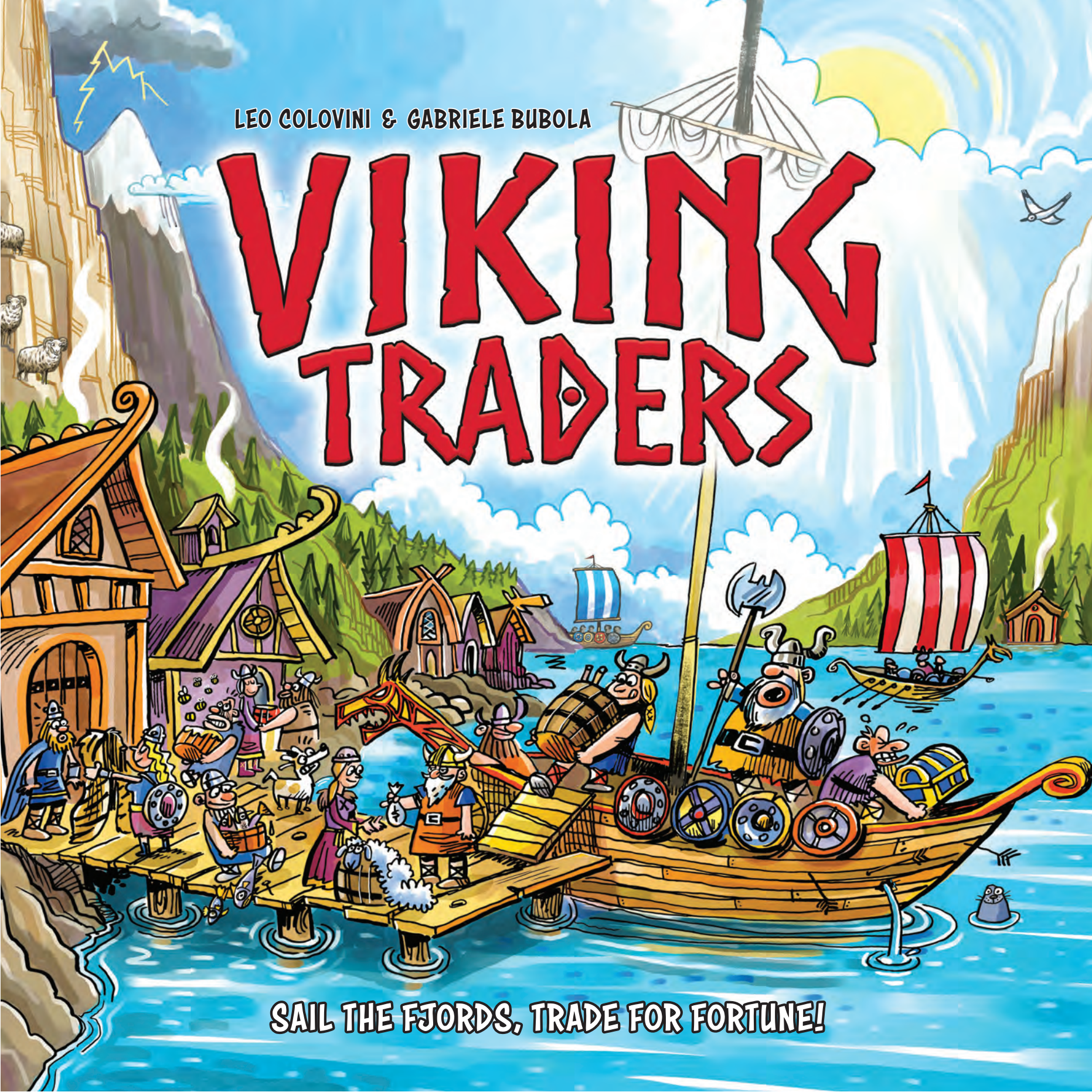


LEO COLOVINI & GABRIELE BUBOLA

VIKING TRADERS



SAIL THE FJORDS, TRADE FOR FORTUNE!



Overview

In *Viking Traders*, players are Norse merchants sailing their Longships along a winding fjord trade route. As they move from settlement to settlement, players collect goods and complete profitable trades while competing for the best opportunities. When the Longships finally reach the open sea, one last overseas trade may decide who earns the greatest fortune.

Contents



1 Open Sea Board
(double-sided)

4 Character Cards



12 Longships



8 Small Ship
Overseas Trade Cards



7 Big Ship
Overseas Trade Cards



16 Trading Post Cards



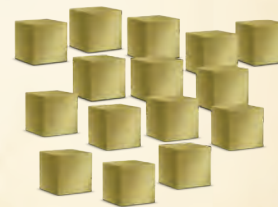
7 Fjord Boards
(double-sided)



70 Goods Cards
(10 of each type)



86 Coins



15 Price Markers

Set-up

1 Create the Fjord: Each Fjord Board has two sides: Summer and Winter.

- 2–3 players: Use the Winter sides
- 4 players: Use the Summer sides

Shuffle the seven Fjord Boards. Remove one at random and return it to the box.

Place the remaining six Fjord Boards in a line in random order to form the fjord. Make sure the route connects continuously from one board to the next. Place the Open Sea Board at the end of the line.



2 Place Trading Post Cards: Shuffle the Trading Post Cards and place 1 face-up on each Fjord Board except the first, using the space provided. Return the remaining cards to the box.

3 Place the Overseas Trade Cards - Small Ship: Shuffle the Small Ship Overseas Trade Cards (orange backs) and place 1 face-up in the top space on the Open Sea Board. Return the remaining cards to the box.

4 Place the Overseas Trade Cards - Big Ship: Shuffle the Big Ship Overseas Trade Cards (blue backs) and place 1 face-up in each of the bottom two spaces on the Open Sea Board. Return the remaining cards to the box.

5 Prepare the Supply: Place the Coins and Price Markers within reach of all players.

6 Prepare the Goods: Sort the Goods Cards into seven face-up decks and place them beside the fjord. Take the top card from each deck, shuffle them together, and deal 1 card face down to each player. Return any remaining cards to their matching decks. Players keep their Goods Cards hidden from the other players.

7 Choose Characters and Longships: Each player takes 1 Character Card and the matching Longships.

- 2 players: 3 Longships each
- 3–4 players: 2 Longships each

Return any unused components to the box.

Place Longships

The player who most recently sailed in a boat begins. If tied, the player who most wants to captain a Viking Longship goes first.

Starting with the first player and proceeding clockwise, each player places a Longship on any empty space on the first Fjord Board and may immediately gain the reward shown. *No space may contain more than 1 Longship.*

- 2 players: Each player places 3 Longships
- 3–4 players: Each player places 2 Longships

Once all players have placed 1 Longship, placement continues in reverse order: the last player places again, followed by the previous player, and so on.

Note: In a 2-player game, the first player places 1 Longship, then the second player places 2 Longships. The first player then places their remaining 2 Longships, followed by the second player placing their final Longship. The second player also receives 1 Coin from the supply.

There is no Trading Post Card on the first Fjord Board, so no trades may be completed during this stage.

Example of Placement

- The White Player goes first. They place 1 of their white Longships on the 2 Goods space (Honey and Wood) and immediately take those two Goods Cards.
- Next, the Black Player places a Longship. They would like the same space, but it is already occupied, so they place their first Longship on the Any Goods space and gain 1 Goods Card of their choice.
- The Yellow Player goes next and places their first Longship on the Reveal for 2 Coins space, revealing a Weapons (red) card to gain 2 Coins.
- The Red Player goes last and places their first Longship on the Sell space, selling 1 Goods Card to gain 2 Coins.
- The Red Player then places again (on the Wheat space), and placement continues in reverse order (Yellow, Black, then White).



Fjord Spaces and Rewards



Each space on a Fjord Board is numbered in the top-left corner. These numbers are used for movement order and tie-breaking.

Each Fjord Board contains 10 spaces on the Summer side (9 on the Winter side). When a Longship is placed or moved onto a space, the player immediately receives the reward shown. *However, claiming the reward is optional.*

Goods Cards are always taken from the matching decks beside the fjord. If a deck is empty, cards of that type cannot be taken.



Sell

Sell 1 Goods Card to gain 2 Coins.



Reveal for 3 Coins

Reveal one matching Goods Card from your hand (do not discard it) to gain 3 Coins.



1 Goods

Gain 1 Goods Card of the color shown.



Exchange

Exchange 1 Goods Card for any other Goods Card.



Reveal for 2 Coins

Reveal one matching Goods Card from your hand (do not discard it) to gain 2 Coins.



2 Goods

Gain 1 Goods Card for each of the colors shown.

The 'Reveal for 2 Coins' does not appear on the Winter side of the Fjord Boards.

Sailing the Fjord

After all Longships have been placed on the first Fjord Board and the corresponding rewards have been taken, the journey down the fjord begins. Players now move their Longships from one Fjord Board to the next.

Move

The Longship closest to the Open Sea on the current Fjord Board moves first. The Player who owns that Longship moves it to any empty space on the next Fjord Board and may immediately gain the reward shown.

Trade (optional)

After moving their Longship, the player may complete the trade shown on the Trading Post Card that was placed on the Fjord Board (see *Trading Post Cards*).

Once a Longship has completed these steps, the next Longship closest to the Open Sea on the current Fjord Board does the same, until all Longships have moved.

Trading Post Cards

After moving a Longship and gaining its reward, the player may trade at the Trading Post on that Fjord Board by discarding the required Goods Cards and returning them to the top of their matching Goods Decks. The player then gains the Coins shown on the Trading Post Card and places one Price Marker on the card.

Each Price Marker reduces the value of that trade by 1 Coin for future trades. Each Longship may complete the trade on a Fjord Board only once. However, a player may complete the same trade again using a different Longship.



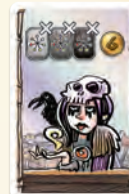
2 goods of one specific color



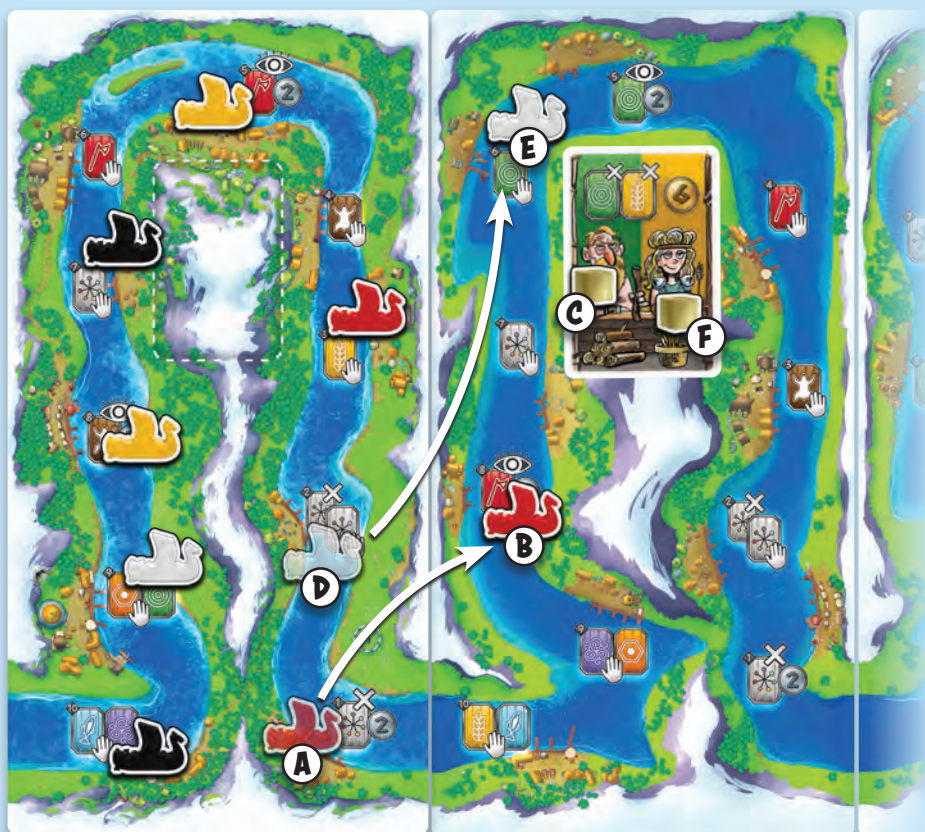
2 goods of two specific colors



3 goods of the same color



3 goods of different colors



Example of Moving and Trading

- A** The Red Player goes first, as their Longship is closest to the Open Sea.
- B** They move to the *Reveal for 3 Coins* space, reveal a Weapons (red) card, and gain 3 Coins. Red may now complete a trade. The Trading Post requires a Wood (green) and a Wheat (yellow) card.
- C** Red has both, so they discard these cards to their matching decks and gain 6 Coins. Because they completed a trade, they place a Price Marker on the Trading Post Card.
- D** The White Player goes next, as their Longship is now closest to the Open Sea on the current Fjord Board.
- E** They move to the *Wood* space and gain 1 Wood (green) card.
- F** They also choose to complete the Trading Post trade, discarding the Wood (green) card they just gained, along with a Wheat (yellow) card. Because there is already 1 Price Marker on the Trading Post Card, they gain 5 Coins instead of 6, then place another Price Marker on the Trading Post Card.



Overseas Trade Cards

Overseas Trade Cards are resolved at the end of the game. Coins are awarded based on the Goods Cards in each player's hand. In each game, there is one Small Ship and two Big Ship cards.

***Note:** Goods Cards required for a Small Ship card are not discarded; they are only revealed. These same Goods Cards are counted when scoring Big Ship cards.*



Small Ship

These reward all players who meet the requirement, based on the Goods Cards in their hand.



Big Ship

These reward players with the most goods of a specific type. The player with the most goods receives the higher reward, and the player with the second-most receives the lower reward.

Big Ship Ties

If players are tied, add together the space numbers of their Longships (found in the upper left corner of the space) on the final Fjord Board. The player with the lowest total wins. If still tied, the player whose Longship is closest to the Open Sea wins.

Examples of Overseas Trade Cards



Small Ship (3-card requirement)

Each player with this combination of Goods Cards receives the full number of Coins shown on the card. This card may be scored multiple times if a player holds more than one matching set.



Small Ship (multi-color requirement)

Each player receives 1 Coin for each different color of Goods Card they hold in their hand. This card can only be scored once.



Big Ship (blue cards requirement)

This card shows Fish Goods Cards (blue). The player with the most Fish Goods Cards (blue) in their hand receives 7 Coins. The player with the second-most receives 3 Coins.

End of the Game

The game ends when all Longships have moved onto the Fjord Board adjacent to the Open Sea Board. Players still gain rewards and may complete trades as usual. Players then reveal their remaining Goods Cards and resolve the Overseas Trade Cards.

After resolving all Overseas Trade Cards, add the total value of each player's Coins. The player with the highest total value of Coins wins. If players are tied, they share the victory.



Example of End Scoring

At the end of the game, before Overseas Trade Cards are resolved, Red and Black are tied with 18 Coins each, Yellow has 15 Coins, and White has 12 Coins.

The first card is Small Ship **A** (3-card requirement). Any player with all three required cards: Wool (purple), Wood (green), and Honey (orange) Goods Cards score this card. Black and Yellow each have one of each and gain 5 Coins. White has two of each and gains 10 Coins. Red does not score this card.

The next card is Red Big Ship **B**. Yellow has 3 Weapons (red) cards and White has 1. Yellow gains 7 Coins and White gains 3 Coins. Red and Black do not score this card.

The final Overseas Trade Card is Yellow Big Ship **C**. Red has 3 Wheat (yellow) cards, Black also has 3, Yellow has 2, and White has 1. Red and Black are tied for first place.

Resolving the tie: Red adds their space numbers for a total of 6 (2 + 4). Black adds their space numbers for a total of 13 (5 + 8). Because Red has the lower total, they win the tie and gain 7 Coins. Black gains 3 Coins for second place. Yellow and White score 0 Coins for this card.

After totaling their Coins, Yellow wins with 27 Coins, followed by Black with 26 Coins, while Red and White are tied with 25 Coins each.



Red's Hand



= 25 Coins



Black's Hand



= 26 Coins



Yellow's Hand



= 27 Coins



White's Hand



= 25 Coins



Leo Colovini has been designing games for over 40 years, during which time he has amassed a repertoire of over 100 published games. His early career was shaped after meeting the great Alex Randolph at age 12, later collaborating with him on several games. Some of his best known games include *Cartagena*, *Clans*, *Inkognito*, and *Australis*. In 2006, Leo Colovini was the recipient of the *Lucca Games Lifetime Achievement Award* in recognition for his outstanding contributions to the gaming community.



Gabriele Bubola's games have appeared in *Premio Archimede*, a prestigious game competition held every two years in Venice, with several of his games placing in the top ten. With a background in academia (PhD from the University of Bologna), Gabriele combines analytical thinking with a passion for gameplay when developing his games. He has previously collaborated with Leo Colovini on several other games, including *Clans* and *Glory, On the Road*, and *Old London Bridge*.



Dave Whamond is an award-winning cartoonist, author, and children's book illustrator. He is arguably best known for his comic strip *Reality Check*, published since 1995. With a career spanning decades, his work is known for its expressive style and sharp sense of humor, bringing characters and scenes to life. *Viking Traders* is his first board game illustration. Dave Whamond was inspired to draw at a young age by his parents, who used to hang large rows of paper in the hallway of his home, which he filled with doodles.

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