

SÆKONUNGR “SEA KING”

You are a mighty Viking Sækonungr "Sea King", you have a fleet of trading ships that sail around the world exchanging goods and collecting revenue to fund your mighty kingdom. However, no Sea King can become successful without supplementing their trading with daring Viking raids. During a raid you pay your Viking warriors to board your ships, so they can attack merchant vessels or vulnerable port cities, absconding with all the portable wealth! The life of a Viking is exciting, dangerous, and lucrative, but short. Your trading ships might all be raided by other Vikings or your ships with much of your cargo and men could be lost to the bottom of the sea! Only the bravest can stomach gambling with their very lives, so let's see if you have what it takes to become a great Sea King!

History:

Sækonungr is a dice game based upon the popular medieval dice-gambling game, commonly known as "Glückshaus". Sækonungr is a modified version of Glückshaus, making a more interesting gameplay experience for modern players.

Setup:

Begin with an empty game board that has 1 central **Longship** and 8 numbered **Trading Ships** along the perimeter.

2x D6 dice (**2D6**), & 2x **Viking Dice**

Treasury: Recommended starting coins for each player

- 2-4 players = 15 coins each
- 5 players = 12 coins each
- 6 players = 10 coins each

Gameplay:

Player roll **2D6**; the player with the highest goes first. Any turn that is not a **Raid** follows the rules for a **Trading** turn.

Trading:

Roll the **2D6** for a **Trading** turn, then find the numbered **Trading Ship** that corresponds to the dice result rolled.

If that **Trading Ship** has a coin on it, then the player adds that coin to their **Treasury** (this represents a **Trading Ship** coming into port with valuable cargo from a successful trading mission).

If the **Trading Ship** does not have a coin yet, then the player takes 1 coin from their **Treasury** and adds it to the **Trading Ship** (this represents you hiring crew and loading your **Trading Ship** with cargo to send on a trading mission).

If a 2 or 12 is rolled, then all the coins on the numbered **Trading Ships** are added to the player's **Treasury** (this represents a very lucrative trading expedition where numerous ships return at once loaded with valuable cargo).

If a 7 is rolled, then follow the rules below for a **Raid**.

Raid:

If a 7 is rolled on a **Trading** turn, then the player must add 1 coin from their **Treasury** to the central **Longship** (this represents your payment to your Viking warriors and purchase of supplies to set out on a **Raid**). The player will then roll the **2D6** again to perform the **Raid**. A player must always **Raid**, even if there are **no coins** on the game board.

If the **Raid** dice result is a number matching a **Trading Ship** with a coin, then the player adds that coin to their **Treasury**.

If the **Raid** dice result is a number matching a **Trading Ship** without a coin, then the **Raid** fails, but you NEVER add any coins to the **Trading Ship** like you would during **Trading** turn, instead you simply return home empty-handed.

If a 2 or 12 is rolled during a **Raid** then the player will add all the coins from all the **Trading Ships** and the central **Longship** to their **Treasury**.

If a 7 is rolled during a **Raid**, then the player may EITHER collect 2 coins from anywhere on the game board OR they may collect 1 coin from any one opponent's **Treasury**. After collecting their coin(s), the player may immediately make another **Raid** roll (a string of 7's can result in several **Raids**).

Viking Dice (optional):

You may choose to roll 1 or 2 **Viking Dice** before rolling the **2d6** for the **Raid** (these dice represent you supplementing your Viking war-fleet with mercenary Viking pirates, in hopes that having more ships and warriors will result in a more successful **Raid**). **Viking Dice** have 2 sides with a ☉ (shield) and 2 sides with a X.

For each ☉ result rolled on the **Viking Dice**, the player gains an additional **Raid** roll, allowing the player to roll the **2D6** again for a **Raid** a 2nd or 3rd time (this represents a larger **Raid** that has the potential to be much more successful).

For each X result rolled on the **Viking Dice**, the player must immediately take 1 coin from their treasury and add it to the central **Longship** (this represents the unreliability of hiring pirates who may drain your **Treasury** without any benefit).

Winning & Losing:

If a player is required to add a coin to a **Trading Ship** or the central **Longship**, but doesn't have enough coins to do so, then they are immediately expelled from the game.

The game ends when all players, except one, have run out of coins and are expelled.

Options:

This was traditionally a gambling game, so you may choose to have each player ante a set amount before the game and the winner will collect all the ante money as their prize. Or play with actual coins instead of the game's token coins.

You may also choose to end the game when the first player is eliminated from the game, in which case a suitable punishment should follow; if you are playing in a tavern, the loser might be required to purchase a bottle of mead for the table before the next game!