# NORTHLAND

## -MANUAL-

FUNATICS
SOFTWARE

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# RISKS AND SIDE EFFECTS

## ERGONOMIC ADVICE

1) Always maintain a distance of at least 45 cm to the screen to avoid straining your eyes.
2) Sit upright and adjust the height of your chair so that your legs are at a right angle. The angle between your upper and forearm should be larger than 90 degrees.
3) The top edge of your screen should be at eye level or below, and the monitor should be tilted slightly backwards, to prevent strains to your cervical spine.
4) Reduce your screen's brightness to lower the contrast and use a flicker-free, low-radiation monitor.
5) Make sure the room you play in is well lit.
6) Avoid playing when tired or worn out and take a break (every hour), even if it's hard …

## EPILEPSY WARNING

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience epileptic seizures while watching TV pictures or playing computer games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/ or convulsions.

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# PREFACE

This game tells the story of Bjarni, a brave Viking who was a small boy when his clan discovered America on their search for the mysterious Sun-Stones. His father, Leif Eriksson, is even today often classed as the real discoverer of America - before Christopher Columbus.

Bjarni's last adventure took him through the whole of Europe and to the Orient, trying to discover the secret surrounding a worrying vision. On his way he was joined by three valiant warriors from the lands he passed through. After a series of adventures, together they finally succeeded in defeating the terrible Midgard serpent and saving the world from certain doom. This had been Bjarn's vision and his destiny ...
The victory celebrations were tremendous, but then the time came when the paths of these heroes, who had by now become good friends, took them in different directions ...

Hatchie, the brave Saracen and fearless fighter, returned to his home town in the Orient.
Sigurd, the famous hero from the realm of the Franks, longed for the lush green of the meadows and forests of his home country. He joined a caravan to the north.

Bjarni and Cyra, who were much more than friends by now, returned to Byzantium to recover from the trials of their adventures at the court of Cyra's father, the Byzantine emperor.

A while later, Cyra and Bjarni want to reunite their old friends and fellow travellers to celebrate their wedding. But the pair have barely reached Arabia when, instead of a welcome message, they receive a call for help from their old friend Hatchie. The land of his fathers is being ravaged by serpent creatures that are spreading chaos and destruction throughout Arabia …

So the friends once more set out into the unknown, sparing no pains and fearing no troubles. You can take part in this quest and influence the course of their adventure, determine their fates and control their actions.
Delve into the quaint world of these little fellows and try to ward off the evil that threatens them!

The basics of NORTHLAND are easy to learn, but the incredible depth of the game makes it hard to master. However, you will still be able to lean back now and then, and watch your nice little protégés live and love, marry and have children, eat and sleep, become lost and develop. You will see their village grow and thrive, you will see them build to make it even better …

This manual will help you learn to control the game and understand its principle. It contains a number of hints and tips for controlling your Vikings. The register at the end of the manual will make it easier to look up certain aspects of the game.

We hope you enjoy the game, and wish you the best of luck in building up and exploring your world!

Your Funatics team

# GETTING STARTED

## SYSTEM REQUIREMENTS

In order to play NORTHLAND, you must have an Intel PC compatible computer which meets the following requirements:

Processor: Pentium II 500 MHz or faster
Hard drive space: at least 128 MB
CD ROM drive
Sound card (recommended)
Mouse
Operating system: Windows 9x/2000
DirectX 8 or higher

## INSTALLATION

Under Windows 9x/2000, the installation will begin automatically when you place the CD ROM in your CD ROM drive.

If your CD ROM drive's Autorun function has been disabled, go to your Windows start menu and select the "Run ..." option. Now type in "E:\setup.exe", where "E" is the letter assigned to your CD ROM drive. If your CD ROM drive has a different letter assigned to it, type in that letter instead (e.g. "D:\setup.exe").

Click "OK" and follow the instructions of the installation program.

Note:
NORTHLAND requires DirectX version 8.0 or higher to run.
The installation program will automatically check whether you have this program installed on your PC, and will install it for you if necessary.

## PLAY THE GAME

Once NORTHLAND has been successfully installed, you can start the game either by going to the windows start menu and selecting "Program Files/ NORTHLAND" or by placing the game CD in your CD ROM drive.

Always make sure that the game CD is inserted in your CD ROM drive before starting the game!

## TECHNICAL SUPPORT

Technical and Customer Support

Are you having technical problems installing the software, or are you stuck half way through the game and don't know what to do next?
This hotline staff will help you:
International :        support@funatics.de

## NORTHLAND ON THE INTERNET

For information, hints and tips and the latest news about NORTHLAND, please visit the following websites:

http://nordland.funatics.de
http://www.funatics.de

## MAIN MENU - „ NORTHLAND " SUMMARISED

NORTHLAND lets you play an exciting campaign or single scenarios, or even compete against your friends in a local network or the worldwide web. All these options are available in the main menu, and the following sections contain a short description of each of them.



*Note: Moving the mouse over an option in the menu displays a short explanation at the bottom of the screen.*

### SINGLE SCENARIOS

### TUTORIAL

The introductory missions (tutorials) are divided into 7 chapters that give you an insight into the control of NORTHLAND. They will explain everything: from controlling your characters and other essential functions through the technology tree to trade, shipping and the battle and diplomacy systems. The best way to learn all this is by playing the tutorials 1-7 in sequence - nothing can go wrong if you do it that way! You can also choose to replay any tutorial at a later date and refresh your knowledge. However, with the many opportunities and the game depth that the game offers, the tutorials should not and cannot replace this manual.

### SINGLE SCENARIOS

A single scenario is a single, self-contained episode from Bjarni's adventure. Each map features a separate quest and objective. And you don't necessarily have to stop playing once you have fulfilled your mission, either: Some maps are made to let you play as long as you like.

A small map of each scenario will be displayed as you move your mouse over it. The short text at the bottom describes the missions in brief.
Launch a scenario by left-clicking on its title.

### CAMPAIGN

In 8 consecutive missions, you will experience the tale of 4 friends. Main character is Bjarni, the son of famous Leif Eriksson.
He wants to return to his homeland together with the beautiful Byzantine princess Cyra. But heroes wouldn't be heroes if such a journey didn't entail great adventures and unforeseeable events. Their friends Sigurd and Hatchie will join them during the course of the campaigns to face the sinister threats - and their own destiny …

On the map you will see the Vikings' destinations and the route they have taken so far. At the beginning of the campaign, only the very first mission is displayed. Each time you successfully complete a mission, the next one becomes unlocked and the next step of your journey appears on the map.
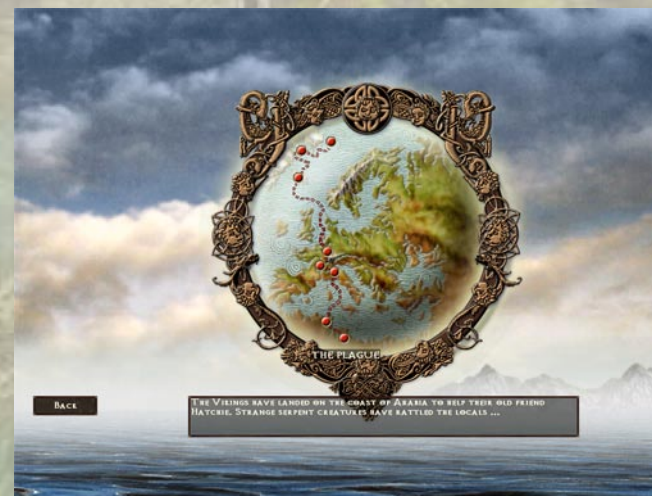


*Note: Move the mouse over the red waypoints on the map to see a brief description of the highlighted mission underneath.*

To start a mission, simply left-click on the red marker in the appropriate section of the map.

### CONTINUE GAME
This loads a previously saved game.

### DIFFICULTY LEVEL
The difficulty level can be adjusted in every single player game. Use the following options:

NORMAL – This is the default setting. Your Vikings have needs and take damage when attacked, like in real life!

EASY – Your Vikings only take half the usual amount of damage in an attack!

EASIEST – Basically, none of your Vikings ever get hungry, they don't need sleep or entertainment and they only take half the usual amount of damage in an attack!

## MULTIPLAYER

### Multiplayer Mode
If you follow this menu option, you can start a match with up to five other players via a local network or a TCP/IP connection. Some maps also enable you to play alone, against the computer. This option will be further describer later on.

### Enter Name
This allows you to determine the name you will use during the game.

### Create or Join
In the next screen, you can choose to either create a game or join an existing one.

In order to play a multiplayer game, you or one of your fellow players must create a game. Whoever does so becomes the "host". The host can determine which map the game will take place on, what colour is assigned to which player, whether there will be AI opponents and how many, etc.

All the other players need to do is join a game created by the host. These players are called "clients".

### Create Game
Once you have chosen to create a game, you can select a map and thus choose the game objectives, or load a saved game.

#### Select Map
#### Military Force
These map names all begin with "Military:". The winner of these missions is the player who defeats his opponents using military force.

#### Economic Competition
All map names beginning with "Economy:". The aim of these missions is to build up a strong village and produce goods, rather than fulfil military goals.

#### Special
Map names beginning with "Special:" refer to various special objectives. "Capture The Flag" requires you to occupy certain locations on the map, in "Capture The Cow" you and your fellow players will fight over possession of all the cows on the map, and a "Co-op" game lets you and a team mate fight a common enemy.

Moving the mouse over a scenario name displays a rough image of the map under the list. Please also note the brief description.
Once you have decided on either "**Military Force**", "**Economic Competition**" or a "**Special**" map, select it by left-clicking on the scenario name.

#### Load Game
This option loads a previously saved multiplayer game.

There are further options available for the host to adjust. He can determine which player will take up which position in the game by selecting a player from the left-hand side of the window and then assigning a position on the right-hand side. The host can also choose to kick players, add new computer opponents, set the players' colours and "**Start Game**".

### Join Game
Select this option to join a game created by a host.

### Connection
You will be asked to enter the host's IP address. If you are playing via the Internet, type in your host's IP address and click "**OK**". Leave this space empty if you are playing in a local network.

### Open Games
This lists all games which are currently open. Select the game you wish to join. You will then be taken to the start screen.

### Chat
The game enables you to chat with other players. To do this, simply type in whatever you wish to say and confirm your entry by pressing the ENTER key on your keyboard.

All messages are displayed in the window beneath the entry line. Scroll up and down the list using the arrows to the right.

## INTRO

You and Hollywood want to watch the intro again? Just click on the menu option "**Play Intro**".

## THE MAKERS

This menu option and the section at the end of this manual contains the credits, listing all those busy bees who helped to bring you this game. ;0)

# GAME DESCRIPTION

*This chapter deals with the basic elements of the game and the changes that have been made for NORTHLAND. In short: Everything you need to know to make your Vikings happy and your village big and beautiful.*

*There are a lot of great new features, many of which can be easily accessed via hot keys. For further information please refer to the "Key Configuration" section at the end of this manual.*

## WHAT IS NORTHLAND ABOUT?

NORTHLAND lets you care for your tribe of cute Vikings and further their well-being and growth. You will make sure your people are doing well, that they have enough to eat, a home to live in, a job to do, and that they are happy.

You will encourage your Vikings to produce offspring, make your village grow and thrive, trade with other nations and populate the world. And when enemies do their best to make life difficult for your Vikings, when there are intrigues and villains are plotting against you, you should equip soldiers to defend your village or march into battle ... and you will experience wonderful adventures while searching for the heroes you will remember from "Cultures 2 – The Gates of Asgard". They will stand by you as you fight against evil. In "NORTHLAND" you save the realm of the gods and thus ward off certain doom from the world of the humans!

## BASIC RULES

*There are a few things you should note if you want to master the game well.*

1.) Always ensure that your people have enough food. To begin with, fishermen and hunters will provide enough nourishment, but later on your village will have to have a baker in order to gain sufficient supplies.

2.) When you start building your village, always make sure that you have at least one extractor, though more are preferable. The extractor is a very special worker who doesn't need a work place, and this profession can be carried out by anyone. Apart from collecting mushrooms, your extractor will begin by gathering wood, clay and stone, and later gold and ore. These are the game's basic resources, which are required to construct buildings and processed.
Since building materials are vital to your village's development, always remember the respective professions (potter, stonemason, etc.) when making your plans.

3.) Next, check on your Vikings' other needs. They will want a roof over their heads, maybe a nice partner, some sleep, food, or even religion.

## YOUR VIKINGS

*Your Viking women, men and children have been given certain tasks that make it easier for you to control their village life.*

## WOMEN

Unlike the men, Viking women prefer not to have professions, but concentrate on keeping life in the village harmonious and happy. If they live in a house, they will fetch food from a nearby warehouse or food producer and thus stock up for their household. They purchase furniture and crockery, make the home inhabitable and often like to have a chat with their fellow villagers.
Blessed is the Viking man who has a wife at home! When he comes home, she will cook him a tasty meal, (much more filling than the berries he picks outdoors!).
She will tell him all the latest news from the village and let him have a good night's rest.
Some bonus objects are no use to a Viking unless he has a wife. However, women only support the men in this manner if they have a house to live in, so make sure you give your women homes, and that every house has at least one woman living in it.

> ➤ *ANY WOMAN LIVING IN A HOUSE - MARRIED OR NOT - WILL COOK DINNER AND DO THE HOUSEWORK, NOT JUST FOR HER OWN FAMILY, BUT FOR ANYONE WHO SHARES A HOUSE WITH HER.*

Your Viking women take care of the following tasks:

**Food procurement-** A woman fetches food from a warehouse, a baker, hunter or fisherman and takes it home. All inhabitants of her house benefit from these supplies. If the house contains more than one family, then all families will still benefit.
**Cooking** - A woman buys crockery and cooks dinners. This doubles the amount of food you have! Again, all occupants of the house benefit from her labours.
**Furnishing -** She buys furniture from a carpenter and uses it to make her house nice and comfortable. This means that all inhabitants can sleep well and soundly.
**Entertainment -** If she is married, a woman will talk to her husband when he comes home. This covers his need for entertainment.
**Having and raising children -** The women have one more, vital task: They can have children and raise them lovingly.

## CHILDREN

Children can enjoy life as much as they please. They can play, romp around with the dogs, chase butterflies and watch the adults. When they grow up, they will learn to work hard themselves.

## MEN

Adult Viking men normally have a profession and make things that are important for daily life in the village. They can also become scouts or warriors to explore the neighbourhood, protect the village and fight battles against the enemy.

Viking men are responsible for growing wheat, chopping wood, mining ore, and so on. If their village is to grow and thrive, they must make sure there is enough to eat, gather resources, make tools and weapons, etc. Therefore, it is best to assign a profession to every Viking male.

## HEROES

There aren't many heroes in the world, but two of them is at your side from day one.

**Bjarni** - the son of the most respected Viking ruler ever and

**Cyra** – a beautiful and intelligent Byzantine princess, and the most skilled archer you have ever seen.

Heroes are stronger than the average Viking, they are never hungry and they don't need to sleep or learn a profession. Also, their exploration radius is larger - it equals that of a scout. But beware: If you lose a hero, your mission fails!

## PROFESSIONAL LIVES

If you want your Viking men to make themselves useful, you will have to give them jobs to do. Which profession you choose depends on your Vikings' individual skills and abilities!

➤ *A VIKING CAN ONLY CARRY OUT A CERTAIN PROFESSION IF HE POSSESSES THE NECESSARY EXPERIENCE AND TRAINING!*

Some professions don't require any special skills, and can therefore be carried out by any Viking. These professions include the extractor - who procures wood, clay and stone - the builder, the hunter and the farmer.

## APPRENTICESHIP AND TRAINING

➤ *Any Viking who takes on a new profession must first learn it. Every time he works, he will gain experience which he keeps for his entire life. Once he is sufficiently experienced, he can continue his career by learning a new profession.*

At the beginning of a mission, you can only tell your Vikings to take on one of the simplest professions, as they don't yet have the knowledge and experience to carry out tasks that require more skilled labour. An experienced worker is not only able to pick a more demanding profession, but also works more productively, i.e. he produces more goods from the same amount of resources in a certain amount of time than an inexperienced beginner does. This productivity can be further improved by using wooden and iron tools.

The game features a **technology tree** that displays information regarding professions and the required skills and experience in a clearly comprehensible fashion. The lowest level contains the professions any Viking can learn, while the higher professions require more experience with the material or production methods concerned.

For example, your first extractor specialising in wood procurement can unlock the profession 'carpenter'. He can then become a carpenter, as he has gained sufficient experience as a woodcutter. However, another Viking extractor who has been gathering stone and has experience (only) in this field cannot become a carpenter, as he doesn't know enough about woodwork. He could, however, work as a stonemason.

## LEARNING AT SCHOOL

The school is an important place for training Vikings who are not yet skilled or experienced in the professions you want them to learn. They can learn any profession that at least one Viking has mastered - gained sufficient experience in - so far, as his knowledge is made available to the rest of the village.

As soon as your village has a school, up to five Vikings at a time can go there to learn a new profession, even if they don't have the experience that would normally be required. However, since the knowledge gained here is purely theoretical, your Vikings can earn no experience points at school.

To send a Viking to school, simply assign the school as his **learning place**.

## WORK PLACE

In most cases, once a Viking has learnt a new profession, you will have to tell him where to carry it out. Most professions are connected to special work places - buildings in which one or more Vikings may work to produce certain goods. As long as you have not assigned your worker to a work place, he will remain idle!

When assigning work places, make sure that they are not too far away from the workers' homes, from warehouses or suppliers.

The "Buildings" chapter describes the work places in further detail. At this stage, we would merely like to point out that work places must obviously be built before they can go into production. In other words, there is no point in having three bakers if you haven't built a single bakery. Your bakers will just stand around idly and watch the world go round.

➤ *For almost every profession there is a special type of work place where at least a Viking or a group of Vikings can carry it out. These buildings can be built as soon as you have the required building materials and at least one Viking has learnt the profession.*

## WORKERS

➤ *All Vikings who have a profession are classed as workers, unless they are soldiers or heroes.*

Though every profession has different requirements, many working processes are similar.

If the production of a good requires you to have certain raw materials, your worker must first **gather the necessary resources**. For example, if baker Sven needs water and flour to bake bread, he will fetch flour from the mill and water from a well or get the resources he needs from a nearby warehouse.

Once all resources are available, the **goods are produced**. Depending on the profession, experience and equipment, production processes can differ in their duration.

Next, the **finished goods are stored** in the work place's store or in a nearby warehouse, if the store is full up.
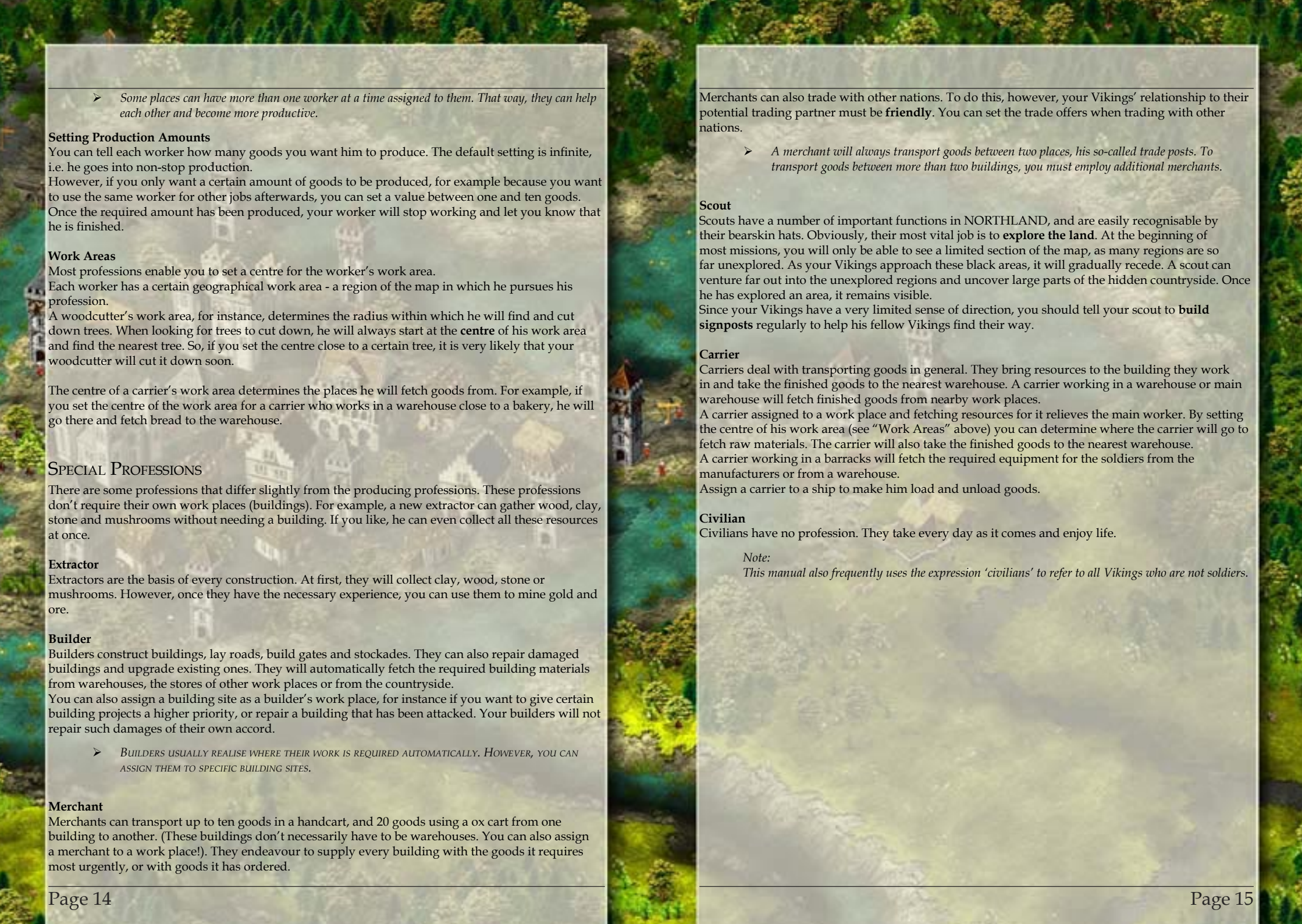
**Optimising the Process**

Fetching and delivering goods keeps your worker from pursuing his main task.

➤ *Carriers can be assigned to all work places alongside your main workers.*

A carrier's job is to provide the raw materials the worker requires. He also makes sure that finished goods from the work place's store are taken to the nearest warehouse.

This manual's appendix contains a building list that, among other things, displays the number of workers and carriers you can assign to each work place.

> *Some places can have more than one worker at a time assigned to them. That way, they can help each other and become more productive.*

### Setting Production Amounts

You can tell each worker how many goods you want him to produce. The default setting is infinite, i.e. he goes into non-stop production.

However, if you only want a certain amount of goods to be produced, for example because you want to use the same worker for other jobs afterwards, you can set a value between one and ten goods. Once the required amount has been produced, your worker will stop working and let you know that he is finished.

### Work Areas

Most professions enable you to set a centre for the worker's work area.

Each worker has a certain geographical work area - a region of the map in which he pursues his profession.

A woodcutter's work area, for instance, determines the radius within which he will find and cut down trees. When looking for trees to cut down, he will always start at the **centre** of his work area and find the nearest tree. So, if you set the centre close to a certain tree, it is very likely that your woodcutter will cut it down soon.

The centre of a carrier's work area determines the places he will fetch goods from. For example, if you set the centre of the work area for a carrier who works in a warehouse close to a bakery, he will go there and fetch bread to the warehouse.

## SPECIAL PROFESSIONS

There are some professions that differ slightly from the producing professions. These professions don't require their own work places (buildings). For example, a new extractor can gather wood, clay, stone and mushrooms without needing a building. If you like, he can even collect all these resources at once.

### Extractor

Extractors are the basis of every construction. At first, they will collect clay, wood, stone or mushrooms. However, once they have the necessary experience, you can use them to mine gold and ore.

### Builder

Builders construct buildings, lay roads, build gates and stockades. They can also repair damaged buildings and upgrade existing ones. They will automatically fetch the required building materials from warehouses, the stores of other work places or from the countryside.

You can also assign a building site as a builder's work place, for instance if you want to give certain building projects a higher priority, or repair a building that has been attacked. Your builders will not repair such damages of their own accord.

> *BUILDERS USUALLY REALISE WHERE THEIR WORK IS REQUIRED AUTOMATICALLY. HOWEVER, YOU CAN ASSIGN THEM TO SPECIFIC BUILDING SITES.*

### Merchant

Merchants can transport up to ten goods in a handcart, and 20 goods using a ox cart from one building to another. (These buildings don't necessarily have to be warehouses. You can also assign a merchant to a work place!). They endeavour to supply every building with the goods it requires most urgently, or with goods it has ordered.

Merchants can also trade with other nations. To do this, however, your Vikings' relationship to their potential trading partner must be **friendly**. You can set the trade offers when trading with other nations.

> *A merchant will always transport goods between two places, his so-called trade posts. To transport goods between more than two buildings, you must employ additional merchants.*

### Scout

Scouts have a number of important functions in NORTHLAND, and are easily recognisable by their bearskin hats. Obviously, their most vital job is to **explore the land**. At the beginning of most missions, you will only be able to see a limited section of the map, as many regions are so far unexplored. As your Vikings approach these black areas, it will gradually recede. A scout can venture far out into the unexplored regions and uncover large parts of the hidden countryside. Once he has explored an area, it remains visible.

Since your Vikings have a very limited sense of direction, you should tell your scout to **build signposts** regularly to help his fellow Vikings find their way.

### Carrier

Carriers deal with transporting goods in general. They bring resources to the building they work in and take the finished goods to the nearest warehouse. A carrier working in a warehouse or main warehouse will fetch finished goods from nearby work places.

A carrier assigned to a work place and fetching resources for it relieves the main worker. By setting the centre of his work area (see "Work Areas" above) you can determine where the carrier will go to fetch raw materials. The carrier will also take the finished goods to the nearest warehouse.

A carrier working in a barracks will fetch the required equipment for the soldiers from the manufacturers or from a warehouse.

Assign a carrier to a ship to make him load and unload goods.

### Civilian

Civilians have no profession. They take every day as it comes and enjoy life.

> *Note:*
> *This manual also frequently uses the expression 'civilians' to refer to all Vikings who are not soldiers.*

# THINGS YOU SHOULD KNOW ABOUT YOUR VIKINGS

## UNIQUENESS

Every one of your villagers is unique. They all look different, they have different names, different careers and individual skills and needs. You, the player, can influence all of these aspects - except the appearance, that is.

## LIFE ENERGY

Every Viking has a certain amount of life energy. This can be diminished through hunger or injury. However, the life energy will increase again as soon as you have remedied the situation – provided, of course, that your Viking is still alive.

All your villagers have one thing in common: They never die of their own accord or of old age! They only die if something goes seriously wrong in your village, which can only mean one of two things:

**Death by starvation:** Your Vikings are hungry and can't find anything to eat. If this goes on for too long, their life energy will be slowly diminished. If there is no food for a longer period of time, they will starve to death.

**Killed by the enemy or wild beasts:** Your Vikings can be killed by enemy soldiers or wild animals.

## NEEDS

Your Vikings have certain needs, just like real humans. They must eat, sleep, talk, and some even need religion to make them content. If a villager feels one of these needs, he will drop his work and do anything to satisfy it. So, if he is hungry, for example, he will stop working to go looking for food. He will go to where he finds food and eat, and not return to work until he is full up.

You can control the length of your Vikings' breaks from work by planning their lives wisely.

You can influence some needs yourself by using mysterious amulets. We will tell you more about that later …

> ➤ *As soon as a Viking feels a certain need, he will stop working until his need has been satisfied!*

> ➤ *In the difficulty setting "Easiest", all your Vikings' needs are switched off. That means you no longer have to satisfy such needs or supply your Vikings with goods.*

## Food

A Viking who stands around doing nothing will not use up much energy. But the more he walks around and works, the more energy he uses and the hungrier he (or she) becomes.

If he becomes very hungry, a Viking will stop working and look around for some food.

First of all, he will see whether there is anything for him to eat at home. However, this can only be the case if he is married or shares a house with another family - one that includes a woman. In this case, the woman will see to it that there is food in the house. She will go out to get food and cook meals for her husband and all the other occupants of her home.

If your Viking has no home or if there is nothing to eat there, he will set out to find food himself. He will go to the nearest place where he finds food and eat until he is full up:

- Ripe **berries**. There are a lot of bushes around. The number of berries a bush carries is limited, but they slowly grow back.
- A **warehouse** (main warehouse or simple warehouse) containing food.
- A **food producer** (fisherman, hunter, baker, etc.) with supplies within his work area.

## Sleep

Like all people, your Vikings will become tired from time to time. This happens similarly to hunger: The more strenuous your Viking's job is, the more quickly he will become tired. When his eyes start closing, he will find a nice place to lie down.

This can be one of two places:

- A reasonably comfortable spot – often under a tree - where he can lie down on the **ground** and snooze.
- If he has a **home**, he will always go home to bed, unless he is a soldier.

## Entertainment

Depending on his profession, your Viking will want to talk to his friends from the village from time to time. He will find someone who is not too busy **nearby**, and chat with him or her for a while.

If he is married and has a **home** where he can eat and sleep, he will talk to his wife and thus fulfil his need for entertainment at the same time.

Women also like to make use of their spare time by having a chat with their neighbours. However, as they have no professions and more spare time than the men, they can usually fulfil their need for entertainment quite easily.

## Religion

This only applies to men. There are some goods that require their manufacturers to seek the gods' blessing. To do this, the manufacturer must regularly visit consecrated sites and pray there. There can be a number of these sites in the village, recognisable by a blue fire flickering in a metal dish – this is what is called the Holy Fire.

Consecrated sites may be:

- The **headquarters** (main warehouse or ship), available at the beginning of every mission.
- A **temple** (or temples) built by your villagers.
- **Dwellings**. A dwelling can become a consecrated site if a woman has filled the metal dish in front of it with oil and lit the Holy Fire.

> ➤ *Remember that your Vikings will stop working every time they satisfy their needs. The less frequently this happens, the more they work and the more productive they become.*

## Experience and Equipment/Bonus Items

An experienced and well-equipped Viking is far more productive, and thus contributes more to the village's growth and success than inexperienced workers in the same profession. It is therefore more worth your while having a few well-equipped master workers than many inexperienced workers with very little equipment. You can equip your Vikings individually.

## Bonus Items

There are other things, apart from marriage and homes, that will help you equip your Vikings and influence their happiness, productivity and skills – these are the so-called bonus items.

> ➤ *Bonus items increase your Vikings' productivity and the way their needs are fulfilled!*

Most bonus items have to be produced and are slowly used up, meaning they need renewing. However, there are some bonus items your Vikings will receive from other nations or find on their journey.

## AMULETS

Amulets cannot be manufactured. You either have to find them or purchase them by trading with other nations. All male Vikings - except your heroes - can be equipped with amulets. The give the bearer certain abilities or characteristics and their power is never diminished. There are various kinds of amulets:

A **nourishing amulet** prevents the bearer from starving.

An **amulet of stamina** keeps the bearer awake.

An **amulet of strength** gives the bearer courage and bravery and increases his strength in an attack by 50 percent.

An **amulet of defence** weakens the blow of attacks by wild beasts and enemies, and protects the bearer.

An **amulet of precision** has a 20 percent chance of increasing the bearer's strength in an attack on animals and enemies by 100 percent.

A **wind amulet** enables the bearer to move faster.

## POTIONS

Potions are brewed by a druid in an alchemist's hut. To do this, the druid requires not only **mushrooms** and **oil**, but also **water**, **herbs** and secret ingredients. He also needs **gold** in order to acquire these mysterious and rare ingredients. All Vikings - excepting women and heroes - can be equipped with these special potions. Small potions can be used twice, large ones can be used five times. Then they are used up.

**Nourishing potion:** A carrier equipped with this potion will automatically take it when his stomach starts to rumble. It therefore allows him to cover longer distances without needing food.

**Stamina potion:** A soldier equipped with this potion will automatically take it when he grows tired. It therefore allows him to remain awake and ready longer.

**Healing potion:** A soldier equipped with this potion will automatically take it when he is injured by an enemy or wild beast.

## CHESTS

There are some chests which can be opened by any Viking - male or female - and magic chests which can only be opened by a druid or heroes.
Chests usually contain rare and useful items such as potions or amulets. In some cases, they may also contain powerful house permits. There is even a rumour that some chests open to reveal wild beasts inside them...
To open a chest, select a Viking and move your mouse over the chest. You will see the tooltip "**Open Chest**". Confirm by right-clicking.

## FURNITURE

If you have furniture (beds) in your houses, your Vikings will sleep much better. Their need for sleep can then be fulfilled entirely! Furniture is produced by a carpenter and fetched to the house by a woman.

## CROCKERY

Crockery enables your Viking women to improve their meals and double their nutritional values!
Crockery is produced in a pottery.

## OIL (HOLY FIRE)

Outside each dwelling is a metal dish that a woman can fill with oil and use to light the Holy Fire. Once this blue flame begins to flicker, a man can come to this house to pray. This covers his need for religion! Oil is produced by a druid.

## WOODEN TOOLS

These increase a worker's productivity. He can produce more goods in the same space of time with wooden tools than he could without them. Wooden tools are produced by a carpenter.

## IRON TOOLS

Iron tools increase a worker's productivity even more than wooden tools. In other words, his output becomes even greater. Iron tools are produced by a blacksmith.

## SHOES

Every barefoot Viking would give just about anything for a pair of shoes, as these make walking much more pleasant. A Viking wearing shoes can walk much faster and uses up less energy, meaning he won't become hungry and tired so quickly. Shoes are produced in a tailor's workshop.

## GOODS AND RESOURCES

NORTHLAND features 55 different kinds of goods. Many of these are produced using other goods or raw materials. For example, bread is made from flour and water, tiles are made from clay, blocks of stone are made from stone, etc.
Some resources can be procured directly from the countryside, but cannot be reproduced (clay, stone, gold, iron ore, etc.), which means that, if you run out of them, you must go looking for new supplies or try to purchase these raw materials by trading. Other resources, for example wood, wheat or herbs, grow back and are in practically infinite supply.

➢ *KEEP AN EYE ON YOUR NATURAL RESOURCES TO MAKE SURE YOU DON'T SUDDENLY RUN OUT OF VITAL RAW MATERIALS.*

## BUILDINGS

In many missions, you will start out with only a main warehouse containing a limited supply of goods and resources. All the other buildings have to be constructed by your builders, unless you find chests containing permits.

Every building requires a certain amount of space to be built. The larger the building, the more space it requires. You may not be able to construct some of the larger buildings because there are trees, rocks, streams, hills, etc. in the way. Be sure to construct buildings that have to work closely together (e.g. a farm, bakery, mill …) near one another to keep the distances your Vikings must walk as short as possible.

> ➤ *Buildings require certain resources and a sufficient amount of room to be constructed. You will find a detailed building list and a list of building costs in this manual's appendix.*

## UPGRADING BUILDINGS

For your village to thrive, you don't have to keep constructing new buildings, but you can - and should - upgrade them. Select a building to find out whether it can be upgraded. The building display contains an "**Upgrade**" button that lists the requirements.

A building can only be constructed once you have the required building materials.
The costs for constructing a new upgradeable building of a type already built consist of the cost of the lowest level of the building - e.g. dwelling (1) - and the costs of each further upgrade level. Upgrading a building makes it possible to have a number of Vikings with similar professions working there. For example, a pastry chef (an experienced baker) and a baker can both work in a level 2 bakery, and you can concentrate on improving your village without losing track. Upgrading a building always requires you to have certain goods, and naturally there is no point in upgrading a building until a Viking worker has become **experienced**.

## DEMOLISHING BUILDINGS

Normally, you will be constructing buildings in NORTHLAND rather than demolishing them. However, it can still be useful sometimes to tear a building down, for example to make room for another building, or if you urgently require resources.

> ➤ *When demolishing a building, half of the original buildings costs and the contents of the store remain on the map as useable resources.*

The following section contains a description of some of the most important buildings:

## DWELLINGS

Your Vikings hate to be homeless. Therefore, it is wise to give every villager a home to live in. A Viking with a home will return there to eat, sleep, be entertained and pray.
A level 1 dwelling has enough room for one family, while a level 2 dwelling can hold two families. Up to five families can live in a level 5 dwelling. Note that a family can consist of no more than one Viking, his wife and their child. Also, if an unmarried man shares a level 2 dwelling with an unmarried woman, they count as two families, meaning that no more Vikings can move in. You don't always have to construct new dwellings, but can upgrade existing ones.

As soon as a Viking family has moved in, a **square flag** in their tribe's colour (always blue in the single player game) appears outside their dwelling. If there is more than one family, more flags are added. If the family consists of only one person, the flag remains empty. Married couple's flags bear two rings, while families with children have double rings on them.

Each dwelling has a certain amount of storage space for food. If there is a woman living in the house, she will continue to fetch food until the larder is full.

> ➤ *THE SUPPLIES IN THE LARDER OF A HOUSE CONTAINING MORE THAN ONE FAMILY ARE CONSUMED BY ALL ITS OCCUPANTS, NOT JUST BY THE WOMAN'S FAMILY.*

A woman can also provide a dwelling with **crockery, furniture and oil**. She fetches these goods from a potter, carpenter and druid or from a warehouse. If there is crockery in the house, the cooking improves and the food stretches twice as far!

> ➤ *ALL OCCUPANTS OF A HOUSE BENEFIT FROM ITS SUPPLY OF FURNITURE AND CROCKERY.*

If a dwelling has **Holy Fire** outside, your Vikings can practise their religion at home. The Holy Fire is represented by a small silver dish with a blue flame.

## WORK PLACES

Work places are buildings where your Vikings can work. Most professions are associated with special work places: The baker has his bakery, the farmer has a farm, the druid has an alchemist's hut, etc.

Each work place can hold one or more workers, a carrier (or carriers), and occasionally an additional extractor (see also the building list and list of building costs in the appendix).

As soon as someone is busy in a work place, a **sign** is stuck in the ground in front of it. Every worker is represented by a round shield with an axe, the carrier's symbol is a pair of shoes. These signs all bear the colour of the Viking tribe.

Nearly every work place possesses a small store for incoming goods, where the resources are kept until needed and processed, and a store for outgoing goods. This is where your other Vikings will come to fetch the goods they need. Once this store is full, your worker (or carrier) will take the goods to the nearest warehouse to make room for more goods.

A bakery, for instance, has a small store for water and flour, the raw materials required to make bread. It also has a store where the baker keeps his finished products.

## WAREHOUSES

There are two kinds of warehouses: simple warehouses and the main warehouse. This is where your Vikings store their excess goods, and where they will come to get what they need.

A **carrier** who works here will fetch finished goods from nearby work places and store them here. Also, if you want to transport excess goods from one warehouse to another that is lacking in these products, you can order your **merchant** to transport them.

If you want to expand your Viking village, make sure you build warehouses regularly. As described above, workers will bring their excess goods to the nearest warehouse. If it is too far away, your workers will spend a lot of time walking there and become unproductive.

A clever network of warehouses and merchants will enable you to create small **village and production districts**. For example, one of these districts can concentrate on producing a certain kind of goods, while other necessary products are brought there by merchants.

### Warehouse
There are three different kinds of warehouses: small, medium and large. They can hold 25, 50, or 100

units of each good, depending on their size.

Headquarters
Almost every mission features a headquarters, from where your Vikings will begin to create their village. This may often be a large main warehouse, but it can also be the ship that brought your tribe to their current location.

The headquarters is a special structure that cannot be built and fulfils the same purpose as a warehouse, though it can hold more goods and possesses a practically infinite source of religion, recognisable by the blue Holy Fire in front of it.
A warehouse 'knows' how urgently goods are required by the Vikings that live nearby. A merchant whose job it is to keep the warehouse supplied will try to fetch these goods from another warehouse.

For descriptions of other buildings, please see the building list and list of building costs or the relevant chapters. The school, for example, is explained in the chapter "Professional Lives", the barracks and defence towers are described under "The Military". Use the register at the end of this manual to look up buildings.

## ROADS AND SIGNPOSTS

Your **builders** can use stones to **lay roads** which enable your Vikings to move far more quickly than across rough land.

> ➢ *VIKINGS WILL ALWAYS FIND THEIR OWN WAY TO THEIR DESTINATION. HOWEVER, IF THERE IS A ROAD THEY CAN USE, THEY WILL DO SO AUTOMATICALLY.*

Your Vikings have a very limited sense of direction. There is only a small area around them that they know well, and where they will be able to find buildings or goods. If they are looking for something that is too far away, they will call to you for help.
Signposts can help your Vikings to find their way around.

> ➢ *A SCOUT CAN BUILD SIGNPOSTS THAT WILL HELP YOUR VIKINGS.*

A good network of signposts will enlarge your Vikings' range immensely. However, you will need to make sure that these signposts are all **connected**. Whenever a signpost is erected, it is automatically connected to all other signposts in the vicinity. You can tell that a signpost is connected because a sign on it will point towards the next signpost. If no sign appears, this means that the nearest signpost is too far away, and your scout must erect another signpost in between. This is no problem, as he doesn't require any resources to erect a signpost.

> ➢ *SIGNPOSTS DO NOT ONLY HELP YOUR VIKINGS TO FIND THEIR HOMES AND WORK PLACES, BUT ALSO TO LOOK FOR FOOD AND RESOURCES!*

Each signpost is marked by a small ring in the respective tribe's colour at its base (always blue in the single player game). Only members of this tribe can use the signpost.

## LANDSCAPES

*The regions your Vikings will venture into in NORTHLAND are varied and lively. This influences both the plant life and the animal world:*

The **animal world** of NORTHLAND is very much alive. Chickens cluck around the village green, rabbits hop across the fields, fish swim around the waters and butterflies please the little children.

Most of these animals are peaceful. Even if your Vikings come across a bear, they needn't be afraid. He will do nothing unless they harm him first.
The animals are so tame, they don't only live in the woods, but venture into your Viking village. However, there are dangerous wolves and lions as well, and your unarmed Vikings should beware not to cross their paths …

The **plant life** is also very natural. Trees spread their seeds and grow back the same as grass, reeds, water lilies and other plants.

There is fertile **soil**, where your Vikings can grow wheat. This land is a healthy green, and often grass-covered. Other kinds of soil are unsuitable for agriculture. You will easily be able to see for yourself which these are. It's just like real life– or would you consider it normal to try and sow a field in the middle of the desert, on snowy ground or on a rock?

**Raw materials** can always be found lying around in the landscape. They must be extracted so you can use them.
Move your mouse over the landscape to see the resource's name appear as a tooltip beneath your mouse cursor.

## CONTROLLING THE GAME

> *This chapter describes the control elements of the game itself. You can use this text as a reference if you have queries regarding functions.*

## GENERAL ELEMENTS

*As mentioned before, there are many new features which can often be more easily accessed using hot keys. The section "Key Configuration" at the end of this manual contains a more detailed description.*

### PAUSE
You can pause and continue the game at any time by pressing the P key.

### INCREASE GAME SPEED
Press the L key while playing to double the game speed. Press L again to treble the game speed, and press once more to return the game to its normal speed setting. You can also use the game speed button in the menu bar.

### DESCRIPTIONS (TOOLTIPS)
Whenever you move the mouse over an important element, for example a button or a certain item on the map, the game will display a small descriptive text known as a **tooltip**. This will advise you as to the game element's meaning and sometimes the control method (e.g. opening chests).

## Intelligent Tooltips

Moving your mouse over a Viking causes his outline to flash. Also, everything connected to him will flash: his home, spouse, work place, child. That way, you will be able to see immediately what belongs to this character, where he lives and works and what paths he takes. The character's name is displayed underneath your mouse cursor, along with his profession and experience level (provided he is currently learning a profession).

The same thing happens when you point your mouse at a building. All the characters who live or work there will start flashing.

## Moving the Screen Detail

There are three different ways to move (scroll) the screen detail.
Use the options menu to select your preferred method (*see below under the heading "Options Menu"*).

**Scroll with middle mouse button:** Move the mouse over any part of the game screen. Now hold down the middle mouse button and continue to move the mouse. The screen detail will follow the movements of your mouse.
Naturally, you can only use this option if your mouse has a middle button.

**Scroll at edge of screen:** The screen detail shifts automatically as you move your mouse to the edge of the screen.

**Scroll with arrow keys:** Use your arrow keys to scroll the screen detail.

## Close Window

You can close any window by pressing the ESC key, by left-clicking the "**X**" button or by clicking once more on the menu button.

## Controlling the Vikings

### Selecting and Controlling a Character

To select a character, simply **left-click** on him or her. The character begins to flash, and the character display appears in the lower right.

To issue orders to your Vikings, **right-click** them and then select the desired command.
Alternatively, select the character(s) and press the **spacebar** to activate the action menu.
Left-clicking an action orders your Viking to select a new profession, marry, move into a house, go to school or move to a new work place.

There is, however, a quicker and more direct method of issuing orders:
Selecting a Viking and **right-clicking** on a work place assigns him to this place and also makes him take on the required profession, provided he possesses the necessary skills. Right-click on a dwelling to tell your Viking to move in, as long as there is still room. If you right-click an empty piece of land, your Viking will move there directly. The tooltips provide information on every action.

> ➢ *ALL ACTIONS ARE CARRIED OUT BY RIGHT-CLICKING!*

> ➢ *PRESS THE LEFT MOUSE BUTTON TO CANCEL AN ORDER.*

## Deselecting a Character

To deselect a character, **left-click** somewhere in the landscape.

> ➢ *LEFT-CLICKING DESELECTS YOUR VIKING OR SELECTS HIM (WITHOUT OPENING THE ACTION MENU).*

## Selecting Multiple Characters

You can select multiple characters at the same time by left-clicking in any location on the screen, holding down the left mouse button and dragging a selection box around the required characters.

**Double-clicking** a character with your left mouse button selects all characters of the same profession.

You can also select all Vikings of the same category (e.g. all homeless, all carpenters or all soldiers) using the **selection button** in the lower right corner of the subjects window.

You can also create a group by holding down the **SHIFT key** and left-clicking each Viking separately (on the map or in any window) to add him or her to the group.

Press the **CTRL key** to remove single Vikings from your selection.

## Storing Groups

If you have selected a group of units you are likely to need more often (a group of builders or of soldiers, or a mixed group for a longer journey), you can store it by holding down the CTRL key and pressing one of the number keys 0 to 9. To select this group again, simply press the respective number key.

## General

Your Vikings are a troublesome people and like to make up their own minds what they will do. So, when you issue an order to one of your villagers, it may take a while before he carries it out. There is also little point in issuing a command to a sleeping Viking ...
However, if your Vikings' needs are all fulfilled and you have provided a sufficient number of signposts, they will obey your orders very soon.

Note: Your Vikings will always take the shortest path to complete their tasks. For example, if an extractor wants to cut down a tree, he will find one that is as close to him as possible. If he becomes hungry, he will look for the nearest place where he might find food. If he needs a certain good, he will go to the nearest warehouse or store.

The decision is made the moment your Viking sets out. Once he has started walking, he will no longer check whether the situation has changed at all, or whether there might be an alternative route that would get him there more quickly. He will also not notice if another Viking takes his targeted object away from under his nose.

## The Character Display

The character display appears automatically to display information when you select a Viking (**click with the left or right mouse button**). The following section describes all the information contained within the display. Since not all kinds of information are required for every Viking, the display may vary from one character to another. (For example, there is no need to display work place information for a child.)



The display is divided into several submenus for general information, work, equipment, experience and miscellaneous information. Basically, all of these submenus are open, but you can minimise or maximise them using the respective buttons. These settings are stored, i.e. the next time you open a Viking's character display, only the information you declared as important is displayed.

### General Information
The **mini screen** in the top left-hand corner of the character display shows a miniature of your character and whatever he or she is doing. The screen detail centres around the character if you press the "**Centre Character**" button or left-click within the mini screen.

Selecting the option "**Observe Character**" keeps the screen centred around the selected character. If the character moves, the entire screen detail moves with it.

> ➢ *Right-clicking the mini screen opens the selected character's action menu (see the chapter "The Action Menu").*

To the right of the mini screen, you will see you **Viking's name** and his **current profession** (or a child's sex and age) beneath it.

> ➢ *Your Vikings are given a name the moment they are born. However, you can choose to give every character a name of your own to make him or her easier to identify. Left-click on the name button in the character display. You will now be able to enter a new name.*

The bars underneath this information display the character's **life energy** and **needs** (hunger, sleep, entertainment, religion). The further the bar is filled, the better your Viking is feeling. If the bar enters the red area, your Viking has a strong need and must satisfy it as soon as possible. If a bar sinks to zero, the life energy will also be diminished. If your villager's life energy sinks to zero as well, he or she will die.

> ➢ *A Viking's life energy automatically increases as soon as the problem has subsided (hunger or attack). Let your Viking take a little rest to recover.*

> ➢ *If a character has no needs - for example your heroes - then no needs will be displayed.*

Symbols below the mini screen display your Vikings current situation, e.g. whether he is married and has a home.

### Work
This section of the character display shows your Viking's work place and the centre of his work area. This is also where you can adjust **production amounts**:

| | |
|---|---|
| [-] | lowers the production amount by one unit |
| [+] | increases the production amount by one unit |
| CTRL [–] | sets the production amount to zero |
| CTRL [+] | sets the production amount to infinite |

If you want you worker to produce more than one kind of goods at once, he will take turns at making one unit of each kind until he has completed his workload.

### Equipment
Symbols further down display which bonus items your Viking currently possesses (see above, section "Bonus Items"). You can equip your Vikings with shoes, tools, mead, potions and amulets. To do this, use the respective hand buttons to open a list of all items your villager can obtain nearby. Any item your Viking possesses will be displayed as a small graphic. The tooltip contains a description. A percentage indicating the degree of use is displayed for bonus items that are slowly used up.

> ➢ *This display enables you to assess your Viking's situation at a single glance. The more symbols light up, the better your character's situation.*

The equipment list contains buttons for **equipping** your Viking and **dropping** items he already possesses. If you select an occupied slot and then equip your Viking with a new item, he will automatically drop the old one.

Partly used items (potions, shoes, ...) you drop are lost.
Unused items such as weapons, armour and amulets can be used again.

### Experience
This section displays your character's experience at his profession and at producing goods. The more experience your Viking has, the higher the percentage.

### Trade (for merchants only)
You can offer to trade goods within and outside your village. Naturally, this is your merchant's task, as he transports goods between work places, warehouses and headquarters. Selecting a merchant opens a trade submenu in his character display, where you can adjust various trade settings.

First of all, you must **assign two trade posts**. To do this, select the button "**Assign Trade Post**" (the scales) in your merchant's action menu and click on the respective building.
You can also trade within your own nation using two places with warehouses or stores. That way two work places can also be trade posts.
In order to **trade** with a **friendly** nation, you will need a valid trade agreement, and the respective nation must possess a warehouse.
To select a different trade post, select the option "**Remove Trade Post**" and click on the unwanted trading partner to deselect him.

Once you have selected your trade posts, you must **select a trade offer**. To do this, click on the respective button. A window will appear displaying your trade posts.

**When trading domestically** you will see a list of goods you can trade in the middle. If you do not click any of these, your merchant will try to transport all these goods from one building to another. The arrows next to the list indicate the direction in which the goods are transported and also enable you to select the goods. Left-click on one ore more arrows to transport only those goods whose arrows are lit up.

**When trading with another nation** you can select one of your trading partner's offers to determine which goods you want your merchant to trade. The left-hand side indicates the goods the other nation is offering. The right-hand side displays what they are demanding in exchange. The tooltip displays a description of the goods.
Left-click on the line that contains your desired trade offer. Your merchant will endeavour to trade these goods.
A merchant can only fulfil his trade agreement if the goods he is to deliver are available in his local warehouse. Assign carriers or other merchants to make sure the goods are stocked.

## The Action Menu

There are more ways than one of assigning tasks to your characters. You can select the character by left-clicking and then press the **right mouse button** or the **spacebar**, or you can simply **right-click** on the character, on the mini screen in the character display or in the subjects window.
This will display the **action menu**, an assortment of buttons surrounding your character.



The action menu displays only those buttons that are currently available for the selected character.
The following section begins by describing the usual action menu for working Vikings, followed by some other possible options.

**Change Profession**
This allows you to assign a new profession to your Viking. A list of profession available to him is displayed. Left-click on the profession you want him to learn. He now knows what his new job is.
As soon as you have selected a profession, you will usually be required to assign a new work place (see above under "Work Places").

**Change Equipment**
This option enables you to provide your Viking with new equipment. A list of available items will be displayed.
Left-click on the required item to order your Viking to fetch it from the nearest possible location.

**Assign Work Area**
Sets the centre of your character's work area. He will start from this point and begin working outwards.
Left-click on the screen to reset the centre of the work area to this location.

**Show Work Area**
Displays your character's current work area. The work area itself is illuminated, the centre appears as a flashing arrow.
The work area of a character who works in the open is centred around the blue flag.

**Assign Learning Place**
The school and barracks are learning places only.
Left-click one of these buildings to tell your Viking to learn a new profession at school or become a soldier in the barracks.

➢ *THIS FUNCTION ENABLES YOU TO SEND A VIKING TO SCHOOL TO LEARN A NEW PROFESSION OR TO RECRUIT HIM IN A BARRACKS.*

**Remove Work Place**
This puts your worker out of a job

**Assign Work Place**
This assigns a new work place to your worker. Once you select this option, all possible buildings will flash. Left-click one of them to send your Viking to work there.

**Assign Vehicle (ship, handcart, ox cart , catapult)**
Assigns a vehicle to your Viking. When you select this option, all available vehicles (**ship, handcart or ox cart, catapult**) will light up. Right-click on a vehicle to tell your Viking to use it.

**Assign Home**
Assigns a dwelling to a Viking. When your Viking moves in, so will his family. Dwellings that still have room for a new family will flash. Right-click on a building to tell your Viking to move in.

➢ *MAKE SURE YOUR VIKING'S HOME IS NOT TOO FAR FROM HIS PLACE OF WORK, OTHERWISE HE WILL HAVE A LONG WAY TO WALK AND HIS PRODUCTIVITY WILL SUFFER.*

## Go To

Sends your character to a certain place close by. Right-click the desired location to order your Viking to move there.

You can also send your Viking to any (explored) location by simply right-clicking the map.

This command is particularly useful when your Viking has got lost or is unable to find something. You can help him by sending him in the right direction.

## Eat

Orders your Viking to eat. He will automatically begin looking for food as soon as you left-click the button.

## Sleep

Tells your Viking to go to sleep. Your Vikings prefer to sleep at home, but if they have no home, they will usually stretch out and snooze in the shade of a large tree.

## Talk

Chats improve your Vikings' moods…Your Vikings need entertaining to stop them from getting bored. They will talk to one another of their own accord, but only if they happen to meet another Viking who is keen to chat. Sometimes you may have to make them talk.

## Pray

Your Vikings will also practise their religion without help. However, they are sometimes so busy that they may need reminding.

## Marry

This button encourages your Viking man or woman to go looking for a partner. If there is an unmarried Viking nearby who pleases your selected character, he (or she) will set out and attract the attention of their intended. If the two villagers get along all right, their wedding will soon be announced. By the way: Viking marriages last until they are parted by death.

## Attack

Orders your Viking to attack enemies, buildings, animals, vehicles or locations.

## WOMEN'S ACTION MENU (ADDITIONAL)

**Have a Boy:** You can only issue this instruction to a married woman who has a roof over her head.

This makes your woman wish for a little male bundle of Viking joy, who will soon grow up to help his fellow villagers build the village.

Vikings love children, and will follow your advice to have children as soon as possible. However, before your new villager can be 'produced' (in a manner suitable for all ages) and dropped off by the stork, there must be enough food in his future home. Unless there are five units of food in the larder already, your Viking woman will go looking for food. Once she had gathered enough provisions, she will wait at home for her husband to join her.

**Have a Girl:** As described above, except that this is a bundle of sugar and spice - a sweet little Viking girl.

## SCOUT'S ACTION MENU (ADDITIONAL)

### Erect Signpost

Orders your scout to erect a new signpost. All available locations will start flashing. Click the place where you want the signpost to be, and your scout will begin erecting it immediately.

Make sure your signpost automatically points towards neighbouring signposts (signs appear pointing in the respective directions). If it doesn't do so, it will be of no use to your Vikings. Have your scout erect another signpost half way in between to signposts if they appear to be too far apart.

### Explore

Scouts are trained to venture into unexplored regions and open them up. You can send them across longer distances than ordinary civilians.

Select your scout and click the "**Go To**" button or simply right-click the game screen to send him to that location, regardless of whether it has already been explored or not.

You can also right-click a location on the map. If there is any way he can reach the point you have selected, he will set out at once.

If, however, you have clicked on the middle of an ocean, he will stay where he is, because he can't possible get to where you're sending him.

## MERCHANT'S ACTION MENU (ADDITIONAL)

### Assign Trade Post

You should always assign two trade posts to a merchant, so that he can transport goods back and forth. A trade post can be any building (a warehouse, dwelling or work place).

## SOLDIERS' MODES (ADDITIONAL)

These are located beside the attack bar and are explained in more detail further on.

## MESSAGES

You will receive a message if one of your Vikings has a problem, wants to tell you something or ask you for help, or whenever an important event takes place. These messages are displayed in the top left as small **parchments**. At the same time, an exclamation mark above your Viking's head will let you know that he or she has something to tell you.

To read a message, simply move the mouse over the parchment. The message will be displayed in a tooltip. Left-clicking on a parchment centres the screen detail around the person or building the message refers to. That person or building is automatically selected and the information window is opened.

Right-clicking on the window or the parchment or left-clicking on the "**Delete Message**" button erases the message.

Press CTRL and right-click to delete all displayed messages!

You can also filter the incoming **messages** using the letter symbol to the left of the messages. By default, all messages are displayed. This is indicated by three dots: green, yellow and red. Left-clicking this symbol once makes the green dot disappear; unimportant messages are no longer displayed. Clicking again removes the yellow dot as well, meaning that only very important messages will be displayed. Click again to return to the default setting and receive all messages again.

**Very important messages** include: attack, coming of age, experience/unlocking of new goods and buildings, items found, death, unavailable goods …
**Important messages** include: hunger, boredom, ...
**Unimportant messages** include: Vikings with nothing to do, etc.

All messages are automatically deleted after 2 minutes.

# The Menu Bar

The menu bar is the bar with the golden buttons along the left-hand side of the screen. These buttons will light up in NORTHLAND as soon as you move your mouse over them.
Clicking on a button opens a window. All of these windows have the following functions in common:

## General Functions

### Close Window
As described before, you can close any window by pressing the ESC key. Each window also contains an "**X**" button in the top right-hand corner. Left-clicking on this button closes the window.

### Move Window
Left-click on the window's heading and hold down the left mouse button. Now move the mouse and the window will follow.

### Links
Windows are often linked to one another, i.e. You can click an item in a list to display information regarding that subject.

## Build Window (hot key: b)

This window enables you to issue a build order to all your builders. Left-click on the button to display a list of all buildings your Vikings can construct at present and the materials they require. The information button "**i**" next to the materials accesses the in-game help, which contains information about the types of buildings.
The types of buildings can be filtered by **work places**, **warehouses**, **dwellings** and **military buildings**.

Left-click to select the desired building. All plots on the map where you can construct the building are illuminated, all unavailable plots are darkened. Use your mouse to move an image of the building across the screen. Once you have found a suitable building site, right-click to issue the build command.
Note that you can only construct a building in a location that at least one of your Vikings is close to,

otherwise none of your builders will hear of your plans and your efforts will be in vain.

You can also use this option to **build a road or a stockade**. To do this, left-click on the respective button in the menu. You can now move your mouse to the highlighted area and set the start and end of your road/stockade by right-clicking a location.
Small markers will now appear to indicate your future road/stockade. Road markers can be deleted. To do so, left-click a marker. Then select the option "**Remove Marker**". Your road will not be built.

Clicking "**Build Gate**" issues an order for a gate to be erected. These are vital if you want to protect your village against enemy attacks using a stockade, but still allow your Vikings to leave the village. Gates can only be erected where there is already a reasonably straight stockade.

## Extras Window

The extras window contains the **permits** contained in your chests, as well as the option "**Extras for Everyone!**", which assigns shoes, tools and mead to all your Vikings. They will fetch these goods automatically if they are available.

## Options Window (F2)

Opens the options window, where you can load (F3) and save (F4) a game, quit, restart or adjust various settings (for example music and video options).

**General**
You can choose between "**EXIT GAME**" and "**RESTART GAME**".

**GUI**
Sets the speed at which you can move (scroll) the screen detail, the scroll mode, and whether you want tooltips to be displayed or not.

**Video**
This allows you to adjust the resolution and colour depth (16 bit for approx. 65,000 colours). Only select a higher resolution if your PC has a fast processor.
For slower PCs, select a lower level of detail to increase performance.
You can also adjust your mouse cursor from hardware to software.

**Music**
Sets the sound quality and the volume of sound effects and voices . You can also turn the jingles and music on or off.

## Mission Window

In this window, you can review all messages and your **mission objectives**. There is a small circle in front of every mission objective. Once you have completed this task, the circle is crossed out.

## Diplomacy (F5)

Opening the diplomacy window displays a general map. If there is more than one nation on the map, you can see whether the other nations are hostile, neutral or friendly, as well as set your own attitude. These attitudes may sometimes differ: Just because someone is friendly towards you, it doesn't mean you have to like him.

If another nation is **hostile** towards your Vikings, it will not hesitate to attack your people or their buildings, just as your Viking soldiers will attack if they meet the enemy.
As soon as you are attacked, your attitude towards the attacker becomes hostile, even if it was friendly before.

**Neutral** means that both sides are quite happy with their situation. They don't argue and fight, but they don't trade with one another either.

It is only possible to trade with a nation whose attitude towards you is **friendly** (see "Merchant"). You cannot trade with enemies or neutral tribes.

You can only set your attitude towards nations you have encountered. To do so, click on the button with the respective nation's colour and adjust your attitude, or pay a tribute:

**Tributes**
If a tribe's attitude towards you is hostile or neutral, your Vikings may be able to change their attitude by paying a tribute.
In that case, the tribute required to effect a change of attitude is given in the diplomacy window.

If the desired goods are available in your warehouses, left-click the respective button. The goods will immediately be removed from your warehouse and handed over to the other tribe. The latter's attitude towards you will change at once.
(The goods in all your warehouses are added up to calculate whether you can afford the tribute. Goods in work places or dwellings are not counted!)

## STATISTICS (F6)

A number of statistics enable you to view your village's development any time. The top line allows you to select a subject.
To do this, left-click the respective button.

The **"People"** heading displays the development of your Viking population during the course of the game.

The heading **"Professions"** lists the professions that are currently being pursued in your village.

**"Buildings"** displays the development in the number of buildings.

The **"Building List"** lists the buildings currently erected. The value in brackets refers to the number of buildings of this type under construction.

The **"Goods"** contains a representation of the production of certain goods. Always keep an eye on the food development! If this graph drops, your village will sooner or later be threatened with starvation!

**"Miscellaneous"** displays the development of weddings, births and deaths.

The **"Cemetery"** lists the late heroes of your village.

To the left you will see which values you can select to be shown. By default, all values are displayed.

To see only a selection of values, deselect the desired subjects by left-clicking on them. The colours assigned to the number of people/goods corresponds to the coloured graph in the diagram. The current value is displayed to the right of the subjects and graphs.

The top left-hand corner of the diagram displays the playing time so far in hours, minutes and seconds. You can set the time span you want to view below the diagram. Select the options one, two, five or ten hours.

## CHARACTER LIST (F7)

This lists all your villagers in alphabetical order, along with their current occupation. You can have all villagers displayed at once or sort them using various criteria.

The top section contains buttons for selecting the display criteria (filters).
These filters allow you to view separate lists of **men, women, children, soldiers, workers** or **even homeless**. You can also choose to sort your Vikings by **current professions** or **available professions**.

➢ *THE CHARACTER LIST ENABLES YOU TO FILTER YOUR VIKINGS BY PROBLEMS, FOR EXAMPLE UNEMPLOYMENT.*

➢ *LEFT-CLICKING A CHARACTER AUTOMATICALLY SELECTS HIM OR HER. THE CHARACTER LIST IS THEN CLOSED AND THE SELECTED CHARACTER IS IN THE MIDDLE OF THE SCREEN.*

➢ *USE THE "SELECT" BUTTON IN THE LOWER RIGHT OF THE CHARACTER DISPLAY TO SELECT THE VIKING WHO IS ACTIVE (I.E. DISPLAYED) IN THE CHARACTER LIST.*

## TECHNOLOGY TREE (F8)

The technology tree displays which professions your Vikings can carry out and which buildings can be constructed.

It displays all buildings and professions that are possible in the current mission. Available professions/buildings are highlighted, while those that are still locked are darker.

This technology tree also shows which professions your workers must learn to progress to a new profession.

➢ *LEFT-CLICKING ON AN ITEM IN THE TECHNOLOGY TREE DISPLAYS A SHORT DESCRIPTION OF THE GOOD, THE PROFESSION OR THE BUILDING. YOU WILL ALSO SEE AN INFORMATION BUTTON THAT ALLOWS YOU TO ACCESS THE HELP WINDOW AND READ VITAL INFORMATION ABOUT THE WORK PLACE OR PROFESSION.*

Below every building, the goods produced there are displayed. Click on these goods to display information on their availability. The button beside the goods takes you straight to the help system, where you will find further information.

## Help (F1)

The NORTHLAND help system is divided into **general notes**, notes on **buildings**, on **goods** and **miscellaneous**.

The miscellaneous information contains a list of key commands. The other subjects contain uncomplicated descriptions on what goods and buildings are needed for, and where and how to procure them. Using the buttons along the bottom of the screen, you can return to the list or view the next type of goods or building. The lists are in alphabetical order.

## Observation Window (O)

An observation window shows only a small detail of the landscape and is useful for keeping an eye on a particular Viking, area or building.

This window is opened by clicking on the eye button in the character display or pressing the O key when you have selected a character or building.

It is possible to open multiple observation windows at once, close them using the "**X**" button, or move them like any other window.

A character or a building displayed in an observation window can be selected by simply left-clicking.

## Small General Map (F10)

The **small general map** in the lower left corner displays the entire **explored area** and possesses additional functions:

The position of the **currently centred screen detail** is marked by a yellow frame on the map. Simply left-click the map to move the screen detail around that location. Holding down the left mouse button and moving the mouse across the map moves the yellow frame, and the entire screen detail with it.

The second button from the top on the right-hand side of the window is a **filter button**: By default, you will see a miniature representation of the landscape, complete with all surfaces, buildings and details of your people, indicated by coloured dots.

Left-click on this button to see only **military units**, represented by dots in the colour of the respective player/nation.

Clicking again displays your **entire nation**, though the surfaces are simplified. Clicking once more hides **surfaces** altogether to make it easier to spot attackers.

Click one more time to return to the default setting.

Using the **zoom functions** allows you to take a closer look at an area (+) or zoom out for a better overall impression (-).

A white flashing circle displays the currently selected object (character or building).

If you tell a character to go to a certain location, a white pulsing circle will appear briefly at the target location. The same symbol indicates that your Vikings are in trouble and require help.

## Larger General Map (CTRL + F3)

Open this map by left-clicking the globe next to the small map.

The **larger general map** contains a selection of filtering options, which are enabled or

disabled using the buttons along the left-hand side:
If these buttons are active (flashing), the respective subject is displayed. Deactivated buttons (dark) indicate that this subject is not displayed on the map.

The following filters can be applied:
People on/off
Soldiers on/off
Animals on/off
Vehicles on/off

Buildings on/off
Signposts on/off
Stockades on/off
Roads on/off

Surfaces on/off

Sheep on/off
Cattle on/off
Chests on/off

Using the **zoom functions** below allows you to take a closer look at an area (+) or zoom out for a better overall impression (-).

Again, the flashing and pulsing circles on the map indicate events, the same as they do on the small map.

## Building Information/Building Display

### Intelligent Tooltip

When moving the mouse over a building, its outline and the outlines of all people associated with it will start flashing.

Also, the building's name and the contents of its store for incoming ("**<**") and outgoing ("**>**") goods are displayed under your cursor.

### Selecting a Building

Left-click a building to select it and open the **building display**. This, like the character display, contains all important information on the building, divided into various submenus for general information, the store, visitors and miscellaneous information.

As a rule, all submenus are open, though you can close them by clicking the minimise button and open them by selecting the maximise button.

These settings are stored, i.e. the next time you open a building display, only the information you declared as important is displayed:

## GENERAL INFORMATION

The **mini screen** in the top left-hand corner of the building display shows a miniature of your building.

Since there are different kinds of buildings, the respective displays all have a slightly different functionality. The general controls, however, are the same for all building displays.

This general information includes the **building's name** followed by the **damage display**, which indicates the building's condition. A warehouse's display also contains an indication of its capacity below its name and condition. This value indicates how many units of goods the warehouse can hold.

The display also grants easy access to the following functions:
**Upgrade** – Upgrades the building. All required goods are displayed.
**Demolish** – Razes the building to the ground! If there are people inside the building at the time, they will not be injured as it falls apart all around them.
**Centre** - Centres the building in the game screen.
**Workers** – Automatically switches to the subjects window and lists all Vikings who could work in this building.
**Help** – Opens the help window that contains more information on the building.

## BUILDING SITE

This heading will appear in second place if the building is currently being constructed or upgraded. It provides information on the building materials required for construction.

The first number behind the goods indicates how many units are required, while the second states how many units are currently at the building site. The last number tells you how many units have already been used during the construction process.

## STORE



Every work place possesses a small store for incoming goods, where the resources are kept until needed and processed, and a store for outgoing goods. These and their goods are displayed in this section.

➢ *IF THE STORE FOR INCOMING GOODS IS EMPTY, YOUR WORKER OR A CARRIER EMPLOYED HERE MUST FETCH THE REQUIRED RESOURCE BEFORE PRODUCTION CAN BEGIN.*

➢ *IF THE STORE FOR OUTGOING GOODS IS FULL, YOUR WORKER OR A CARRIER EMPLOYED HERE MUST TAKE THE FINISHED GOODS TO A NEARBY WAREHOUSE BEFORE PRODUCTION CAN CONTINUE.*

In order to control your number of goods better, you can set the minimum **amount of goods** for every work place with a store and every warehouse.

## PEOPLE



This displays any people that may live and work in the building, as well as any visitors.

➢ *TO SELECT ONE OF THESE PEOPLE DIRECTLY, SIMPLY LEFT-CLICK ON HIM OR HER. THIS OPENS THE CHARACTER DISPLAY. RIGHT-CLICKING OPENS BOTH THE CHARACTER DISPLAY AND THE ACTION MENU.*

In a dwelling, your Vikings are sorted by families. First come all members of family one, then family two, etc. They are always shown in the following order: man, woman and - if there is one - the offspring. Moving the mouse over the characters displays their family and whether or no they are married (indicated by two rings).

## MISCELLANEOUS

Brief information on the occupants and workers, as well as their current actions.

## FURNISHINGS (DWELLINGS ONLY)



This section comes second for any dwelling. It tells you what goods your house is currently equipped with (cutlery, furniture and oil), and to what degree these items have been used. You will also see how many people can and do live here.

## STORED GOODS (ADDITIONAL: WAREHOUSES, SHIP)

The sorted register of stored goods is only available for your headquarters, warehouses and ships.



Move the mouse over the symbols in the register to see a description displayed as a tooltip.

Left-click a symbol to open a separate register. Registers are divided as follows:
**Largest Stock:** A list containing the amount of goods frequently stocked in this warehouse.
**Food:** A list containing the number of foodstuffs currently in stock.
**Building Materials:** A list containing the amount of building materials currently in stock.
**Resources:** A list containing the amount of raw materials currently in stock.
**Weapons:** A list containing the amount of weapons and armour currently in stock.
**Bonus Items:** A list containing the amount of bonus items currently in stock.

When you select a type of goods, the demand for it will be displayed below. You can also set the minimum stock for each type of goods using the "-" and "+" buttons.

## Special Buildings

**Temple:** The temple is intended for religious motivation. This is the only building that spreads the magic force of the Holy Fire to the buildings surrounding it, and should therefore be built close to work places that require this motivation: the armourer's workshop and the smithy.
Also, wounded Vikings will recover more quickly close to a temple.
The temple does not require a worker.

**School:** In order to send a Viking to school, assign it as his **learning place** and select the profession you want him to learn.
Select a Viking using your left mouse button. The professions will appear to the right. Now click on a profession in the list to tell your Viking to learn it. A progress bar will appear beneath him. As soon as this bar reaches 100%, your Viking's education is complete and he will report to you.

## Signposts

Left-click a signpost to select it. You will see a display containing the following options in the lower right corner of the screen:

**Centre** - Centres the selected signpost on your screen.

**Demolish** - Click this option to pull down the signpost.

**Nearby Goods** - This window displays all goods a Viking will find in close proximity to the signpost. Move your mouse over the goods to see the amount available in the tooltip.

Signposts within a network help your Vikings to find their way and discover goods they would not be able to procure otherwise. Each signpost can have a maximum of seven signs pointing to neighbouring signposts. These signs are automatically added if there is another signpost close enough.

## The Vikings' Vehicles

*Your Vikings have certain vehicles for transporting goods at their disposal. There are handcarts, ox carts and ships. The Vikings are experienced seafarers: Every Viking can control a ship ...*

## Ships

Ships are produced in the level 4 carpenter's workshop. They have to be built close to the coast, so the carpenter can construct them directly beside the water.

In order to **load** a ship, a **carrier** must be assigned to it. The administration of the ship's stock is conducted the same as the normal administration of stocks: by selecting the goods' submenus (see above, section "*Stored Goods*").

Every adult Viking who is assigned to a ship can control it as previously described. You can assign vehicles using the action button "**Assign Vehicle**".

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When you click the button, the available vehicles (ship, handcart or ox cart) are highlighted. Click on a ship with the left mouse button in order to assign the Viking to it.

> *Note:*
> *You can assign a Viking to a ship by right-clicking with your mouse.*

Control the ship the same as your Vikings, using the command "**Go To**".

If you want to go ashore, you will have to **moor** the ship first. Select the ship and press the spacebar to have the current actions of the ship displayed. Select the entry "**Moor**" and right-click on one of the flashing locations along the shore.

> ➢ *VIKINGS CAN ONLY ENTER AND DEPART FROM THE SHIP WHEN IT'S MOORED. LOADING AND UNLOADING IS ONLY POSSIBLE THEN AS WELL!*

A ship has its own store, similar to the headquarters and the warehouses, but it is a means of transport and not a building. Therefore it is not possible to trade directly from the ship; you will need a fixed **trade post**. This trade post is simply a warehouse.
Thus you will have to build your own warehouse at your trading partner's shores if you would like to trade overseas. There your Vikings can store the goods which have been transported by ship. You can trade as usual between this warehouse and your trading partner's warehouse.

## Handcart
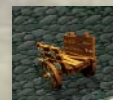
Handcarts are very advantageous for carriers and merchants, as you can transport up to ten goods at the same time with them. Thereby a merchant can work much more effectively. A carrier or merchant has to be assigned to the handcart in order to use and control it.

To do this, click the button "**Assign Vehicle**" and the available vehicles (ship, handcart or ox cart) are highlighted. Right-click on a handcart in order to assign the Viking to it.

> *Note:*
> *You can assign a Viking to a handcart by right-clicking with your mouse.*

## Ox Cart
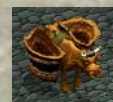
For carriers and merchants, ox carts are even more effective than handcarts as they allow you to transport up to 20 goods at the same time.
A carrier or merchant has to be assigned to the ox cart in order to use and control it.
To do this, click the button "**Assign Vehicle**" and the available vehicles (ship, handcart or ox cart) are highlighted. Right click on a ox cart in order to assign the Viking to it.

> *Note:*
> *You can assign a Viking to a ox cart by right-clicking with your mouse.*

# The Military

*Your Viking people are peaceful, but when hostile tribes give them a hard time, they know how to fight back …*

Basically, all your Vikings can defend themselves, including the women, who can punch approaching opponents. However, when you enter into a war or if you are attacked by strong forces, you will require a powerful army of brave heroes.

## Barracks

When your Vikings have to defend themselves effectively or if you are planning an attack, you will need soldiers. Soldiers have to be recruited and trained in a barracks.
The barracks must be constructed by your builders just like any other building.



## Soldiers

Soldiers constitute the effective attack and defence force of your Vikings.
Above all, they are distinguished from the civilians through their attack and defence skills.

Soldiers are defined as such by their **equipment** and their experience. There are three different types of soldiers, which can be distinguished by the efficiency of their weapons.

**Spearmen**
Spearmen fight with powerful **wooden or iron spears**.
Spearmen are only suited for close combat and are most successful if several of them fight against one target together. Their range is wider than a sword fighter's.

**Archers**
Archers fight with bows and arrows. They can be equipped with **short bows or longbows**. Their advantage is based on the wide range of their arrows, which makes them the most effective when fighting a target from a safe distance. However, they should avoid melees.

**Sword Fighters**
Sword fighters fight with powerful **shortswords or longswords**. They are dangerous and enduring units, which can also damage enemy buildings heavily.

**Armour**
Your soldiers can be equipped with armour in order to protect them. In NORTHLAND, this can be woollen armour, leather armour, chain mail and plate armour. Not every armour is effective against every weapon, though: A longsword, for instance, cannot do any harm against a plate armour, but is very effective against woollen armour. You will find a table of weapon efficiency in relation to the different kinds of armour in the appendix of this manual.

**Catapults**
Apart from many other new features, there are **catapults** available in NORTHLAND as well. They are extremely effective against buildings, and are produced in the level 2 armourer's workshop. A soldier or hero has to be assigned to this vehicle in order to use and control it.

To do this, click the button "**Assign Vehicle**" and the available catapults are highlighted. Right-click on a catapult in order to assign the Viking to it.

**Recruit**
You can **assign** a barracks as a **learning place** for your Vikings - except carriers and heroes - and have them trained there. When a Viking arrives at the barracks, he will be trained as a soldier automatically and for free.
He will leave the barracks as a trained soldier, but without weapons and armour. You will have to assign these to him (using the action menu option "**Change Equipment**" or the soldier's equipment submenu).

If you send the soldiers back to the barracks, they will be trained again.
Each soldier can be **trained** as often as you please. For each training in the barracks, you will have to pay one coin from the barracks' store so that the soldier obtains five more experience points. The more experience points he has, the stronger and more powerful your soldier will be.

It is recommended that you store all necessary **equipment** (weapons, armour, potions and gold) in the barracks' store. This will enable you to quickly train your soldiers and equip them with weapons in case of an emergency. To that end, you should assign at least one carrier to the barracks to fetch the required goods.

> *Note:*
> *If you want to recruit a carrier, scout or merchant, you will have to change his profession before you can send him to the barracks. Otherwise he will think that he is there to work and not to learn.*

A soldier who has been trained once can become a soldier again ("**Change Profession**"), even if he has had a civilian profession in the meantime. All he needs is new equipment, as he will have dropped his when he became a civilian.

> ➢ *WHEN A SOLDIER BECOMES A CIVILIAN AGAIN OR CHANGES HIS PROFESSION, HE WILL LEAVE HIS EQUIPMENT IN THE BARRACKS, DEFENCE TOWER, A WAREHOUSE OR IN THE SCENERY IN ORDER TO MAKE IT AVAILABLE FOR OTHERS AGAIN.*

You can **equip** every soldier with potions, mead and amulets. Nourishing potions and mead prevent hunger, meaning your soldier does not have to search for food so often anymore.
Some amulets decrease the soldier's needs completely, or give him other valuable properties. With an amulet of stamina, for example, a soldier does not have to sleep anymore.

## Selecting Several Soldiers

You can select several soldiers (or other characters) at the same time by left-clicking an empty place on the map, holding down the left mouse button and dragging a frame around characters you would like to select.

**Double-clicking** a soldier with the left mouse button selects all soldiers of the same type. For example, double-clicking a spearman selects all your spearmen within a certain area.

You can also use the **selection button** in the bottom right of the subjects window in order to select all displayed soldiers.

Alternatively, select a group by holding down the **SHIFT key** and left-clicking every Viking separately (on the map or in any window) to add him to the group.

Holding down the **CTRL** key and clicking deletes a single Viking from your selection.

## CREATING GROUPS OF SOLDIERS

If you have selected several soldiers, you can turn them into a group with the group number 0 to 9 by holding down the **CTRL** key and pressing one of the number keys 0 to 9 at the same time.
If you would like to reselect that group, press the corresponding number key once more - this can prove quite useful in fights!

> ➤ *FOR A SINGLE SOLDIER, OPEN THE ACTION MENU AS USUAL. IF YOU HAVE SELECTED SEVERAL SOLDIERS, HOWEVER, PRESS THE SPACEBAR. THE ACTION MENU WHICH IS NOW DISPLAYED NEXT TO THE MOUSE CURSOR IS VALID FOR ALL SELECTED SOLDIERS.*

Right-click an enemy or an enemy building to order the selected soldiers to attack the hostile units or buildings. Remember: In order to recognise somebody as an enemy, your attitude towards him has to be set to hostile, otherwise your soldiers will not attack.

## SOLDIER MODES

**Attack mode**: Your soldiers can only attack units who are defined as hostile (see section "Diplomacy").
If an enemy approaches your soldiers, they will chase and fight him until he is out of range or the fight has been decided.

**Defence mode:** Soldiers attack approaching enemies automatically. They also defend themselves as soon as they are attacked. If there are fights nearby, they will rush there in order to support their comrades.

**Ignorant mode**: This functions ensures that your soldiers will hold their positions, whatever happens! Whether they become hungry or their friends are attacked - they will not move one single step.

**Allow Regeneration**: This function allows the soldiers to satisfy their needs, such as hunger and sleep.

**Prohibit Regeneration**: With this function enabled, a soldier will neither eat nor sleep.

*Note:*
*Using the action button "**Assign Work Place**", you can send soldiers to a barracks or position archers in a building which can defend itself (defence tower or main warehouse). They will then defend that building in case of an attack. Instead of using this button, you can also assign a selected soldier by right-clicking on the desired building.*

## MERCENARY

In the course of the game, you can sometimes call for support from other nations which are friendly towards you. If you pay a tribute, you can also hire a certain number of brave fighters.
The controls of the mercenaries are absolutely identical to the controls of your own soldiers.

Open the diplomacy window by clicking the button on the left-hand side of the screen or pressing the F5 key. The general map displays all nations which have already been discovered by you.

The section where the demanded tributes are shown now displays possible goods demands for hiring mercenaries as well.
If you have the required goods in your warehouses, you can left-click the corresponding option - and your army will have acquired some new brave warriors!

## FORTIFICATIONS

In order to protect your village, you can have powerful **defence towers**, **stockades** and **gates** constructed by your builders.

## DEFENCE TOWERS

A defence tower is a pure defence building which can be manned with several soldiers securing the area against attackers. The more soldiers assigned to a tower, the better the defence power.
A small defence tower can be manned with up to 3 longbow and 3 short bow archers, a big defence tower can be manned with up to 4 longbow and 4 short bow archers.

## STOCKADES

These head-high fences are not only useful against attackers, but also an effective protection against wild animals.

## GATES

Gates enable your Vikings to depart without problems from a village fortified by stockades. They can only be erected where there is already a reasonably straight stockade.

## EVERYBODY PLAYS DIFFERENTLY

*There is no general rule how to play NORTHLAND. After all, it is up to you to lead your people to victory or defeat in more or less peaceful ways. The variety of gameplay options often leads to amazing results. Thus, a multitude of decisions are up to you alone ...*

*We would like to give you a summary of how you can make your individual Vikings happy, which is the foundation of successful missions. Let's call our little model Viking Erik, to keep it simple ...*

Erik's work place is close to a warehouse. Sven, a carrier by profession, goes there to fetch the raw materials required by Erik for the production of goods, and Sven also transports the goods produced by Erik to the warehouse in his brand new handcart.
Erik has already become an expert of his work field and is happy with his job. He has gained a lot of experience and is so productive that he could also help out in the work place next door.

His equipment always includes good tools. Tools are available in the warehouse to ensure that Erik is always supplied with everything he needs. Comfortable shoes can be found there as well, which keep Erik's feet warm and help him to walk faster. In addition, his equipment includes several potions and amulets.

Erik's home is very close to his work place. He lives there with his little daughter and his wife, who is an excellent housewife. They have furniture and crockery in their house, and there is always enough food. By the way, Erik's neighbour is Sven, the carrier. He lives in the same building as Erik.

In front of the house, Erik's wife has lit the Holy Fire in the silver dish.
Broad roads with signposts have recently been built between Erik's home, his work place and the warehouse. Thus, Erik can get wherever he wants in the shortest time and without getting lost ...

# HINTS & TIPS

*In this chapter, you will find some useful hints and tips for NORTHLAND. If there comes a point in the game when you just don't know what to do, perhaps you will be able to get some inspiration on how to improve your gameplay here.*

### Exploring
You should explore the vicinity with a scout, your characters or soldiers, if you have some available, directly at the start of a game. Then you'll know what the scenery looks like and which raw materials are available. This will help you to plan the layout of your village more efficiently.

### Signposts
Use the signposts to create a road network to important locations such as areas with many resources, warehouses, etc. That way your Vikings will find their way more easily.

### Food Procurement
Start procuring food at the beginning of a mission using a hunter and/or a fisherman. They will usually provide enough food to keep you going until your food production with a farmer, miller and baker is ready.

### Bonus Items
Make sure your Vikings are able to work with wooden tools at an early stage and that the women have crockery at their disposal. Tools increase the productivity of your workers, while crockery indirectly doubles the amount of food in the houses inhabited by women.

### Dwellings and Women
Construct a multiple dwelling (a dwelling that can house more than one family) and make sure at least one woman lives there. She will provide for all occupants of her house, no matter whether she is married or not.
Besides, multiple dwellings save space, as they can hold more occupants, and fewer bonus items are used.

### Short Distances
Bear in mind that it is important to keep distances short, especially when your Vikings go to work, back home or to the warehouses.

### Carriers
If you require a type of goods very urgently and the producer cannot deliver quickly enough, give him some help by having one or more carriers help out at his work place. If the work place is not suited for a carrier, a Viking with the same profession as your main worker can work there instead.

### Warehouses
As your village grows, it is recommended that you build further warehouses and connect them with your merchants. This shortens the distances for producers who require goods or who want to empty the store of their work place.

### Roads
Build roads wherever a lot of people pass frequently, in particular between warehouses and producers with mutual deliveries. It is well worthwhile, as your Vikings can move much faster on roads.

### One Worker for Several Goods
In NORTHLAND, one worker can often produce several goods at the same time. An extractor e.g. can collect wood, stones and clay at the same time, and gather mushrooms as well. Use these abilities by having him produce all the things which are important to you at once. The production can be set in the character display. You will need fewer people and can concentrate on building up your village.

### Repairs
If you are attacked and one of your buildings is damaged, assign it to one or several workers as their work place. They will try to repair it as fast as possible.

### Temple
At the start of a mission, the headquarters is often the only place where the Vikings can pray. Since workers with professions requiring more experience have to pray regularly, building a temple is advisable. This is the only building that spreads the magic of the Holy Fire to the buildings surrounding it, and should therefore be built close to work places that require this motivation: the armourer's workshop and the smithy.

### Defences
If there are enemies close by, you should erect one or more defence towers facing the enemy and employ archers there.
It can also prove useful to activate the defence mode of your main warehouse and defence towers. That way, all your Vikings will pour into these buildings and fight with arrows against the attackers.

### Equip Soldiers
Make sure you have the right equipment, especially for your soldiers, and provide them with potions and amulets, which decrease their needs or increase their fighting strength, in addition to their weapons.

### Attack Strategies
Use the weapon efficiency table in the appendix to decide on your attack strategies. Attack the enemy first with a group of archers on a wide plain in order to cause damage as early as possible. Then send out spearmen or sword fighters.
Catapults cause severe damage to buildings.

## Appendix (Useful Information)

### Key Configuration

#### General

| | |
|---|---|
| P | Pause game. |
| L | Increase game speed. |
| Z | Zoom in or out. |
| B | Issue build order for building. |
| S | Issue build order for road. |
| D | Issue build order for stockade. |
| SHIFT +D | Issue build order for gate in stockade. |
| H | Jump to headquarters. |
| ESC | Close window, deselect. |
| F1 | Access help. |
| F2 | Open options window (game settings). |
| F3 | Load a game. |
| F4 | Save the game. |
| F5 | Open diplomacy window. |
| F6 | Open statistics window. |
| F7 | Open character list. |
| F8 | Open technology tree. |
| F9, CTRL +S | Quick save. |
| F10 | Display general map. |
| ALT (left) +F4 | Exit game and return to Windows. |
| SPACEBAR | Display action menu. |
| TAB | Display all characters' and buildings' tooltips. |
| Arrow keys | Scroll screen detail. |
| Num pad | Scroll screen detail. |
| O | Open observation window. |

CTRL + selection with left mouse button
    = Remove selected object from selection.

SHIFT + selection with left mouse button
    = Add selected object to selection.

| | |
|---|---|
| , | Select next scout. |
| . | Select next civilian. |

### When a character is selected

| | |
|---|---|
| C | Change character's profession. |
| W | Assign a home. |
| A | Assign a work place. |

### When an outdoor worker is selected

CTRL + right-click = Set centre of work area.

### When one or several characters, vehicles or buildings are selected

| | |
|---|---|
| CTRL 0-9 | Define all selected characters, vehicles or buildings as a group; assign number to group. |
| SHIFT 0-9 | Add all selected characters, vehicles or buildings to the group with the corresponding number. |
| 0-9 | Select the group with the corresponding number. |

### In the multiplayer game

| | |
|---|---|
| ENTER | Start chat. |

## List of Building Costs

### Alchemist's Hut 1

| | |
|---|---|
| Building costs: | 1 quarrystone, 1 block of stone, 1 brick |
| Upgrade costs: | 1 tile, 1 quarrystone, 1 block of marble |
| Required goods: | mushrooms |
| Produced goods: | oil (for Holy Fire) |
| Storage capacity: | 10 mushrooms, 15 units of oil |
| Workers: | 1 druid 1 carrier 1 extractor |

Druids brew a special oil made from mushrooms in the small alchemist's hut, which is used to light the Holy Fire in front of the headquarters and the Vikings' dwellings. An extractor should search the surroundings for wild mushrooms and take them to the druid. Then the druid will be able to work.

The building should be erected near wild mushrooms.

## Alchemist's Hut 2

| | |
|---|---|
| Building costs: | 2 quarrystones, 1 block of stone, 1 brick, 1 tile, 1 block of marble |
| Required goods: | mushrooms, oil; later water, herbs and gold |
| Produced goods: | potions |
| Storage capacity: | 10 units each of mushrooms, water, gold, herbs |
| | 25 units of oil |
| | 25 potions per type |
| Workers: | 2 druids |
| | 1 carrier |
| | 2 extractors |

The larger alchemist's hut is necessary to provide the Vikings with nourishing, healing and fighting potions. Their mixture does not only require mushrooms and oil, but also water, herbs and gold.

## Armourer's Workshop 1

| | |
|---|---|
| Building costs: | 2 units of wood, 2 tiles |
| Upgrade costs: | 2 blocks of marble |
| Required goods: | wood |
| Produced goods: | short bow |
| Storage capacity: | 10 units of wood, 15 short bows |
| Workers: | 1 armourer |
| | 1 extractor |
| | 1 carrier |

An armourer can make bows and longbows from wood in the armourer's workshop.

## Armourer's Workshop 2

| | |
|---|---|
| Building costs: | 2 units of wood, 2 tiles, 2 blocks of marble |
| Required goods: | wood, iron |
| Storage capacity: | 10 units each of wood and iron |
| | 20 short bows, longbows and catapults |
| Produced goods: | longbows, catapults |
| Workers: | 1 armourer |
| | 1 extractor |
| | 1 carrier |

An armourer can make catapults from wood in the level 2 armourer's workshop.

## Bakery 1

| | |
|---|---|
| Building costs: | 2 units of wood, 2 units of wheat, 1 quarrystone, 1 block of stone |
| Upgrade costs: | 3 bricks, 1 tile, 1 block of marble |
| Required goods: | flour, water |
| Produced goods: | food (bread) |
| Storage capacity: | 15 units of food (bread) |
| Workers: | 1 baker, 1 carrier |

Tasty bread is baked in the bakery. The baker uses flour provided by the miller and water, which is fetched from the well.

## Bakery 2

| | |
|---|---|
| Building costs: | 2 units of wood, 2 units of wheat, 1 quarrystone, 1 block of stone, 3 bricks, 1 tile, 1 block of marble |
| Required goods: | flour, water |
| Produced goods: | food (cake) |
| Storage capacity: | 20 units of food (cake) |
| Workers: | 2 bakers |
| | 1 carrier |

Tasty cakes are baked in the level 2 bakery. The cake is not only filling, but it meets the entertainment needs of the Vikings as well, since sweet food makes life sweeter all round.
This bakery can be built as soon as the Vikings have the necessary technology and resources available. In order to save money and building space, your level 1 bakery can be upgraded to a level 2 bakery.

## Barracks

| | |
|---|---|
| Building costs: | 2 units of wheat, 2 units of wood, 2 quarrystones, 2 bricks, 2 blocks of stone |
| Required goods: | dependent on the military unit which is to be generated (spears, swords, bows) |

| | |
|---|---|
| Produced goods: | - |
| Storage capacity: | 100 gold coins, |
| | 25 units per |
| | every other good |
| Workers: | max. 3 carriers |
| Peculiarities: | The barracks cannot be defended. |

Male Vikings can be recruited as soldiers of different categories in the barracks. Therefore they have to be equipped with all the necessary weapons and armour after their training.

In order to fetch the required equipment to the barracks, at least one carrier has to be employed there.

## Beehive

| | |
|---|---|
| Building costs: | 1 unit of wood, 1 quarrystone, 1 brick |
| Required goods: | - |
| Produced goods: | honey |
| Workers: | 1 carrier |

Busy bees produce **honey** in the beehive. A carrier can take the honey to the **bakery** or the **brewery** for the production of **cakes** and **mead**.

## Brewery

| | |
|---|---|
| Building costs: | 3 units of wood, 2 quarrystones, 1 brick, |
| | 2 blocks of stone |
| Required goods: | water, honey |
| Produced goods: | mead |
| Storage capacity: | 10 units of water |
| | 10 units of |
| | honey |
| | 20 units of |
| | mead |
| Workers: | max. 2 |
| | brewers |
| | 1 carrier |
| Peculiarities: | This |

building requires a large building site.

The brewer produces spicy mead in the brewery. To do so, he requires honey and water.

## Carpenter's Workshop 1

| | |
|---|---|
| Building costs: | 1 unit of wheat, 2 units of wood, 2 units of clay |
| Upgrade costs: | 1 unit of wood, 2 quarrystones, 2 blocks of stone |
| Required goods: | wood |
| Produced goods: | wooden tools |
| Storage capacity: | 10 units of wood, 15 wooden |

tools
| | |
|---|---|
| Workers: | 1 carpenter |
| | 1 carrier |
| | 1 extractor |

A tool carpenter can make wooden tools from wood in the level 1 carpenter's workshop. They increase the productivity of   Vikings who use them.

## Carpenter's Workshop 2

| | |
|---|---|
| Building costs: | 1 unit of wheat, 3 units of wood, |
| | 2 units of clay, 2 quarrystones, |
| | 2 blocks of stone |
| Upgrade costs: | 2 bricks |
| Required goods: | wood |
| Produced goods: | wooden tools and furniture |
| Storage capacity: | 10 units of wood |
| | 20 wooden tools, wooden |

spears and pieces of furniture
| | |
|---|---|
| Workers: | 2 carpenters |
| | 1 carrier |
| | 1 extractor |

In the level 2 carpenter's workshop, one or more carpenters can make furniture from wood for the Vikings' dwellings.

## Carpenter's Workshop 3

| | |
|---|---|
| Building costs: | 1 unit of wheat, 3 units of wood, |
| | 2 units of clay, 2 quarrystones, |
| | 2 blocks of stone, 2 bricks |
| Upgrade costs: | 2 tiles |
| Required goods: | wood |
| Produced goods: | wooden tools, furniture, |
| | wooden spears, handcarts |
| Storage capacity: | 20 tools, pieces of furniture, |
| | wooden spears |
| | and handcarts |
| Workers: | 3 carpenters |
| | 1 carrier |
| | 1 extractor |

In the level 3 carpenter's workshop, one or more carpenters can make wooden spears und handcarts from wood.

## CARPENTER'S WORKSHOP 4

| | |
|---|---|
| Building costs: | 1 unit of wheat, 3 units of wood, 2 units of clay, 2 quarrystones, 2 blocks of stone, 2 bricks, 2 tiles |
| Required goods: | wood, wool, ox |
| Produced goods: | tools, furniture, wooden spears, handcarts, ox carts, merchant ships |
| Storage capacity: | 10 units each of wood and wool 20 handcarts, ox carts, small ships and merchant ships 25 pieces of furniture, wooden spears and wooden tools |
| Workers: | 3 carpenters 1 carrier 1 extractor |
| Peculiarities: | Has to be built near the coast in order to produce merchant ships. |

Ox carts and merchant ships can be made from wood in this carpenter's workshop. It has to be built close to the coast in order to produce merchant ships.

## CATTLE FARM

| | |
|---|---|
| Building costs: | 1 unit of wheat, 2 units of wood, 2 quarrystones, 1 block of stone, 1 brick, 1 tile |
| Required goods: | water, wheat |
| Produced goods: | wool, meat, leather |
| Storage capacity: | 10 units each of water and wheat 20 units each of wool, meat and leather, 20 oxen and sheep |
| Workers: | max. 2 stock farmers 1 carrier |
| Peculiarities: | In order to obtain a basic stock of cattle, sheep or cows have to be found by your scout. |

A stock farmer heads for animals roaming in the vicinity of the cattle farm. **IMPORTANT**: In order to obtain a basic stock of cattle, sheep or cows have to be found by your scout. (He has to come close to them for the player to select them.) The sheep provide wool and meat, the cows leather and meat.

## COIN MINT

| | |
|---|---|
| Building costs: | 2 quarrystones, 2 blocks of stone, 2 tiles, 2 blocks of marble, 1 unit of gold |
| Required goods: | gold, wood |
| Produced goods: | coins |
| Storage capacity: | 10 units of wood, 10 units of gold, 25 coins |
| Workers: | 2 mint workers 2 extractors 1 carrier |

A mint worker employed here can use gold to produce coins. Wood is required in order to keep the fire burning.

## DEFENCE TOWER (SMALL)

| | |
|---|---|
| Building costs: | 1 unit of wheat, 2 units of wood, 2 quarrystones |
| Upgrade costs: | 1 unit of wood, 1 quarrystone, 2 bricks, 2 blocks of stone |
| Required goods: | - |
| Produced goods: | - |
| Storage capacity: | 10 units per good |
| Workers: | max. 3 short bow archers max. 3 longbow archers max. 3 carriers |
| Peculiarities: | When manned, this tower can be used to defend your village against attackers. |

A small defence tower manned by Vikings begins fighting back approaching enemies automatically. It can be manned by up to 3 longbow and 3 short bow archers in order to increase its range and defensive force.

## DEFENCE TOWER

| | |
|---|---|
| Building costs: | 1 unit of wheat, 3 units of wood, 3 quarrystones, 2 bricks, 2 blocks of stone |
| Required goods: | - |
| Produced goods: | - |
| Storage capacity: | 10 units per good |
| Workers: | max. 4 short bow archers max. 4 longbow archers max. 4 carriers |
| Peculiarities: | When manned, this tower can be used to defend your village against attackers. |

A large defence tower manned by Vikings begins fighting back approaching enemies automatically. It can be manned by up to 4 longbow and 4 short bow archers in order to increase its range and defensive force.

## Dwelling 1 (one family)

| | |
|---|---|
| Building costs: | 1 unit of wheat, 2 units of wood, 1 unit of clay |
| Upgrade costs: | 1 unit of wheat, 2 quarrystones, 1 block of stone |
| Furnishings: | furniture, crockery, oil |
| Storage capacity: | max. 5 units of food, max. 5 sweets |
| Workers: | - |
| Peculiarities: | A married couple that lives here can have children. |

One family (father, mother, child) can live in the dwelling 1. It is a place to sleep for a man who lives there. If a woman lives in the house, she will supply all inhabitants with food.

## Dwelling 2 (two families)

| | |
|---|---|
| Building costs: | 2 units of wheat and wood, 1 unit of clay, 2 quarrystones, 1 block of stone |
| Upgrade costs: | 2 bricks |
| Furnishings: | furniture, crockery, oil |
| Storage capacity: | max. 10 units of food, max. 10 sweets |
| Workers: | - |
| Peculiarities: | A married couple that lives here can have children. |

Two families (father, mother, child) can live in the dwelling 2. It serves as a place to sleep for the men living here. If a woman lives in the house, she will supply all inhabitants with food.

## Dwelling 3 (three families)

| | |
|---|---|
| Building costs: | 2 units of wheat and wood, 1 unit of clay, 2 quarrystones, 1 block of stone, 2 bricks |
| Upgrade costs: | 2 tiles |
| Furnishings: | furniture, crockery, oil |
| Storage capacity: | max. 15 units of food, max. 15 sweets |
| Workers: | - |
| Peculiarities: | A married couple that lives here can have children. |

Three families (father, mother, child) can live in the dwelling 3. It serves as a place to sleep for the men living here. If a woman lives in the house, she will supply all inhabitants with food.

## Dwelling 4 (four families)

| | |
|---|---|
| Building costs: | 2 units of wheat, 2 units of wood, 1 unit of clay, 2 quarrystones, 1 block of stone 2 bricks, 2 tiles |
| Upgrade costs: | 2 blocks of marble |
| Furnishings: | furniture, crockery, oil |
| Storage capacity: | max. 20 units of food, max. 20 sweets |
| Workers: | - |
| Peculiarities: | A married couple that lives here can have children. |

Four families (father, mother, child) can live in the dwelling 4. It serves as a place to sleep for the men living here. If a woman lives in the house, she will supply all inhabitants with food.

## Dwelling 5 (five families)

| | |
|---|---|
| Building costs: | 2 units of wheat, 2 units of wood, 1 unit of clay, 2 quarrystones, 1 block of stone 2 bricks, 2 tiles, 2 blocks of marble |
| Furnishings: | furniture, crockery, oil |
| Storage capacity: | max. 25 units of food, max. 25 sweets |
| Workers: | - |
| Peculiarities: | A married couple that lives here can have children. |

Five families (father, mother, child) can live in the dwelling 5. It serves as a place to sleep for the men living here. If a woman lives in the house, she will supply all inhabitants with food.

## Farm

| | |
|---|---|
| Building costs: | 2 units of wood, 1 unit of clay |
| Required goods: | - |
| Produced goods: | wheat |
| Storage capacity: | 25 units of wheat |
| Workers: | max. 4 farmers 1 carrier |

One or several farmers can grow wheat on the green, fertile grounds around the farm. The wheat is required for the production of flour in the mill and as building material for the roofs of some buildings. The building site for the farm itself does not have to be fertile, but lush green grounds are necessary for the fields.

## HEADQUARTERS 1

Building costs:                  -
Storage capacity:                100 units per good
Workers:                         max. 3 carriers
                                 max. 3 extractors
                                 max. 3 fishermen
                                 max. 3 hunters
Peculiarities:                   Headquarters are
                                 special buildings
                                 which cannot be
                                 built, but are fixed
                                 on the map. Your
                                 headquarters can
                                 be defended against
                                 enemies.

The headquarters - usually your main warehouse - is
the basis of every village and serves the purpose of
stocking goods as well as religious motivation. Required goods can be fetched from the
headquarters by the Vikings.

Both the minimum and desired stock can be set for each individual type of goods. If
there are carriers or merchants assigned to a headquarters, they will try to maintain the
desired stock all the time.

The defence mode can be activated in the headquarters to make the Vikings defend it
against attackers.

## HEADQUARTERS 2

Building costs:                  -
Storage capacity:                50 units per good
Workers:                         max. 3 carriers
                                 max. 3 extractors
                                 max. 3 fishermen
                                 max. 3 hunters
Peculiarities:                   see headquarters 1

## HERB GATHERER'S HUT

Building costs:                  1 unit of wheat, 2 units of
wood, 1 unit of clay
Required goods:                  -
Produced goods:                  herbs
Storage capacity:                20 herbs
Workers:                         max. 3 herb gatherers
                                 1 carrier
Peculiarities:                   The building site for this
                                 building does not have to be
                                 fertile, but the herb gatherers'
                                 gardens must be lush and
                                 green.

A herb gatherer searches the surroundings of his hut for wild plants. If he cannot
find any, he will grow special herbs himself. These serve as basic ingredients for the
production of potions.

## MILL

Building costs:                  2 units of wood, 2
quarrystone, 1 unit of wheat
Required goods:                  wheat
Produced goods:                  flour
Storage capacity:                10 units of wheat, 20 units
of flour
Workers:                         max. 2 millers
                                 1 carrier

This wind mill makes flour from wheat. The finished flour is filled into bags, and stored
in front of the mill. It serves as the basic ingredient for the production of tasty bread.

## POTTERY 1

Building costs:                  1 unit of wheat, 2 units of wood, 1 unit of clay
Upgrade costs:                   1 unit of wheat, 1 unit of wood, 2 quarrystones, 1
                                 block of stone
Required goods:                  clay, wood
Produced goods:                  bricks
Storage capacity:                10 units each of clay and
                                 wood
                                 15 bricks
Workers:                         1 potter
                                 1 carrier
                                 1 extractor

In this pottery, bricks are shaped from clay and burned to make them hard. They are
used as building materials for many buildings.

## POTTERY 2

| | |
|---|---|
| Building costs: | 2 units of wheat, 3 units of wood, 1 unit of clay, 2 quarrystones, 1 block of stone |
| Upgrade costs: | 1 block of stone, 2 bricks |
| Required goods: | clay, wood |
| Produced goods: | tiles |
| Storage capacity: | 10 units each of clay and wood 20 bricks and roof tiles |
| Workers: | 2 potters 1 carrier 2 extractors |

The level 2 pottery handles the production of roof tiles. These are shaped from clay and burned to make them hard. They are used as building materials for the roofs of many buildings.

## POTTERY 3

| | |
|---|---|
| Building costs: | 2 units of wheat, 3 units of wood, 1 unit of clay, 2 quarrystones, 2 blocks of stone, 2 bricks |
| Required goods: | clay, wood, brick, tiles |
| Produced goods: | crockery |
| Storage capacity: | 10 units each of clay and wood 25 bricks, roof tiles and pieces of crockery |
| Workers: | 3 potters 1 carrier 2 extractors |

In the level 3 pottery, your skilled craftsmen use clay to make crockery. Crockery helps the women double the amount of food in a house.

## SCHOOL

| | |
|---|---|
| Building costs: | 2 units of wheat, 2 units of wood, 2 quarrystones, 2 bricks |
| Required goods: | - |
| Produced goods: | - |
| Storage capacity: | - |
| Workers: | - |
| Carriers: | - |
| Peculiarities: | Workers can come here to learn new professions. |

At school, workers can learn new professions.

## SMITHY 1

| | |
|---|---|
| Building costs: | 2 units of wood, 1 unit of clay, 1 unit of wheat, 1 quarrystone, 1 unit of iron |
| Upgrade costs: | 1 quarrystone, 2 bricks, 2 blocks of stone |
| Required goods: | iron, wood, wooden spear |
| Produced goods: | iron tools, iron spear, shortsword |
| Storage capacity: | 10 units each of iron and wood, 10 wooden spears 15 iron tools, iron spears and shortswords |
| Workers: | 1 blacksmith 1 extractor 1 carrier |

A blacksmith can produce iron tools in a smithy. They increase the productivity of the Vikings who use them. In addition, iron spears (refined wooden spears) and shortswords are made here for your soldiers.

## SMITHY 2

| | |
|---|---|
| Building costs: | 2 units of wood, 1 unit of clay, 1 unit of wheat, 2 quarrystones, 1 unit of iron, 2 bricks, 2 blocks of stone |
| Required goods: | wood, iron |
| Produced goods: | longsword, chain mail, plate armour |
| Storage capacity: | 10 units each of iron and wood, 10 wooden spears 20 iron tools, iron spears, shortswords, longswords, iron spears, sets of chain mail and suits of plate armour |
| Workers: | 2 blacksmiths 2 extractors 1 carrier |

The armourer can produce swords from iron in the level 2 smithy. To keep the smithy's fire burning, a sufficient amount of wood is required. Iron armour, which protects soldiers during battle, can be produced in this smithy as well.

## STONEMASON'S WORKSHOP 1

| | |
|---|---|
| Building costs: | 1 unit of wheat, 2 units of wood, 1 quarrystone |
| Upgrade costs: | 2 bricks, 1 block of stone |
| Required goods: | quarrystone |
| Produced goods: | blocks of stone |
| Storage capacity: | 10 quarrystones, 15 blocks of stone |
| Workers: | 1 stonemason 1 extractor 1 carrier |

A stonemason processes the quarrystone gathered by the extractors in the stonemason's workshop to make blocks of stone. Therefore, the building should be erected near stone deposits.

## STONEMASON'S WORKSHOP 2

| | |
|---|---|
| Building costs: | 1 unit of wheat, 2 units of wood, 1 quarrystone, 2 bricks, 1 block of stone |
| Required goods: | quarrystone |
| Produced goods: | marble |
| Storage capacity: | 15 blocks of stone, 15 blocks of marble |
| Workers: | 2 stonemasons |
| | 1 extractor |
| | 1 carrier |

One or several stonemasons refine the quarrystone gathered by the extractors to make blocks of marble in the level 2 stonemason's workshop. Therefore, the building should be erected near stone deposits.

## TAILOR'S WORKSHOP 1

| | |
|---|---|
| Building costs: | 1 units of wheat, 2 units of wood, 1 quarrystone |
| Upgrade costs: | 1 units of wood, 1 quarrystone, 2 blocks of stone, 1 brick |
| Required goods: | wool, leather |
| Produced goods: | shoes |
| Storage capacity: | 10 units of wool, 10 units of leather, 15 shoes |
| Workers: | 1 tailor |
| | 1 carrier |

Every barefoot Viking would give just about anything for a pair of leather shoes. These are produced in a tailor's workshop. A Viking wearing shoes can walk much faster.

## TAILOR'S WORKSHOP 2

| | |
|---|---|
| Building costs: | 1 unit of wheat, 3 units of wood, 2 quarrystones, 2 blocks of stone, 1 brick |
| Required goods: | leather, wool |
| Produced goods: | leather armour, tunics |
| Storage capacity: | 10 units of wool, 10 units of leather, 20 shoes, 20 tunics, 20 suits of leather armour |
| Workers: | 2 tailors |
| | 1 carrier |

The level 2 tailor's workshop produces leather armour and tunics using wool and leather. This clothing protects your soldiers.

## TEMPLE

| | |
|---|---|
| Building costs: | 1 unit of oil, 2 quarrystones, 2 blocks of stone, 2 bricks, 2 blocks of marble |
| Required goods: | - |
| Produced goods: | - |
| Storage capacity: | - |
| Workers: | - |

The temple serves the purpose of increasing religious motivation. This is the only building that spreads the magic of the Holy Fire to the buildings surrounding it, and should therefore be built close to work places that require this motivation: the armourer's workshop and the smithy.

## WAREHOUSE

| | |
|---|---|
| Building costs: | 1 quarrystone, 1 unit of clay, 2 units of wood, 1 unit of wheat |
| Upgrade costs: | 1 quarrystone, 1 unit of wood, 2 blocks of stone |
| Storage capacity: | 25 units of goods |
| Workers: | max. 3 carriers |
| | max. 3 extractors |
| | max. 3 fishermen |
| | max. 3 hunters |

The level 1 warehouse is the smallest warehouse and stores goods. If necessary, required goods are fetched from the warehouse by the Vikings. Both the minimum and desired stock can be set for each individual type of goods. If there are carriers or merchants assigned to a warehouse, they will try to maintain the desired stock all the time.

## WAREHOUSE 2

| | |
|---|---|
| Building costs: | 2 quarrystones, 1 unit of clay, 3 units of woods, 1 unit of wheat, 2 blocks of stone |
| Upgrade costs: | 1 quarrystone, 1 block of stone, 1 brick |
| Storage capacity: | 50 units of goods |
| Workers: | max. 3 carriers |
| | max. 3 extractors |
| | max. 3 fishermen |
| | max. 3 hunters |

The level 2 warehouse stores goods. If necessary, required goods are fetched from the warehouse by the Vikings. Both the minimum and desired stock can be set for each individual type of goods. If there are carriers or merchants assigned to a warehouse, they will try to maintain the desired stock all the time.

## WAREHOUSE 3

| | |
|---|---|
| Building costs: | 3 quarrystones, 1 unit of clay, 3 units of wood, 1 unit of wheat, 3 blocks of stone 1 brick |
| STORAGE CAPACITY: | 100 units of goods |
| Workers: | max. 3 carriers max. 3 extractors max. 3 fishermen max. 3 hunters |

The level 3 warehouse stores goods. If necessary, required goods are fetched from the warehouse by the Vikings. Both the minimum and desired stock can be set for each individual type of goods. If there are carriers or merchants assigned to a warehouse, they will try to maintain the desired stock all the time.

## WELL

| | |
|---|---|
| Building costs: | 1 unit of wheat, 1 unit of wood, 1 quarrystone |
| Required goods: | - |
| Produced goods: | water |
| Workers: | 1 carrier |

The well produces water autonomously. A carrier assigned there will take it to the **bakery**, the **brewery** or the **alchemist's hut.**

## VIKING SHIP

| | |
|---|---|
| Building costs: | 5 units of leather, 10 units of wood |
| Capacity: | 50 units of goods, 10 Vikings, 1 vehicle |
| Workers: | max. 3 carriers |
| Peculiarities: | requires a commander |

A ship can only put to sea with a captain onboard. As all your Vikings are experienced sailors, every Viking can control the ship without difficulty as soon as he is on board. In order to use the store of a ship, a carrier must be assigned to it.

## HANDCART

| | |
|---|---|
| Building costs: | 3 units of leather, 6 units of wood |
| Capacity: | 10 goods |
| Workers: | max. 3 carriers |
| Peculiarities: | A carrier/merchant must be assigned to this vehicle, otherwise it cannot be controlled. |

## OX CARTS

| | |
|---|---|
| Building costs: | 3 units of leather, 6 units of wood |
| Capacity: | 20 goods |
| Workers: | max. 3 carriers |
| Peculiarities: | A carrier/merchant must be assigned to this vehicle, otherwise it cannot be controlled. |

## CATAPULT

| | |
|---|---|
| Building costs: | 3 units of leather, 6 units of wood |
| Furnishings: | - |
| Workers: | max. 3 soldiers |
| Peculiarities: | A soldier must be assigned to this vehicle, otherwise it cannot be controlled. |

## Weapon Efficiency

This table provides an insight into the efficiency of the game's weapons. This ranges from ineffective to mega effective, as you can see in the key of the table below. An unarmed Viking or soldier will generally fight with his fists.

| | No Armour | Tunic | Leather Armour | Chain Mail | Plate Armour | Vehicle | Building |
|---|---|---|---|---|---|---|---|
| Wooden Spear | o | - | - | - | - | - | - |
| Iron Spear | + | o | o | o | - | - | - |
| Shortsword | + | o | o | - | -- | + | o |
| Longsword | + + | + + | + | - | - | + + | + |
| Short Bow | o | -- | -- | - | - | -- | -- |
| Longbow | o | -- | -- | - | - | - | - |
| Fist | - | -- | -- | -- | -- | -- | -- |
| Catapult | + + | + + | + + | o | -- | + | + + |
| Bjarni | + + | + | + | o | - | + | o |
| Sigurd (Spear) | + | o | o | o | o | - | - |
| Cyra | + | - | - | - | o | - | - |
| Hatchie (Sabre) | + | + | + | - | - | + | o |
| | | | | | | | |
| Weresnake | + + | + | + | o | - | + | - |
| Wolf | -- | -- | -- | -- | -- | -- | -- |
| Lion | -- | -- | -- | -- | -- | -- | -- |

| Key: | |
|---|---|
| mega effective | + + |
| very effective | + |
| effective | o |
| hardly effective | - |
| ineffective | -- |

Weapons' firing range:
Short bow   = short range
Longbow     = medium range
Catapult    = long range

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