

VIKING VOYAGES

Most of us know about Viking voyages in the Atlantic, such as the discovery of Greenland and Canada. Not many of us know, however, the full extent to which the Vikings traveled and traded, especially to the east. They weren't always out pillaging and sacking villages. Many Vikings went east and earned their living as merchants, just like the people of Venice did. This game will let you learn about some of the places the Vikings went.

Target age group: grades 2-8

Number of players: 2 to 4

Time allowance: about 15 minutes to set up and about 20-30 minutes to play the game

Set up:

You will need to copy the six game board pages and the two card pages. If at all possible, copy them onto heavy card stock paper. This will make the game much more durable. Trim off the black edges around the board pieces, then assemble them using clear tape. Cut apart the cards. Shuffle the cards and put them (words down) on the rectangle marked WEATHER CARDS.

You will also need to supply your own die and a token of some kind for each player to move around the board.

How to play:

1) Use the die to determine where each player will start. The code is:

1= Trondheim 2= Bergen 3= Oslo 4= Denmark

If you roll a 5 or 6, roll again. As soon as a city has a token on it, no one else can start there. If you are playing with four players, the last person gets stuck with whichever city is left.

2) Use the die to determine which destination each player will go to.

1 or 2= Vinland 3 or 4= Constantinople 5 or 6= Baghdad

More than one player can go to each destination.

3) The object of the game is to be the first player to reach your destination.

4) If you land on a yellow circle with a dot in the center, you draw a weather card.

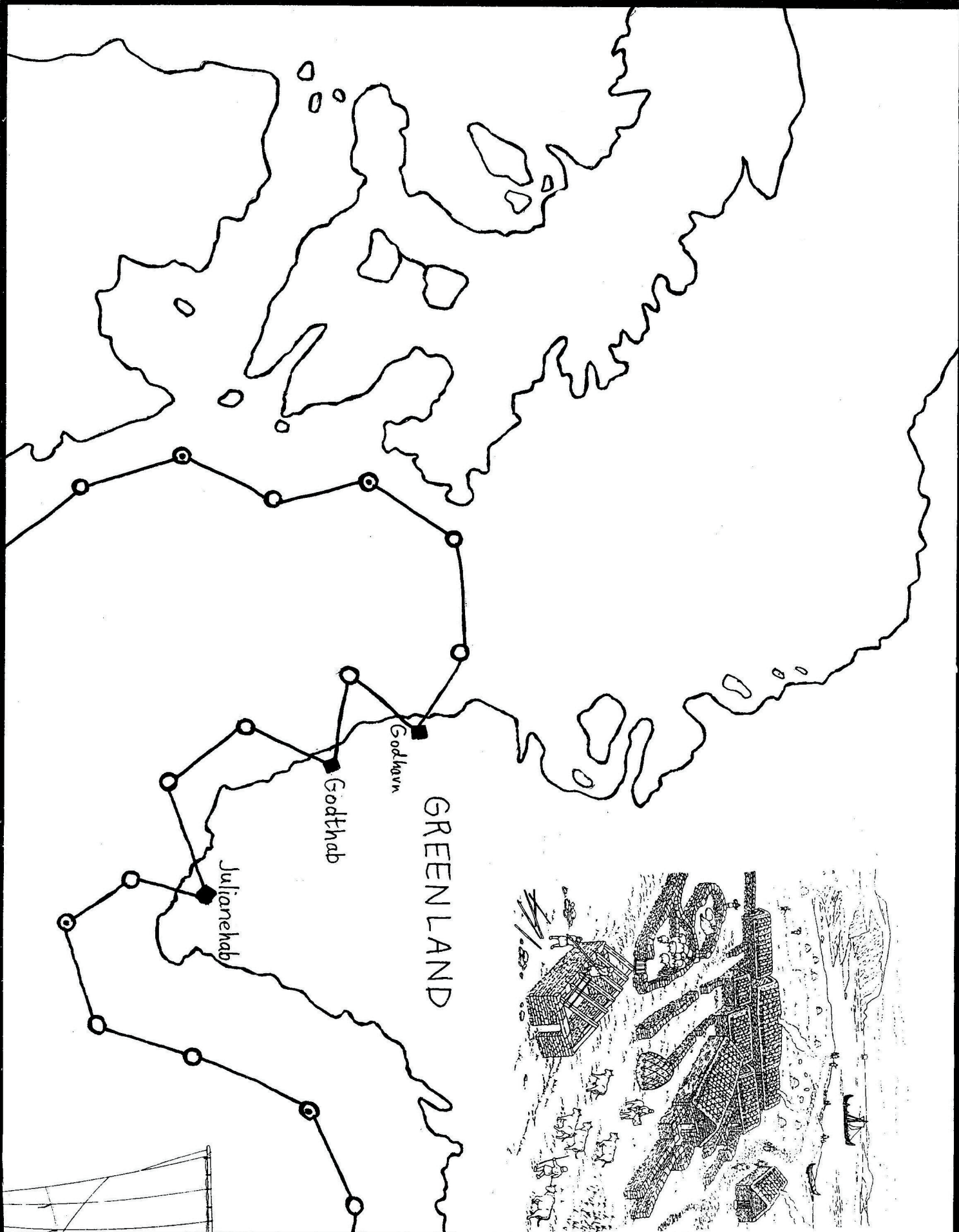
5) When you land on a black square (which represents a Viking settlement) you must stop and "waste" any extra hops. For instance, if you roll a six and in three hops you land on a square, then you must stop and "waste" your last three moves. On your next turn, you just continue on again.

6) You do not need to get an exact roll to land on your destination.



<p>It has been cloudy all week, so you have been unable to use the bearing dial to set your course. This will set you back several days.</p> <p>Go back 2 spaces.</p>	<p>Four of your best rowers are sick. Since there is not much wind today, you will lose sailing time.</p> <p>Go back 2 spaces.</p>
<p>There is absolutely no wind today. Your sailors row as much as they can, but you are not going to get as far as you had hoped.</p> <p>Go back 1 space.</p>	<p>There is a terrible storm and your ship sustains major damages to the hull. It takes ten days to make repairs.</p> <p>Go back 3 spaces.</p>
<p>The sailors spot a school of fish nearby and since food supplies are low, you decide to spend a whole day catching fish. This was a necessary task, but it did cost you travel time.</p> <p>Go back 1 space.</p>	<p>Three of your sailors have caught a fever. Because of this, you are unable to go as far as you had liked today.</p> <p>Go back 1 space.</p>
<p>You are sailing with a current, as well as having a good wind at your back.</p> <p>Go ahead 2 spaces.</p>	<p>Your look-out has spotted a vessel that could mean trouble for you and your crew. The whole crew puts forth extra effort and makes excellent time.</p> <p>Go ahead 2 spaces.</p>
<p>The weather is good today.</p> <p>Go ahead 1 space.</p>	<p>The sun is behind the clouds and it looks like rain, but the wind is blowing in the right direction, so you make good time.</p> <p>Go ahead 1 space.</p>

<p>There is an excellent wind today. You are making better time than you had expected.</p> <p>Go ahead 1 space.</p>	<p>Your navigator figures out a short-cut, saving you several days of sailing.</p> <p>Go ahead 2 spaces.</p>
<p>Today's weather is excellent.</p> <p>Go ahead 1 space.</p>	<p>There is a storm on the horizon. Your navigator says that if you row hard, you may be able to outrun it.</p> <p>Go ahead 1 space.</p>
<p>There is a rumor of mutiny. You have to turn your attention from sailing to dealing with your crew. This costs you sailing time.</p> <p>Go back 1 space.</p>	<p>There is land in sight. The crew would like to go ashore for a day and get fresh food and water. You agree, but it will cost you one day of sailing.</p> <p>Go back 1 space.</p>
<p>The wind is blowing gently but steadily today. The current is good, as well.</p> <p>Go ahead 1 space.</p>	<p>You go too far north and get stuck in ice floes. Fortunately, you get out, but it costs you two days of travel.</p> <p>Go back 2 spaces.</p>
<p>You make an unexpected stop in a trading port. You get some good deals, but it uses up sailing time.</p> <p>Go back 1 space.</p>	<p>The weather couldn't be better. You have ideal sailing conditions.</p> <p>Go ahead 1 space.</p>



WEATHER
CARDS

A typical
Viking settlement

ICELAND
Reykjavik

The
Faeroë
Is. 60°

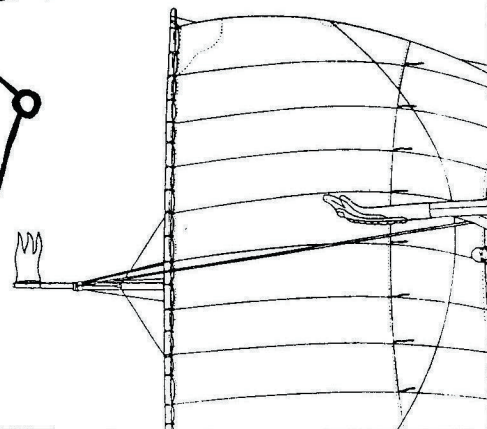
Shetland
Islands

Bergen

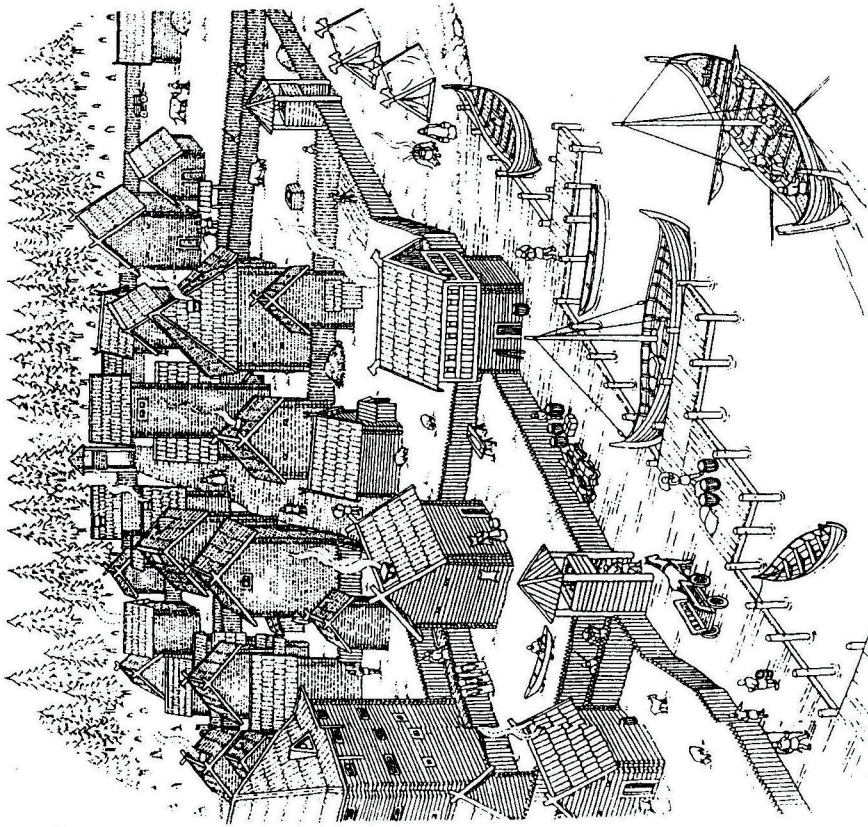
Oslo

Trondheim

DENMARK



The first
Russians were
probably Swedish
Vikings.



Volga River
The Vikings sailed the
river, of course.

Vikings had fast and sleek longboats for raiding, and shorter, heavier boats used in trading and colonizing.

