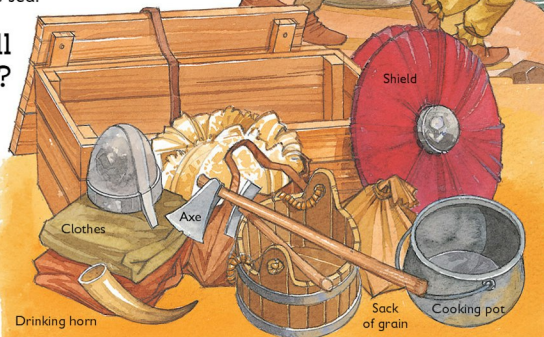


# The Long Ship

Members of the crew load the ship with food, water, and other supplies for the voyage. The ship is long and narrow, made from oak planks that curve upward at each end. The planks are fitted together with iron nails, and any gaps are plugged with tar and animal hair. The ship is very shallow — the distance from the bottom to the gunwale is only about 6 ft (1.8 m). Along each side are 16 holes for the oars to slide through. The holes can be shut in rough weather to keep out the sea.

## What Will You Take?

There is not much room on board. Most of the cargo has to be stored in the narrow space under the deck. You are taking weapons and tools, as well as casks of water. The hens and goats traveling with you will supply fresh eggs and milk.



# Lost! Drifting in a Fog

Once the wind has died down, a thick mist swirls around the ship and chills you to the bone in your soaking wet clothes. The only thing that keeps you warm is the effort of rowing. Worse still, you cannot see anything — the ice floes on the sea and the sun in the sky have disappeared behind the fog. Which course should the helmsman steer? You need to ask for help from the gods. The Viking religion is part of your daily life, with no special priests or temples. Thorvald is the chieftain, so he prays to Odin, the father of all the gods, and to Thor, the god of the sky and ruler of storms.

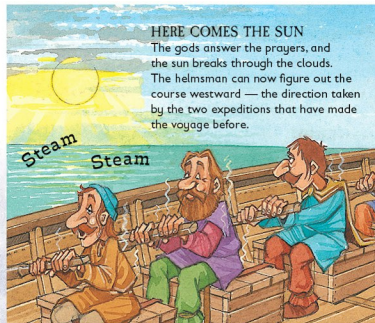
## Finding the Way



It is easy to navigate when you can see the coast. You simply follow a series of known landmarks. In open sea, it is more difficult. Avoiding icebergs and pack ice can easily send you off course.

We're lost!

We're not lost.  
We just don't  
know where we  
are.

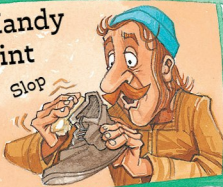


### HERE COMES THE SUN

The gods answer the prayers, and the sun breaks through the clouds. The helmsman can now figure out the course westward — the direction taken by the two expeditions that have made the voyage before.

### Handy hint

Slop



Every few days, rub the fat from sheep or other animals into your goatskin boots. This will keep them soft and waterproof.

# Land at Last!



## FINDING LAND

Thorvald followed the route taken by his brother Leif, heading west across the sea until he saw land.



## BEACHING THE BOAT

The crew must leap ashore and grab ropes to haul the ship as far up the beach as they can. This will stop it from being washed away.

The next morning you are awoken by a shout, "Land ahead!" You can see from the long ship that the coast of this mysterious new land is mountainous and icy, with no grass or trees. Thorvald recognizes this as Helluland, or "flat rock land," the place Leif Ericsson had described after his own voyage. The helmsman turns the ship to follow the coast southward, and the landscape becomes more promising.



Leif landed on the coast of North America (probably Newfoundland).

You reach what Leif called Markland, or "wood land," which is flat and thickly covered with forests. Finally, you arrive at Vinland, or "wine land," where the climate is warmer. Thorvald leads his crew ashore. But what dangers are lurking?

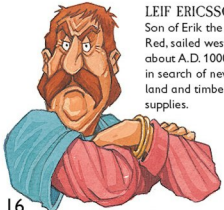
## Handy hint



Use tree trunks as rollers to haul your ship over land. This means you can bypass any waterfalls and rapids that would stop your progress up a river.

## LEIF ERICSSON

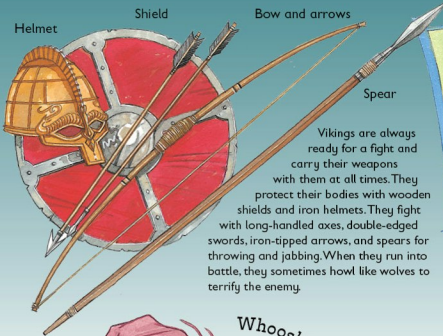
Son of Erik the Red, sailed west about A.D. 1000 in search of new land and timber supplies.



# Hunting and Storing Food

During the autumn, you must gather and store enough food to last through the winter. There is wild wheat growing on the seashore, and nuts and berries in the forest. There are plenty of animals to hunt for meat. The largest and most valuable prey are whales, which give a huge supply of meat as well as oil, skin, and bones. But whale hunts are perilous. You must row out in a small boat and get as near the whale as you can. One man hurls a harpoon. It sticks into the whale, which then tries to escape, dragging you along behind. Only when the whale becomes tired can you kill it with spears.

## Weapons

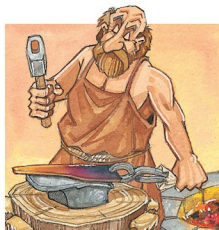


Vikings are always ready for a fight and carry their weapons with them at all times. They protect their bodies with wooden shields and iron helmets. They fight with long-handled axes, double-edged swords, iron-tipped arrows, and spears for throwing and jabbing. When they run into battle, they sometimes howl like wolves to terrify the enemy.

## Handy hint



Deep freeze your meat by packing it in ice and snow. This will stop it from rotting.



### BLACKSMITH AT WORK

Skilled Viking blacksmiths can make anything from axe-heads to cooking pots. Using tongs to hold hot metal on the anvil, they cut and hammer it into shape.



### STORING FOOD

Fish and meat are preserved by hanging them to dry in the wind, or by "pickling" in salty water. Even pine bark is stored, to eat if everything else runs out!



Help! It's never going to stop!