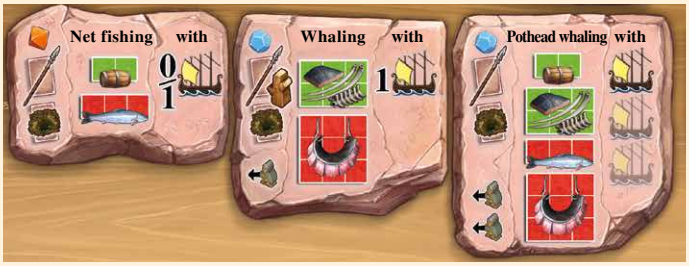
You could complete the hunt successfully by paying 2 traps and 2 axes, but you decide the cost is too high and choose to fail voluntarily.

As compensation you receive:
– 1 trap
– 1 axe
and you take 1 Viking back from the action space.

If you had succeeded, you would have received 1 fur, 1 egg, and 1 trap weapon card.

Fishing

In fishing actions, you also want to roll **low numbers**, because you must pay the result with the depicted weapon cards.



First determine **which ships** will be used. You may still equip them before rolling (→ p. 12).

Net fishing: may be performed without a ship or with exactly 1 yellow ship.

Whaling: requires 1 yellow ship, and you must choose exactly one. If you have several ships, the one with the most ore is used.

Pothead whaling: requires at least 1 yellow ship, but you may use several ships *(you can have up to four yellow ships on your landing stages)*.

Performing the Fishing Roll

Roll the **indicated die**.

For each ore on the ships used, subtract 1 from the die result, **without discarding the ore**. A final result of 0 is possible; negative results count as a 0.

To succeed, you must discard as many depicted weapon cards as the final result. During whaling, you may replace each weapon with 1 wood. If you cannot or do not wish to pay the cost, the fishing action fails.

If your **final result is 0**, voluntary failure is not allowed. You must keep the result and may not reroll.

Success: Take the depicted reward.	**Failure:** As compensation, take 1 weapon of each depicted type; during whaling, you also receive 1 wood. During whaling and pothead whaling, you also take back 1 or 2 Vikings from the action space and return them to your Thing square.

Example of a Successful Pothead Whale Hunt



You have a Skuta and a Fishing Boat that you have already equipped with 1 additional ore. For 4 silver, you quickly buy a second Fishing Boat, but you do not have any ore to equip it further.

You choose the "Pothead Whaling" action and use the blue die.

First roll: 9. If you kept this result, you would have to pay 5 spears/traps to succeed, because the 4 ore on your ships reduce the 9 to 5.

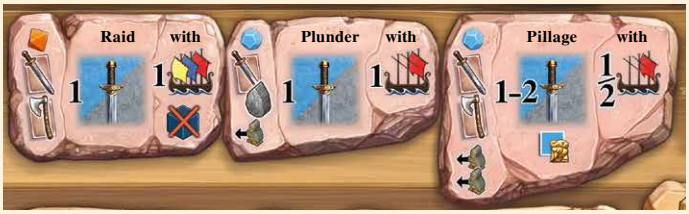
You roll again and get a 3, which is reduced by 4 to 0.

A final result of 0 means that your pothead whale hunt immediately succeeds.

If you had instead performed a Whaling action with the same ships, you would have been allowed to use only one yellow ship—in this example the Fishing Boat with 2 ore on it.

Raids

During raids, you want to roll **high numbers** in order to capture the most valuable **blue** goods tiles or **gray special tiles**.



First determine **which ships** will be used. You may still equip them before rolling (→ p. 12).

Raid: requires at least 1 ship of any type. Any ore on that ship is ignored *(which is why the ore symbol on the space is crossed out)*.

Plundering: requires exactly 1 Longship. If you have several, the one with the most ore is used.

Raiding Expedition: requires at least 1 and at most 2 Longships, but the reward is independent of how many ships are used.

Performing the Raid Roll

Roll the **indicated** die.

- For each ore on the ships used, add 1 to the die result, **without discarding the ore**. On action spaces marked with this symbol  *(such as Raid)*, ore does not add to the result.
- Afterwards, you may discard any number of longswords and axes to increase your result by 1 each. During Plundering, axes are not allowed, but stone may be used instead.

Success: All blue goods tiles and all displayed special tiles have a sword value. Choose exactly 1 blue or gray tile as your reward whose sword value is equal to or lower than your final result. *(If you choose a tile with a lower value, the difference is lost.)* During a Raiding Expedition, you may choose 2 tiles as your reward, whose combined sword value must not exceed your final result. It does not matter whether you used 1 or 2 Longships.	**Failure:** If your result is not high enough to capture any tile, the raid fails. Alternatively, you may voluntarily declare the raid a failure *(usually because your result is not high enough)*. As compensation you receive: – 1 longsword and 1 axe, or – 1 sword and 1 stone in the case of Plundering. During Plundering and Raiding Expedition, you also take back 1 or 2 Vikings from the action space and return them to your Thing square.

Example of a Failed Raid

You have 1 Longship and choose the Raid action. It does not matter how much ore is on the ship, because it cannot be added to the result.

Using the orange die, you roll: first 4, then 5, and finally 1.

Even with 2 stones and 1 longsword, your final result would be only 4, which would allow you to take only the gray "Arm Ring" special tile. Instead, you declare the raid a failure and take 1 longsword and 1 axe as compensation.

Example of a Successful Raiding Expedition

You have 1 Longship equipped with 2 ore and choose the "Raiding expedition" action. Before the first roll, you equip the ship with 1 additional ore from your supply.

First roll with the blue die: 4, but you hope for a better result.

Second roll: 8, which you keep.

With 3 ore and 1 longsword, you reach a final result of 12 and choose the gray "Chain mail" tile as your reward.

Instead, you could also have chosen 2 tiles with a combined value of 12, such as two runestones.

Discovery (orange)

On the orange Discovery spaces you may **discover new Kaupangs**. This allows you to expand your display, which initially consists only of your home board, with additional placement areas. Each Kaupang has its own focus and contains either:

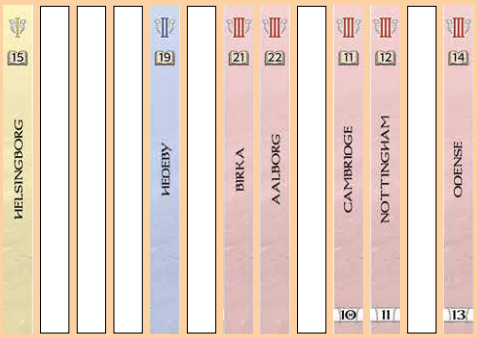
- 2 buildings, 2 action tiles, and 6 occupations *(purple and turquoise Kaupangs)*, or
- 1 building, 1 action tile, and 4 occupations *(blue, yellow, orange, and red Kaupangs)*.

Some Kaupangs also contain 1 **gray special tile**.

All Kaupangs that are **placed in the holder and facing forward** *(that is, visible)* are available for discovery. This information can also be found in the Kaupang booklets, as shown in the illustration.



The Avaldsnes Kaupang is available in rounds 1–3, as indicated by the number in the corner and the green spaces in the table.





In round 5, six Kaupangs have already been discovered, leaving their spaces empty. All other Kaupangs remain available for discovery—both the already turned Kaupangs Helsingborg, Hedeby, Birka, and Aalborg and the still unturned Kaupangs Cambridge, Nottingham, and Odense.

Discovering a Kaupang

To discover a Kaupang, you must have a ship. You only need to own the ship; you do not give it up.

Each Kaupang has a size of I, II or III. The size indicates which action space you need to use to discover the Kaupang and what kind of ship you need to do that.

The general rule is: The size of the Kaupang matches the minimum number of Vikings you need to place on the Discovery action space. And the **fewer** Vikings are required to discover a Kaupang, the **more** ship types can be used *(making the discovery easier)*.



With the left action space and any ship, you may discover the Dublin Kaupang (and also receive 1 weapon card).

On the middle space, you already need a large ship for a size-2 Kaupang.

Size-3 Kaupangs may only be discovered on the right space, which requires a Longship.

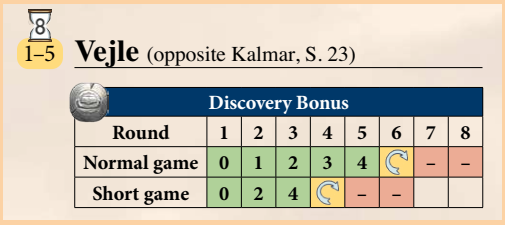


Discovery Bonus

Once you have chosen a Kaupang, you first receive a **discovery bonus**. Look in the Kaupang booklet to see the discovery bonus for that Kaupang in the current round and take that amount of silver from the supply.

In round 1 and whenever you just turned a Kaupang, the discovery bonus is always 0 silver.

In each subsequent round, it increases by 1 *(in the short game by 2)*.



In round 3, discovering Vejle provides a bonus of 2 silver (or 4 silver in the short game).

Take the box of the chosen Kaupang from the holder and take out all components. Each box contains the components for two Kaupangs.

First return all components that do not belong to the discovered Kaupang to the box and remove the box from the game. The other Kaupang in that box can no longer be discovered.

Note: *All Kaupang components are marked with the number of their box, allowing you to sort them back quickly after the game.*

Then prepare the discovered Kaupang as follows:

- Turn the **Kaupang board** to the correct side and place it next to your home board. You may now cover it according to the placement rules for Kaupang boards (→ p. 13).

- Turn the **Kaupang buildings** to the correct side and stack them under your red availability tile. They are not yet available for construction and must first be unlocked (→ p. 14). When you build the last building of a Kaupang, you may immediately play any occupation card *(as indicated by the symbol in the upper left corner of the building).*



- Place the **action tiles** on the shaded spaces of the board or buildings. These must also be unlocked first before they can be placed on the action board. *(The symbol on the shaded space reminds you that you receive 1 silver whenever another player uses the action of that tile.)*
- If the Kaupang contains 4 **occupations**, draw 1 random card; if it contains 6 occupations, draw 2 random cards. Take the drawn cards into your hand and return the remaining ones to the box. Kaupang occupations function exactly like normal occupations.
- If the Kaupang board contains a space for a **gray special tile**, place it there. This tile cannot be obtained through forging or raids. Instead, you may purchase it at any time by paying the depicted cost *(similar to a production space).*

Action tile on shaded space



Kaupang buildings (not yet available for construction)

Action tile on shaded space



Kaupang board

Special tile on designated space

4 occupations?
Draw 1 and return the rest to the box.



6 occupations?
Draw 2 and return the rest to the box.



END OF THE GAME AND SCORING

The game ends after Phase 7 "Feast and Fill the Tax Barn" of the eighth round *(or the sixth round in the shorter game)*. Therefore, no bonuses are paid out in the final round.

Before scoring, you may place any building materials, silver, and goods tiles still in your supply onto your boards and buildings, and you may also buy and send ships if applicable.
Then score the game using the score pad.

The value of boards, buildings, and tiles is always shown in a Viking shield symbol.
The player with the most victory points (VP) wins.
In case of a tie, you share the victory.

Positive Points

- **Ships:** Each ship on your landing stages is worth the VP shown on its front side.
  Fishing Boat: 3 VP, Skuta: 4 VP, Knorr: 5 VP, Nef: 6 VP, Longship: 8 VP.
  Ships placed on Kaupang boards are worth no points.
- **Emigrations:** Each emigrated ship *(i. e., placed on your banquet table)* is worth the VP shown on its reverse side.
  Fishing Boat: 5 VP, Skuta: 6 VP, Knorr: 18 VP, Nef: 16 VP, Longship: 21 VP.
- **Discoveries:** Kaupang boards are worth different amounts; each is worth the VP shown in its upper left corner. *(The range is from 4 to 45 points.)*
- **Buildings:** For each building you have built, score the VP shown in the upper left corner of the building.
  Sheds are worth 8 VP, Stone Houses 11 VP, and Longhouses 17 VP. Kaupang buildings are worth varying amounts.
- **Constructions:** For each completed construction *(palisade, wall, grave)*, score the VP shown in the upper left corner of the corresponding board/building.
  Special case "Jomsburg (Vineta)": the harbor chain also counts for this.
- **Animals:** Each animal in your supply is worth the VP shown on its visible side.
  - Sheep: 2 VP / 3 VP *(pregnant)*
  - Cattle: 3 VP / 4 VP *(pregnant)*
  - Horse: 6 VP / 8 VP *(pregnant)*
  - Pigs are always worth 1 VP each.
- **Occupations:** For each occupation you played, score the VP shown in the upper right corner of the card. Note that some occupations are worth negative points.
- **Victory Point Tokens:** Add up the values of your victory point tokens, if you received any for discarding occupations.
- **Cash on Hand:** Add up the silver coins in your supply.
  Each coin is worth 1 VP *(so a "4 silver" tile is worth 4 VP)*. Silver coins on your boards are worth no VP.
- **Special Tiles:** There are four special tiles that are worth additional VP if they were acquired:
  the Ancestral Chair (2 VP), the Headband Crown (3 VP), the Sea King's Crown of the Avaldsnes Kaupang (1 VP), and the Tapestry of the Rouen Kaupang (3 VP).
  If you own such special tiles *(whether already placed or still in your supply)*, enter the VP in this line.

Offsetting Negative Points with Positive Points

Add up all negative points that remain uncovered on your home board, your Kaupang boards, and your built buildings. If you received Thing penalties (→ *Phase 7: Feast and Fill the Tax Barn / Thing Penalties*, p. 11), enter 3 negative points per penalty here.

Subtract your total negative points from your total positive points to get your final score.

Incorrectly Placed Goods Tiles

It may happen that someone accidentally placed goods tiles next to each other even though the placement rules do not allow adjacency. In such cases, the mistake must be corrected immediately.

If you notice it too late *(for example during scoring)*, we recommend treating this as one Thing penalty per incorrectly placed adjacent pair of tiles.



In the example on the left, three green goods were placed adjacent to each other: two green–green pairs result in two Thing penalties, for a total of 6 negative points.

In the example on the right, the same goods tiles were placed so that they are all adjacent to each other. This results in three green-green pairs and therefore 9 negative points.



ADDITIONAL RULES

Gifts

It is explicitly not allowed to give away or discard goods, ships, boards, buildings, or cards in your possession—unless an action explicitly allows it.

Weapon Cards

If the face-down weapon card draw pile runs out, shuffle the discarded weapon cards to form a new face-down draw pile.

Whenever you gain a specific weapon card *(for example through hunting compensation or a bonus)*, look for the corresponding card among the face-up discarded weapon cards. If it is not there, search the face-down draw pile for the card and shuffle the pile afterwards.

Silver Coins and Making Change

You may exchange silver coins **at any time** during the game. There are silver tiles with values of 1, 2, 5, and 10 silver.

Limited Components

Only the **standard buildings** are **limited** in quantity. Once a stack is empty, no more buildings of that type may be built.

All other components are **unlimited**:

- **Building materials:** If building materials run out, you may take a Thing penalty tile from the supply, flip it to the "3×" side, and place a building material on it. That material then counts as 3 of that type.
- **Victory point tokens:** Even if no victory point tokens remain in the supply, occupations may still be discarded instead of played. In that case, note 2 victory points for each additional discarded occupation.
- **Ships:** There should be any number of ships. If you run out of ships of a type, please improvise.
- **Weapon cards:** If you gain a specific weapon and cannot find it in either the draw pile or the discard pile, also use the "3×" side of a Thing penalty tile from the supply. Place it on a weapon card to indicate that the card represents 3 weapons of that type.



- **Goods tiles:** If the available goods tiles run out, you may return tiles from fully covered areas to the general supply. You must then remember for the rest of the game that the area was already filled, or fill the spaces with silver or other tiles.

VARIANTS

The Shorter Game (6 Rounds)

The shorter version of the game lasts 6 rounds *(instead of the usual 8)*. It is aimed mainly at players who already know the game and are looking for a different challenge or a shorter play time.

Setup and gameplay follow the standard rules with the following changes:

Setup

- Use the **reverse side of the home boards** *(without the tax barn)* and the 6-round side of the sequence track.
- You start with **2 additional Vikings on your Thing square**, since the banquet table has only 6 numbered spaces.
- **Remove 2 normal environs strips** before shuffling the remaining 7 into a face-down stack and revealing the usual number of strips.

You also begin the game with a **starting Kaupang**. Starting with the last player in turn order and proceeding in reverse player order, choose a **size-1 Kaupang** and discover it immediately using the normal rules. Available choices: Skiringssal, Helsingborg, Rouen, Lincoln, Dublin, Brattahlíd, York, and Avaldsnes. Alternatively, you may assign the Kaupangs randomly.

Gameplay

- The game ends after 6 rounds.
- Kaupangs are replaced 2 rounds earlier. As a result, the first 3 Kaupangs are already replaced in round 1 if they were not chosen during setup. *(This means: Skiringssal, Rouen, and Dublin can only be chosen during setup, because they are replaced in round 1.)*
- Follow the modified harvest distribution shown on the harvest track of your home board.



- The discovery bonus for Kaupangs that were already available before doubles to 2 silver per round *(instead of 1)*.

Solo Game

You play the solo game the same way as the multiplayer game, taking one turn after another. Since no one but you blocks action spaces, you leave your Vikings on the action board at the end of a round and play the next round with the Vikings of a second color.

Setup and gameplay follow the standard rules with the **following changes**:

Setup

- Turn your home board to the side of your choice. You may play solo either over the normal 8 rounds or the shorter 6 rounds.
- Choose **2 colors** and take all 12 Vikings of both colors *(in the example: Blue and Yellow)*.
- **Remove 1 Viking** of the first color *(in the example: Blue)* from the game.
- Place 1 Viking *(normal game)* or 2 Vikings *(short game)* of the first color on **space 1** of the banquet table, and place 2 Vikings of that color on each **odd-numbered space** *(3 and 5; in the normal game also on 7)*.
- Place 2 Vikings of the second color on each even-numbered space *(2 and 4; in the normal game also on 6)*.
- The remaining Vikings of the first color *(3 in the normal game, 5 in the short game)* go to the Thing square. The remaining Vikings of the second color *(4 in the normal game, 6 in the short game)* go to the **"waiting area"** at the lower left of your home board.

You do not need the drinking horns or the turn order board, since you always act first. Still draw a starting card to determine your additional starting weapon.

Gameplay

Play the first round as in the multiplayer game. In Phase 11, however, you do not take any Vikings from the action board. Instead, move the Vikings of the second color from the waiting area *(lower left)* to your Thing square. At the beginning of the second round, 2 more Vikings of that color are added from the banquet table.

At the end of the second round, leave the Vikings of the second color on the action board. Instead, take the Vikings of the first color back from the action board to your Thing square to play the third round with that color.

Repeat this pattern until the final round: in Phase 11, the color you just played remains on the action board, and you instead take the Vikings of the other color back from the action board. (***Tip:*** *the banquet table shows you which Vikings must be removed.)*

Special rule "Action Copy": You may use your action copy tile to occupy a space again that is currently occupied by the "other" color *(i. e., the Vikings currently on the waiting area)*. You do not receive a silver coin from the supply for doing so.

In the first round of your game, you place your 4 blue Vikings on the action board. Leave them on the action board at the end of the round and move the 3 yellow Vikings from the waiting area to your Thing square.

After that, you do not need the waiting area anymore, as the Vikings of the different colors alternate on the Thing square.



OVERVIEW

STARTING RESOURCES – STANDARD GAME (8 ROUNDS):

Goods: 1 egg, 1 mead 

Weapons: 1 bow, 1 trap, 1 spear 

Starting occupations: draw 2, keep 1 

Starting card *(random weapon and turn order)* 

Die joker 

Additionally in a **SHORTER GAME** (6 rounds): **Kaupang of size 1** *(choose in reverse player order)*

COLORS OF THE OCCUPATION CARDS



Yellow immediate cards have a one-time effect when played.



Blue repeatable cards provide ongoing effects that apply at any time.



Brown once-per-round cards may be used once at the specified time.



Orange whenever cards trigger whenever the specified condition occurs.



Green once-condition-is-met cards activate once when the specified condition is met.

QUESTION? LOOK IT UP HERE:

- **Action copy** → pp. 7, 14
- **Action spaces**
  - Animal spaces (green) → pp. 17–18
  - Barter trade (gold-brown) → p. 18
  - Crafts (gray) → p. 17
  - Discovery (orange) → p. 23
  - Emigration (yellow) → p. 19
  - Fishing (red) → p. 22
  - House construction (gray) → p. 16
  - Hunting (red) → p. 21
  - Long-distance trade (blue) → p. 18
  - Occupations (brown) → p. 19
  - Environs (gold-brown) → p. 18
  - Processing (gray) → p. 17
  - Raids (red) → p. 22
  - Shipbuilding (gray) → p. 17
  - Textile production (gray) → p. 17
- **Action tiles**
  - place → p. 8
  - unlock → p. 15
- **Animal breeding** → pp. 9–10
- **Bonuses**
  - bonus spaces (gray) → p. 5
  - receive → p. 11
- **Cards**
  - colors and functionality → p. 20
  - draw → *Action Spaces / Drawing Occupations*, p. 19
  - play → *Action Spaces / Playing Occupations*, p. 20
- **Die joker** → *Action Spaces (red)*, p. 21
- **Die roll** (during hunting, fishing or raids) → pp. 21–23
- **Discovery bonus** → *pp. 23–24*
- **Feast** → *p. 10*
- **Graves** → *Covering Boards and Buildings / Construction Spaces*, p. 15
- **Harvest** → p. 7
- **Income**
  - Money diagonal → *Placement Rules for the Home Board*, p. 13
  - receive → p. 9
- **Kaupangs**
  - discover → *Action Spaces / Discovery*, p. 23
  - place action tiles → p. 8
- **Palisades** → *Covering Boards and Buildings / Construction Spaces*, p. 15
- **Placement rules**
  - basic rules → p. 12
  - for buildings → p. 13
  - for the home board → p. 13
  - for the Kaupang boards → p. 13
- **Placing Vikings**
  - placing an additional Viking → pp. 8, 20
  - *The Columns of the Action Board* → p. 8
- **Scoring** → p. 25
- **Ships**
  - buy → p. 12
  - colors → p. 12
  - equip → p. 12
  - ship spaces (on placement areas) → *Placement Rules / Ship Spaces*, pp. 15–16
- **Ship transport** → p. 15
- **Ship types** → *Ships*, p. 12
- **Tax barn** → pp. 10–11
- **Turn order** → pp. 2, 4, 9
- **Walls** → *Covering Boards and Buildings / Construction Spaces*, p. 15
- **Weapon cards** → p. 4, 7

Version 0.9, not the final version