

Readme

Walkthrough-

What follows is a walkthrough for the Norse Decisions Game. This walkthrough will give a synopsis of how to get the “best” possible ending. This, however, is not the only ending, and may not actually best the “best” depending on what the player is looking for. This ending is the stealthiest in which you do not anger Rollo and no one warns the king of your arrival.

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Start- The first section introduces the player to the game, and the choices have no late game effect. Choose whatever you want to get the desired background and flavor until you get to the town. That is where the game truly begins.

Town- From the town the main character Cnut, has several options on where to go. You must go to all four of these places for the game to continue. You are given the choice to return to each location after you have been there, but there is no effect.

Shrine- This entire location is just background about the gods, you do not have to read it. Simply going to the shrine and leaving is enough.

Docks- In this location you are given many choices about the ship. The Langskip is the better choice, and the figurehead name does not change anything. If you pick the Knorr there is a chance it may crash later on.

Gardens- In this location you meet a boy named Dag who wants to go on the raid. Refuse to let him. If he comes the player will have to make sacrifices to keep him safe.

Market- In this location Rollo asks you must decide to spare or kill the thief. The best choice is cut off his hand. If you spare him, Rollo will begin to question your wisdom.

Set sail: Rollo pulls Cnut aside and asks him if he is ready to set sail. Rollo then gets in a conversation with a girl named Brenna. For this playthrough, stay out of the conversation. A few more choices are given, but they are all flavor. Continue until you reach the storm.

Storm: During the storm the player must control the boat against the waves and the rain. The game will not continue until you do both.

Waves- Do not try to outrun the waves, this will keep the most people safe.

Wind- Help Brenna with the sails. If Dag had been on board you would have been faced with a more difficult choice

Storm End: After the storm ends you must choose to throw Brenna off the ship for causing the storm or let her stay. For this playthrough, let's throw her off. This will unfortunately kill Brenna, but will keep Rollo from getting too mad at you.

Fishermen: Keep playing until you reach a choice to chase the fishermen. For this playthrough, avoid chasing them because they may go and warn the king of your arrival

Dock: Continue playing until you are given the choice on where to dock. Choose the beach. This will be more stealthy later on.

Guards: When given the choice, leave guards. This is very important, because if you do not someone will steal your ship!

Smoke: Keep playing until you are given the choice to follow the smoke or set up camp. Set up camp, this gives the English no chance of knowing you are coming.

Attack: Keep playing until you must choose how to attack. Choose the sneak attack option to avoid anyone slipping away.

Charge!- This section plays very similarly to the section where you explore your village, except this time you are attacking another village. This is to show that the two people are not as different as you may think. Like before, you must go to all for section before you can move on.

Shrine- This section is just flavor on how rich the English are, there are no choices to be made

Docks- This section is also just flavor on how the stereotypical Axe wielding viking is not completely accurate, there are no choices to be made

Garden- Here you are attacked by a monk with across, mirroring how Dag attacked you earlier. Kill the monk so that he cannot warn the king

Market- Here you are given the choice to tell Rollo to stop killing people, let him kill so that he will not get mad at you.

Feast- Continue playing until you reach the feast. The choices here do not matter as much as they did before, your ending is set in stone as of the feast. You may drink or not, it does not matter.

Return Home: In the morning return home. You have managed to keep your ship, keep Rollo happy, and avoided alerting anyone to your position. You may return to Norway successful!

Credits

Isaac Sheridan- I wrote most of the outline for the game. The broader plot points and the endings were designed by me. I also designed the character, giving them personality and each their own unique feel. Gaven did most of the framework and logic for the game, and afterwards I wrote most of the dialogue while he wrote a lot of the background and flavor. I also did a decent amount of research into the gods, viking ships, and viking warfare.

Gaven Kerr- I did a lot of the framework and logic for the game and worked out a lot of how the different decisions would affect the game in the most meaningful way. I provided help in basic outlining, whereas Issac dove deeper into that portion to create the actual outline that we followed throughout our development. I also wrote approximately $\frac{1}{4}$ - $\frac{1}{3}$ of the dialogue and player tested at the end to ensure we were logically correct throughout the game.