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2 to 4 Players - 8 to adult - 30-60 Minutes

INTRODUCTION

Prepare your clan of Vikings for the season of exploration! Your objective is to set sail on board of the ships best equipped for a successful voyage. Before you embark, you will need to win the favor of the strongest Vikings by offering them barrels of your finest drink in their honor. But pay close attention: clever tricks and heartless malice are common among the clans. Your rivals will do their best to modify the composition and equipment of each ship, as well as the value of its supply. Do you have what it takes to become the most influential clan of the fjord?

COMPONENTS

- illustrated rules
- 1 game board
- 4 scoring circles (1 of each color)
- 3 market value tokens
- 15 supply tokens (5 Hide, 5 Grain, 5 Metal)
- 16 gambling barrels (4 of each color)
- 24 body pieces (6 of each color)
- 8 bow pieces
- 7 end pieces
- 17 vikings (4 of each color and one black viking leader token)

OBJECT OF THE GAME

Having the most points at the end of the game. You score points in two ways:

- ☛ by controlling a ship when it sets sail;
- ☛ by gambling on which color will control a ship when it sets sail.

SET UP

A Place the game board in the center of the table.
Choose a color and take the following components in that color:

B 1 **Scoring Circle**

C 4 **Gambling Barrels**, placed next to your **Scoring Circle** with the number-side facedown

4 **Vikings** in a 2 players game, 3 Vikings in a 3 players game, 2 Vikings in a 4 players game

D One player takes one Viking of each of the colors being played into their hand and drops them out at random. The Vikings are placed on the game board in the order they fall from hand (onto the places above the buildings), starting with the "first player" building. Then the rest of the Vikings are placed in sequence depending on the number of players:

2 players game: AB BA AB BA

3 players game: ABC BCA CAB

4 players game: ABCD DCBA

NOTE : The letters represent the order in which the color fell from hand. "A" refers to the first color to fall, "B" is the second, etc.

E The **Viking Leader** is placed on the opposite side of the buildings.

F Place the 7 **Ship End** pieces next to the game board.

G Place the 3 **Market Value** tokens on the first spaces (I) in the marketplace.

Shuffle the 15 **Supply** tokens facedown.

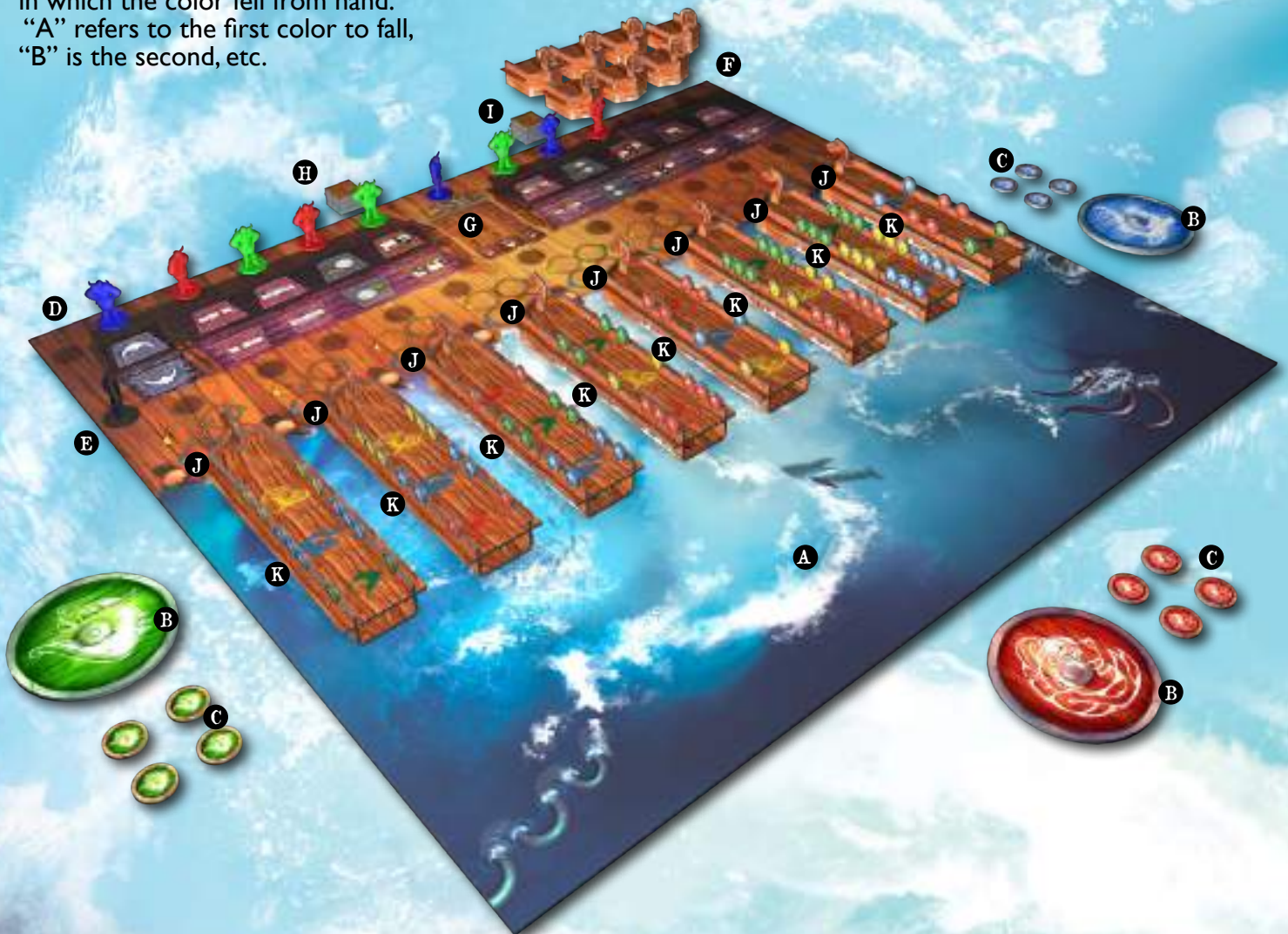
H Place 7 **Supply** tokens facedown next to **Warehouse 1**.

I Place 8 **Supply** tokens facedown next to **Warehouse 2**.

J Place the 8 **Ship Bow** pieces in line down the dock on the game board.

K Randomly place 3 **Ship Body** pieces behind each **Bow** piece, making sure that each color appears on no more than one **Body** piece in each ship at the start of the game. All 24 Ship body pieces are used in each games, no matter the number of players.

Example of a 3 player set up.



The game is played in subsequent rounds (about 7 to 8 rounds per game) during which the players will move their **Vikings** from one side of the wooden huts (buildings) to the other. They will activate the actions linked to the building where they have chosen to stop. At the beginning of each round, all the players' **Vikings** are on the same side of the buildings and the **Viking Leader** is on the other side.

PLAYING THE GAME

The player whose **Viking** is placed the nearest of the first building («**First Player**» building), moves the Viking on the side, where the **Viking Leader** is, on an empty building. Then they **must** take the action of the building (see **Buildings Powers** p.4). The player whose **Viking** is on the following building does the same and so on, until all the **Vikings** are on the same side of the **Viking Leader**.

When all the **Vikings** are on the same side of the **Viking Leader**, the turn ends.

IMPORTANT:

In 2- or 3-player games, the **Body pieces** of the ship unplayed colors are still used in the game: they will be moved by the players when they use the building actions (**Exchange** or **Jump Ship**) and they will take part in the order of influence and in the sharing of the **Supply tokens** when the ship sets sail.



If a player has taken an **End piece** during this turn (building power «**Set Sail**»), a ship will leave at the end of this turn! (see «**Setting Sail**» page 6).

Then (if there are still some ships), move the **Viking Leader** on the other side of the buildings and a new turn begins.



Example: Green and Blue have played their 3 actions, Red has played only 2. Red plays their third action, resolves the power of the building **A** and then, as no one has taken an **End piece** during this turn, no ship leaves. The **Viking Leader** is placed on the opposite side of the buildings **B** and the turn ends.

IMPORTANT:

- ☛ You **must** place your Vikings in front of buildings whose powers you are able to perform. If you cannot perform any of the available actions (**and only in this case**), then you may place your Viking in front of the building of your choice (without performing its action).
- ☛ A ship **can never include more than 5 Body pieces in length** (not including the Bow and Stern).
- ☛ Players can consult the value of their Goods or **Barrels** boxes at any time, but they CAN NEVER show them to the other players.

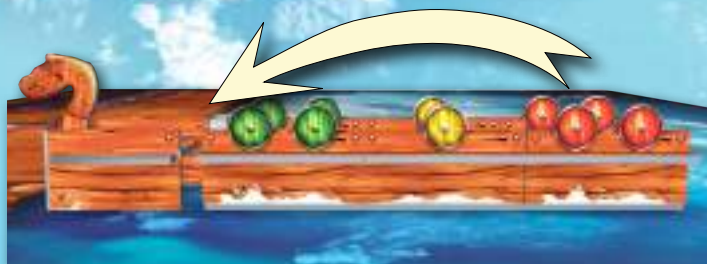
BUILDINGS POWERS (FROM LEFT TO RIGHT)



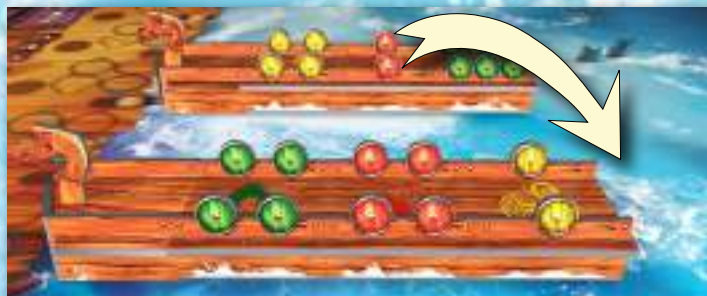
First player: This building has no special power but the player who stops on it will be the first player in the next turn.



Advance: Move a **Body piece** in **YOUR COLOR** into the first position of its current ship, placing it just behind the Bow piece. This will give you the advantage in case of a tie when determining the **order of influences**.



Jump Ship I: Move a **Body piece** in **YOUR COLOR** from one ship to another. Place it in the last position of the new ship (farthest away from the Bow piece).

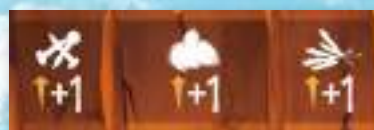


Tavern I: Place one of your **Gambling Barrels** facedown in front of a ship on the dock, on top of the color that you think will

have majority control of that ship when it sets sail. If the bet is correct, you will earn the number of points written under the barrel (see «**Setting Sail**» page 6).



Warehouse I: Draw the top **Supply token** from the stack next to this building and place it faceup on the **Bow piece of the ship of your choice** (as long as it has yet to set sail).



Marketplace: Increase the value of **Supply token** type by 1 point by advancing its **Market Value** token one space forward. The value of goods can never be reduced and the maximum value can never exceed 4.





Jump Ship 2: Move a **Body piece of ANY COLOR** from one ship to another. Place it in the last position of the new ship (farthest away from the Bow piece).



Tavern 2: Choose one of the 2 following actions:
The same action as the building "Tavern 1" OR Move one of your **Gambling Barrels** already on the board to a new location in front of another or of the same ship.



Warehouse 2: Draw the top 3 **Supply tokens** from the stack next to this building (if there are fewer than 3, then just draw what's left) then select one and to place faceup on the Bow piece of the ship of your choice (as long as it has yet to set sail). The remaining **Supply tokens** are put back on the bottom of the stack.



Set Sail: Take an **End piece** and place it in front of you. You will choose which ship sets sail at the end of the round (see "Setting Sail" on page 6).



SPECIAL NOTES FOR GAME WITH 2 PLAYERS: When one player chooses the Set Sail action in a two player game, then the other player takes a Viking of one of the non player colors and places it on a **Ship Body piece** in his own color. This Viking counts as one additional shield on that **Body piece** (of the same color). A Viking placed in this manner moves with its **Body piece** and cannot be removed until the end of the game. There can never be more than one Viking on any **Body piece**.



Exchange: Swap ANY two **Body pieces of your choice** (regardless of color) between two different ships.



IMPORTANT NOTES:

- Tavern: two identical bets cannot be placed in front of a same ship.
- If necessary, realign the body pieces from back to front after a move.

SETTING SAIL



A The player who has chosen the action of "Setting Sail", decides which ship will leave and places the **End piece** on a ship with at least 1 **Supply token** and at least 1 **Body piece**. If there isn't any, the player can choose any ship.

After adding your ship's End piece, you must do the following in order:

1) DETERMINE THE ORDER OF INFLUENCES:

Count the number of shields of each color present on all of the **Body pieces** for the ship setting sail. In the case of a tie, the player with the **Body piece** closest to the Bow wins the tie. Colors not present on the ship do not participate in the **ordering of influences** and will receive none of that Ship's Supply tokens. For games with fewer than 4 players: Do not forget to count the shields of the colors of the unplayed colors as well as you and your opponents.

2 PLAYERS: Don't forget to count each **Viking** on the **Body pieces** as 1 more shield.

Example B: Red has 3 shields, Green has 2 shields, Blue has 3 shields, and Yellow has zero. Because Blue has shields closer to the bow piece than Red does, the order of majorities is: **Blue then Red then Green**. Yellow does not have any body pieces in its color on the ship, and therefore is not included in the order of colors.

2) RECEIVE YOUR WINNINGS: If a player has placed one of his **Gambling Barrels** in front of the ship setting sail, and it is on top of the color that won the order of influences, then he takes his **Barrel** and places it facedown on his **Scoring Circle** (to score at the end of the game). Any remaining **Barrels** stay where they are, and may be moved in front of a different ship later in the game with the building power of "**Tavern 2**".

Example C: The yellow player's Barrel is placed on the color blue, and blue had majority control of the ship setting sail. Therefore, yellow wins the bet and places his Barrel facedown on his Scoring Circle (**without revealing its value**). Green bet on red, so he leaves his Barrel where it was.

3) DISTRIBUTION OF SUPPLIES: The players on the ship will share its **Supplies**. Following the **order of influence**, each player in turn will choose to take a **Supply token** from the Bow of the ship setting sail and place it facedown on his **Scoring Circle**. These **Supply Tokens** score points at the end of the game based on their end **value** in the **market**.

If there are not enough **Supply tokens** for each of the players on the ship, that's just too bad. When the Supplies run out, any remaining players will claim no Supplies this round.

If there are more than enough **Supplies** so that some remain after each controlling player has taken a pick, then players continue to take **Supplies** (in order of influences) until all the **Supply tokens** are gone.

Example D: The blue player takes a Supply token of Grain - Red takes a Hide - Green takes a Hide - and because there is still one Supply token remaining, Blue takes it, ending the distribution. Note: Yellow is not present on the ship, so he takes nothing.

NOTES :

☛ If a player is alone on board a ship, he takes ALL its **Supplies**.

☛ **Note for 2-3 player games:** If a non-player clan would take a **Supply token**, then one is removed from the game instead. Which **Supply token** is removed is the choice of the player to the left of the player who would next take a **Supply token** from the ship.

Once the distribution of Supplies is complete, then the ship sets sail. Push it away from the dock to show that it is no longer in play (Example B). If after a ship sets sail, there are no more available stern pieces (ie: there is only one ship remaining at dock), then the game is over. Otherwise, move the **Viking Leader** to the other side of the buildings and begin a new round.

END OF GAME

The game ends immediately after the 7th ship embarks. The remaining ship at dock will score no points this game.

Players calculate their final score by adding together the value of their Supply tokens with the value of their Gambling Barrels:

☞ Supply tokens score as many points as their end value in the market.

☞ Gambling Barrels score the number of points printed on them.



Example :

Blue: 2 Supply tokens of Grain (2 points each = 4 Points), 1 Supply token of Metal (3 Points), and 1 Hide (2 points) = 9 points

Red: 2 supply tokens of Hide (4 points), 2 gambling barrels (2 and 3 points) = 9 points

Red and Blue are tied, but because Blue has more supply than Red, Blue is declared the winner.



NOTES:

☞ There are only 4 buildings that allow you to move body ship.

☞ The **Bow** (front of the ship) is the nearest part of the dock. The **Stern** (back of the ship) is the portion which is farthest from the dock.

☞ Tip: The most powerful actions are the rightmost of the port, but if you choose these more powerful actions, you will end up playing later in the order of the next round.

☞ Each Ship is divided into three sections: the front (Bow), the middle (Body), and the end (Stern). During the course of the game, you will be placing treasure on the ships' Bows, while moving around

the Body pieces so that your clan's color has majority control of a ship when it sets sail.

☞ There is no relationship between a building and the boat placed opposite it. Building powers can be applied to any ship that has yet to set sail.

☞ It is not possible to move the Supply tokens from a ship to another ship. Once they are placed on a ship, they remain there until that ship embarks.

☞ Even in a 2 or 3 player game, the Body pieces of the non-player colors will still be present. These ship pieces are treated the same as the other Body pieces (they can be moved or exchanged using the building powers, and they are included when determining who controls a ship when it sets sail).

CREDITS AND ACKNOWLEDGMENTS

The authors would like to thank all the playtesters who have taken part in the numerous tests, and especially the associations of Jeux en Seine, with David, Gilles, Nico, Delphine, Jürgen, Nathalie, Damien N., Damien R., Le Nid-Cocon Ludique with Micha, Nils, Patrice, Laurence, Lia-Sabine, Bruno des Plaines, Laurent, La Boite à Chimères with Christophe, La Kub'en Bois Académie with Thierry and Régine, the association of Thalwind - Osny Joue with Stéphane, Latsamy, Reynald and Sarah and the gaming conventions : Paris est ludique, the Salon des jeux de Vauréal and the Festival Alchimie du jeu in Toulouse where the prototype had been submitted. The authors would also like to thank Blue Orange for their excellent suggestions and especially Stéphane for this astounding production!!! Thank you very much to Maeva and Chris for their Art.



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GAME ROUND(PAGE 3)

- The player with the Viking closest to the first player building places his Viking in front of a building on the opposite side.
- He then performs that building's power (Required).

When all the **Vikings** are on the same side as the **Viking Leader**, move the **Viking Leader** to the opposite side and begin a new round.

GAME END (PAGE 7)

The game ends after 7 ships have embarked. Then players count their points.

SUMMARY OF BUILDING POWERS



First player: This building has no special power but the player who stops on it will be the first player in the next turn.



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