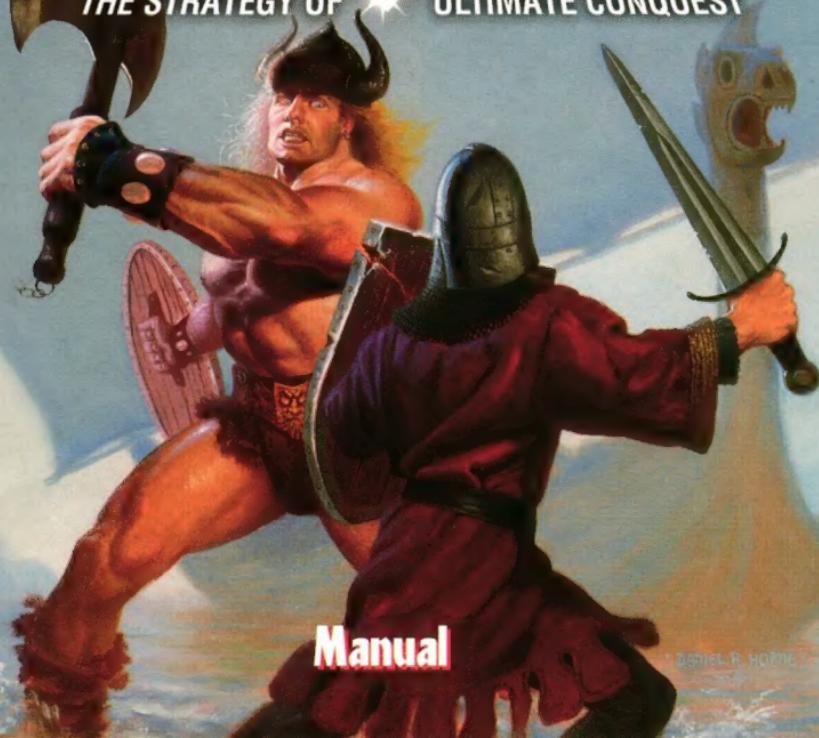


# VIKINGS

THE STRATEGY OF ULTIMATE CONQUEST



**Manual**

DUSTIN R. HOMER



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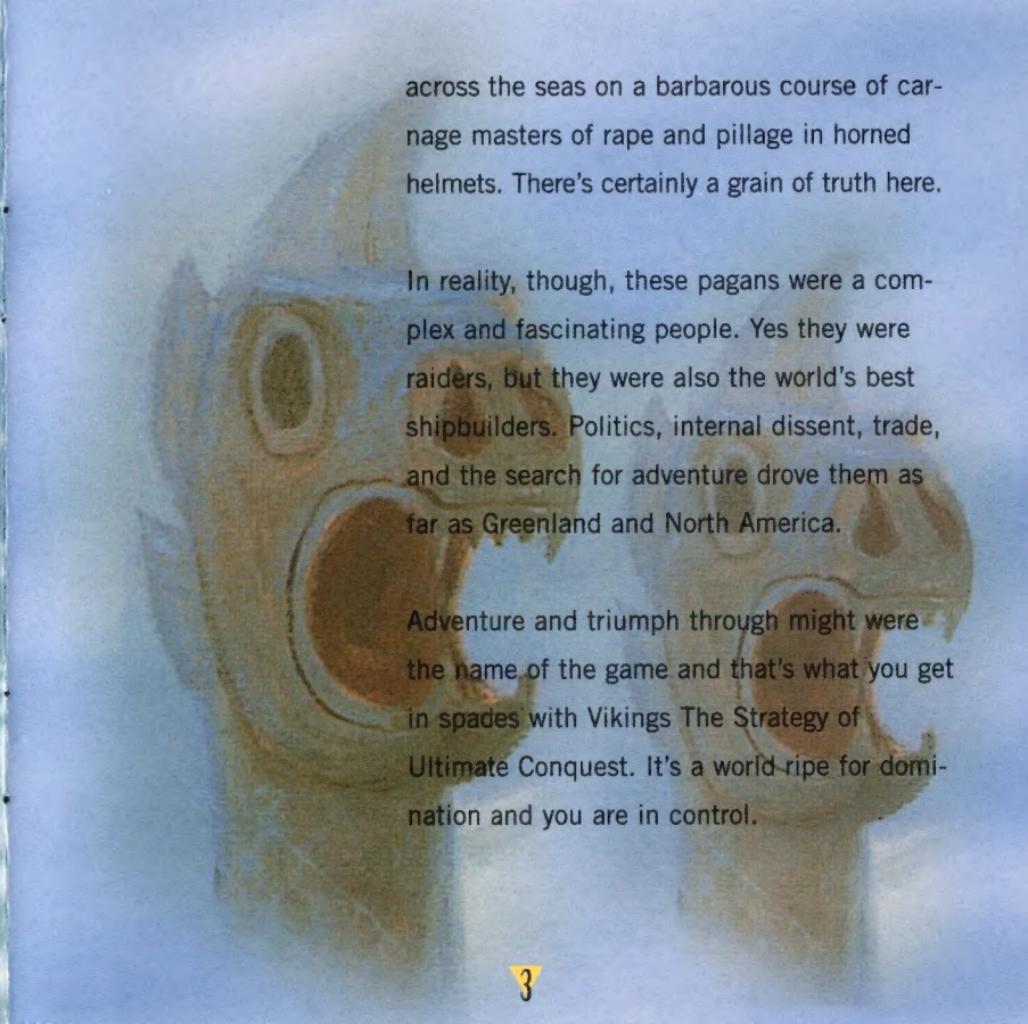
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# Introduction

# VIKINGS.

Their very name offers up images of bold exploration, blood-soaked battle, and unbridled conquest.

From the 8th century to the 12th, Vikings ruled the oceans and came very close to controlling the known world. Myth and tradition have cast them as bloody brigands, sweeping



across the seas on a barbarous course of carnage masters of rape and pillage in horned helmets. There's certainly a grain of truth here.

In reality, though, these pagans were a complex and fascinating people. Yes they were raiders, but they were also the world's best shipbuilders. Politics, internal dissent, trade, and the search for adventure drove them as far as Greenland and North America.

Adventure and triumph through might were the name of the game and that's what you get in spades with Vikings The Strategy of Ultimate Conquest. It's a world ripe for domination and you are in control.

# Installation

## *Windows® 95 Installation*

Click on your Start Menu, select Settings, select Control Panel, select Add/Remove Programs, click on Install. Your machine will search for Install programs on your floppy and CD-ROM drives. When it finds the Vikings... install program on the CD-ROM drive, click on Finish to start the installation. From here on out you'll follow the easy on-screen prompts given by the installation program.

## *Windows 3.1 Installation*

Insert the CD into your CD-ROM drive, and from your Windows Program Manager, click on File, Run, type D:\Install (substituting D for the appropriate drive letter for your CD-ROM drive). This program will install a new program group under Windows, and properly set up the program icon.

To play, simply double click on the Vikings icon.

## ***Macintosh® Installation***

Insert the CD into your CD-ROM, and double-click on Vikings 68k Installer. Drag the icon to the proper hard drive on your system.

To play, simply double-click on the Vikings icon.

Where left and right mouse buttons are indicated, clicking a single button mouse is equivalent to a left click. For a right click, hold the shift key down as you click. For sailing, walking, and ship combat, the mouse keys can be duplicated by using the arrow keys on your keyboard.

## ***Power PC Installation***

Insert the CD into your CD-ROM, and double-click on Vikings PPC Installer. Continue as above with Macintosh installation.

# Game Play Information

## **Introduction**

Gives you a brief overview of the background behind the game. You can scroll up and down through the story at your leisure using the arrows at the bottom of the screen.

## **Start New Game**

Allows you to create a new character (see New Game below.)

## **Load Game**

Allows you to load a previously saved game.

## **End Game**

Returns you to Windows or your Desktop.

## **New Game**

If you choose Start New Game from the Opening Menu, you will need to choose your character (a series of screens will guide you through this process). You are to choose from the following options:

### **Gender**

Male or Female.

### **Nationality**

You can choose from Norwegian, Swedish, or Danish. Choosing one of these will determine what options you have available as a home port

### **Level of Play**

Choose how tough you want the game to be.

### **Skill**

Select a skill in which you want your character to be proficient. He can also become proficient at others, but this is his beginning forte.

### **Name**

The default name for your character is Sven or Aesa, but you can change it by typing over the default.

### **Province**

You will be presented with a section of map showing the country you have selected, and what ports are available as provincial capitals. The right-hand side of the screen shows the vital statistics for the province. To see details about another province, click on one of the red circles on the map. When you have selected the province you want as your capital, click on OK.

After you have made your choices, a summary screen displays your statistics. If you are unhappy with any of your choices, you can select NO to go back to the Opening Menu. If you chose Novice as your level, an introductory combat will give you a feel for the warfare style of Vikings (see instructions for Combat).

# Getting Around

## *Navigating Around Cities*

Within all cities are standard buildings and places you can visit. To see what places are available in your current location, move your cursor around the screen. A text box in the bottom center of the screen indicates the place you are pointing to. The following is a brief list of what might be available in any city:

**Tavern** - There are several people you can visit while at a tavern:

**Bartender** - The barkeep will sell you a drink if you have enough money to purchase it. If you drink too much, you become drunk, and your vision blurs. Sometimes, the barman is willing to pass along interesting bits of information when you click on 'Make idle conversation' or 'Local affairs inquiry'. The bar keep will tell you what's going on in the world if you click on 'News'.

**Server** - This young flirt can also sell you drinks, and will sometimes be willing to pass along information learned from other customers.

**Storyteller** - If you purchase a drink for him, he will tell you a story about a 'mythical' object. The storyteller will either tell you where this item is rumored to be found, or recommend that you see the patron to get a map to the object.

**Patron** - If the storyteller has directed you to see the patron for a map, he will either sell it to you, or make you fight for the map. If you win against him in hand-to-hand combat, you automatically take the map. If the patron does not have a map, he will either tell you an interesting piece of information, brush you off, or start a fight.

**Market** - You can buy and sell goods here. The store owner's available funds as

well as yours are displayed at the bottom left, and your available storage space is displayed at the bottom right. If you have something you want to sell to the store owner, and he has funds available to purchase it, click on the left arrow beside the item. If he has goods you want, and you have funds (and space) available, click on the right arrow beside the item.

**Shipwright** - You are at liberty to commission the shipwright to build ships for you if you have the lucre available. Local economy and previous orders will affect how much ships will cost and how long they will take to build. If you are on unfriendly terms with a city, their shipwright will not build ships for you.

**Blacksmith** - You can commission the blacksmith to make better weapons or armor for yourself and your men if you have the monetary funds available. As with ships, local economy affects the price of improvements.

**Headquarters** - See Affairs of State.

**Leader** - If you are in the capital of a province which is not your home city, you can enter the longhouse to negotiate with that province's leader, and make deals concerning treaties, trade agreements, and others. If you are allied with the province, the leader will offer you the option of offering up a clarion call to raise troops, or looking over the status of the province.

**Rune Woman** - When you go to the rune woman, she will retell stories that the storyteller has told you, sometimes with additional details. She will also cast runes for you, or mix you a potion to heal your wounds.

# Charleen Options

**Disk** - On most screens you will see a disk button in the bottom left-hand corner. When you click this button, you will be presented with the following options:

**Save** - Allows you to save your game exactly where you left off. The save screen lets you choose a slot to save your game. After selecting a slot to change the name, backspace over the old name, and type a new one, or click on OK to default to the previous file name. (Note: you must change the name from 'empty' in order for your game to be saved.)

**Load** - To load a previously saved game, click on the game to restore, then click OK.

**Options** - Allows you to change the audio options, including turning all or some sound off. All switches are toggles.

**Exit** - Exits the game.

**Information** - On most screens you will see a question mark icon in the bottom righthand corner. Clicking this button gives you the following options:

**Party Info** - Presents you with information about the makeup of your party when you have mounted an expedition. This option is not available if you are at home.

**Personal Info** - Brings up additional options:

**Trophy Case** - Displays the items from quests you have successfully completed.

**Personal Stats** - Displays your health, reputation, level, age, and marital status.

**Holdings** - Shows your holdings for ships, men, vault, and province holdings. Vault contents are accessible only when you are at home. Province holdings shows what provinces you currently control, either by marriage or through conquest.

**World Map** - Shows you the portion of the world you have explored. Moving your cursor over the different markers on the map gives you information for that item in the lower left-hand corner of your screen. To scroll around the map, use the arrow keys in the bottom center of the screen. To exit the map, click the OK button in the center of the arrow keys.

**Quest Map** - If you have listened to stories at the tavern, and obtained quest maps from the patron, your man-at-arms will show you your maps when you click on this option.

**World Map** - Shows up when you are sailing or walking. The effect is exactly the same as if you had chosen World Map from the information screen.

# Conducting Affairs Of State

When you enter the longhouse in your home city, you have two options: Mount Expedition, or Local Affairs.

**Mount Expedition** - You get two choices; Lead Standard Expedition, or Lead Custom Expedition. If you choose to lead a Standard Expedition, the computer automatically arranges your ships, men and goods for you. When you choose to lead a Custom Expedition, you will be given the following screens to customize:

**Enlistment** - You have issued a clarion call for warriors to join your army.

You will be informed of how many have answered the call (are available to be enlisted), and what funds you have available to purchase their services.

To select troops to enlist, click on the right (down) arrow to select more, and the left (up) arrow to select fewer. The cost to enlist troops is 10 Silver per man. You will be stopped from selecting more troops either when your money runs out, or if you have selected all who have answered your clarion call.

**Select Ships** - Each ship has a minimum crew necessary for sailing. These troops will be taken from your enlisted troops. At this time, you must also decide how many of the troops you enlisted will be joining you on your expedition. Any troops you do not take with you will be left at home to guard your province.

**Select Lieutenants** - You must choose which lieutenants you will take with you to lead your men in battle. The decisions you make here will affect how well your troops perform in combat situations.

**Local Affairs** - You have two options:

**Attend Holdings** - If you select this option, time will visibly pass on a calendar. When this is happening, you are assumed to be taking an active hand in managing your province. As you attend your holdings, your economy will improve, population will increase, etc. While you are attending holdings,

foreign emissaries will seek you out for affairs of state, wanting to engage in treaties, trade agreements, and such. The longer you attend holdings, the lower your reputation will be, as the true value of a Viking is his prowess in battle.

**Promote a Lieutenant** - You may promote up to 16 lieutenants, at the cost of 1,000 Silver each. When you promote a lieutenant, he will be available for the next expedition you mount. Lieutenants are used in battle to help you lead your troops, and are essential for conquest, as each lieutenant can be left to rule over a province you have conquered.

## **Expedition**

After you have set up your expedition, you will automatically begin in a ship just outside your port, either sailing or walking.

**Sailing and Walking** - The following commands can be used while sailing and walking:

**Left/Right Mouse Buttons** - will turn the ship the corresponding direction

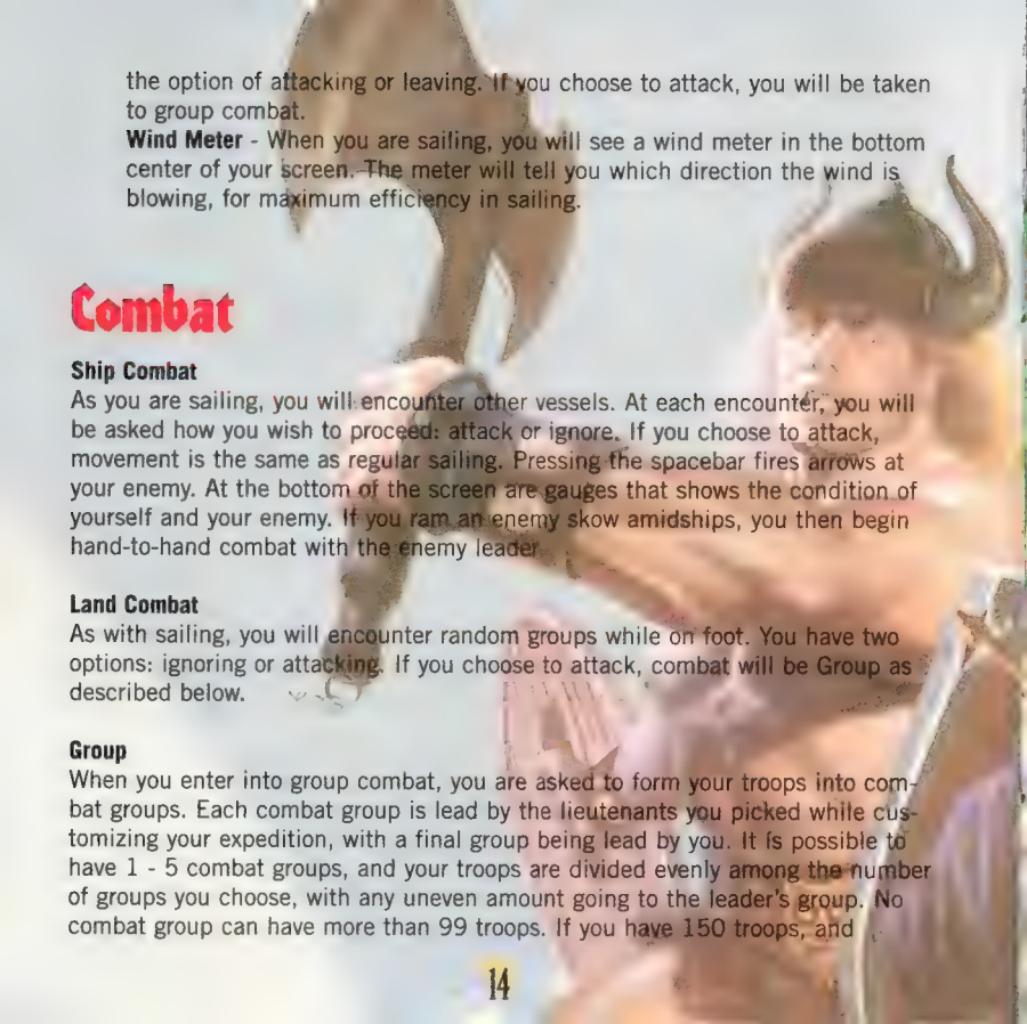
**s** - Raise/lower sail (sailing only) - will affect your speed depending on the wind

**t** - Turbo - will increase your apparent speed x10

**Space** - If you are 'beached', and you press the spacebar, you disembark from the ship and begin walking on land. If you are walking near your ship, and you press the spacebar again, you reboard the ship.

**Cities** - If you sail or walk onto a city space, you automatically dock at their port and are asked how you want to proceed. If you are allied with the city, you can either enter or leave. If you are not allied with that city either by having it be a part of your province, or a part of a province you have conquered, you will also be given the option of attacking. If you choose to attack, you will be taken to group combat.

**Abbeys/Forts** - If you sail or walk onto an abbey/fort space, you will be given



the option of attacking or leaving. If you choose to attack, you will be taken to group combat.

**Wind Meter** - When you are sailing, you will see a wind meter in the bottom center of your screen. The meter will tell you which direction the wind is blowing, for maximum efficiency in sailing.

## Combat

### Ship Combat

As you are sailing, you will encounter other vessels. At each encounter, you will be asked how you wish to proceed: attack or ignore. If you choose to attack, movement is the same as regular sailing. Pressing the spacebar fires arrows at your enemy. At the bottom of the screen are gauges that shows the condition of yourself and your enemy. If you ram an enemy skew amidships, you then begin hand-to-hand combat with the enemy leader.

### Land Combat

As with sailing, you will encounter random groups while on foot. You have two options: ignoring or attacking. If you choose to attack, combat will be Group as described below.

### Group

When you enter into group combat, you are asked to form your troops into combat groups. Each combat group is lead by the lieutenants you picked while customizing your expedition, with a final group being lead by you. It is possible to have 1 - 5 combat groups, and your troops are divided evenly among the number of groups you choose, with any uneven amount going to the leader's group. No combat group can have more than 99 troops. If you have 150 troops, and

choose 1 combat group, that group will contain only 99 troops. Each combat group is able to be one of three types: Fighter, Archer, or Berserker (see descriptions below.) After you select your combat groups, you will be taken to the Group Combat view.

**Group Combat View** - In this view, you see either a city, an abbey or fort overhead, or a wilderness view depending upon where you are fighting. Each man you see is actually a combat group, with the number on the box in front of him telling you how many troops man that group. As folks are killed in combat, the numbers reflect the number of troops remaining in a group. To turn off the box, press 'c'. To scroll around this screen, click with your left mouse button on the arrows located at the bottom left corner of the screen. The group carrying the flag always represents the leader's group in combat (this is also true for your enemy. Hint. Hint.)

**Basic Movement** - Basic movement is handled in two steps. First, you must select who to move, then tell them where to go. To select a group, click with your left mouse button on the group. The group you have selected then has a white square around it. Once you have the proper group, click with your right mouse button at the point where you want them to be. They travel in the instructed direction until they reach the destination, or until they hit a barrier. If you send them to an impossible position (say the middle of a building) they won't move. In order for a group to enter a city, your troops must first break down the gates. When you send a group to the gates of the city, then tell them to advance by clicking with your right mouse button on the other side of the gate, they will attempt to break down the gate. If you come within attacking distance of any enemy combat group, they will automatically engage in combat.

**Torch** - To torch a building you are facing, either click on the torch icon, or press T on your keyboard.

**Map Overview Button** - If you click on the eye icon at the bottom left of the screen, you will be given an overview of the entire combat area, with each combat group represented as a dot, and the leaders represented by larger dots.

**Disengaging** - To run from a battle you are losing, click on the dog symbol in the lower right corner. You'll be running like the dog you are.

### **Combatant Types**

**Fighter** - Fighters are your average grunt-troops. They do the majority of the fighting, and are the only group who can torch buildings.

**Archer** - Archers will fire arrows at enemy groups from a safe distance. If you select a group of archers, and place them at a distance of about 1" from an enemy group, they will automatically begin firing arrows. If an archer group is attacked by an enemy group, they will automatically begin fighting the same as fighters, but will be much more likely to lose.

**Berserkers** - You may only have one group of berserkers per combat situation. These are specially trained fighters who will do more damage to the enemy than a regular fighter group.

### **Hand-to-Hand**

When you are challenged by the patron at a tavern, or whenever the combat group containing your leader enters into combat with the opposing force's leader, you will be taken to the hand-to-hand combat interface. When you are in hand-to-hand, you must make certain that your num-lock key is off. To move your fighter, use the numeric keypad, or click on the directional arrows at the bottom center of the screen with your left mouse button. To make your fighter swing, hold down the shift key and use the numeric keypad #'s 4, 6, 7, 8, or 9. To block, hold down the shift key and use the numeric keypad #'s 1, 2, or 3. (The same movements can be affected by holding down the shift key and

clicking with your left mouse button on the corresponding arrow keys at the bottom of the screen.)

## *Combat Hints for New Players*

### **Combat Experience**

When you play in Novice mode, you will be given an introductory combat experience to give you a feel for how combat works. While you will not gain experience points or plunder, it is a valuable opportunity to learn how to move combat groups, and what to expect from the computer player.

### **Experience Points**

When you begin the game, you have a minimum level of experience and abilities. As you increase your experience points, you will advance in levels, and have more hit points for hand-to-hand combat. There are two 'easy' ways to increase your experience points: 1) land combat or ship combat, and 2) quests. To get into a land combat situation, mount an expedition, either custom or standard. Once you are sailing in your ship, beach your vessel on any deserted stretch of land, then press the spacebar bar to leave your ship. As you walk around the countryside, you will encounter random small groups of vagabonds/bandits. Each successful encounter with these opponents will add experience points to your character and to all lieutenants you have with you. You can get into a ship combat situation by just sailing around. The same effects apply to ship combat as to land combat.

### **Quests**

To gain experience by questing, go to the tavern in any town. If you buy the storyteller a drink, he will tell you the story of an item, and some hints as to

where this item can be found. After the storyteller has told you a story, if you conquer the city, explore the cave, or defeat the fort/abbey where the item is, it will automatically be added to your trophy case. Each of these items will add to your experience points. If the storyteller has told you of a quest item, the rune woman will be able to re-tell the story and give you more clues as to the location of the item. The storyteller will only tell you the story one time. The cave quests are a good place to start as they involve no combat, and can be found with a map and bit of determination.

## **Troubleshooting**

### ***General Troubleshooting Hints***

- Vikings must be run in 256 color mode.
- To run the game properly you need virtual memory running.
- Your MIDI must be set to either base or extended.
- The Numlock key must be off during hand-to-hand combat.
- When naming a saved game, the file must be called something other than empty.

### ***Windows Related Troubleshooting***

- You must restart after installation of Video for Windows.
- If your ship is sailing very slowly and unevenly, do an Alt/Tab to go to Program Manager, and then Alt/Tab back to Windows.

# Technical Assistance

Remember  
Your  
Readme!

## You May Already Have The Proper Answer...

Check out the root directory of your install disk/disc and print out the Readme. file. This file contains the most current info available and may well have answers to your questions on a here-and-now basis. Even your manual is more dated than the Readme as it had to be written, copy-edited, put on film, sent to the printer, and so on and so forth...weeks before the Readme. was tacked on at the last possible minute. SO CHECK YOUR README! THAT IS AN ORDER, SOLDIER!

The Cheap  
But Effective  
Way!

## Got A Modem And Internet or E-mail Access?

Get up to the minute technical info (or just cruise our exceptionally-cool region of the 'net) at the GT Interactive Software website at <http://www.gtinteractive.com>. In the Support Section you'll access lists of frequently asked questions, troubleshooting tip-page, forum discussions, and gain access to direct e-mail support at [support@gtinteractive.com](mailto:support@gtinteractive.com). Upgrade patches can also be found on our site if/and-/or- when they're needed.

## The Postal Service Is Yer Friend

Help  
Is A Lick  
And A Stamp  
Away!

You can mail your questions and receive a friendly, timely, and ever-so-helpful response from our technical support team by sending us a note (make it detailed, Bub!) about your needs at

the following address:  
GT Interactive Software  
Attn: TS/Q&A  
1 Nixon Lane  
Edison, NJ. 08817

### Got A Phone and Long Distance Money To Burn?

Less  
Cheap,  
More  
Human!

Let your fingers do the walking and your face do the talking by calling GT Interactive Software's Tech Support at 970.522.1844, Monday through Friday, 8 AM 'til 12 Midnight ET (this stands for Eastern Time, not some cute little alien), but be aware that GT's Tech Support is closed on all major holidays. We strongly suggest that you do the following when calling: Be near your computer; Have any info we'll need regarding your particular system and set up (including print outs of your config.sys and autoexec.bat at hand, if possible); Be ready to give the Techie (term of endearment) detailed info about where you are encountering your difficulty and any messages received on the screen. We thank you for your cooperation, citizen!

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# VIKINGS

THE STRATEGY OF  ULTIMATE CONQUEST



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