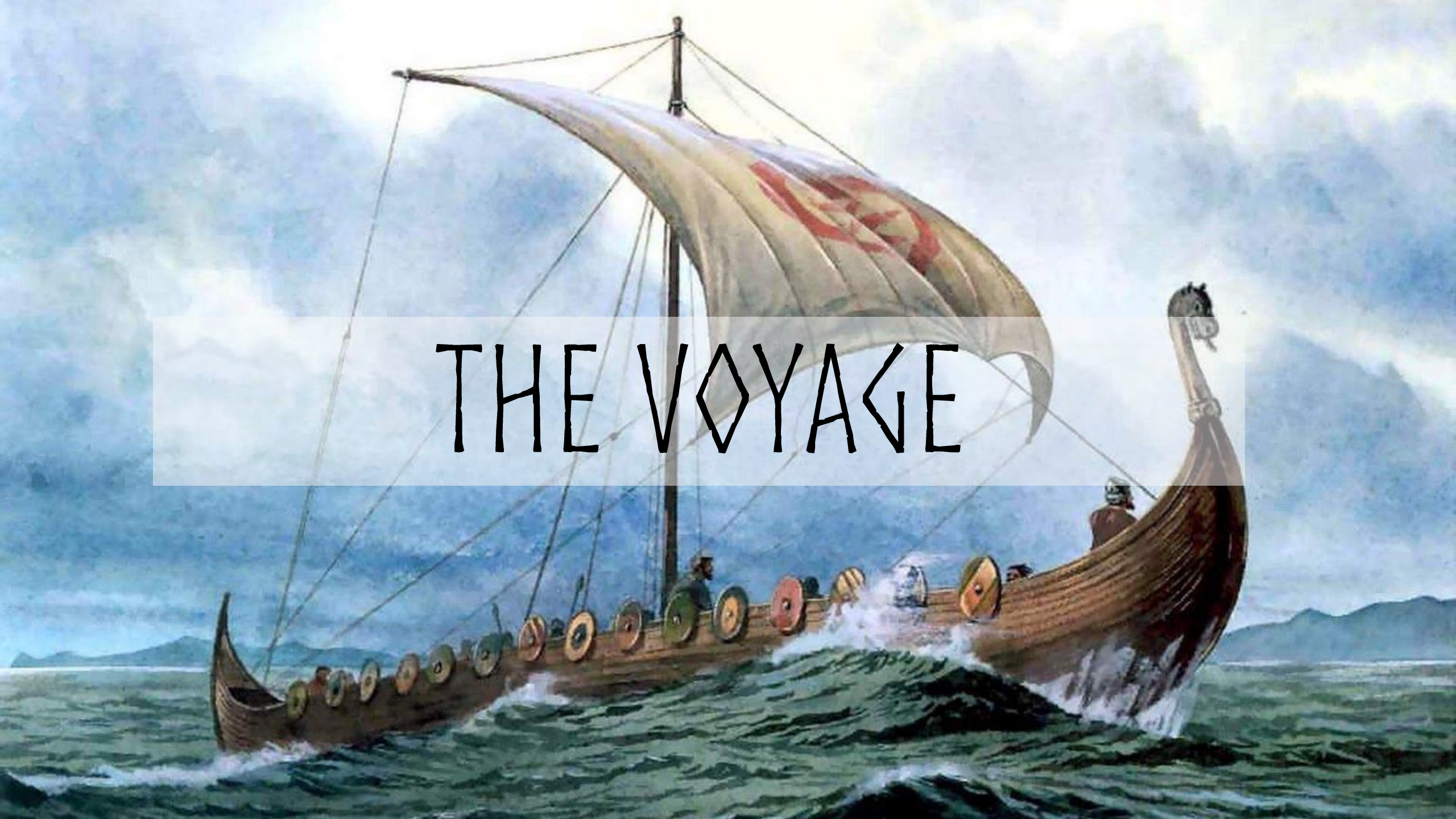
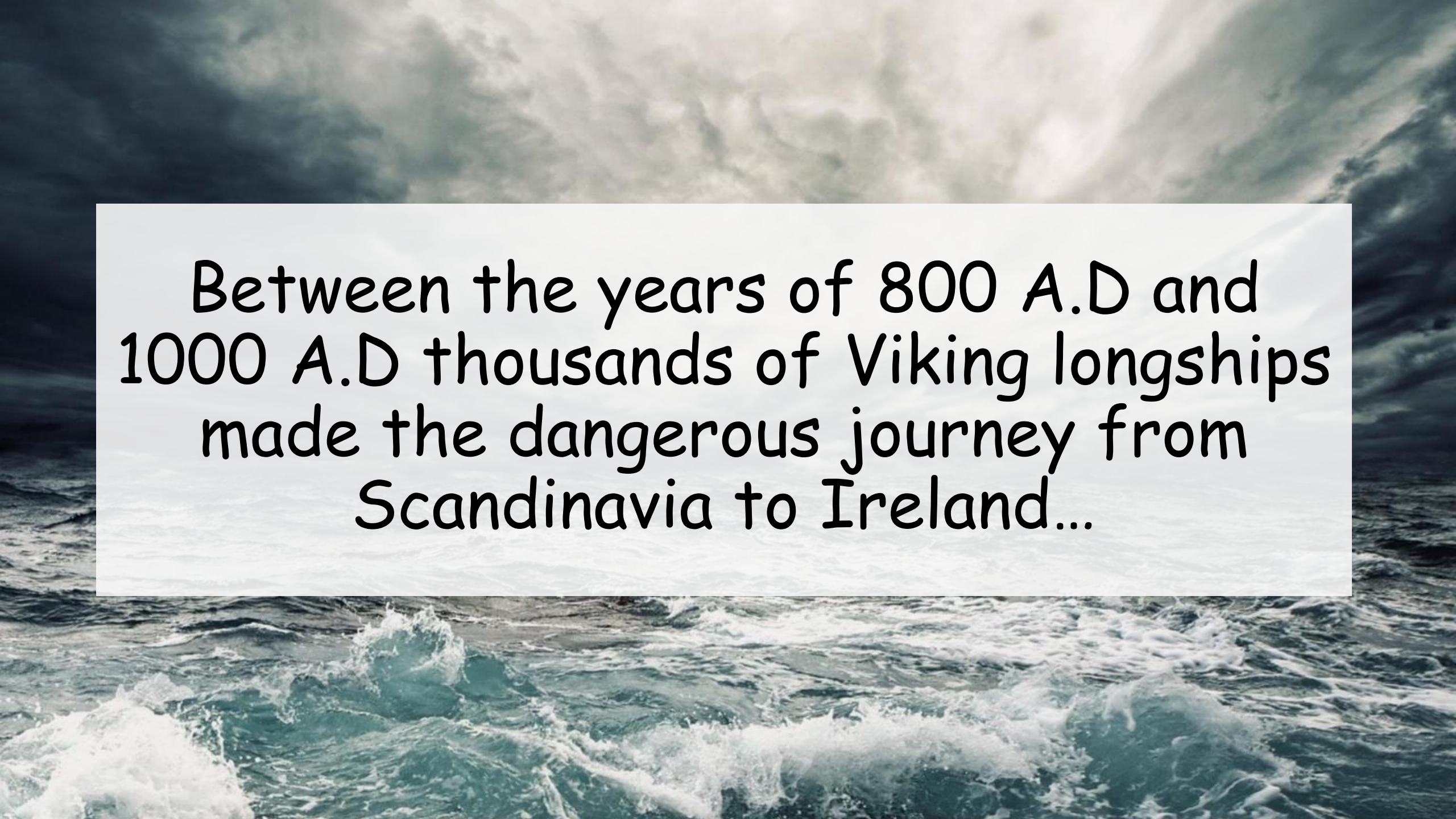
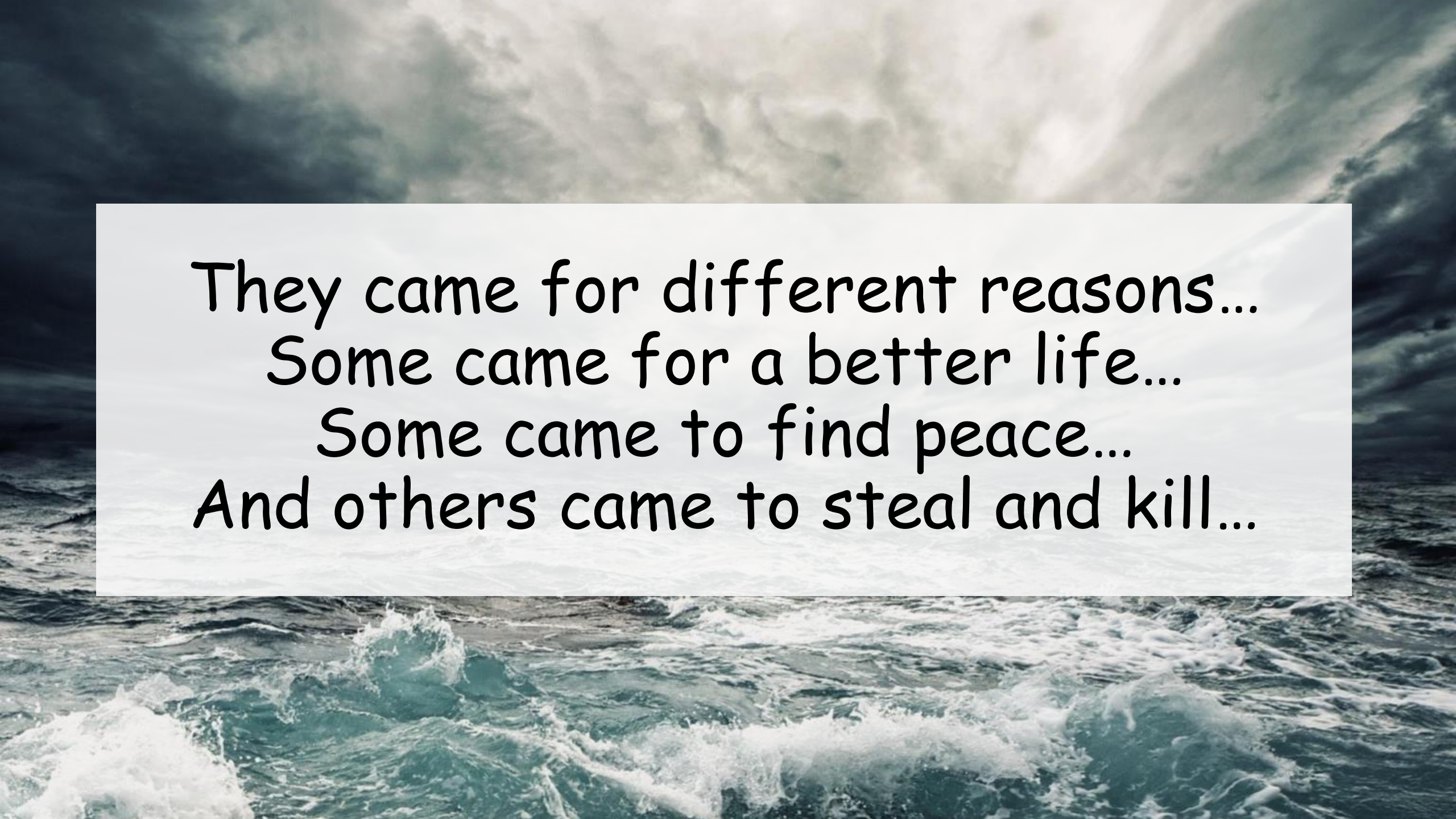


THE VOYAGE

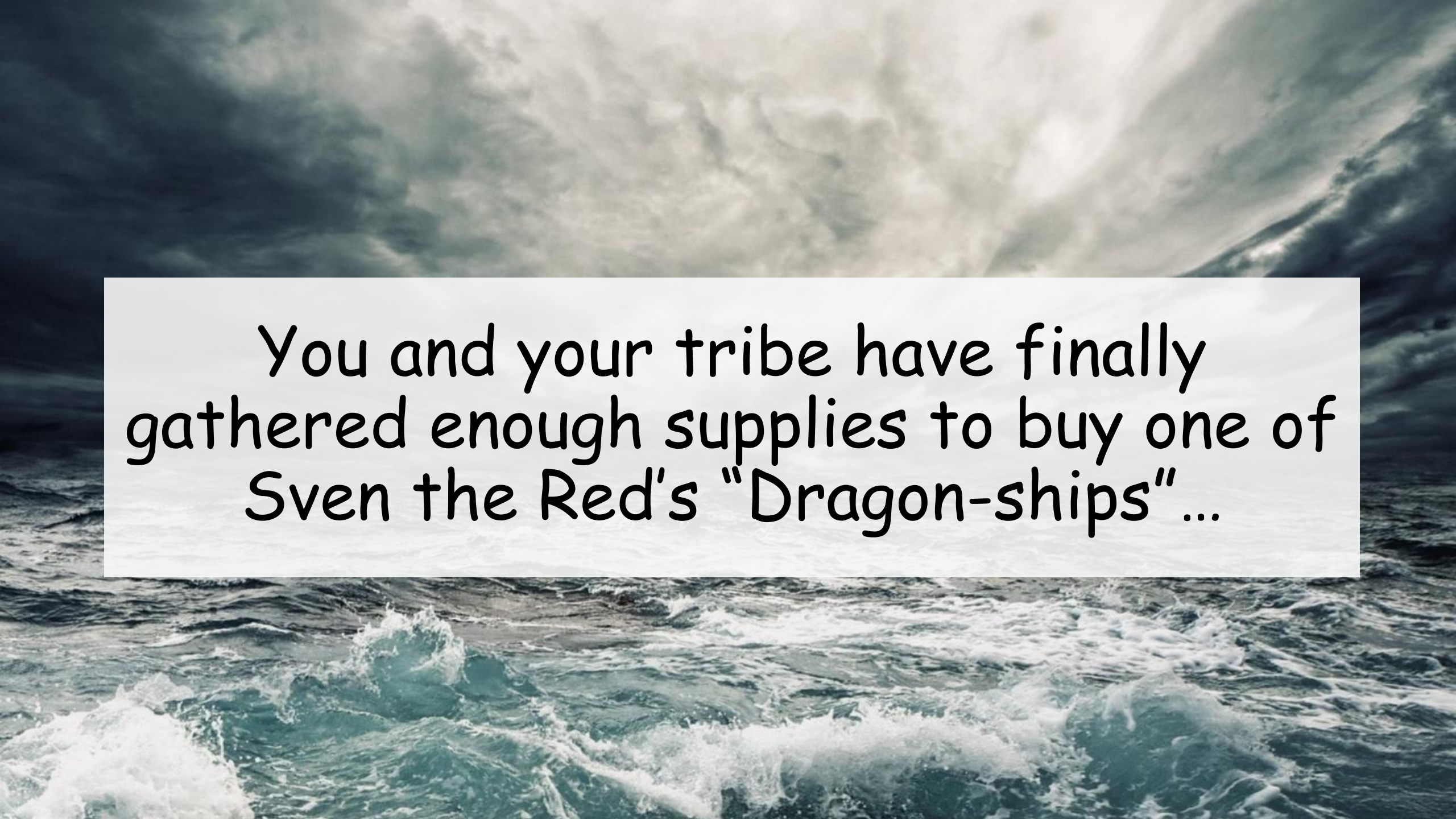


The background of the image is a dramatic seascape. The sky is filled with heavy, dark, and swirling clouds, with a bright light source breaking through near the top center, creating a lens flare effect. The sea below is turbulent, with white-capped waves and foam visible in the foreground and middle ground. A semi-transparent white rectangular box is centered in the upper half of the image, containing text.

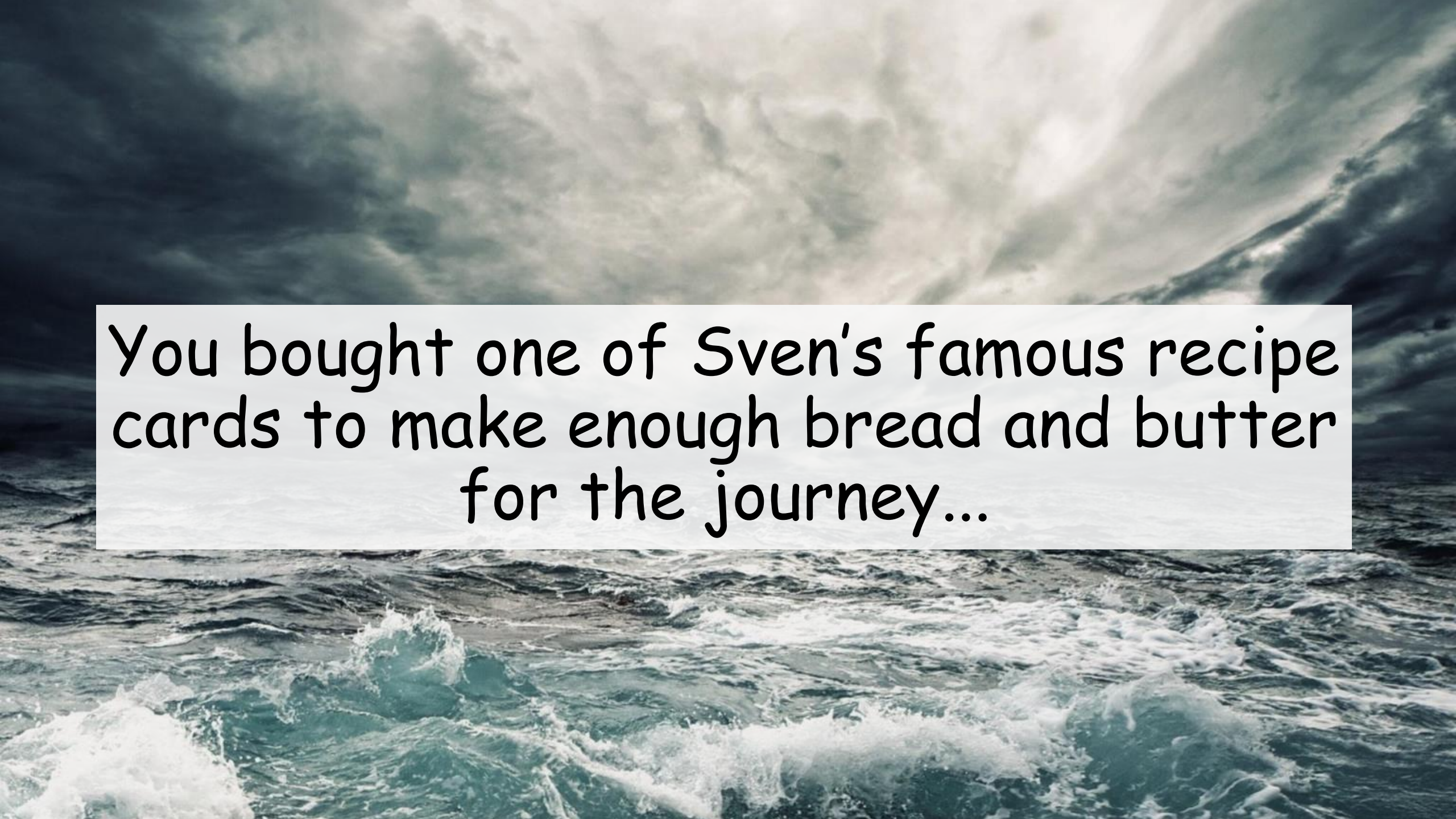
Between the years of 800 A.D and
1000 A.D thousands of Viking longships
made the dangerous journey from
Scandinavia to Ireland...

The background of the image is a dramatic seascape. The sky is filled with dark, heavy, grey clouds, with a bright light source breaking through near the top center, creating a lens flare effect. The sea below is turbulent, with white-capped waves and foam visible in the foreground and middle ground. A large, white rectangular box is centered in the image, containing four lines of text in a black, handwritten-style font.

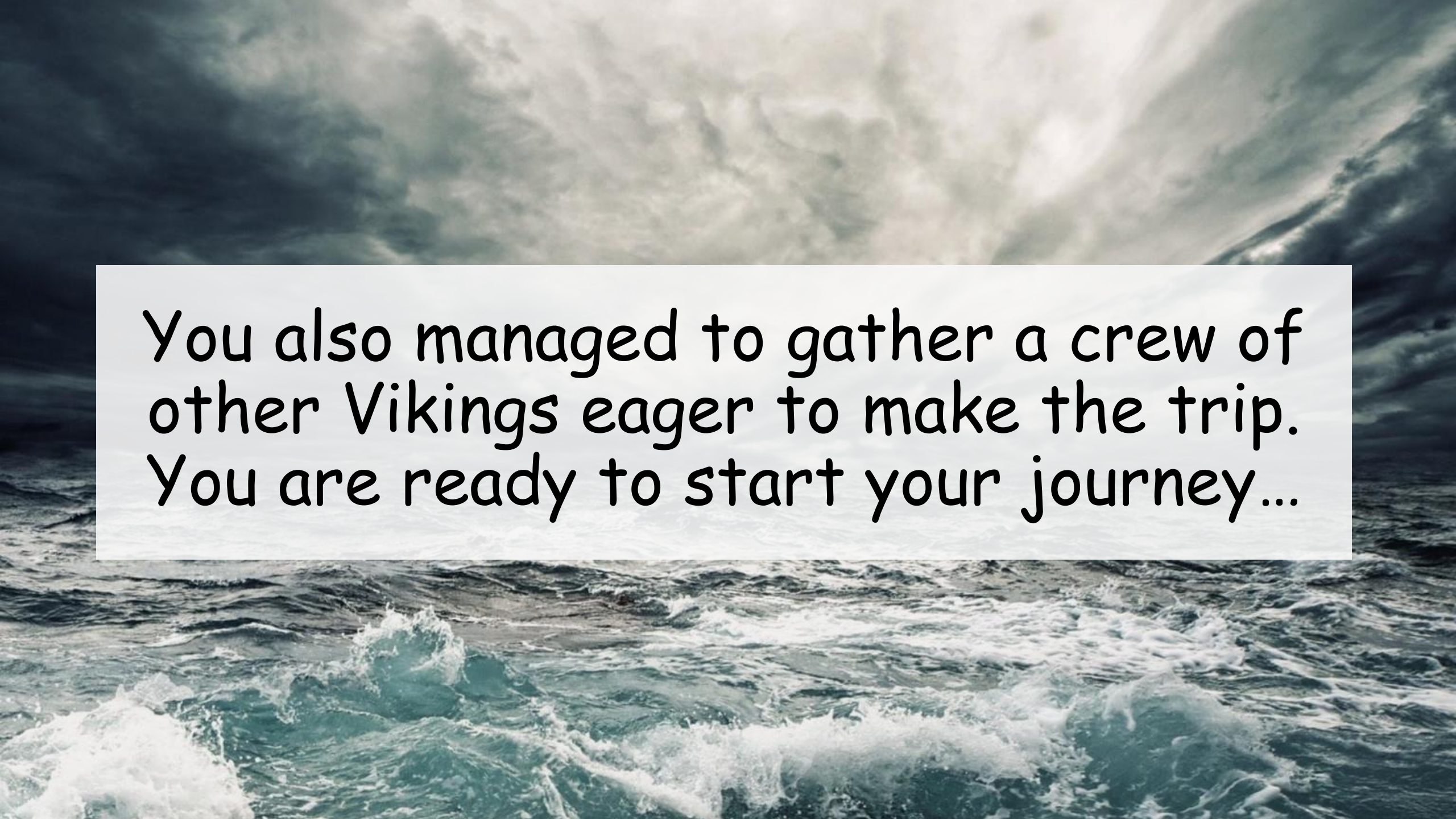
They came for different reasons...
Some came for a better life...
Some came to find peace...
And others came to steal and kill...

The background of the image is a dramatic seascape. The sky is filled with heavy, dark, and swirling clouds, with a bright light source breaking through near the top center, creating a lens flare effect. The ocean below is turbulent, with dark blue-green water and white, frothy waves crashing and churning. A large, white rectangular text box is centered in the middle of the image, containing the text.

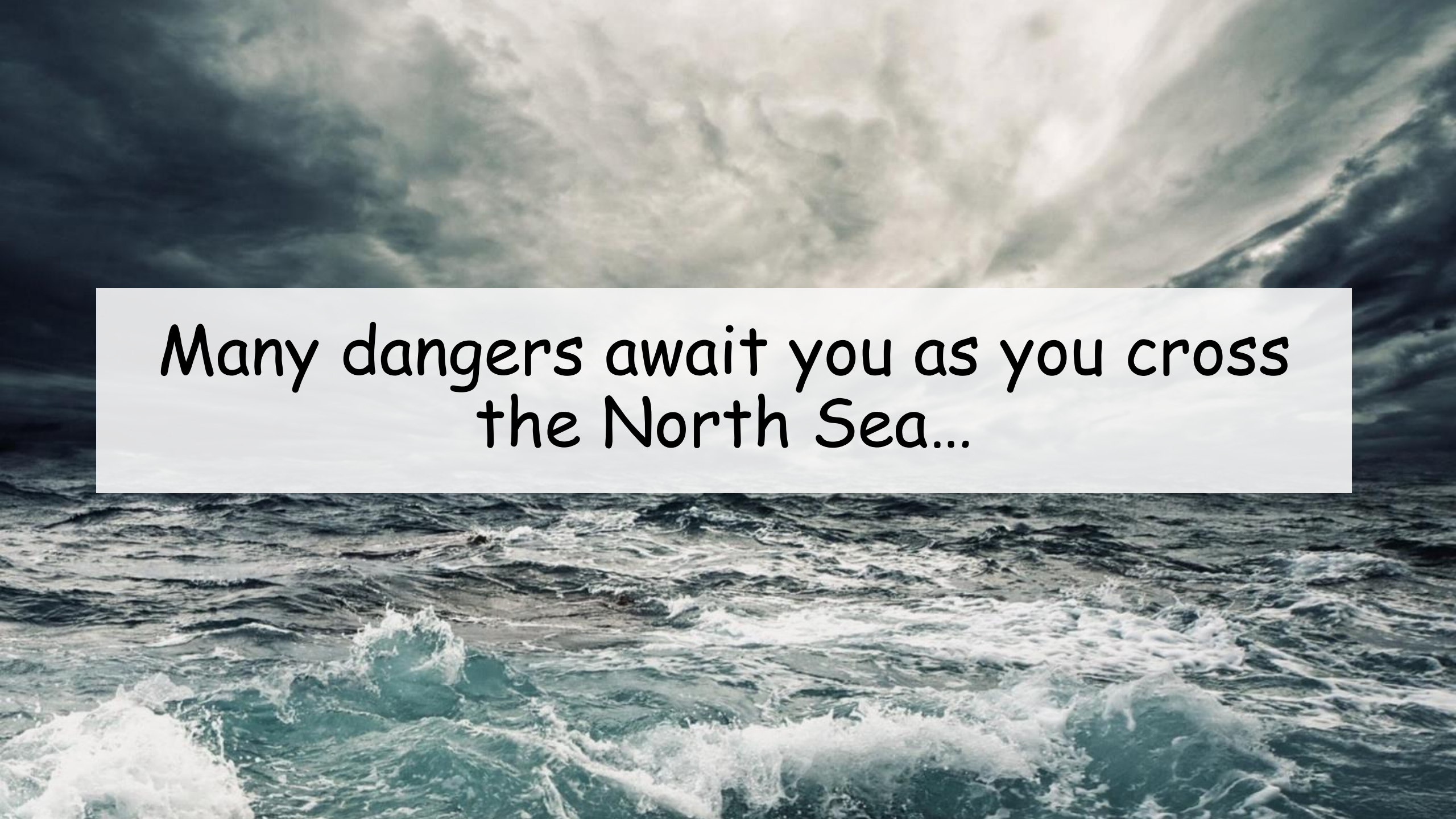
You and your tribe have finally gathered enough supplies to buy one of Sven the Red's "Dragon-ships"...

The background image is a dramatic seascape. The sky is filled with dark, heavy, and swirling clouds, with a bright light source breaking through in the upper right, creating a strong contrast. The water below is dark and turbulent, with white foam from waves and the ship's wake visible in the foreground. The overall mood is one of a challenging journey.

You bought one of Sven's famous recipe
cards to make enough bread and butter
for the journey...

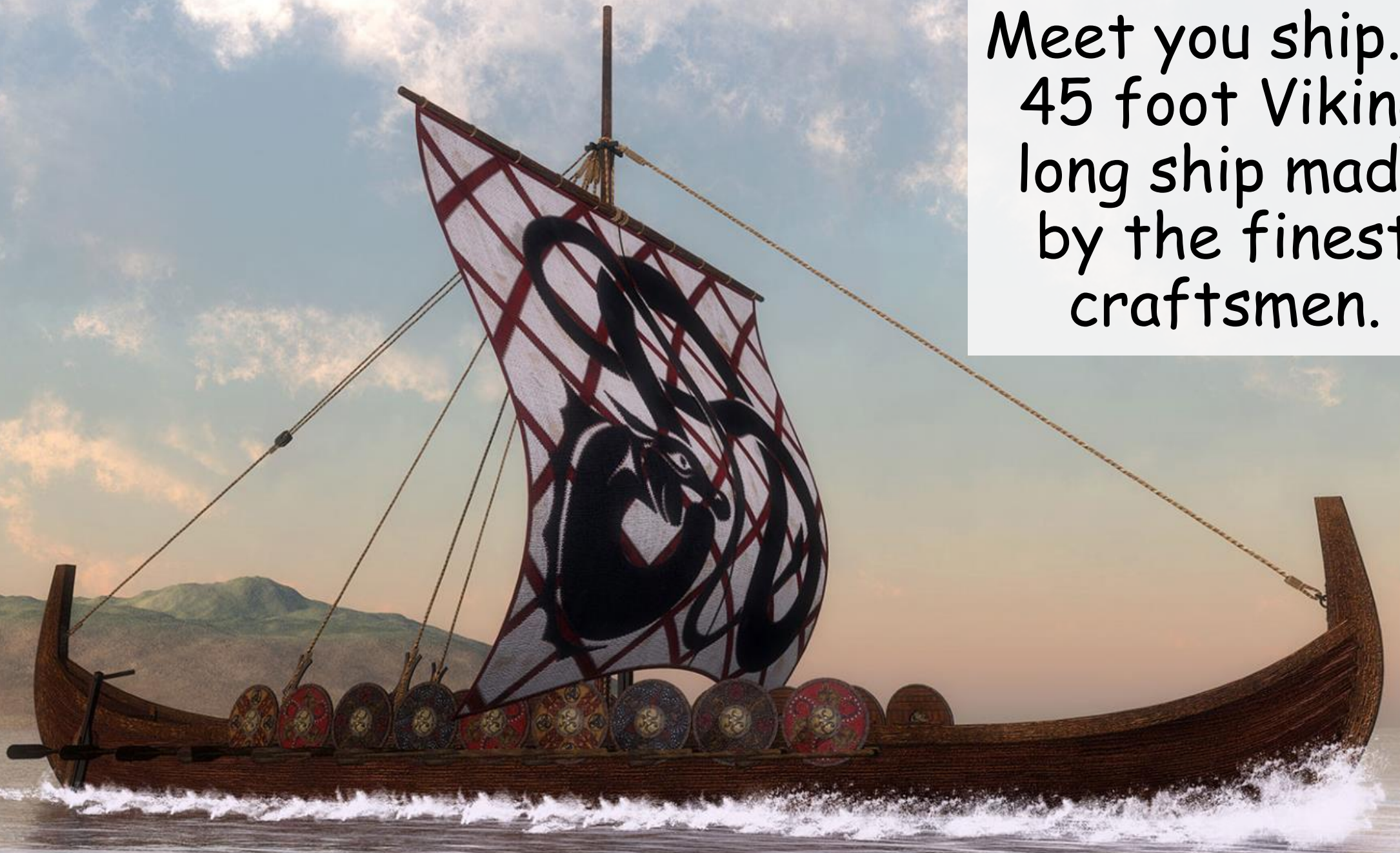
The background image is a dramatic seascape. The sky is filled with heavy, dark, and swirling clouds, with a bright light source breaking through near the top center, creating a lens flare effect. The water below is dark and turbulent, with white foam from a ship's wake visible in the foreground and middle ground. The overall mood is one of adventure and challenge.

You also managed to gather a crew of other Vikings eager to make the trip. You are ready to start your journey...

A dramatic photograph of a stormy sea with dark, turbulent waves and a heavy, grey sky. A white rectangular text box is centered in the upper half of the image.

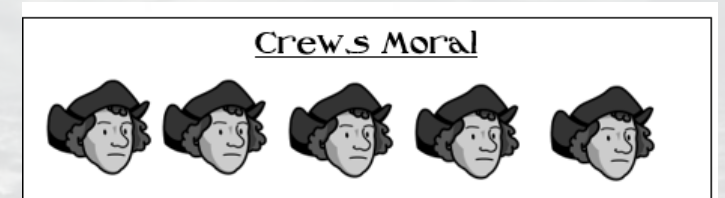
Many dangers await you as you cross
the North Sea...

Meet you ship. A
45 foot Viking
long ship made
by the finest
craftsmen.



Supplies and Crew Morale

- **Supplies:** All ships start with a full health bar. If the supplies fall to zero, the ship has run out of supplies leading to the sinking of your ship.
- **Crew Happiness:** This shows how your crew are feeling. If it moves to zero, the crew has taken control of the ship and turned back to Scandinavia.
- **The Tombstone:** If you lose all your supplies or crew happiness, it game over for you!



Scenarios

As you and your crew make your way across the North Sea, you will run into different problems. There are two different types of problem you will come across:



Decision Scenario: In a decision scenario, you and your crew will be asked to solve a problem. You will be given a time limit to discuss the action you want to take. There is always a correct decision for these.

- **Rolled Scenario:** In a rolled scenario, you can come up with any solution you want. You may use items to help. When you have come up with a solution you will show it to the class in a short drama piece. Based on how good or bad your idea is, you will be given a + or - on your dice roll. If you roll above a 3, you succeed in your challenge. If you roll below a 3 you fail. If you roll a 1, you critically fail the challenge and something bad happens.

Crew! Name your
ship. You have
60 seconds.



Crew! Decide Your Roles...

- **Steward** - You are responsible for ship's supplies, especially the food and water that the crew needs to survive.
- **Chieftain** - You are in charge of the ship. You have the deciding vote in a tie.
- **Lookout** - You are in charge of looking out for dangers and land.
- **Gode (Priest)** - You are in charge of keeping everyone onboard healthy.



Ship Supplies

Your crew has finished loading all necessary equipment such as:

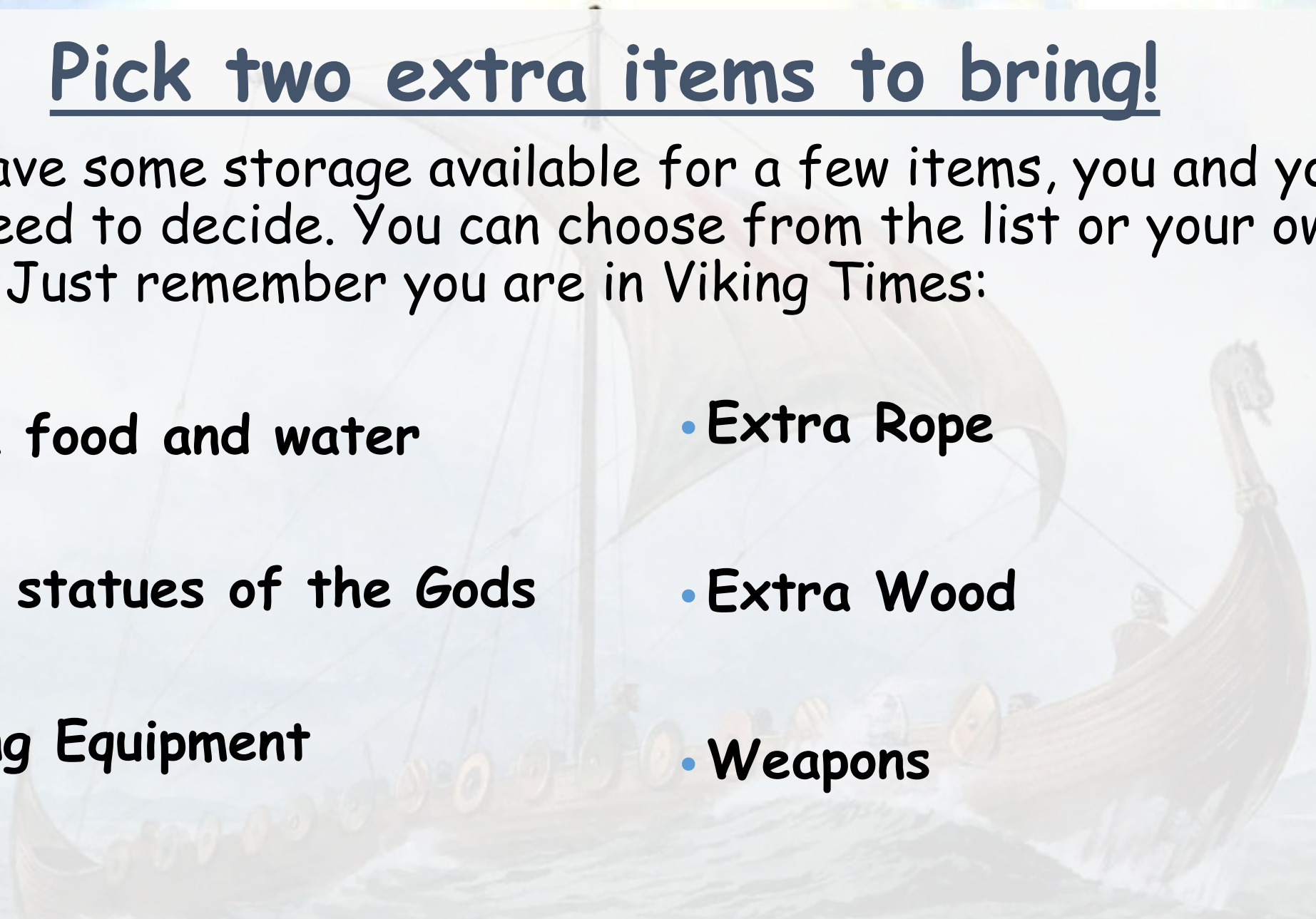
- **Barrels of Drinking Water**
- **Pouches of Food:** oats, bread, butter, and dried meat
- **Wood Glue:** two small pouches of glue for small repairs.
- **Warm Clothes:** Cloaks, blankets, tunics.

You can add these to your items section

Pick two extra items to bring!

You have some storage available for a few items, you and your crew need to decide. You can choose from the list or your own things. Just remember you are in Viking Times:

- Extra food and water
- Small statues of the Gods
- Fishing Equipment
- Extra Rope
- Extra Wood
- Weapons



Your Journey Begins...

Your ship is loaded, and your course is plotted for Ireland...



Wait, Which Way?

- Lookouts please stand up.

DECISION



Wait, Which Way?

- Lookouts please stand up.
- You need to set your crew off in the correct direction!

DECISION



Wait, Which Way?

DECISION



- Lookouts please stand up.
- You need to set your crew off in the correct direction!
- You know that you must set sail **WEST** to get to Ireland.



Wait, Which Way?

DECISION



- Lookouts please stand up.
- You need to set your crew off in the correct direction!
- You know that you must set sail **WEST** to get to Ireland.
- Take a look at the sky and try figure out which way is west.



Wait, Which Way?

DECISION



- Lookouts please stand up.
- You need to set your crew off in the correct direction!
- You know that you must set sail **WEST** to get to Ireland.
- Take a look at the sky and try figure out which way is west.
- You have 30 seconds to figure out which way is **WEST** with your crew.



Wait, Which Way?

DECISION



- Lookouts please stand up.
- You need to set your crew off in the correct direction!
- You know that you must set sail **WEST** to get to Ireland.
- Take a look at the sky and try figure out which way is west.
- You have 30 seconds to figure out which way is **WEST** with your crew.
- **GO!**



Wait, Which Way?

DECISION

- When I say "Go!", you need to make sure your direction is accurate...



Wait, Which Way?

DECISION

- When I say "Go!", you need to make sure your direction is accurate...



- Point with your finger to West!



Wait, Which Way?

DECISION



Correct

Your crew are
excited to be on the
way!



Wait, Which Way?

DECISION



Correct

Your crew are excited to be on the way!

In-Correct

You spend an extra week lost at sea
(Lose 1 supplies)



SCENARIO 1



Scenario 1 -The Weather

DECISION



Scenario 1 -The Weather

DECISION

- Your first few days of sailing is calm and peaceful.
- You awake one morning to find the sky red, what will you do next?



Scenario 1 -The Weather

DECISION



- Your first few days of sailing is calm and peaceful.
- You awake one morning to find the sky red, what will you do next?



- Roll up your sails and tie everything down.

or

- Drop the sails to use the wind to your advantage.

or

- Pray to the Gods for safety.

Scenario 1 -The Weather

DECISION



- Your first few days of sailing is calm and peaceful.
- You awake one morning to find the sky red, what will you do next?



- Roll up your sails and tie everything down. **GOOD IDEA! A storm is coming!**
- Drop the sails to use the wind to your advantage.
- Pray to the Gods for safety.

Scenario 1 -The Weather

DECISION



- Your first few days of sailing is calm and peaceful.
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- Roll up your sails and tie everything down. **GOOD IDEA! A storm is coming!**
- Drop the sails to use the wind to your advantage. **BAD IDEA! You are not prepared for the storm. You lose 1 supply.**
- Pray to the Gods for safety.

Scenario 1 -The Weather

DECISION



- Your first few days of sailing is calm and peaceful.
- You awake one morning to find the sky red, what will you do next?

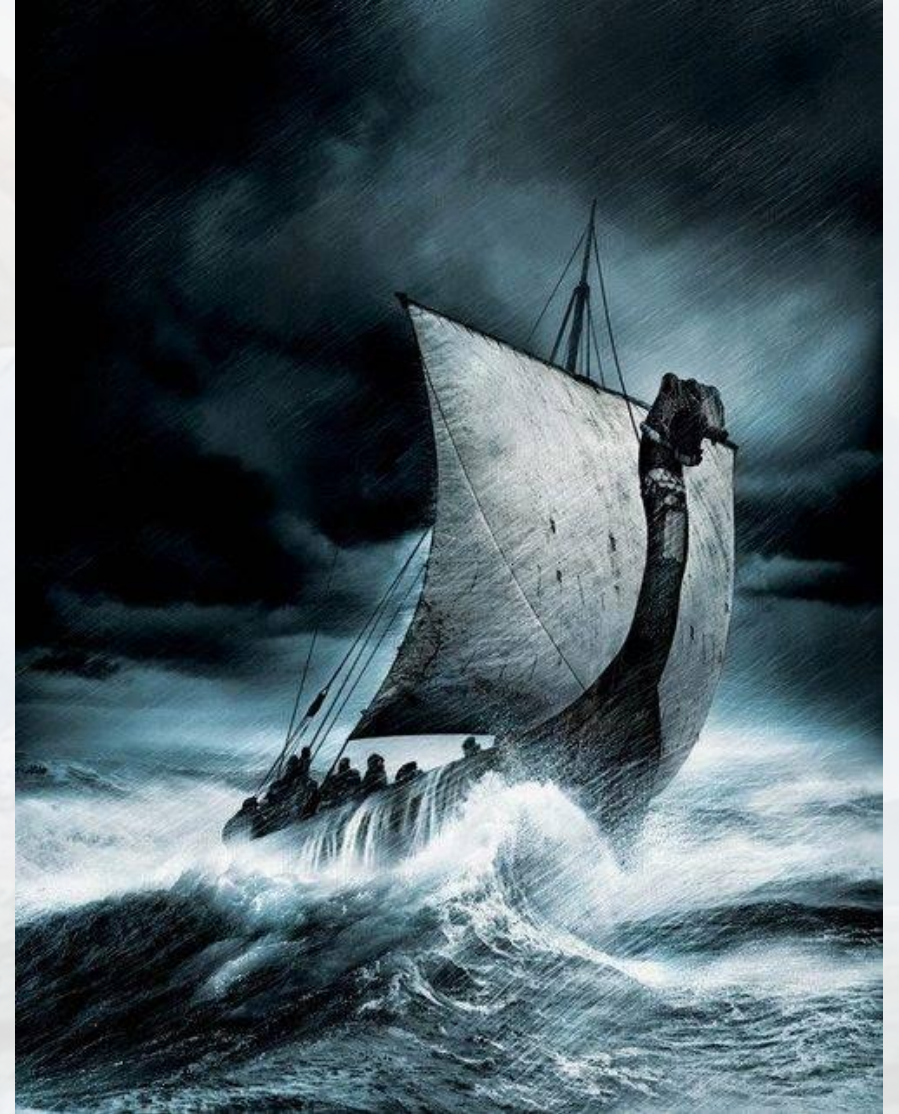


- Roll up your sails and tie everything down. **GOOD IDEA! A storm is coming!**
- Drop the sails to use the wind to your advantage. **BAD IDEA! You are not prepared for the storm. You lose 1 supply.**
- Pray to the Gods for safety. **BAD IDEA! The Gods do not care about you. You lose 1 supply.**

Stormy Weather

RANDOM

- Your ship is caught in the middle of the storm, large waves are crashing onto the deck of the ship, winds are throwing equipment all over the place, and the crew holds on for dear life.
- What are you going to do? Roll to find out what happens to your ship.

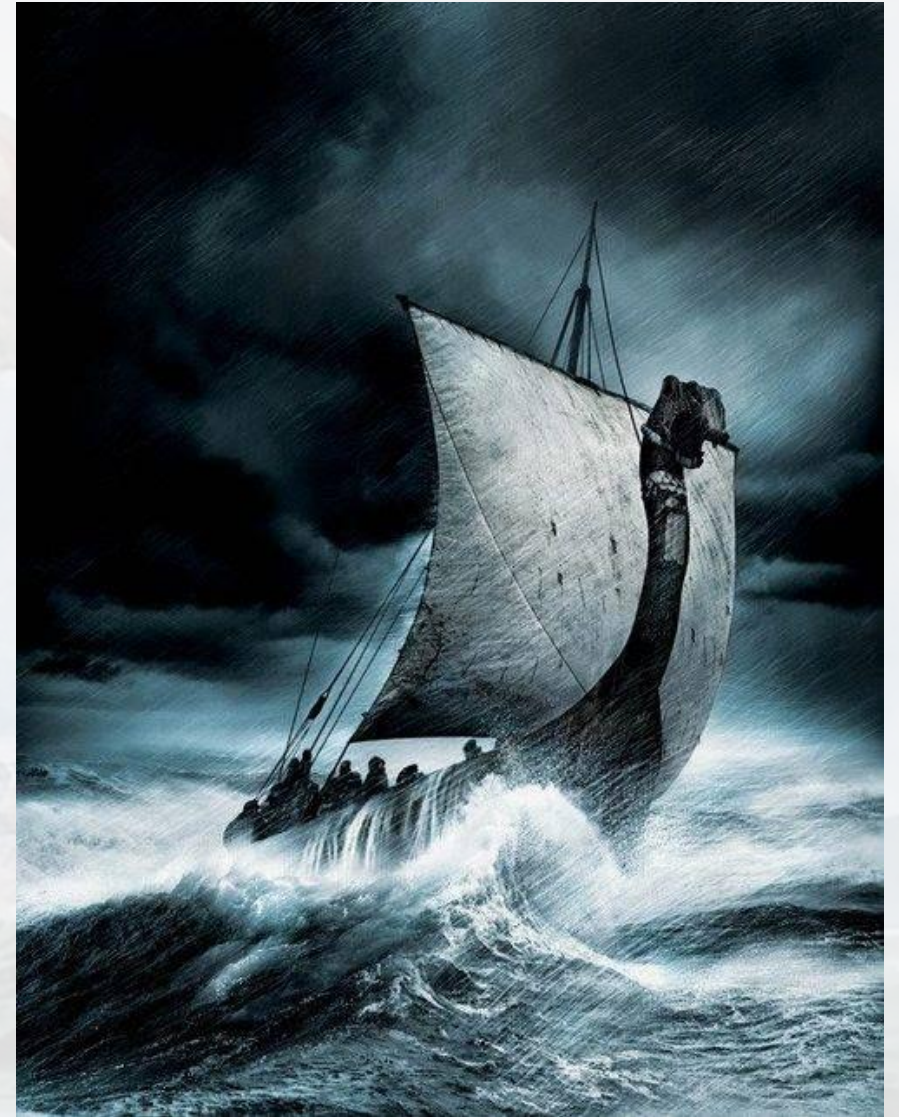


Stormy Weather

RANDOM

- 2 The ropes have snapped and the knocked one of your crew overboard.

Lose 1 Crew Square



Stormy Weather

RANDOM

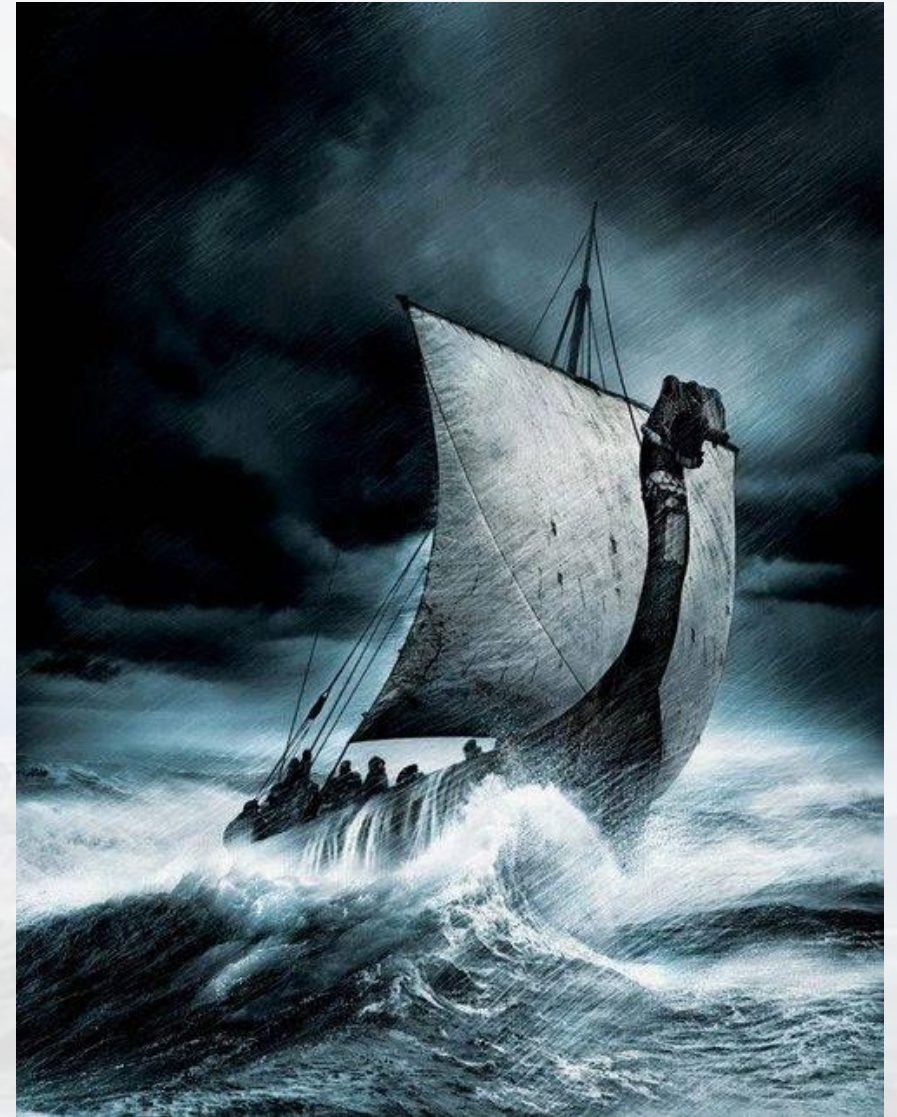
- 2 The ropes have snapped and the knocked one of your crew overboard.

Lose 1 Crew Square

- 3 The shields attached to your boat are hit by a wave and are washed overboard.

Lose 1 Supplies Square

.



Stormy Weather

RANDOM

- 2 The ropes have snapped and the knocked one of your crew overboard.

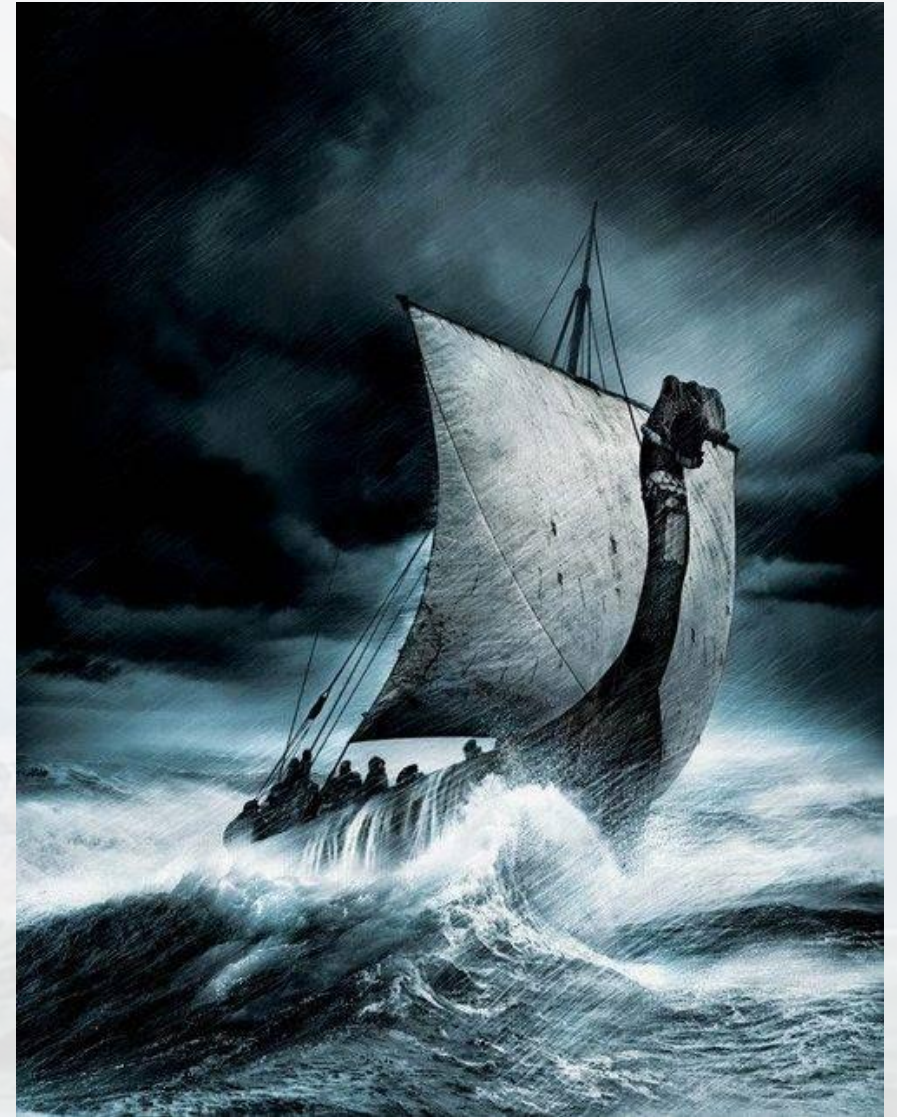
Lose 1 Crew Square

- 3 The shields attached to your boat are hit by a wave and are washed overboard.

Lose 1 Supplies Square

- 4 A wave crashed onto the deck and washes away two barrels of fresh drinking water.

Lose 1 Supplies Square



Stormy Weather

RANDOM

- 2 The ropes have snapped and the knocked one of your crew overboard.

Lose 1 Crew Square

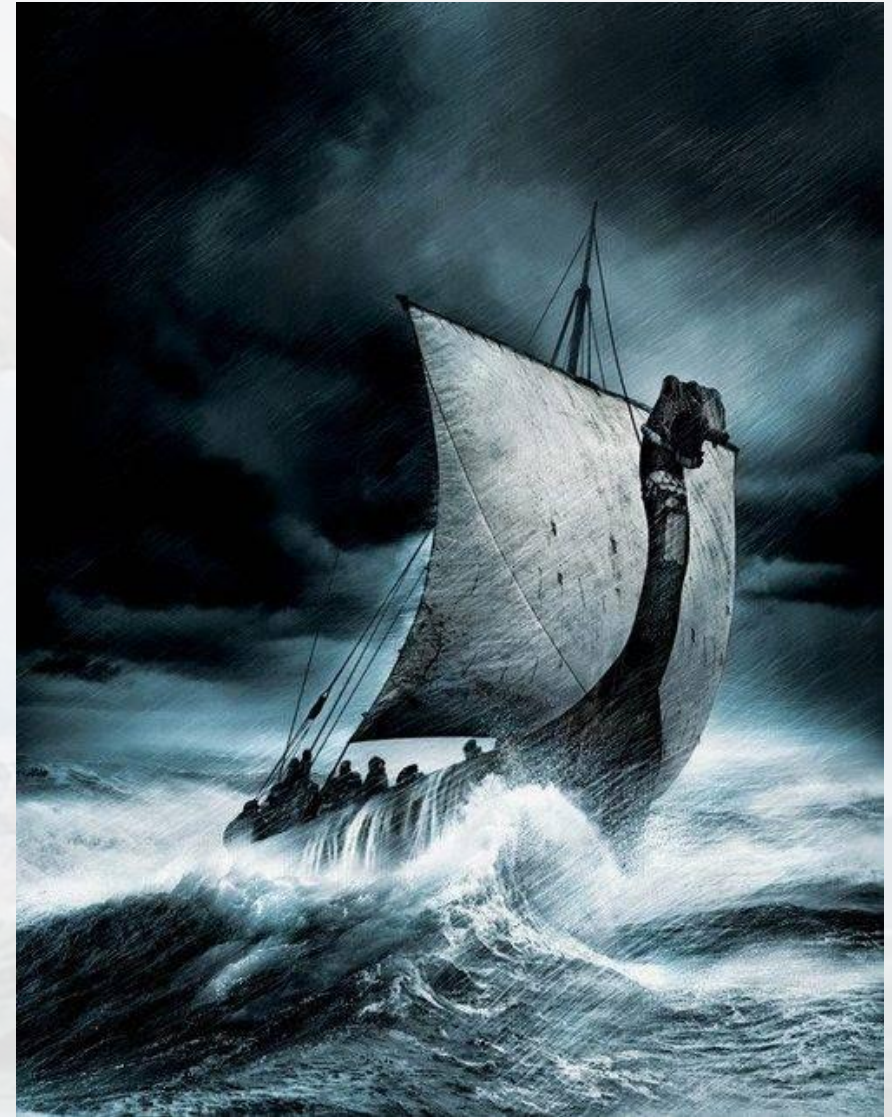
- 3 The shields attached to your boat are hit by a wave and are washed overboard.

Lose 1 Supplies Square

- 4 A wave crashed onto the deck and washes away two barrels of fresh drinking water.

Lose 1 Supplies Square

- 5 or 6 You manage to tie down all the supplies and crew members. No damage taken.



SCENARIO 2



Scenario 2 - Entertainment

DECISION



- The storm has passed, and your crew looks worried. They are stating to think that maybe they should never have come on this journey. They could all do with a bit of light entertainment to cheer them up!
- Ship **CAPTAIN** this challenge is for you.



Scenario 2 - Entertainment

DECISION

- Your crew is in desperate need of entertainment.
- Choose 2 different activities your crew would enjoy for the night's entertainment.
- Create a short drama piece to show the night's action.

Pick One:

- Story telling
- Playing Hnefatafl
- Arm Wrestling
- Singing
- Dancing
- Your own Viking activity

Scenario 2 - Evening Entertainment

ROLLED

• 2-3: Failure

- Trouble breaks out at the evening's entertainment. A fight starts and soon the whole boat is in a riot.
- Lose 1 Happiness

• 4-6: Success

- The night's entertainment is a roaring success. Everyone is in great form as a result!
- Gain 2 Happiness

Pick One:

- Story telling
- Playing Hnefatafl
- Arm Wrestling
- Singing
- Dancing
- Your own Viking activity

SCENARIO 3



The Voyage Continues...

- The wind picks back up and you are expecting to see land any day now...



The Voyage Continues...

- The wind picks back up and you are expecting to see land any day now... but some of the crew is second guessing your decision making... One crew member in particular is whispering to others behind your back... He calls himself "Sven"... You feel like you recognize him from somewhere...



The Voyage Continues...

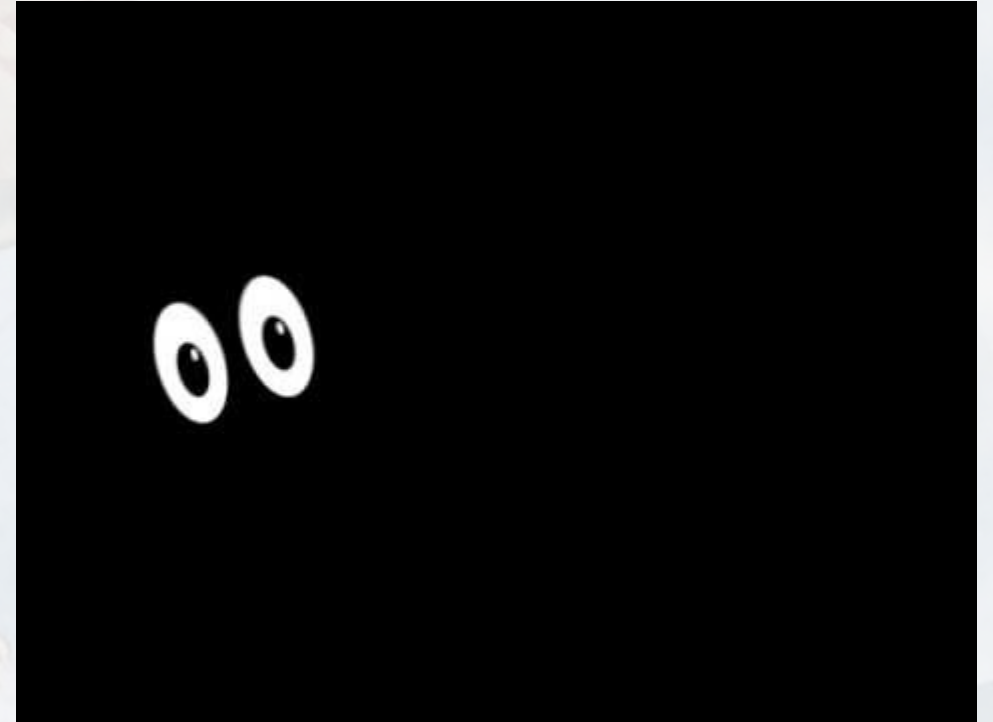
- You are woken up one night by shouting and roaring from further down the ship...



Mischief at Night

RANDOM

- Roll to decide your fate!

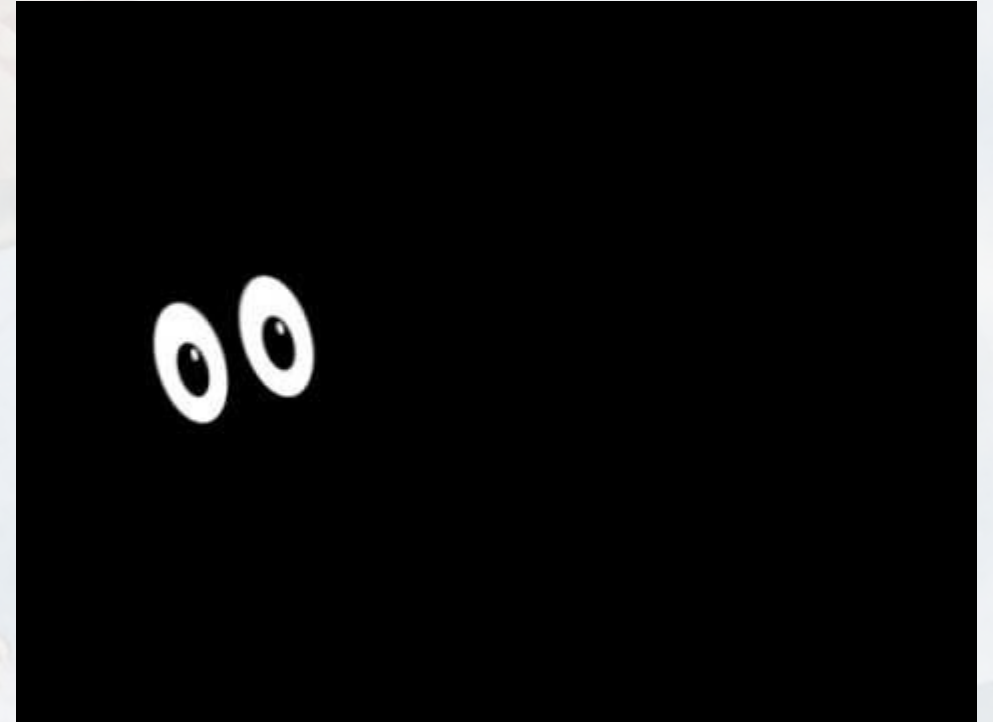


Mischief at Night

RANDOM

2 - An item was destroyed Sven

Cross off 1 item from your list



Mischief at Night

RANDOM

2 - An item was destroyed by Sven and his friends

Cross off 1 item from your list

3 - Food and drinks have been stolen by Sven and his friends

You lose 1 Supplies Square



Mischief at Night

RANDOM

2 - An item was destroyed by Sven and his friends

Cross off 1 item from your list

3 - Food and drinks have been stolen by Sven and his friends

You lose 1 Supplies Square

4 - Your Crew had a good night sleep



Mischief at Night

RANDOM

2 - An item was destroyed by Sven and his friends

Cross off 1 item from your list

3 - Food and drinks have been stolen by Sven and his friends

You lose 1 Supplies Square

4 - Your Crew had a good night sleep

5 - You managed to find all the food and drink the angry crew member has been stealing

You gain 1 Supply Square



Mischief at Night

RANDOM

2 - An item was destroyed by Sven and his friends.

Cross off 1 item from your list

3 - Food and drinks have been stolen by Sven and his friends

You lose 1 Supplies Square

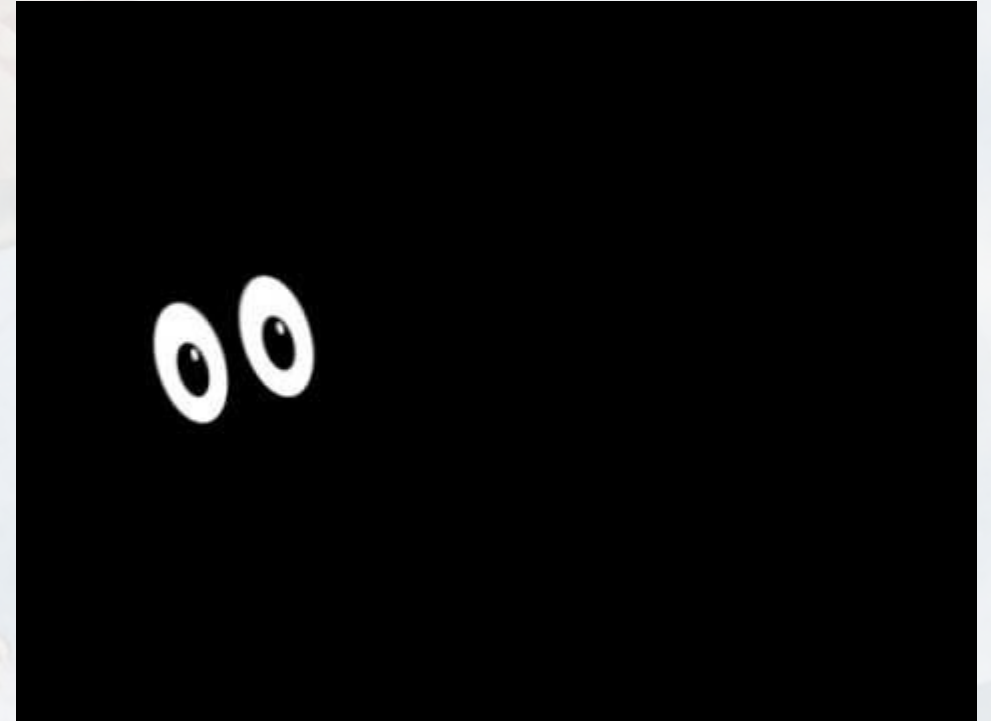
4 - Your Crew had a good night sleep

5 - You managed to find all the food and drink the angry crew member has been stealing

You gain 1 Supply Square

6 - You managed to catch the angry crew member. The crew are happy to hear the news.

You gain 1 Morale Square



The Messenger

- Bright and early the next morning your lookout spot lands!
- You have made it to Ireland at long last!
- However, you notice another longship is racing towards your ship. You look at the sail and recognize the symbols of King Sodric of Dubh Linn. They are coming straight for you...



The Messenger

You hear a shout from the ship
as it gets close...

"King Sodric calls all Viking
brothers and sisters to join him
in defending Dubh Linn from
that Celtic bandit Ború. Make
for land and prepare yourselves
for battle. I hope you brought
weapons!"



SCENARIO 4



Scenario 4 - Landing

DECISION



- The crew votes to join your Viking brothers and sisters in the battle against Ború!
- You decide to land the ship and try meet up with the other tribes...
- The question is where is the best place to land the ship?



Scenario 4 - Landing

DECISION



Will you...

Sail up the river and dock further upstream.

or

Sail to the beach and carry the boat onto the land.

or

Sail up the coast to find a quiet but far away place to land.

Scenario 4 - Landing

DECISION



If you chose to...

Sail up the river and dock further upstream.

You run straight into one of Ború's warriors. They attack you from the sides of the river, throwing spears at your ship. Lose 1 happiness.

Scenario 4 - Landing

DECISION



If you chose to...

Sail to the beach and carry the boat onto the land.

Pulling the ship onto the land is tough work. Your crew are tired and need a break to regain their energy.

Lose 1 supplies.

Scenario 4 - Landing

DECISION



If you chose to...

Sail up the coast to find a quiet but far away place to land.

You sail up past the main town at Dubh Linn. The good news is that there are none of Ború's warriors around. The bad news is that there are no other Vikings either. Your crew are worried you might be lost.

Lose 1 happiness.

SCENARIO 5



Scenario 5 - Quiet... Too Quiet...

- The crew start to unpack the supplies they will need from the longship.
- You pass around the last of your bread and butter, while making some repairs to the sails using the glue.
- All of a sudden you hear a noise from the forest nearby...
- You creep closer to investigate when suddenly...





Scenario 5 - Quiet... Too Quiet...

DECISION

A band of Brian Ború's warriors spotted your Viking longship docking! They were waiting in ambush and now they are rushing right for you, swords at the ready! **What do you do?**



Scenario 5 - Quiet... Too Quiet...

DECISION

You have to decide what you will do. If your action is:

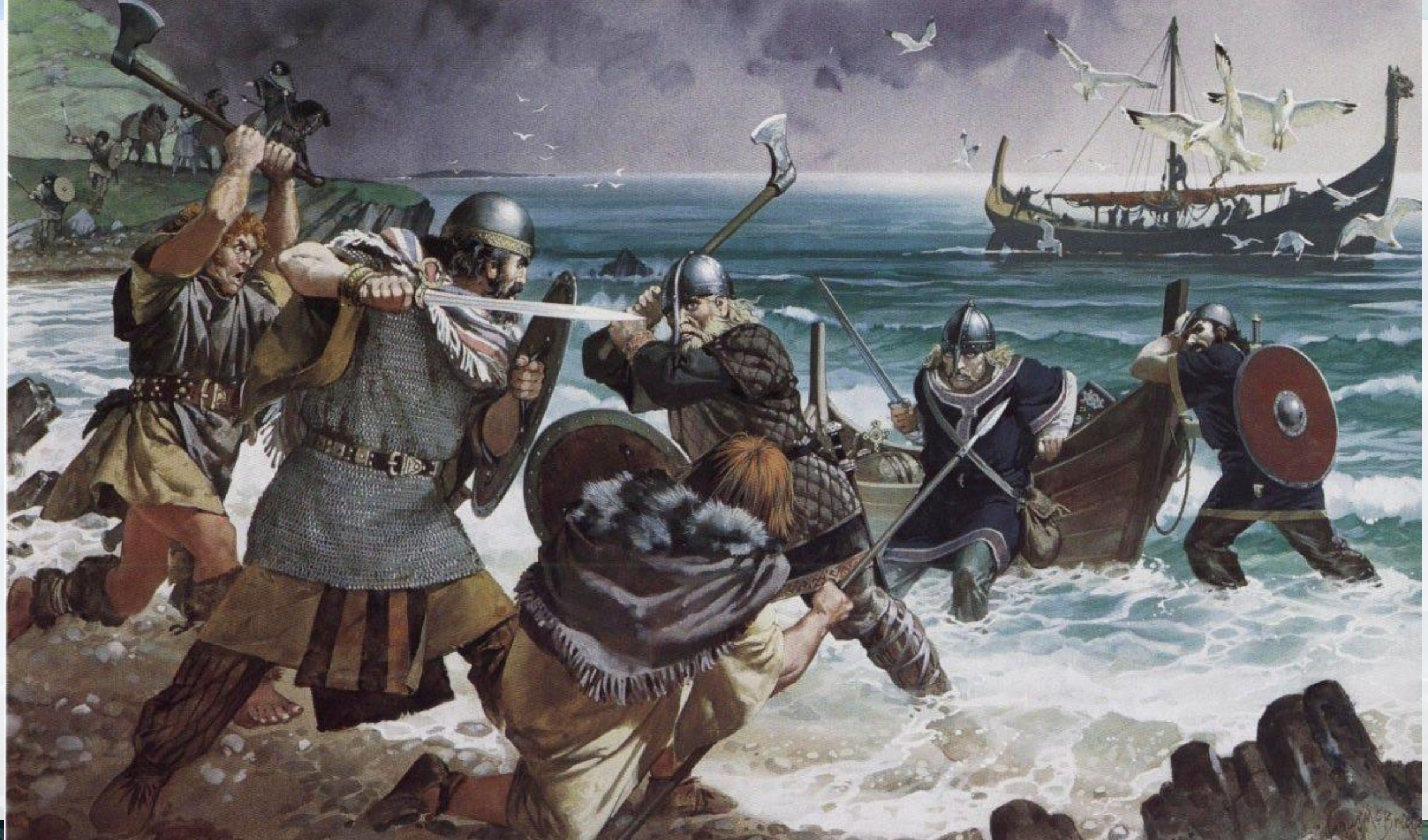
- Easy: You will get a +1 on your roll.
- Medium: You will get +0 on your roll.
- Hard: You will get a -1 on your roll.

You must roll higher than your enemy to do 1 damage to them!

If you have any items to use you can use them!

SCENARIO 6





Scenario 6 – Retreat!

DECISION

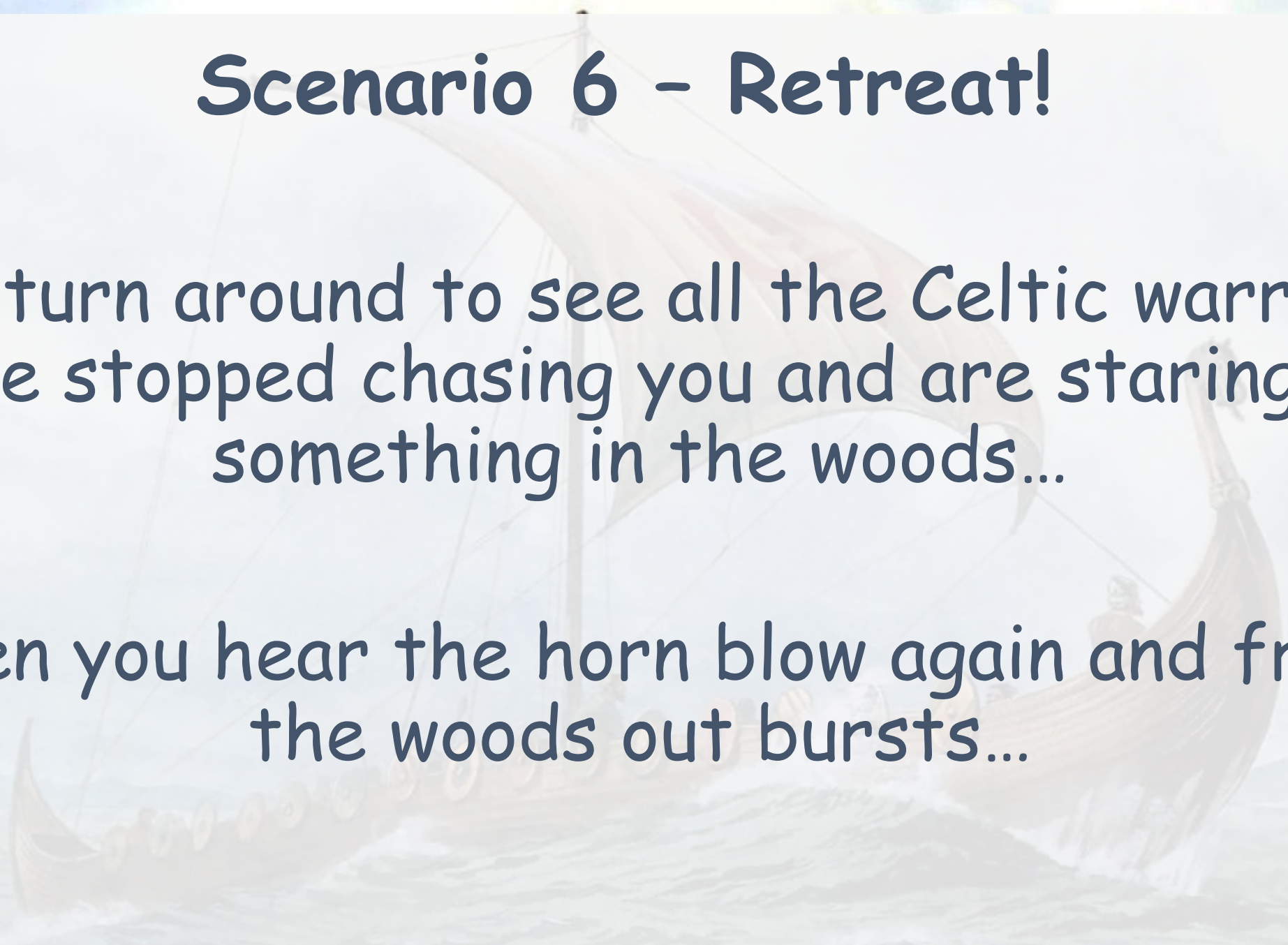
Ború's warriors are too strong and too many to fight off! They are even using Viking weapons and helmets! You shout to what's left of your crew turn and start to run towards the longship. You hear a roar from behind you and the blow of a horn...



Scenario 6 - Retreat!

You turn around to see all the Celtic warriors have stopped chasing you and are staring at something in the woods...

Then you hear the horn blow again and from the woods out bursts...



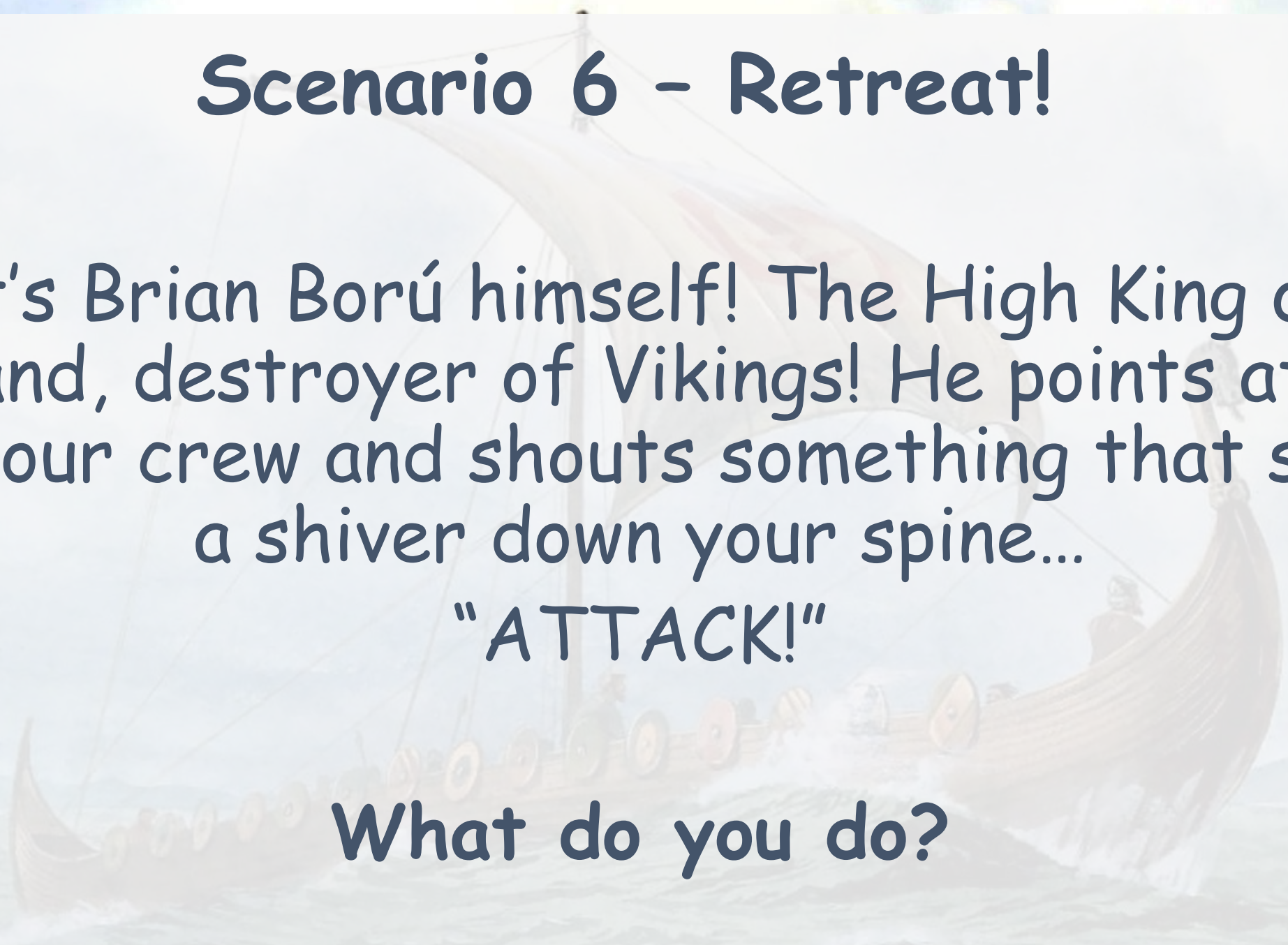


Scenario 6 - Retreat!

It's Brian Ború himself! The High King of Ireland, destroyer of Vikings! He points at you and your crew and shouts something that sends a shiver down your spine...

"ATTACK!"

What do you do?





Scenario 6 - Retreat!

You scamper back onto the longship. Spears fly through the air behind you, thumping into the side of the boat and ripping the sails. You order your crew to drop the oars and start rowing away from the land! The few crew members you have left waste no time and pull the large ship away from the battle with huge and unstoppable rows. The sounds of the battle get quieter and quieter as you put more distance between you and Ború.

Scenario 6 - Retreat!

You dare to look back at the place Ború was standing. He is gone. "What now Chieftain?" asks one of your crew, dirty and battered from the fight. Another Viking longship sails nearby, coming from the direction of Dubh Linn. You shout across to the men aboard "Where do we make our second landing?". The chieftain aboard appears and yells back. "Haven't you heard? The King is dead. Ború has taken the city. Ireland is lost. Make for the homeland!".

Scenario 6 - Retreat!

You look in the direction of Dubh Linn, the town where you were to make a new life for yourself.

Now, the buildings are engulfed in flames. Longships, half sunken lie in flaming ruins in the bay. All around you, Viking longships are sailing as fast as they can away from the town.

"What now Chieftain?" asks the dirty and bruised crew member again.

"I have no idea what happens now..." you whisper...





THE END