

# Vikings

A game for 2-4 players by Michael Kiesling. Base game condensed rules by Eric Postpischil, <https://edp.org>.

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## Setup

Put the board on the table. The initial wheel position is unimportant.

Give each player 1 colored cube (to display player color) and put the second of the same color cube on score 10.

Give each player 1 homeland base and 1 scoring summary card.

Give each player 1 start tile (a left island part, viking outline on back) and remove unused start tiles from the game.

Mix the remaining 72 tiles facedown. Stack in 6 piles of 12 on the spaces along the top of the board.

Mix the vikings in the cloth bag.

With 2/3/4 players, give each player 30/25/20 gold in coins. Put the remaining coins aside as a bank.

Choose a start player and give them the start player token (ship).

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## Introduction

Each player's homeland is organized in rows. From top to bottom:

- The first row is for ships, which attack.
- The second row is for **black** warrior vikings.
  - A warrior *repels* the ship above it, and, in rounds 2, 4, and 6, earns the gold or points shown on the ship.
  - An unrepelled ship *threatens* all vikings below it down to the row of the ship's sail color.
- The third row is for **red** nobles, who score 2 points in rounds 2, 4, and 6.
- The fourth row is for **green** scouts, who score 1 point plus more for vikings below them, in rounds 2, 4, and 6.
- The fifth row is for **yellow** goldsmiths, who earn 3 gold in each round.
- The sixth row is for **blue** fishermen, who produce fish for 5 vikings at game end.

Threatened vikings do not score points, earn gold, or produce fish.

Gray boatsmen do not go in any row; they are always placed at the top-left of the player's homeland board.

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## Play

At any time, you may relinquish victory points for coins at a 1-to-1 rate, except your score may not be negative.

Play six rounds.

### Start of Round

Draw tiles one at a time from the next stack of 12 and:

- Put the first island tile by 0 on the wheel and successive island tiles clockwise from previous ones.
  - Put the first ship tile by 11 on the wheel and successive ship tiles counterclockwise from previous ones.
- Draw 12 vikings and place them clockwise from 0 in the order blue, yellow, green, red, black, and gray.

### Turns

Take turns clockwise until all viking-tile sets are bought (12 turns for 12 sets).

On each turn, the current player must buy 1 set of a viking and a tile.

- You may buy any set for the price shown on the wheel except you may buy the set at 0 only when its viking is the only one of its color or you cannot afford to buy any other set (even if you could by relinquishing points).
  - After buying the 0 set, if more remain, turn the the wheel clockwise to move 0 to the next set.

On your first turn, place both your start tile and the bought tile, in either order.

Put a ship tile in your top row:

- Put your first 3 ships in the first 3 columns. The first may be in any column; the others must touch another ship.
- Put subsequent ships in successive columns (4 and up), each touching a prior ship.

Put a island tile in any row below your top row:

- You may not rotate tiles; each must be placed with its specific orientation.
- Each island tile must share an edge with another island tile or the homeland base.
  - Edges must only touch each other sea-to-sea or land-to-land.
- If you cannot place a tile per the above rules, you forfeit the placement and remove the tile from the game.

You may put the viking on the bought tile (not the start tile) if you placed that tile in the row for the viking's color.

- Otherwise, put the viking by the boatsman graphic at the top left of your homeland base.
- A gray boatsman is always placed at the top left.

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## Score

After each round, gain 3 gold for each unthreatened goldsmith.

After rounds 2, 4, and 6, also, in turn order:

- You may ferry vikings with boatsmen. Each boatsman may ferry all vikings of 1 color or 1 viking of each available color from the base to empty tiles in rows corresponding by color. Remove used boatsmen from the game.
  - After round 6, you must ferry as long as you have boatsmen, vikings to move, and places to move them to. (You may choose to use boatsmen inefficiently to remove them from the game, avoiding the need to feed them.)
    - The rules on ferrying vikings are not entirely clear and vary between editions of the game. For example, there may be only 2 tiles available for 3 red vikings, so a boatsman would not be able to satisfy the condition that it ferries all vikings of 1 color. It is up to players to decide on interpretation of the ferrying rules.
  - For each black warrior repelling a ship, gain the gold or the points shown on the ship.
  - For each unthreatened red noble, gain 2 points.
  - For each unthreatened green scout, gain 1 point plus 1 for each yellow goldsmith or blue fisherman below it.
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## Game End

After round 6:

- For each unrepelled ship, lose the coins or points shown on the ship.
  - If you have insufficient coins, lose the remainder in points.
- For each 5 coins, gain 1 point and return the coins to the bank. (Keep your remaining 0-4 coins.)
- Each player (ties are friendly) with the most remaining boatsmen gains 10 points.
- Each player (ties are friendly) with the most completed islands (finished left and right) gains 7 points.
- Each player (ties are friendly) with the longest completed island gains 5 points.
- Each unthreatened blue fisherman supplies fish for 5 vikings, including themselves. Figure each player's total fish and subtract the number of vikings they have (including boatsmen and threatened vikings). Each player gains 2 points for each surplus fish they have or loses 1 point for each fish they are short.

Break ties in favor of most coins. Share further ties.