CONTROLS

The default control scheme:

```
Move up:    up arrow
Move down:  down arrow
Move left:  left arrow
Move right: right arrow

Look:     l
Pick up:  g
drop:     d
throw:    f

contextual environment action: Enter
```
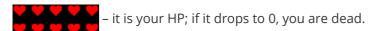
You can customize the control scheme by the changing `options_controls.cfg` file. There, you will need to set `CUSTOM_CONTROLS` to `TRUE`, and then edit the control scheme below.

This game also provides (rather experimental and not very well tested) support for multiple keyboard layouts: QWERTY (the default one), QWERTZ, AZERTY, DVORAK.

GAMEPLAY

Your goal it to stole (or maybe *recover*?) as many treasures as possible, and stay alive. You can not fight back, so you need to be clever: hide under the tables, listen to surroundings, and throw pebbles at the enemies to buy some time if necessary.

UI

– it is your HP; if it drops to 0, you are dead.

– indicated amount of pebbles in your pockets; you can stagger Vikings by throwing pebbles at them.

– the yellow icons represent treasures in your current possession; the gray ones symbolize free inventory slots.

– number of carried items (excluding pebbles) affect encumbrance.

MAP

– impassable wall.

– floor.

– you can hide under the table.

– chairs do not allow hidings.

– you can hide and sneak through the crumbling walls; the enemies can not follow you there.

– pillar; simple obstacle.

– hatch to the old tunnel; it is a safe place to hide all the treasures.

– pebbles; you can pick it up, or throw at the enemies directly from the floor.

– enemy unaware of your presence.

– enemy that is actually chasing you.

– staggered enemy.

POINTS

This game features High Scores table. While the exact amount of points added or deducted by specific activities will not be written here, below there is info about all factors provided.

Points are added when:

- player stores the relics in the hatch,
- extra points for stealing all the valuables.

Points are deducted when:

- player die,
- player ends the game without any valuable stolen.