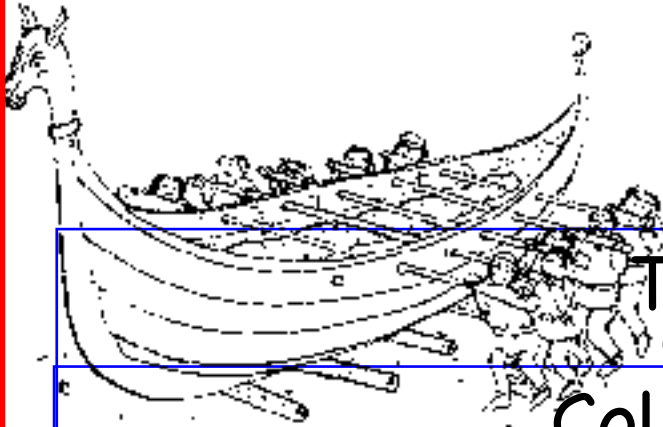


# Viking Trading Board Game



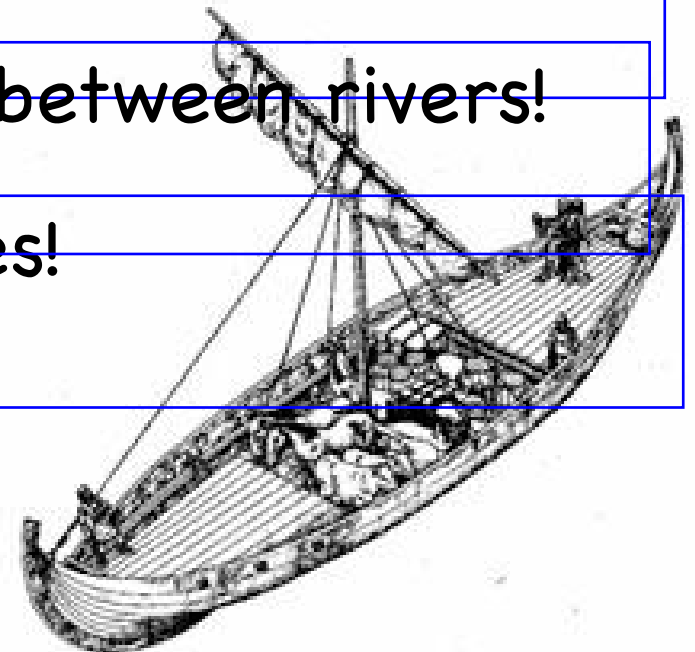
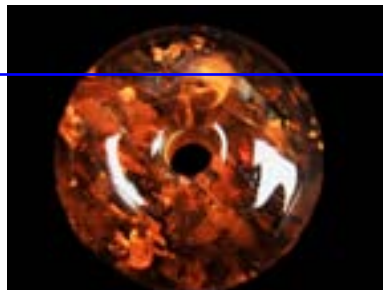
Travel the Viking Routes!

Collect the most trade items!

Collect the most varied trade items!

Portage! Push your boat on rollers between rivers!

Watch out for pirates!



# Viking Trading Game

Simon Gibbons gave talk at NATE conference a little while ago when he talked about the “age of invention” and the “age of intervention”. To illustrate this, back in the early days of collaborative learning, when teachers had the freedom to be creative and professional and maybe a little more time to plan together, we developed loads of board games with hand made big boards. We are now reviving them to fit on the net, but we hope, if they prove popular in your classrooms, that you produce your own versions with big boards and send us photos of your efforts to share and inspire others. We envisage only one or two sets being produced when other more straightforward games like those on the BBC Vikings website are used too.

This activity is based on a medieval trading game and is just being tried out at Fleecefield in Edmonton (the Edmonton in London that John Gilpin attempted to reach!) so please also give it a whirl and feed back to us. We welcome more ideas for the chances and ideas for other ways of playing the game.

Last updated 11th July 2017

Webaddress: [www.collaborativelearning.org/vikingtrade.pdf](http://www.collaborativelearning.org/vikingtrade.pdf)

## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.  
17, Barford Street, Islington, London N1 0QB UK Phone: 0044 (0)20 7226 8885

Website: <http://www.collaborativelearning.org>

## BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences worldwide. The project posts online many activities in all subject areas. Our online newsletter is also updated regularly.

\*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening . They provide teachers opportunities for assessment of speaking and listening.

\*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

\*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

**Basic principles behind our talk for  
learning activities:  
Oracy in context!  
Knowledge in action!**

**Build on children's own prior knowledge.  
Move from concrete to abstract.  
Ensure everyone works with  
everyone else.  
Extend social language towards  
curriculum language.  
Provide motivating ways to go over the  
same knowledge more than once.**

# Viking Trading Game

## How to Play

The **Aim of the Game** is to collect as many varied trade items that you can in the time available.

Four players: Three Viking Captains and a Game Master/Timekeeper. Players first decide who will be Gamemaster and how long their game will be. Each Captain chooses a Ship's Log with their Viking name, the name of their ship and their first destination. They have to decide whether they are going to sail in their knarr (oceans and rough seas) or their byrding (rivers, portage and coasts). Players choose three items to take for trading. The Gamemaster/Timekeeper looks after the trade goods cards will give them three cards from the items that originate in the Viking homelands. They also get one silver card. They record the items in their Ship's Log. They also have maps and information about what items can be found in different places. They also have a booklet (or cards because we have two possible formats) with trade goods information.

These items  
come from Viking  
homelands and  
nearby settlements

Quernstones	Amber	Fish
Iron Ingots	Timber	Soapstone
Whetstones	Honey	Silver

They all start in the Viking homelands (big red square) and throw their die to sail to their destination. If they land on squares with a number, they need to look up what to do in one of the 'Little Books of Viking Chances'. When they arrive at their destination they decide what to buy/exchange. The Gamemaster exchanges their cards. They can only take what is available at the destination. They must then record their trade goods in their log and take them home. After that they can sail to as many destinations as they can manage in the time available. Each time they return to the homelands they can take three more homeland items cards.

When the Timekeeper tells them the game is over, they should count their trade items. Winner is the Captain with the biggest variety of items. A different player becomes Gamemaster/Timekeeper for the next game.

**Alternative ways to play:** When familiar with the game, you may want to play without having a Gamemaster/Timekeeper. Players could take turns to hold on to the spare trade goods cards or keep them on the side and exchange them when they reach destinations. Instead of counters you might want to make baby model ships. Bigger homemade boards with more circles are better, so please send us photos of your productions.

# Viking Trading Game Updated Notes for Teachers

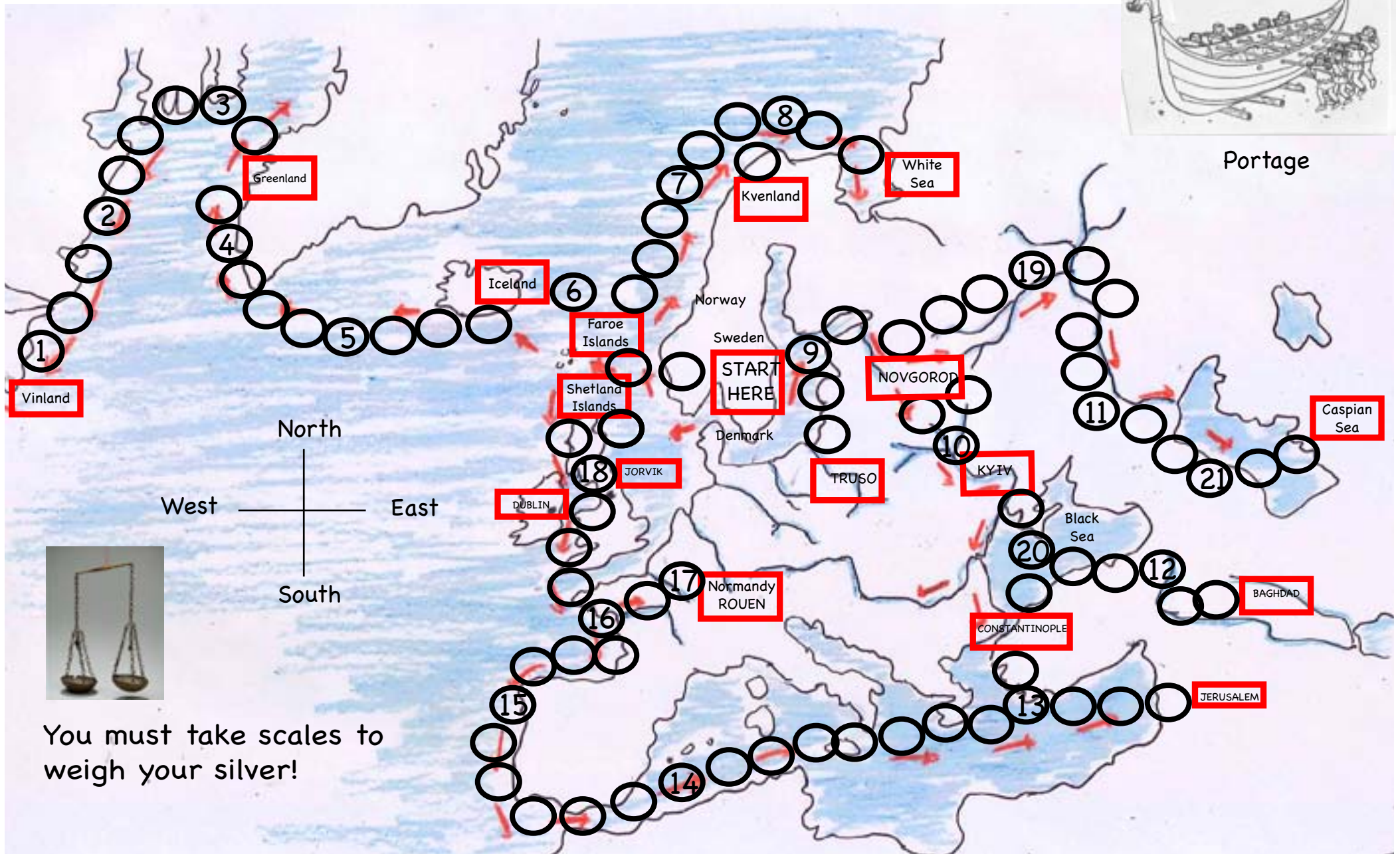
We are still tweaking this game and welcome comments. After testing the game last week, we have provided larger versions of the trade items cards which also contain information on where they are available. This size are easier to handle and sort. We have completed the chances in the little books but are still open to suggestions!

We envisage making up only one or two copies of this game. We think it best that the children should do the making (you might want to ask older ones.) It requires accurate folding, cutting and sticking and you may want to appoint games monitors to keep the activity complete and in order. These rules apply to all collaborative activities, one like this is particularly fiddly. You need to print and cut out at least four sets of trade items cards. Our next task is better game instructions!

The trade items information cards have been produced rather speedily. We will be correcting and revising these. Your help is welcome on historical accuracy, since our sources are not always consistent. Children may want to produce their own information cards about trade items and or make them up into booklets. You may want to try out enlarging and printing the chances onto A3 to provide not quite so little books! Please share your work with us.



# Viking Trading Game Board



# Ship Log - No 1.

Your Viking Name: **EGIL**

Names of your Ships: **"WAVE SLICER"** (knarr) and **"CURRENT RACER"** (byrding)

A knarr is designed to carry heavy goods across rough seas. It has a sail and covered decks and high sides. A byrding is a small ship with a very shallow bottom for going up rivers and for carrying between rivers (portage). Best for light cargoes.



You need Scales to check the weight of silver and other metals and precious stones

	Destination	Goods Taken	Goods Brought Home
Journey 1	<b>Vinland</b>		
Journey 2			
Journey 3			



If you make more than three journeys, turn this Log over and continue on the back!

# Ship Log - No 2.

Your Viking Name: **HARALD**

Names of your Ships: **"SEA WOLF"** (knarr) and **"RIVER BIRD"** (byrding)

A knarr is designed to carry heavy goods across rough seas. It has a sail and covered decks and high sides. A byrding is a small ship with a very shallow bottom for going up rivers and for carrying between rivers (portage). Best for light cargoes.

	Destination	Goods Taken	Goods Brought Home
Journey 1	<b>jerusalem</b>		
Journey 2			
Journey 3			



You need Scales to check the weight of silver and other metals and precious stones



If you make more than three journeys, turn this Log over and continue on the back!



# Ship Log - No 3.

Your Viking Name: **Thorulf**

Names of your Ships: **"RIVER SKATER" (byrding)**  
and **'STORM DRAGON' (knarr)**

A knarr is designed to carry heavy goods across rough seas. It has a sail and covered decks and high sides. A byrding is a small ship with a very shallow bottom for going up rivers and for carrying between rivers (portage). Best for light cargoes.



You need Scales to check the weight of silver and other metals and precious stones



	Destination	Goods Taken	Goods Brought Home
Journey 1	<b>Constantinople</b>		
Journey 2			
Journey 3			



If you make more than three journeys, turn this Log over and continue on the back!



# Ship Log - No 4.

Your name: **RAGNAR**

Names of your Ships: **"ICE FISH" (knarr)** and **"SPICE CARRIER" (byrding)**

A knarr is designed to carry heavy goods across rough seas. It has a sail and covered decks and high sides. A byrding is a small ship with a very shallow bottom for going up rivers and for carrying between rivers (portage). Best for light cargoes.

	Destination	Goods Taken	Goods Brought Home
Journey 1	<b>White Sea</b>		
Journey 2			
Journey 3			



You need Scales to check the weight of silver and other metals and precious stones



If you make more than three journeys, turn this Log over and continue on the back!

# Ship Log - No 5.

Your Viking Name: **HEDDA**

Names of your Ships: **"AMBER BEAUTY"** (byrding)  
and **"WHALE HUNTER"** (knarr).

A knarr is designed to carry heavy goods across rough seas. It has a sail and covered decks and high sides. A byrding is a small ship with a very shallow bottom for going up rivers and for carrying between rivers (portage). Best for light cargoes.



You need Scales to check the weight of silver and other metals and precious stones

	Destination	Goods Taken	Goods Brought Home
Journey 1	<b>Caspian Sea</b>		
Journey 2			
Journey 3			



If you make more than three journeys, turn this Log over and continue on the back!

# Ship Log - No 6.

Your Viking Name: **GUNNLAUG**

Names of your Ships: "**GARNET JEWEL**" (byrding)  
and "**DARK FALCON**" (knarr)

A knarr is designed to carry heavy goods across rough seas. It has a sail and covered decks and high sides. A byrding is a small ship with a very shallow bottom for going up rivers and for carrying between rivers (portage). Best for light cargoes.



You need Scales to check the weight of silver and other metals and precious stones



If you make more than three journeys, turn this Log over and continue on the back!

	Destination	Goods Taken	Goods Brought Home
Journey 1	<b>KYIV</b>		
Journey 2			
Journey 3			





Whetstones



Amber



Dried Fish



Iron Ingots



Timber



Honey



Jewellery



Garnet and other  
Precious stones



Silk



Spices



Silver



Slaves



Olive Oil



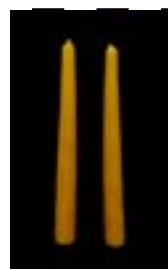
Wine



Pottery



Scales



Beeswax



Flax



Weapons



Falcons



Trade Goods Cards for Trading Game Print off and cut up several sets



Walrus Ivory



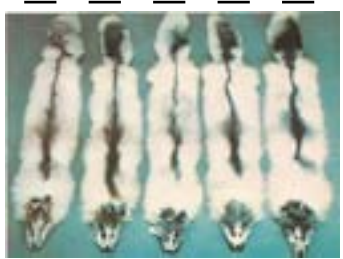
Skins



Sheepwool



Whale Blubber,  
Bone and Dried  
Meat



Furs



Tin



Lead



Salt



Glass



Feathers



Soapstone



Quernstones



Dried Fish



Timber



Iron Ingots



Honey



Wheat



Silver



Silver



Silver



### Whetstones

Available in Viking homelands and taken on ships for trading elsewhere.



### Amber

Available in Viking homelands and taken on ships for trading elsewhere.



### Dried Fish

Available in Viking homelands and taken on ships for trading elsewhere. Also available in Iceland, Kvenland, Orkney, Shetland, Greenland, Markland and Vinland



### Iron Ingots

Available in Viking homelands and taken on ships for trading elsewhere.



### Timber

Available in Viking homelands and taken on ships for trading elsewhere. Also available in Vinland.



### Honey and Beeswax

Available in Viking homelands and taken on ships for trading elsewhere. Also found in Jorvik, Kyiv and Novgorod.



### Quernstones

Available in Viking homelands and taken on ships for trading elsewhere. Also available in Truso.



### Salt

Available in Viking homelands and in Jorvik, Truso, Rouen, Normandy and Jerusalem





## Soapstone

Available in:  
Norway in the Viking  
homelands, Shetland and  
Orkney Islands.



## Spices

Available in:  
Baghdad, Caspian Sea,  
Constantinople and  
Jerusalem.



## Wine

Available in:  
Constantinople, Rouen,  
Jerusalem and Truso.



## Pottery

Available in:  
Dublin, Kvenland,  
White Sea, Kyiv,  
Novgorod, Rouen,  
Normandy.



## Slaves

Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Dublin,. Jerusalem,  
Kvenland, White Sea,  
Novgorod.



## Olive Oil

Available in:  
Baghdad,  
Constantinople,  
Jerusalem.



## Flax

Available in:  
Dublin, Jorvik,  
Novgorod, Rouen,  
Normandy.



## Weapons

Available in:  
Dublin, Jorvik, Rouen,  
Normandy.



## **Falcons**

Available in:  
Faroe Islands, Shetland and  
Orkney Islands, Greenland,  
Markland, Helluland,  
Iceland, Kvenland, White  
Sea



## **Walrus Ivory and Skin**

Available in:  
Faroe Islands, Shetland and  
Orkney Islands, Greenland,  
Markland, Helluland,  
Iceland, Kvenland, White  
Sea.



## **Fur, Feathers and Skins**

Available in:  
Faroe Islands, Shetland and  
Orkney Islands, Greenland,  
Markland, Helluland,  
Vinland, Iceland, Kvenland,  
White Sea.



## **Sheepwool**

Available in:  
Faroe Islands, Shetland and  
Orkney Islands, Greenland,  
Markland, Helluland,  
Iceland, Jorvik.



## **Whale Blubber, Bone and Dried Meat**

Available in:  
Greenland, Markland,  
Helluland, Iceland, Kvenland  
White Sea,



## **Lead**

Available in:  
Jorvik, Truso, Rouen,  
Normandy.



## **Garnet and other Precious stones**

Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Jerusalem



## **Glass**

Available in:  
Jorvik, Truso, Rouen,  
Normandy.





### **Tin**

Available in:  
Jorvik, Dublin, Rouen,  
Normandy, Truso



### **Silk**

Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Jerusalem.



### **Wheat**

Available in:  
Jorvik, Dublin, Rouen,  
Normandy.



### **Silver**

Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Jerusalem and  
captured on raids.



### **Silver**

Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Jerusalem and  
captured on raids.



### **Silver**

Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Jerusalem and  
captured on raids.



### **Silver**

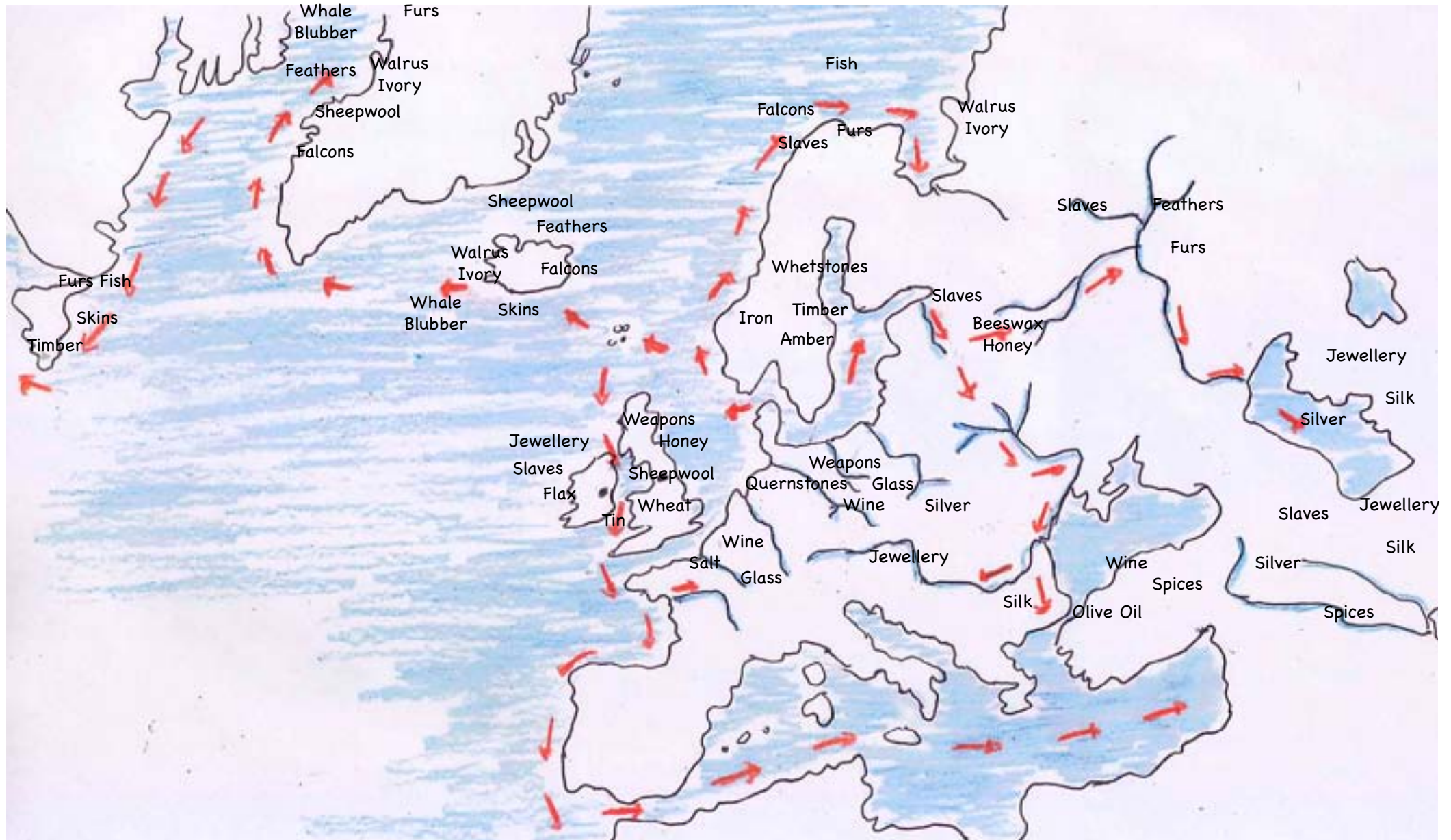
Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Jerusalem and  
captured on raids.



### **Silver**

Available in:  
Baghdad, Caspian  
Sea, Constantinople,  
Jerusalem and  
captured on raids.

# Map showing where Viking trade goods came from.



## SETTLEMENTS and places where Vikings traded and what goods were available there.

BAGHDAD	Garnet and other precious stones, Jewellery, Olive Oil, Silk, Silver Slaves, Spices.	JORVIK	Flax, Honey, Lead, Salt, Sheepwool, Tin, Weapons and Wheat
Caspian Sea	Garnet and other precious stones, Jewellery, Silk, Silver Slaves, Spices.	Kvenland White Sea	Falcons, Fish, Furs, Pottery, Slaves, Skins and Walrus Ivory,
CONSTANTINOPLE Black Sea	Garnet and other precious stones, Jewellery, Olive Oil, Pottery, Silk, Silver Slaves, Spices.	KYIV River Dneipur	Beeswax, Furs, Honey, Pottery and Slaves
DUBLIN Irish settlements	Fish, Flax, Jewellery, Pottery, Slaves, Tin and Weapons,	NOVGOROD	Beeswax, Furs, Honey, and Slaves
Faroe Islands	Falcons, Fish, Furs, Sheepwool, Skins, Walrus Ivory,	ROUEN Normandy	Flax, Glass, Lead, Pottery, Salt, Tin, Weapons, Wheat and Wine,
Greenland Markland Helluland	Falcons, Feathers, Fish, Furs, Skins, Sheepwool, Skins, Walrus Ivory, Whale Blubber, Bone and Meat	Shetland and Orkney Islands	Falcons, Fish, Furs, Sheepwool, Skins, Soapstone, Walrus Ivory,
Iceland	Falcons, Fish, Furs, Sheepwool, Skins and Walrus Ivory	TRUSO	Glass, Lead, Pottery, Quernstones, Salt, Tin, Weapons and Wine,
JERUSALEM	Garnet and other precious stones, Jewellery, Olive Oil, Salt, Silk, Silver, Slaves, Spices.	Vinland	Fish, Furs, Skins and Timber



Chart showing Towns and Settlements where Vikings traded and what was available there.

Chart showing items traded by Viking and where they came from.

Vinland			X		X																X							
TRUSO				X			X						X	X								X		X				X
Shetland Orkney		X	X		X													X					X					
ROUEN Normandy				X			X					X		X								X		X		X		X
NOVGOROD					X			X				X						X										
KYIV R. Dneipur					X			X				X						X										
Kvenland White Sea		X	X		X							X						X					X					
JORVIK				X				X						X	X							X		X		X		
JERUSALEM						X				X	X			X		X	X	X	X	X								
Iceland		X	X		X										X								X					
Greenland Markland		X	X		X										X				X				X		X			
Faroe Islands		X	X		X										X								X					
DUBLIN				X						X								X				X		X		X		
CONSTANTINOPLE						X				X	X	X					X		X		X							X
Caspian Sea						X				X							X	X	X		X							
BAGHDAD						X				X	X						X	X	X		X							
Viking Homelands	X		X					X	X				X	X						X		X					X	
	Amber	Falcons	Fish	Flax	Furs, Feathers and Skins	Garnet + Precious Stones	Glass	Honey and Beeswax	Iron Ingots	Jewellery	Olive Oil	Pottery	Quernstones	Salt	Sheepwool	Silk	Silver	Slaves	Soapstone	Spices	Timber	Tin and Lead	Walrus Ivory	Weapons	Whale Bone, Blubber, Meat	Wheat	Whetstones	Wine



## Silver

A Viking captain might have coins or broken up silver items brought back from raids. This was called hacksilver. It was important to check the quality of the silver because it might be mixed with a cheaper metal. All ships carried scales to weigh the silver. Most trade was made by exchanging goods.



## Slaves

Slaves worked on farms, wove woollen sails for ships and did housework. Some worked in the house. Some had to do heavy work in forests and mines.



Slave chains



Some Vikings worked for other masters. For example, some worked as soldiers and guards for the Byzantine emperor in Constantinople.

## Wheat

It was very difficult to grow wheat in the Viking homelands. Most bread was made from rye, oats or barley. Vikings thought that wheat and the bread made from it was a luxury. Wheat was easier to grow in England so Jorkvik was a big market for wheat. Everybody needed quernstones to grind wheat into flour by hand. The best stone for millstones was only found in the few places so

there was a big trade in these stones. When Vikings travelled to settle in new lands they always took quernstones with them.



## Sheepwool

Sheepwool was grown in Viking lands. It was carded and spun into thread.



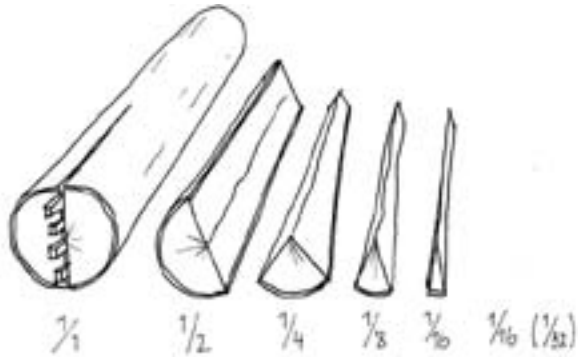
Household slaves used weighted looms to weave the thread into long lengths of cloth. Some were used for clothes. Others were sewn together to make sails for ships.

Loom with weights made of soapstone.

## Timber

The Vikings used a lot of timber for ship and house building. They also burned a lot of timber for cooking and keeping warm. Many settlements did not

have enough timber and so it was traded. Before it was put on ships it was split with an axe into boards. This picture shows how this was done.



## Furs

Beaver  
Bear  
Deer  
Ermine  
Buffalo



The Vikings traded fur between settlements in the north and cities like Baghdad and Constantinople. They exchanged furs for silks and cottons.

## Stones

Every settlement needed quernstones or saddle stones to grind their grain. Traders carried quernstones made of volcanic lava all over Europe and Asia many thousands of years before Vikings. The Vikings also carried whetstones to sharpen blades of swords and scythes. They also carried soapstone. This is a soft stone which is easy to carve. Crafts people carved lamps, spoons and bowls. They also carved figures and animals.



## Whale Products



These soapstone lamps burn whale oil or blubber. It makes the air smokey and the light is not good but there was nothing better. Vikings ate whale meat and blubber. They used whale bone to carve spoons

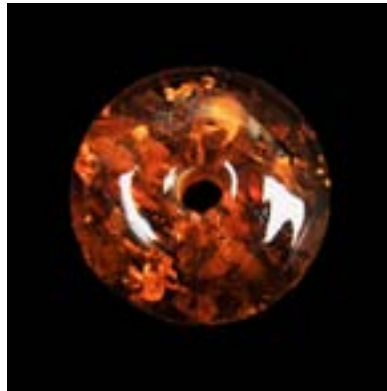
brooches and figures. Vikings carved beautiful plaques which were used for ironing. Archaeologists have found these plaques buried with their owners.





## Amber

This is pine sap/resin from trees millions of years old. It comes from fossilised trees under the Baltic Sea. You can find it on the beach. Viking made necklaces from amber. It was and is very popular for jewellery in settlements a long way from the Baltic Sea and Vikings were happy to trade.



## Jewellery



Viking traders brought precious stones to cities such as Dublin where craftsmen made jewellery. Some jewellery was practical.

Brooches and pins held cloaks and dresses together. Other jewellery showed how important you were.



## Glass

Craftspeople in settlements like Rouen and Truso made glass cups and bowls. They also made beads in coloured glass for necklaces and bracelets.



Some beads were used to play board games. Here is a model of a Viking glass furnace.



## Honey and Beeswax

Vikings used honey to sweeten their food and to make a drink called mead. The wax from the honeycomb made the best candles. Vikings traded wild honey and they also made bee skeps or hives from woven grass.



## Weapons

Weapons were very important for Vikings. The best weapons need good craftspeople and the best quality iron. Iron ingots from the Viking homelands travelled to settlements like Dublin, Rouen and Truso where they were made into weapons. Feathers were traded to make arrows and precious metals and stones decorated shields and helmets.



Swords  
Arrows  
Knives  
Shields  
Helmets

## Walrus Products



Walrus tusks were carved into chess pieces like this. Vikings made small ironing boards like the one below.



Walrus skins could be used to make very strong rope.

## Wine

Wine was a luxury drink. Vikings drank ale made from barley and mead made from honey. Vikings mixed herbs such as juniper in their ale to make it keep for longer. Wine came from Normandy and Germany and was stored in wooden barrels or stone jars. A few drinking bowls were made of silver. Most were made of wood. The handles are for passing the bowl around.



## Silk

This valuable fabric travelled on the Silk Road from China to Baghdad, Jerusalem, the Caspian or Constantinople. Only the Chinese know the secret of making it from silkworm cocoons. It was so expensive that Vikings only used small pieces stitched to their linen or woollen clothes.





## Salt

Salt was used for preserving meat and fish. Vikings did not always have salt so they dried and smoked their food.



People who lived near the sea made salt by leaving seawater in the sun until it evaporated. In cold climates they boiled the water in large flat bowls called salt pans.

## Fish

Vikings caught fish, split it and hung it on racks to dry in the wind. If they had salt they sometimes salted it first.



People in Scandinavia still dry fish in this way.

## Iron Ingots

There was good quality iron ore in the Viking homelands. Traders took iron ingots to settlements without iron but with good makers of weapons, nails, cooking pots and horse bridles.



## Olive Oil

Olives grow around the Mediterranean Sea. The Greeks and Romans used olive oil in their cooking. Archaeologists have found shipwrecks with stone jars which had held olive oil.



## Feathers and Down



Vikings used feathers and down from sea birds to keep warm and to make their arrows fly in a straight line.



## Garnet and other Precious Stones

Vikings and Anglo Saxons like garnet and used it to decorate their helmets and shields. Red was the commonest colour but garnet can be orange or purple. Viking craftspeople used it for brooches and pins. It travelled from Sri Lanka to Jerusalem or Baghdad.



## Skins

Vikings used animal and fish skins to make waterproof shoes, coats and bags. Also to make straps, belts and reins for horses. They used skins from deer, bear, seal, walrus, whale, moose, wolf, goat, sheep and many others.



Deerskin

## Spices

Pepper  
Cinnamon  
Nutmeg  
Mace  
Ginger  
Chillies  
Coriander  
Turmeric

Spices make food taste better and also help to preserve it. They travelled from India and Vikings traded them in Constantinople, Jerusalem and the Caspian.



## Pottery

Vikings made their own pots. Pots from Viking settlements in Normandy. Kyiv and Truso were traded. Archaeologists have found pots from India and China in Viking settlements.



## Flax

Flax grows well in Ireland. It was made into fibre and woven into linen cloth on a weighted loom. Linen made strong clothes.



Here flax stalks are being separated and made into flax fibre. This process is called "scutching".

## Falcons

Falcons and other birds of prey were very popular trading items. People taught falcons to hunt other birds and bring them back without eating them. There was always a good market for falcons in Jerusalem, the Caspian and Constantinople.



## Tin

Tin was mixed with copper to make bronze. This is a hard metal and good for bells and jewellery. You could only find tin in a few places. There were tin mines near Jorvik and also tin came to Dublin from Cornwall.

## Lead

There were also mines for lead in Britain and this metal was traded too. Tin and copper make pewter.

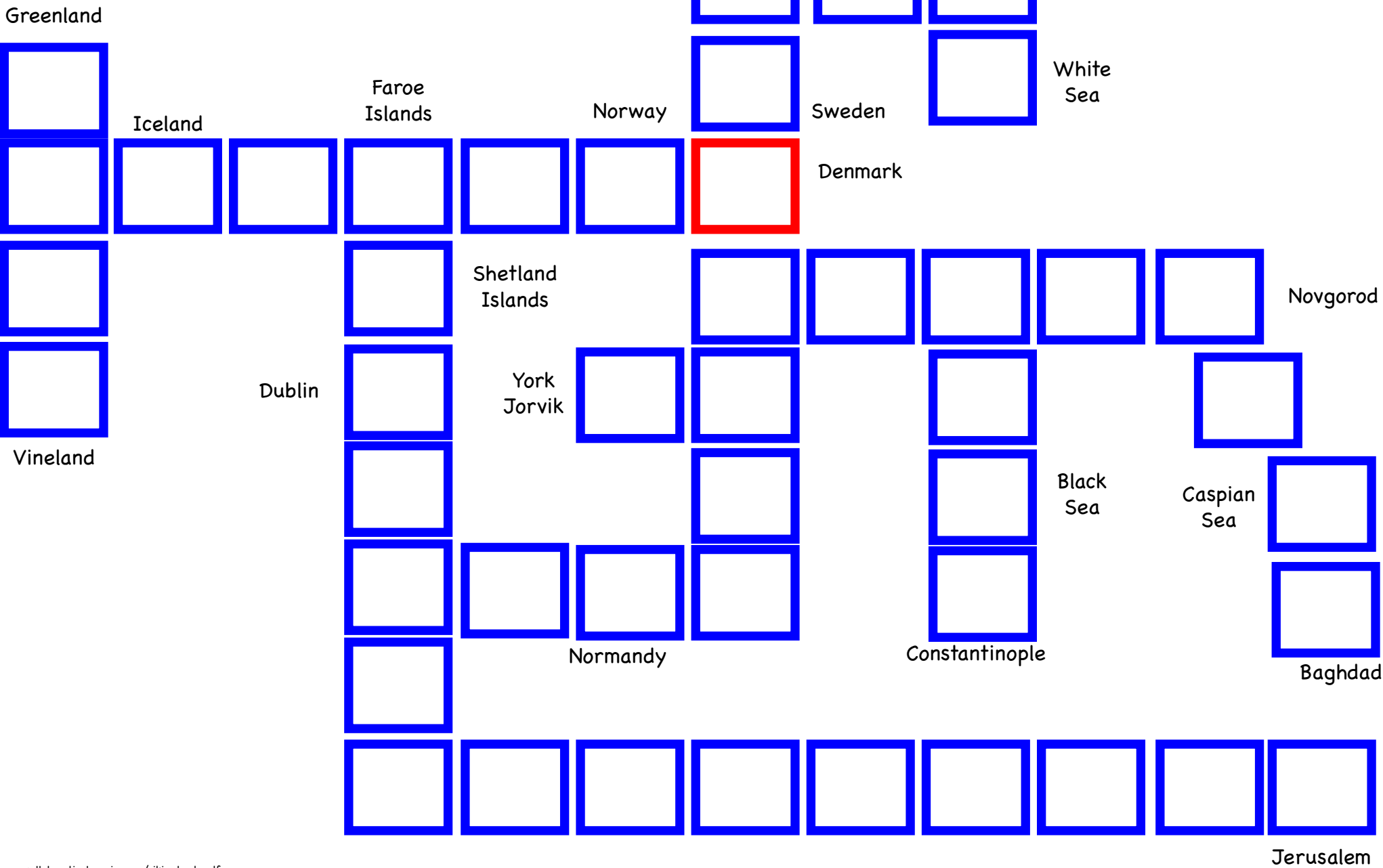
### Tin Ore





# Viking Trading Game

## Simple Gameboard





## First Little Book of Viking Chances

For Viking Trading Game

### Chance No 1

You meet a group of friendly Inuit. They will give you twice as many furs in exchange for iron ingots or quernstones. Two fur cards for an iron or a quernstone card.

Page 1

### Chance No 7

You catch a large number of cod fish. Vikings in Kvenland will exchange your fish for silver or slaves. Gain either a slaves or silver card or you can keep your fish if you prefer.

Page 7

### Chance No 2

You catch an enormous whale and tow it to Greenland settlement. You exchange most of the whale for falcons and feathers. Add an extra blubber card, a falcon card and a feather card to your cargo.

Page 2

### Chance No 6

Fog for three days. You lose your way and end up in Iceland.

Page 6

### Chance No 3

You damage your ship by hitting a small iceberg. Miss a turn while you repair it at the Greenland settlement.

Page 3

### Chance No 5

You catch three walruses with giant tusks! You have a feast and can add a walrus ivory card to your cargo.

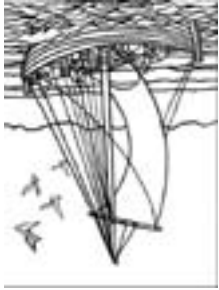
Page 5

### Chance No 4

Strong wind from the West. Have an extra turn if you are going east and miss a turn if you are going west.

Page 4

# Second Little Book of Viking Chances



For Viking Trading Game

## Chance No 8

You meet another friendly ship. Together you hunt polar bears and catch two. Add a fur card and have a meal of fishy tasting meat.

## Chance No 9

Winter ice is slow to melt, so you have to wait and miss a turn before you can reach land.

## Chance No 10

You get help from the Viking Settlement to carry your boat across the land to the river flowing to the Black Sea. Have an extra turn.

## Chance No 11

You damage the bottom of your boat going over rapids but also manage to catch a lot of fish. Miss a turn while you smoke the fish.

## Chance No 13

You see pirates, but manage to hide behind an island. Miss a turn while you wait for them to sail away.

## Chance No 14

You are attacked by pirates but you are very lucky. Your berserker fights so well the pirates are beaten. Add a slaves card.

## Chance No 12

You find a useful guide (another Viking) who shows you a good route to carry your boat. Have another turn because you travel so fast.



## Third Little Book of Viking Chances



For Viking Trading Game

Page 1

### Chance No 15

You meet a storm and take shelter in a well protected harbour. The people in the settlement offer you wine and pottery in exchange for jewellery or iron ingots.

### Chance No 16

The Southwest wind blows very hard. If you are travelling south miss a turn. If you are travelling north have an extra turn.

Page 2

### Chance No 17

You help with the wine harvest and get an extra wine card.

Page 3

### Chance No 18

If you go to Jorvik they are exchanging two wheat cards for silver or iron ingots. If you go to Dublin they are exchanging two weapons cards for silver or iron ingots.

Page 4

### Chance No 19

If you are going towards the Caspian Sea go forward two circles because the river is running fast. If you are returning go forward two circles because you have help with portage.

Page 5

### Chance No 20

You catch an enormous sturgeon and can exchange it for a silver card.



Page 6

### Chance No 21

You help some other Viking traders. You give them timber to repair their boat. They give you a silver card.

Page 7

# Map of Viking Trade Settlements, Trade Routes and other places where Vikings traded or worked.

