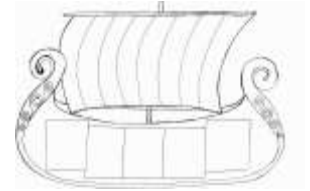




The Summer Wandering Game

One responsible adult must stay in the village, and one accompany the traders as they travel. The Vikings are there to help the game run, your team is responsible for its own safety at all times.



When you arrive in your village location, take time to set yourselves up in a safe place and prepare to welcome traders.

The left hand side of the village sheet shows what your village makes. The faded pictures on the right show are your storehouse – you need to fill it!

Think about what things are worth more in your area? What is hard to make, precious or rare where you are? Everything is worth something, some things are special though!

Give people jobs. Someone to look after the storehouse, someone to collect taxes (harbourmaster), a captain and a trader. You can change jobs during the game.

Your longship can only carry ten goods cards. If a Viking finds you out of port in an overloaded your boat, they can confiscate the surplus cargo as it washes overboard.

The longship crew must leave a card at every village they visit or pass through (tax to pay for food). The crew choose which card to leave though, and can trade before they leave a card ...

You will send out several trade missions, use the voyage to find out what different villages really want and where you can find it in order to make good trades.

Slaves

Whether for working in the kitchen or hard labour on the farm, a slave makes your life easier.

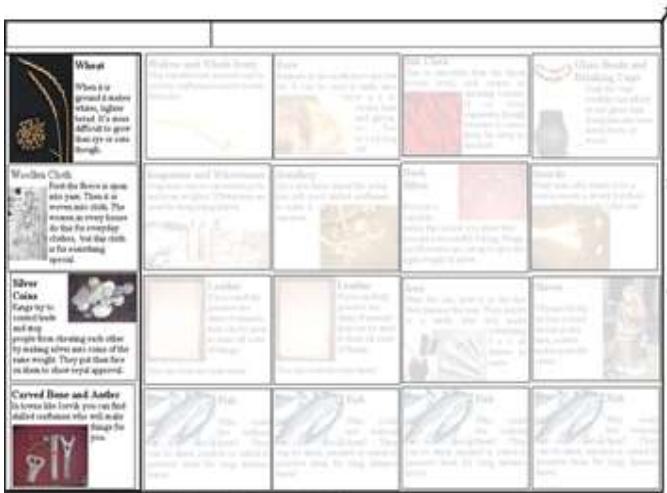


At the end of the game the Viking will help you count up the goods cards, and work out their value in silver coins at your location. Your team can then use this to hire mercenaries (at the museum) to fight for your honour. Please turn over for instructions on how to do this.

Conversion to silver coins

The storehouse is laid out like a Jettons board, which is something Viking traders could use to help them do their sums.

Each row has a Roman numeral at the end of it. Count up all the cards you have on a row and then multiply that number by the number of the Roman numeral at the end. If you have any left over cards of things that your village makes you can add them to the bottom row, along with any cards for things not shown in your storehouse



If you have all four from the top row the sum would be
 $4 \times 50 = ?$

Add your own cards and any card for things not shown in your storehouse to the bottom row.

Count the number of cards in each row and multiply by the Roman numeral at the end of the row

L = 50, X = 10, V = 5, I = 1

Name of Village:		Viking:	
Row	Number of Cards	Multiply by	Total
L		50	
X		10	
V		5	
I		1	
Own surplus, or not pictured in storehouse		1	
Total value in Silver Pennies (at this location)			