

# Vikings

## Vikings

*article: Northmen Vikings – View videos at The History Channel Copenhagen-Portal – The Danish Vikings  
BBC: History of Vikings Borg Viking museum, Norway*

Vikings were a seafaring people originally from Scandinavia (present-day Denmark, Norway, and Sweden), who from the late 8th to the late 11th centuries raided, pirated, traded, and settled throughout parts of Europe. They voyaged as far as the Mediterranean, North Africa, the Middle East, Greenland, and Vinland (present-day Newfoundland in Canada, North America). In their countries of origin, and in some of the countries they raided and settled, this period of activity is popularly known as the Viking Age, and the term "Viking" also commonly includes the inhabitants of the Scandinavian homelands as a whole during the late 8th to the mid-11th centuries. The Vikings had a profound impact on the early medieval history of northern and Eastern Europe, including the political and social development of England (and the English language) and parts of France, and established the embryo of Russia in Kievan Rus'.

Expert sailors and navigators of their characteristic longships, Vikings established Norse settlements and governments in the British Isles, the Faroe Islands, Iceland, Greenland, Normandy, and the Baltic coast, as well as along the Dnieper and Volga trade routes across Eastern Europe where they were also known as Varangians. The Normans, Norse-Gaels, Rus, Faroese, and Icelanders emerged from these Norse colonies. At one point, a group of Rus Vikings went so far south that, after briefly being bodyguards for the Byzantine emperor, they attacked the Byzantine city of Constantinople. Vikings also voyaged to the Caspian Sea and Arabia. They were the first Europeans to reach North America, briefly settling in Newfoundland (Vinland). While spreading Norse culture to foreign lands, they simultaneously brought home slaves, concubines, and foreign cultural influences to Scandinavia, influencing the genetic and historical development of both. During the Viking Age, the Norse homelands were gradually consolidated from smaller kingdoms into three larger kingdoms: Denmark, Norway, and Sweden.

The Vikings spoke Old Norse and made inscriptions in runes. For most of the Viking Age, they followed the Old Norse religion, but became Christians over the 8th–12th centuries. The Vikings had their own laws, art, and architecture. Most Vikings were also farmers, fishermen, craftsmen, and traders. Popular conceptions of the Vikings often strongly differ from the complex, advanced civilisation of the Norsemen that emerges from archaeology and historical sources. A romanticised picture of Vikings as noble savages began to emerge in the 18th century; this developed and became widely propagated during the 19th-century Viking revival. Varying views of the Vikings—as violent, piratical heathens or as intrepid adventurers—reflect conflicting modern Viking myths that took shape by the early 20th century. Current popular representations are typically based on cultural clichés and stereotypes and are rarely accurate—for example, there is no evidence that they wore horned helmets, a costume element that first appeared in the 19th century.

## Minnesota Vikings

*The Minnesota Vikings are a professional American football team based in Minneapolis, Minnesota. The Vikings compete in the National Football League (NFL)*

The Minnesota Vikings are a professional American football team based in Minneapolis, Minnesota. The Vikings compete in the National Football League (NFL) as a member of the North division of the National Football Conference (NFC). Founded in 1960 as an expansion team, the team began play the following year. They are named after the Vikings of medieval Scandinavia, reflecting the prominent Scandinavian American culture of Minnesota. The team plays its home games at U.S. Bank Stadium in the Downtown East section of Minneapolis.

The Vikings have an all-time overall record of 537–438–11, the highest regular season and combined winning percentage among NFL franchises who have not won a Super Bowl, in addition the most playoff runs, division titles, and (tied with the Buffalo Bills) Super Bowl appearances. They also have the most conference championship appearances of non-winning Super Bowl teams, with them being one of four (along with the Pittsburgh Steelers, Denver Broncos and Los Angeles Rams) to appear in a conference championship every decade since the 1970s.

### Vikings (TV series)

*series, titled Vikings: Valhalla, premiered on Netflix on February 25, 2022. It is inspired by the sagas of Ragnar Lodbrok, a Viking who is one of the*

Vikings is a historical drama television series created and written by Michael Hirst. A co-production between Canada and Ireland, the series originally premiered on the History Channel on March 3, 2013. The series concluded with its broadcast on History in Canada from January 1 to March 3, 2021, after the second half of the sixth season was released in its entirety on Amazon Prime Video in Ireland on December 30, 2020. A sequel series, titled Vikings: Valhalla, premiered on Netflix on February 25, 2022.

It is inspired by the sagas of Ragnar Lodbrok, a Viking who is one of the best-known legendary Norse heroes and notorious as the scourge of Anglo-Saxon England and West Francia. The show portrays Ragnar as a farmer from the Kattegat who rises to fame by raiding England and eventually becomes a Scandinavian king, with the support of his family and fellow warriors. In the later seasons, the series follows the fortunes of his sons and their adventures in England, Scandinavia, Kievan Rus', the Mediterranean and North America.

The series's principal cast features Travis Fimmel as Lothbrok, alongside Katheryn Winnick, Clive Standen, Jessalyn Gilsig, Gustaf Skarsgård, Gabriel Byrne, George Blagden, Donal Logue, Alyssa Sutherland, Linus Roache, and Alexander Ludwig. The series was filmed entirely in Ireland, on-location in County Wicklow and at Ashford Studios.

### Viking Age

*the Scandinavians of the Viking Age were Vikings in the sense of being engaged in piracy, they are often referred to as Vikings as well as Norsemen. Voyaging*

The Viking Age (about 800–1050 CE) was the period during the Middle Ages when Norsemen known as Vikings undertook large-scale raiding, colonising, conquest, and trading throughout Europe and reached North America. The Viking Age applies not only to their homeland of Scandinavia but also to any place significantly settled by Scandinavians during the period. Although few of the Scandinavians of the Viking Age were Vikings in the sense of being engaged in piracy, they are often referred to as Vikings as well as Norsemen.

Voyaging by sea from their homelands in Denmark, Norway, and Sweden, the Norse people settled in the British Isles, Ireland, the Faroe Islands, Iceland, Greenland, Normandy, and the Baltic coast and along the Dnieper and Volga trade routes in eastern Europe, where they were also known as Varangians. They also briefly settled in Newfoundland, becoming the first Europeans to reach North America. The Norse-Gaels, Normans, Rus' people, Faroese, and Icelanders emerged from these Norse colonies. The Vikings founded several kingdoms and earldoms in Europe: the Kingdom of the Isles (Suðreyjar), Orkney (Norðreyjar), York (Jórvík) and the Danelaw (Danal'g), Dublin (Dyflin), Normandy, and Kievan Rus' (Garðaríki). The Norse homelands were also unified into larger kingdoms during the Viking Age, and the short-lived North Sea Empire included large swathes of Scandinavia and Britain. In 1021, the Vikings achieved the feat of reaching North America—the date of which was not determined until a millennium later.

Several factors drove this expansion. The Vikings were drawn by the growth of wealthy towns and monasteries overseas and weak kingdoms. They may also have been pushed to leave their homeland by

overpopulation, lack of good farmland, and political strife arising from the unification of Norway. The aggressive expansion of the Carolingian Empire and forced conversion of the neighbouring Saxons to Christianity may also have been a factor. Sailing innovations had allowed the Vikings to sail farther and longer to begin with.

Information about the Viking Age is drawn largely from primary sources written by those the Vikings encountered, as well as archaeology, supplemented with secondary sources such as the Icelandic Sagas.

Viking (disambiguation)

*prequel to the Vikings TV series Thor: Vikings, a comic book series The Viking (1928 film), a color film about Viking settlers The Viking (1931 film), a*

The Vikings were seafaring Scandinavians.

Viking or Vikings may also refer to:

Vikings: Valhalla

*Vikings: Valhalla, or simply Valhalla, is a historical drama television series created by Jeb Stuart for Netflix that serves as a sequel to Vikings. The*

Vikings: Valhalla, or simply Valhalla, is a historical drama television series created by Jeb Stuart for Netflix that serves as a sequel to Vikings. The eight-episode first season premiered on February 25, 2022. With a 24-episode order announced in November 2019, the series was renewed for a second and third season in March 2022. The second season premiered on January 12, 2023. The third and final season premiered on July 11, 2024.

List of Vikings and Vikings: Valhalla characters

*series, Vikings: Valhalla, written and created by Jeb Stuart for Netflix, premiered on February 25, 2022, concluding on July 11, 2024. Vikings is inspired*

Vikings is a historical drama television series written and created by Michael Hirst for the television channel History. Filmed in Ireland, it premiered on 3 March 2013 in Canada, concluding on December 30, 2020. A standalone sequel series, Vikings: Valhalla, written and created by Jeb Stuart for Netflix, premiered on February 25, 2022, concluding on July 11, 2024.

Vikings is inspired by the sagas of Viking Ragnar Lothbrok, one of the best-known legendary Norse heroes and notorious as the scourge of England and France, while Vikings: Valhalla, set 100 years later, chronicles the beginning of the end of the Viking Age and the adventures of Leif Erikson, his sister Freydís Eiríksdóttir and Harald Sigurdsson. The broad historical narrative of both series are based on real events, with some of the principal characters representing real figures from history and/or legend.

Vikings portrays Ragnar as a former farmer who rises to fame by successful raids into England, and eventually becomes king, with the support of his family and fellow warriors: his brother Rollo, his son Björn Ironside, and his wives—the shieldmaiden Lagertha and the princess Aslaug. Vikings: Valhalla portrays Leif and Freydís as immigrants from Greenland to Norway, who are respectively pulled into the Viking campaign to conquer Great Britain and the growing religious divide between Christians and Pagans. The Seer (portrayed by John Kavanagh) is the only character to appear in both series, having appeared in at least one episode of every season.

The Lost Vikings

*February 2021. In The Lost Vikings, the player controls three separate Vikings with different abilities. The three Vikings must work together to finish*

The Lost Vikings is a 1993 puzzle-platform game developed by Silicon & Synapse (now Blizzard Entertainment) and published by Interplay Productions. It was initially released for the Super NES, then subsequently released for the Amiga, Amiga CD32, MS-DOS, and Mega Drive/Genesis. The Mega Drive/Genesis version contains five stages not present in any other version of the game, and can also be played by three players simultaneously. Blizzard re-released the game for the Game Boy Advance in 2003. In 2014, the game was added to Battle.net, emulated through DOSBox. In celebration of the company's 30th anniversary, The Lost Vikings was re-released for Nintendo Switch, PlayStation 4, Windows, and Xbox One as part of the Blizzard Arcade Collection in February 2021.

In The Lost Vikings, the player controls three separate Vikings with different abilities. The three Vikings must work together to finish each level and find their way back home. A sequel, The Lost Vikings 2, was released in 1997.

2024 Minnesota Vikings season

*Packers in Week 17, the Vikings achieved their first season with at least 14 wins since going 15–1 in 1998. However, the Vikings ended their season with*

The 2024 season was the Minnesota Vikings' 64th in the National Football League (NFL), their ninth playing their home games at U.S. Bank Stadium, their 20th under the ownership of Zygi Wilf and their third under the head coach/general manager tandem of Kevin O'Connell and Kwesi Adofo-Mensah. The Vikings improved on their 7–10 record from 2023 after a Week 11 win over the Tennessee Titans and made the playoffs after a one-year absence.

For the first time since 2017, quarterback Kirk Cousins was not on the roster, as he signed with the Atlanta Falcons in the offseason. As such, the team was in a rebuilding year with very low expectations. Despite this, the Vikings started 11–2 for the first time since 2009 and clinched a playoff berth when the Seattle Seahawks lost to the Green Bay Packers in Week 15. After their win against the Packers in Week 17, the Vikings achieved their first season with at least 14 wins since going 15–1 in 1998. However, the Vikings ended their season with two blowout losses: first to the division rival Detroit Lions in their Week 18 game, which clinched the 1st seed for the Lions, then to the rival Los Angeles Rams in the wild card round, which eliminated the Vikings from the playoffs. All four of the team's losses this season happened at the hands of the Lions and the Rams during back-to-back weeks. The Vikings became the first 14–win wild card team in NFL history. The fourteen wins set an all-time record for wins for a team that failed to reach the Divisional Round of the playoffs in the Super Bowl era.

On June 6, 2024, the Vikings unveiled their new "Winter Warrior" uniform, which is all-white and features the first white helmet in franchise history.

The team's first round pick this season, J. J. McCarthy, missed the season after getting surgery on a knee injury he acquired during preseason game.

Minnesota Vikings Cheerleaders

*The Minnesota Vikings Cheerleaders are the official cheer squad for the Minnesota Vikings. The squad performs at every home game at the U.S. Bank Stadium*

The Minnesota Vikings Cheerleaders are the official cheer squad for the Minnesota Vikings. The squad performs at every home game at the U.S. Bank Stadium, the home stadium of Minnesota. Before the squad's introduction in 1984, The Vi-Queens (1961–63) and the St. Louis Park High School Parkettes performed (1964–65, 67–83) Edina High School Hornettes and Minneapolis Roosevelt High School Rockettes in 1966.

In 1984, the MVC were started. The group currently has 35 members. The squad, like other groups in the league, releases a swimsuit calendar annually since 2001. The squad also makes off-field appearances at parades, schools, and charity events. Like other NFL cheerleading squads, the MVC also has a "Junior Minnesota Vikings Cheerleaders" program, which has various divisions: Junior Angel Division is for girls aged 3–5, and Junior Cheerleader Division is for girls aged 6–14. The MVC also helps mentor the Junior Cheerleaders by enriching their interests. In April, the MVC hosts tryouts at Winter Park. From when the division was founded in 2002 to 2016, when the Detroit Lions Cheerleaders were re established, the Vikings were the only team in the NFC North with a cheerleading squad.

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