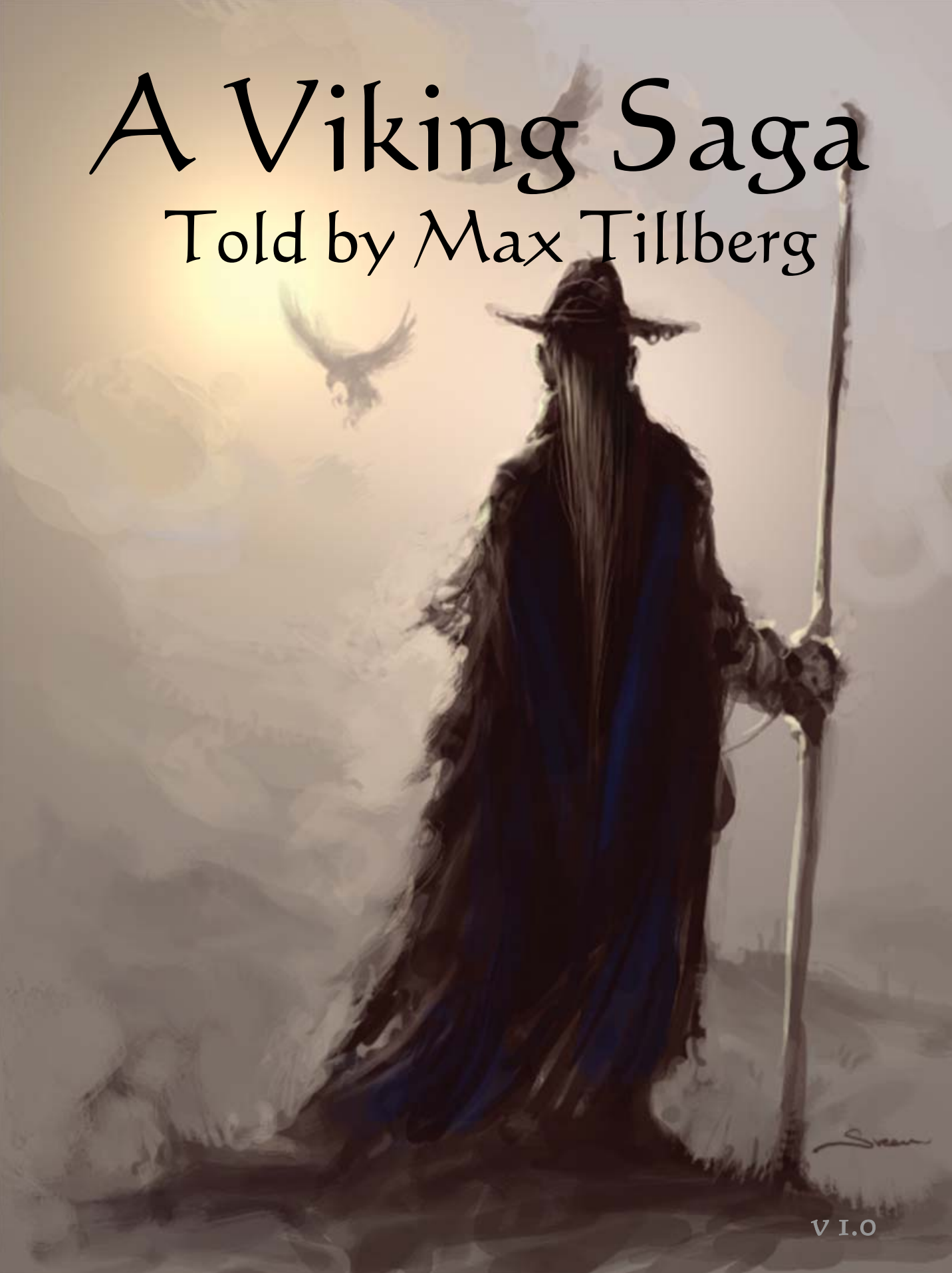


A Viking Saga

Told by Max Tillberg



Foreword

“From the fury of the Norsemen, oh Lord, deliver us!”, so prayed the Irish monks.

“A Viking Saga” tells you the story about the thrilling adventures of a group of Vikings during the 10th Century. This game lets you trade with foreign cities, discover new land, plunder monasteries and villages and even be the first European to set foot in America.

You may live or die but act bravely and the rune stones will tell about your deeds forever.

“A Viking Saga” is developed for Pocket PC and written by Max Tillberg, who also has written the popular game “Warring States”. “A Viking Saga” is varying game of adventure with a fast pace, which will afford many surprises, and the best of all, “A Viking Saga” is all for free!

Chapter I - Start the game

Installation

Place all unzipped files on a PC connected to the Pocket PC. Run setup.exe and follow the instructions. If the installation program asks if you want to overwrite any files, you should probably answer no. You may remove vikingsaga.zip and all unzipped file on the PC when the game once is installed on the PocketPC.

Run the game

If you have a Pocket PC with Pocket PC 2000 or 2002, simply choose “A Viking Saga” from the start menu. On pocket PC 2003 or later you need to install eVB runtime files that hopefully can be downloaded from Microsoft (<http://www.microsoft.com/windowsmobile/resources/downloads/developer/evb.mspx>). You can download the eVB Runtime file directly to your desktop using Internet Explorer. Using the ActiveSync “Explore” feature, you can then download the CAB file to your Windows Mobile-based Pocket PC 2003 device. Once you have downloaded the file to the device, you can use “File Explorer” to browse to the file and tap on it to install.



Game settings

First of all, you must choose Difficulty level, number of Christianized Viking cities, Homeland, Specialty and Name.



Difficulty level

The difficulty level affects the strength of your enemies, how dangerous the storms are and the chance of surviving an attack. It also affects how the total score is calculated.

Number of Christianized Viking cities

The number of initial Christianized Viking cities affects the length of the game. A large number of Christianized Viking cities will result in a shorter game.

Homeland

The homeland is where you live at the beginning of the game. Even if you move to another country later on in the game the goal is still to be king in your original homeland.

Specialty

You can choose between four different specialties.

Battle - you are never taken by surprise, on the contrary you start all battles and have a greater chance to survive attacks.

Trade

You sell your goods to a better price.

Navigate

You sail faster than all the others.

Leadership

You can have a maximum of seven instead of five ships before there is a risk of rebellion in your fleet.

Name

There are twelve historical Vikings to choose from in this game. The name does not affect the game in anyway.

Chapter 2 - Game interface



The screen is divided in four parts

I. The Information bar

On the top of the screen is the Information bar. It is divided into five fields. The field most to the left gives information about your ships. The first figure shows how many ships you have in your fleet and the second one how many ships you have in your hometown (if any). Click in this field to view a map, where you among other things can see where there are ships being built.

The second field from the left gives information about the amount of Vikings in your fleet. You may have a maximum of four Vikings on one ship. If the small sword is colored, there is Vikings for hire at a bargain price somewhere in the Nordic countryside. Click in this field to view a map, which among other things shows you where these Vikings might be found.

The field in the middle shows how many goods you have. If you have more than one type of good, the small barrels become colored. The small bar to the right of the barrels shows how much of the total loading space you are using. Each and every ship in your fleet may carry a maximum of four pieces of goods. Click in this field for a detailed view of all your goods. Further down in this document you'll find a more detailed description of this very useful view.

The second field from the right shows how much gold you have. If the coins are colored, there is a profitable trading opportunity somewhere in the world. These opportunities are described in more detail further down in this document.

The field most to the right shows you reputation. If the little heart is colored, there are still land to discover. The small bar tells for how much time you have to find it on your own, before someone else does it. Click in this field to view undiscovered land.

2. The main screen

The greater part of the screen is covered by a map with a small Viking ship. This ship symbolizes your fleet and it can sail wherever you like. The map also shows cities, towns, villages, monasteries and castles. You may trade with them or plunder them. You'll find a more detailed description of the objects in the map in chapter 3 - Game play.

3. The text field

Beneath the map is a text field where messages are shown during the game. Here you can also read about cities and other places you pass by. To remove a message from the text field, simply press the small check sign at the lower right. This is especially useful when the ship is in cities. Read more of this in the section about Trade.

4. Buttons and symbols

On the bottom of the screen is a gray area. To the left you can see four symbols and to the right some buttons. The first symbol to the left is a status bar showing how many of the heathen Viking cities that have been Christianized. When all have been Christianized, the game is over. Click in the status bar to get information about your home.

The second symbol becomes colored if your home town is being Christianized. Click on the symbol to view the already Christianized cities.

The third symbol depicts Thor's hammer. It gets colored if there is a current quest. Click on the symbol to get more information about a quest.

The fourth and last symbol is a rune stone which gets colored when there is a thing going on.

Which buttons are shown depends on where you are and what you do. They are described in detail in the next chapter. It is possible to change between all information screens without having to click on the ok button first.

Chapter 3 - Game play



Goal

The main goal in "A Viking Saga" is to become king in your own country, that is in the land where you started out. A secondary goal is to gain as much points as possible at the end of the game. To become king, you have to defeat and dethrone the present king.

Travel

To sail, just click and hold down the stylus on the screen. The ship always sails directly towards the stylus. There are three ways of traveling: sail the seas, the rivers or haul the ships over land. The Vikings usually sailed along the coasts as there were great risks involved when sailing on the open sea. On the open sea, there are often storms raging and you might come across both pirates and sea monsters. Up in the north you might also sail into icebergs. During storms you might lose cargo, crew members or whole ships. If you are out of luck, the rigging gets damaged and you need to row ashore to an island or coastline where you might find lumber to be able to make repairs.

You don't sail the rivers without any risk either you might be attacked by irritated villagers or get stuck on sand banks. The most dangerous river passage of all is the fierce rapids of Dnieper, marked with a red cross on the map.






It's also possible to haul the ships over land, but that's very time-consuming and almost as dangerous as trying to sail the rapids.

Discover new land

Undiscovered land is marked with a small heart. If you sail near a heart, you discover the land and gain reputation.

Cities

There are two types of cities: Viking cities and others. In the Viking cities you can hire Vikings. If you like to, or need to, you can move to another Viking city. You can trade with both types of cities, but you can't plunder Vikings cities.

-  Viking cities
-  Other cities
-  Plundered city
-  City without trading
-  City with bargain prices

Vikings

- There are two mainly ways of getting more Vikings to join you and your Viking fleet. You might sometimes find Vikings for hire in the countryside, and you can always hire Vikings for a good deal of money in all not yet Christianized Viking cities. Vikings in the countryside wants 1 gold each to be hired and in the city you can hire them for 3 gold. Of course, you can't hire more Vikings than you have room for on your ships.

Plundering

- In the vicinity of cities, villages, castles and monasteries, you may choose to attack and plunder. When you try to plunder, there is a battle. If when the battle is over you have more counters than your opponent, you may plunder. If you have fewer counters, you are driven away. Whether you win or loose, you are never again welcome to trade with a city once you have attacked it. If you manage to plunder a city or a village, it is marked with a big cross, which means that it can't be plundered again until it has been rebuilt.

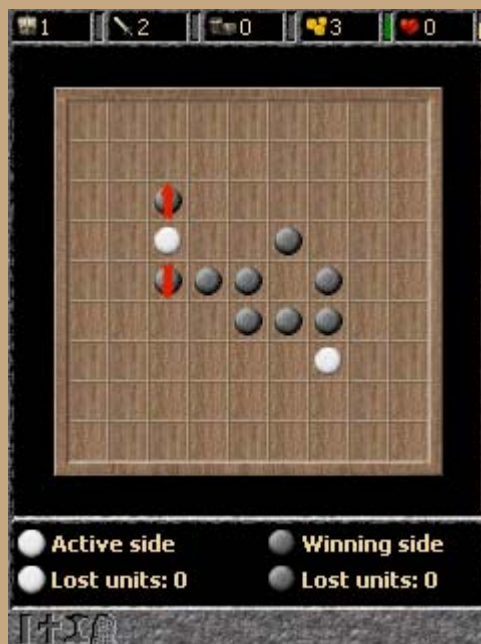
Battle

A battle starts when you attack someone or get attacked. Your objective is to minimize your own losses and at the same time inflict as much damage on your opponent as possible.

The battle takes place in an abstract way on a board with counters. The white counters correspond to your Vikings and the black ones to your opponents. During the battle you play both sides in turns. The difficulty lies in the fact that you must take as many black counters as possible and loose as few white as you can.

To take a counter, you must jump over it with another one. First mark a counter of the active color and then click on an empty coequal. Small arrows get visible when you have clicked on a valid counter. These arrows show which counters you may jump over. Counters can only be taken horizontally and vertically, not diagonally.

When there are no more counters you can jump over and take, the battle is over. The game then calculates the outcome of the battle. Please note that your opponent sometimes might fail to take a counter. Battles might also be settled without the need of the board.



Trading



Money is the key to success in this game. For gold you can hire Vikings and build ships and also buy goods and trade to get even more gold. There are twelve different types of goods to trade. Most of the cities buy and sell goods. The price for one type of goods is the same everywhere, but the supply and demand are limited. To buy a type of goods, you sail into the city which sells it and click on the small “+” sign in the text field. There you can also see if you can afford it and if you have room for it on your ships. To sell a piece of goods, you click on the small “-” sign, which only is visible if you have a type of goods that the city demands.

Detailed view of goods



To learn where you can buy and sell different goods, you can click on the small barrels on the top of the screen and look on the detailed view of goods. To get additional information, click on the small pictures of the different types of goods in this view. The first column of figures show the cost for buying, the second how much you will get for selling it, and the third how many of each type of goods you have onboard your ships. You may also discard goods you for some reason don't want to keep by clicking on the small buttons to the right of the goods you have onboard.

Good trade

Sometimes you might do extra good business in a city. These cities are marked with a small “+” and the coin in the fourth field on the top of the screen gets colored. To the right of the coins is a small status bar, showing how long you can still take advantage of good trade. Click on the coins to view a map where you can see where this city with good trade is situated.

Home town

The city you live in is your home town. Here you can take part in the thing, build ships and retire. You may live in any Viking town, but if you like plundering, you may not live in any Christianized city. You may change home town anytime you want. It doesn't cost anything to move, but it costs 1 or 5 gold to settle down, depending on if you first moved out. You might choose not to have a home town, but then life gets a lot more difficult..

Ships



To get successful, you need to build yourself a large fleet. Long ships cost 6 gold to build and can keep maximum 4 Vikings and 4 pieces of goods. You need at least 1 Viking per ship to be able to sail them. You can only build ships in cities not yet Christianized and the ship building button is only visible when you can afford building a ship.

When a ship is being built, the small picture on the top left gets colored and a small status bar shows how long it will take until the ship is ready to sail. When the ship is ready, you must go home to get it. If you don't have enough Vikings to sail it, it will remain in harbor. You may have more than one ship at home at the same time. If your home town should happen to be Christianized before you manage to come home and collect your ships, you lose them. The same thing happens if you settle down somewhere else without first moving out of your previous home town.

Thing



A thing is held in your home town at regular intervals. During the thing you participate in the decision-making, feast, and above all it is a good time to recruit new crewmen and get new ships. If you participate in a thing and your reputation is good, Vikings and sometimes even whole fleets will join you.

Retire



At anytime you can retire to your hometown. When you retire, the game is over and your score gets counted.

Missionaries



During the game, missionaries will visit the not yet Christianized Viking cities and try to convert them. When missionaries have arrived in a Viking city, a small green cross is lit beside the city. The color of this cross changes during the Christianization. When all Viking cities are Christianized, the game is over. The missionaries can be attacked and driven away as long as they are in a city but once a city is Christianized it is nothing one can do about them. The longer the missionaries are in a city the more followers they will get and the stronger they will be.



Villages, monasteries and castles

You can't trade with villages, monasteries and castles, but you can try to plunder them.



Village



Monastery



Castle

Reputation



You can gain reputation by participating in things, discover new land and solve quests. Reputation is mainly used to recruit new Vikings and ships during a thing.

Quests



During the game, you receive information about different quests. All quests have a time limit, so you have to hurry if you like to solve them. You can get more information about a quest by clicking on the small Thor's hammer to the left at the bottom.

Turn off the game

- ✘ When you turn off the game, it is automatically saved and you might resume it by choosing "Load Saved Game".

Sound

- 🔊 This button will turn the sound on and off.

Message

- 🗨️ This button will be shown when there is a message to read. All messages will be shown in the text area but sometimes they disappear before they can be read. A message can only be shown once..

Score

After each game, the score is counted based on how successful you have been as a Viking. The score depends on how much gold you have, number of Vikings, number of ships, number of goods, unused reputation, chosen level of difficulty and how the game ended. The highest score is saved and can be viewed from the game's start page.

Chapter 4 - Afterword

Uninstall the game

Due to a bug in eVB, all programs written in eVB must be registered again if you uninstall a eVB program. If you want to uninstall this game: choose Setting-Remove Program on your Windows CE device and then A Viking Saga. You should also uninstall the game from your PC.

Price and availability

This game is free to use but I would be grateful for any support if you happen to like it. To support me, please

1. Deposit 5 dollar (or whatever you think my game is worth) in my PayPal account or
2. Send me a nice E-mail: maxtillberg@hotmail.com

More information can be found at my webpage at <http://boardgame.port5.com> and in licence.txt located in the game map.

Credits

Design and idea: Max Tillberg

This game is based upon a board game I wrote a long time ago.

Programing: Max Tillberg

Game art: Max Tillberg

Event art and art for the manual: Kindly provided by Funcom. More information about Funcom can be found at www.funcom.com

Sounds: The sounds were found at various free sources. If you know of any copyright violations please let me know.

Engine: ASpriteCE

- ♥ Special thanks to: Anna-Lena for support and translations, Jerker, Pia, Bosse, Anna, Pontus, Inger and Daniel for play testing the old board game "A Viking Saga" is based upon.

I would also like to thank all beta testers who came up with some very good ideas for the game.