

Vikings

Players	2 – 4	Length	60 min
Set-up	<p>Each player takes a player base, 2 player markers (1 placed on the 10 space of the scoring track, and 1 placed on the player base to mark the player's color), 1 start tile which has a different look on the back of it (unused start tiles are removed from the game), 1 scoring summary, and money (2 players = 30 gold each; 3 players = 25 gold each; 4 players = 20 gold each). Shuffle the 72 tiles face down making 6 stacks of 12 each placing them on the 6 board spaces. Place all 78 vikings in the cloth sack and mix them up. The players choose a start player; that player takes the start figure.</p>		
Rules	<p>The game is played in 6 rounds. At the beginning of each round, 12 tiles are laid out in front of the spaces on the wheel from the stacks on the board from left to right. Flip the tiles from top to bottom. The first island tile is placed on the value 0 space of the wheel. Additional island tiles are placed in increasing order (1, then 2, then 3, etc.) The first boat is placed at the value 11 space. Additional boats are placed in decreasing order from the 11 space (10, then 9, then 8, etc.). Then, players choose 12 vikings from the sack at random, sorts them by color, and places them in front of the 0-11 spaces on the wheel in the order of color as shown on the board. Then, in clockwise order, players take turns acquiring tiles and vikings and immediately place them onto their homeland. When all 12 tiles and vikings have been taken, the round ends with scoring.</p> <p>Acquiring Vikings and Tiles: Each player must acquire and pay for a set of 1 viking and corresponding tile. The cost is the amount shown on the space of the wheel. A player may only take the set at space 0 when the viking there is the only one left of that color. A player must always take a Viking/tile set. If the player cannot afford the least expensive set, they take the 0 set even if the viking is not the only one of its color. At any time a player may exchange victory points for gold. A player is never forced to exchange victory points if the 0 set is still available. Whenever the 0 set is taken, the wheel moves the 0 to the next viking in numerical order.</p> <p>Placing Tiles: The first boat tile must be placed in the first 3 spots in the first row of the play area. Every other ship must be next to an existing ship. A player may not place ships in columns 4 and above until columns 1-3 have ships. When the player acquires an island tile, they must place it so that a) it's touching another island tile or the base, b) it respects the orientation of the tiles next to it, and cannot be placed upside down. If the tile cannot be placed legally, it is discarded and the viking is placed on the top-left of the play area.</p> <p>Placing Vikings: A viking acquired in a set is <i>placed on an island tile which was just acquired and placed</i> as long as the color of the viking matches the row the tile was placed in. If the player does not want to place the viking or the color of the viking doesn't match the row the viking was placed in, the viking is put on the top-left part of the homeland. Grey vikings are always placed in the top-left part of the homeland. Only one viking may be placed on a tile.</p> <p>Scoring: For every column with a ship in it, if there is no warrior (black viking), then the ship may threaten vikings in the column. There is a limited range for this threat which should be obvious from the image on the boat. Threatened vikings do not yield points or money. If there is a warrior, it repels the threat and earns the bonus on the ship. At the end of the 1st, 3rd, and 5th rounds, only goldsmiths (yellow vikings) are scored: 3 gold per goldsmiths. At the larger scoring rounds, first players may move leftover vikings onto empty island tiles using gray vikings. Each gray viking used in this way moves all vikings of one color or 1 viking of each color to island tiles (and is then discarded). Red vikings give 2 victory points each. Greens give 1 victory point each + 1 per goldsmith and fisherman (blue) also in that column. Fisherman only count in the final scoring.</p>		
Game End	Ends at after the 6 th round scoring. Then, finals scoring takes place.		
Winner	See the back of the summary card for final scoring. Highest victory points wins.		

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