

V I K I N G S

SAMPLE LAYOUT FOR A THREE PLAYER GAME





VIKINGS: THE BOARD GAME

PSI CAT77000 \$59.99 |

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Vikings: The Board Game is a strategy game of exploration and raiding for 2-5 players based upon the History Channel's hit dramatic series that allows players to embrace their inner Viking. Each winter players will scheme to acquire appropriate resources while convincing heroes such as Ragnar Lothbrok, Lagertha, Rollo, and Floki to support them as they put their longships in the water to raid each summer. Plunder treasures and foreign resources across modular tiles that ensure a different game each time you play, while completing offers to the Seer will ultimately lead a player to victory.

Runestones

After paying 3 Days, the player may spend any amount of Gold to buy any amount of Runestones for 2 Gold per Runestone.

Placed Runestones: During the Summer Season, after a player either enters a new Land tile (whether it is face up or facedown) or chooses to remain on a face up Land tile, they may place a Runestone from their Longship card. This placement occurs before the player interacts with the tile in any way. Even if the player cannot pay all of the tile's costs, they may still place a Runestone if desired.

The following rules apply to placed Runestones:

- A Runestone reduces the Day cost of that Land tile by 1, to a minimum of 1. This reduction can be used by any player entering the indicated tile.
- Runestones stack with other Day reductions, such as that found on the *Favored of Heimdall* Seer card (but always to the minimums indicated). In that example, if a player had the *Favored of Heimdall* Seer card rule active and a Runestone was played in a Day 3 tile, the cost would only be 1 Day (but if those were both applied in a Day 2 tile, the cost would still be 1 Day).
- A Land tile may have only one Runestone.
- All Runestones are removed from Land tiles during the Exploration Tokens Bonus/Score Placed Runestones step of the Winter Season (see p. 15).
- Some Seer cards require a certain number of placed Runestones (see p. 16). Placed Runestones only count for one Seer card. For example if there are two Seer cards, one requiring three placed Runestones, and the other requiring two placed Runestones, then the player will need to place five Runestones to complete the two Seer cards.
- A bonus VP is awarded for most placed Runestones (see p. 15).

Hint: Used effectively, Runestones can save numerous Days during a Summer Season, especially when placed on tiles with a high Day cost. Whenever you can afford it and have the room, always leave port with at least one Runestone.

SEA TILES

The icons on Sea tiles provide players with the rules for what occurs on a given tile. Unless specifically stated otherwise, a player may only interact with a tile once during their turn.

The following rules add to the icons displayed above:

If a player cannot afford a resource cost when moving into a Sea tile, they must make substitutions for every missing resource:

- **For each missing Fabric:** Pay an additional 2 Days.
- **For each missing Food:** -2 Warriors due to starvation. If the player cannot pay this, they lose 2 VP. If the player has only 1 Warrior, they lose 2 VP, but the Warrior is not lost.
- It is possible for a player to have negative VP, in which case they'll need to track that in some fashion.

Hint: Crossing Sea tiles to reach Land tiles will generally require 5-7 Food and 3-5 Fabric to cross in one direction. It can be more or less, but if players gear towards that number, their voyages should find better success.



On Dawson's (green player) turn, the sea has been particularly vicious this year. As he was first out of the gate, he has already explored two previous tiles, so he has two Exploration Points; he'll receive a third Exploration Point for this Sea tile he just flipped up.

He starts by paying 1 Day. Then he discards the 1 Food he has back to the stockpile. However, he doesn't have enough Food to pay the whole cost, so he must lose 2 Warriors for every Food he doesn't have on his Longship card. However, he also doesn't have enough Warriors, since he loaded his longship without raiding in mind. Because of this, instead of losing his lone Warrior, he'll lose two VP.

Finally, he discards the 1 Fabric. Since he doesn't have a second Fabric to satisfy the cost of the Sea tile, he'll have to pay an additional 2 Days.

