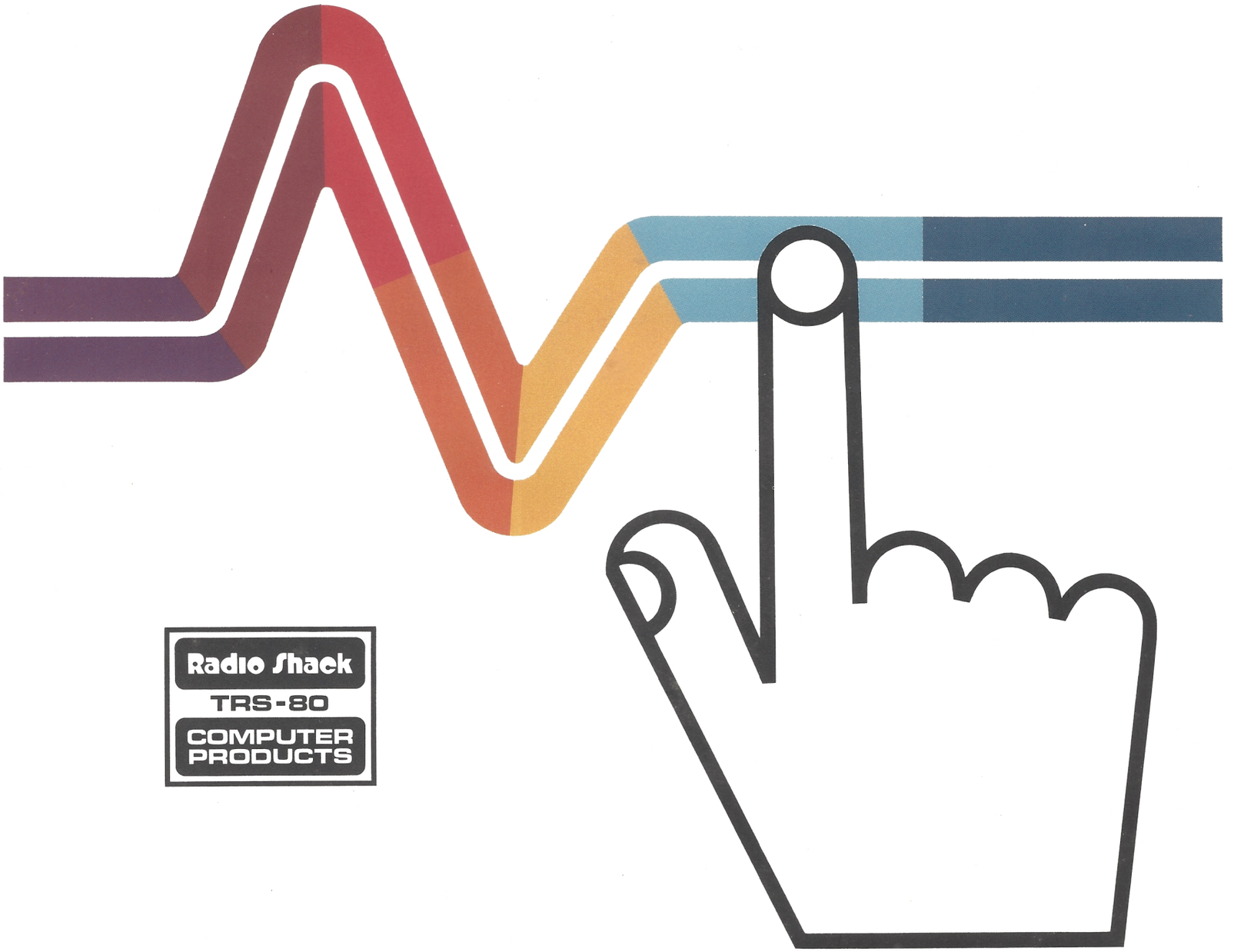
TRS-80
COLOR COMPUTER
ELECTRONIC BOOK



Radio Shack
TRS-80
COMPUTER PRODUCTS

VIKING VOYAGE

VIKING VOYAGE is the first of the Adventure Series of software packs for use with the Electronic Book. It contains 3 program cassettes which means that you are getting 3 separate programs for the price of one!

VIKING VOYAGE takes you back into the era of THE VIKINGS. Into a time when Britain was a loose collection of kingdoms experiencing the slow process of recovery after the fall of the Roman Empire.

It was a time of legends and great warriors, magic and bloodshed. The island was badly organised to defend itself against invaders so when THE VIKINGS came they found easy pickings. Using their superior technology THE VIKINGS quickly established control over vast sections of Britain.

The first two programs enable you to investigate VIKING culture and the events that led to the establishment of the Danelaw and VIKING civilisation in Britain.

The third program is a completely new development in software for the Electronic Book.

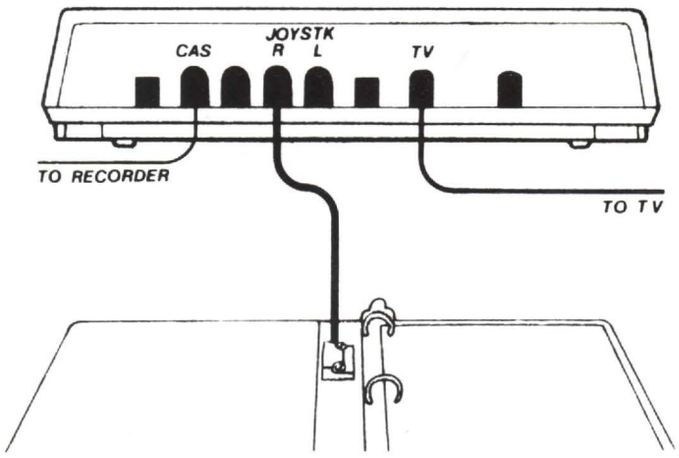
A strategy game for TWO PLAYERS!!

Here the armies of the VIKINGS and the powerful kingdom of Wessex are pitted against one another in the real conditions of Britain between 866 AD and 1066 AD.

Use the knowledge that you have gained to fight the battles of THE VIKINGS and the Wessex armies!!

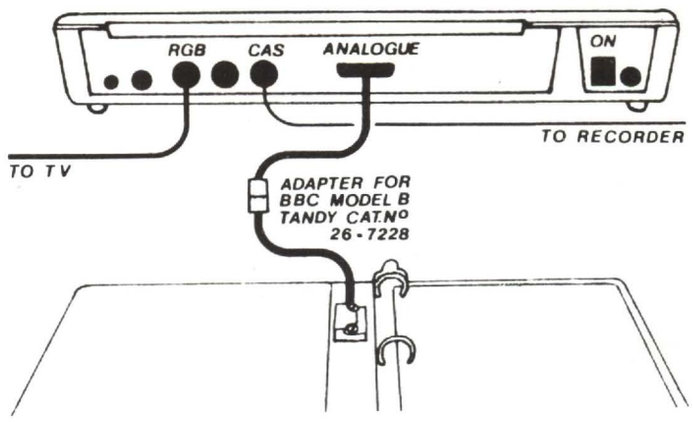
How To Connect

Tandy 16K Extended BASIC Colour Computer



To load the program type CLOAD"" & Press ENTER on the keyboard. Press PLAY on the recorder. When loading is complete type RUN and press ENTER. Keep the PLAY button depressed

Acorn BBC Model B and Electron with Plus One Interface



To load the program type CHAIN"" and press RETURN on the keyboard. Depress PLAY on the recorder.

How To Begin Follow The Screen Instructions

Artwork by Sheldon of Ginger Graphics
Program by Alan Sefton
Concept by Ling, Alan Sefton and Nick Dodds
Production by Electric Street Productions Ltd.
Published by I + I Marketing (UK) Ltd.
Custom Manufactured In The UK For Tandy Corporation

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VIKING HOMELANDS

1

Program 1

VIKING HOMELANDS introduces the package and enables the user to explore the different aspects of life in a typical VIKING community at the beginning of THE VIKING AGE.

Data is generated about the VIKING civilisation, its culture, technology and the life styles of its people which enables the user to investigate the reasons why THE VIKINGS became the most feared warriors of the times.

Select
End
More

GOING A-VIKING

Program 1

VIKINGS were the great adventurers of the age. They crossed seas and oceans to Europe, Britain, Iceland, Greenland and even reached North America centuries before Christoper Columbus.

VIKINGS also travelled vast distances overland to Asia through Europe and Russia. However, in GOING A-VIKING we are concentrating on their sea-faring abilities and their raids against the kingdoms of Britain.

This page investigates longship technology and the countries of origin of THE VIKING raiders.

More
RAID
Select
End

WARFARE!

Program 2

Once THE VIKINGS had landed in Britatin what opposition did they meet?

Who were their opponents?

What great battles took place?

What was THE DANEGELD

WARFARE enables users to investigate the balance of power between THE VIKINGS and THE SAXONS in Britain during THE VIKING AGE.

Events
A.D.
More
End

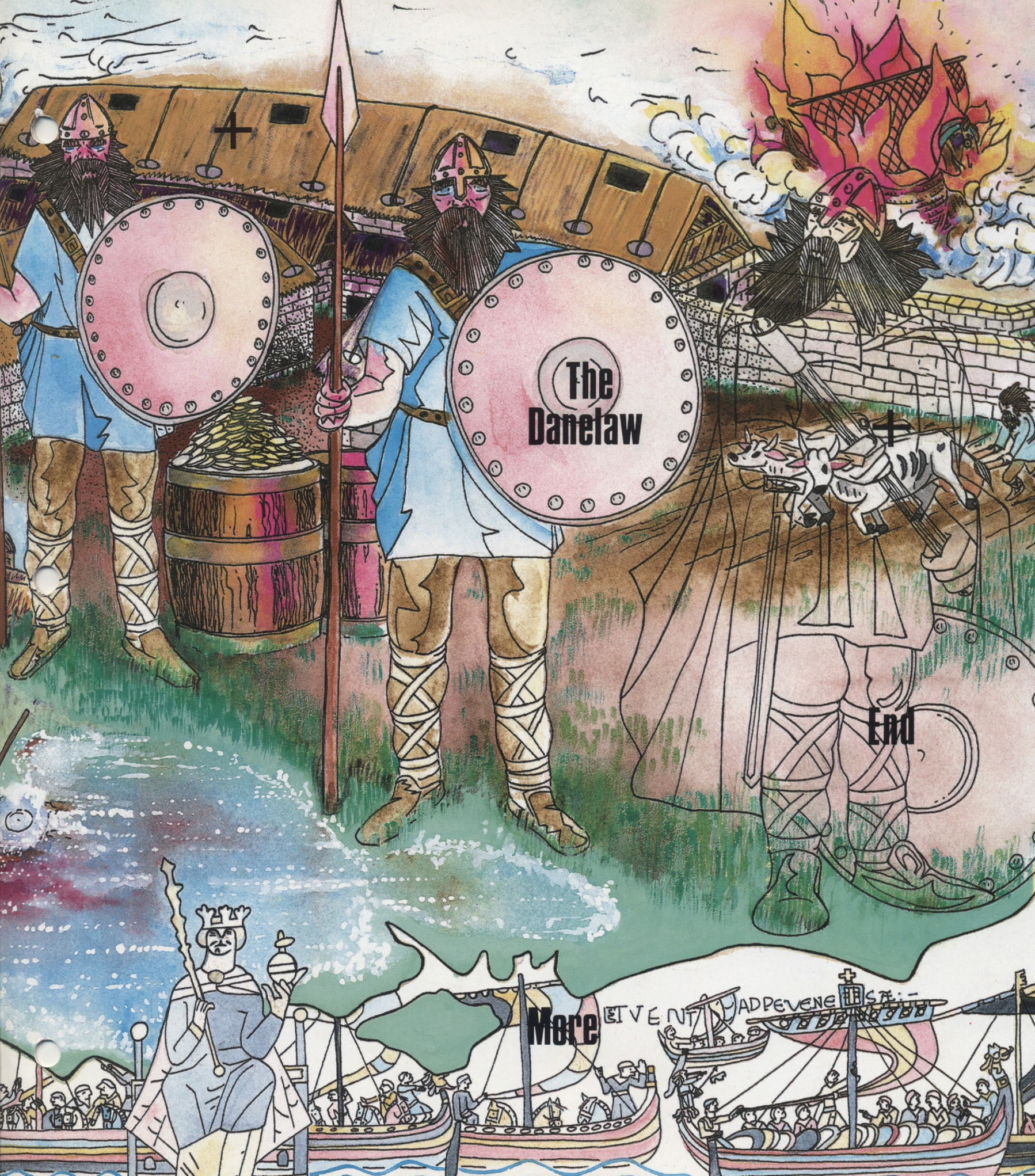
THE DANELAW

4

Program 2

After many years of raiding, battles and settlement by VIKINGS from Sweden, Norway and Denmark there came a period when VIKING culture made such an impact on life in Britain that even today we still feel its influence!

This page helps users to examine VIKING civilisation in Britain, THE DANELAW and also to discover the ultimate fate of the VIKING invaders.


The
Danelaw
End
More

THE VIKING GAME

Program 3

A novel extension of the Electronic Book this game for two players pitts the armies of THE VIKINGS against the powerful resistance of the Wessex kingdom.

Wessex was the most organised kingdom in Britain and was able to defend its territory against THE VIKINGS. The Kings of Wessex made use of VIKING technology to build ships and fight battles against the invading hordes.

Using the interactive ability of the Electronic Book players can organise, equip and feed their armies.

Make use of the three option controls to MOVE forces, EXPLORE territory or to CONSOLIDATE positions in order to create the best circumstances to defeat the enemy.

A worksheet is provided to use with this page so that progress can be charted to build a database. Strategies to use in current and future games can then be developed.

A Note For Teachers

VIKING VOYAGE has been designed in five separate parts with three computer programs. Each page allows the user to investigate a particular aspect of VIKING times.

A sample worksheet is included to be used with page 5. Permission is granted for teachers to photocopy this worksheet and the publisher recommends that similar worksheets could be produced by teachers for use with the other pages to suit specific curriculum requirements.

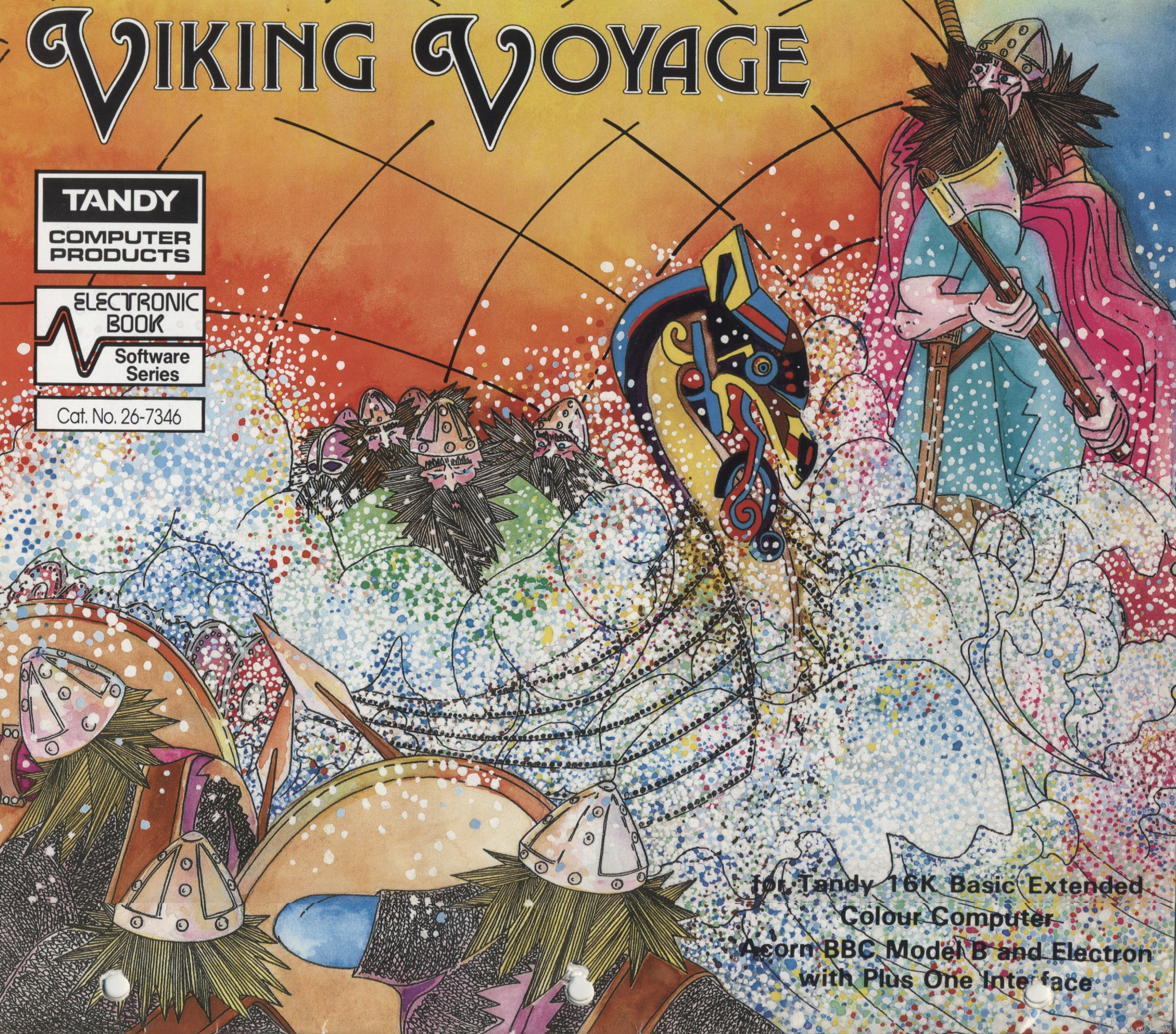
A General Note

There are twelve interactive switches built into the Electronic Book. After connecting your computer and loading the relevant program THE VIKING VOYAGE pages are inserted into the ring bindings of the Electronic Book.

Then simply pressing the printed images that correspond to the twelve numbers of the keypad in the Electronic Book will access information related to the selected image or word

It is as straightforward as that!

VIKING VOYAGE

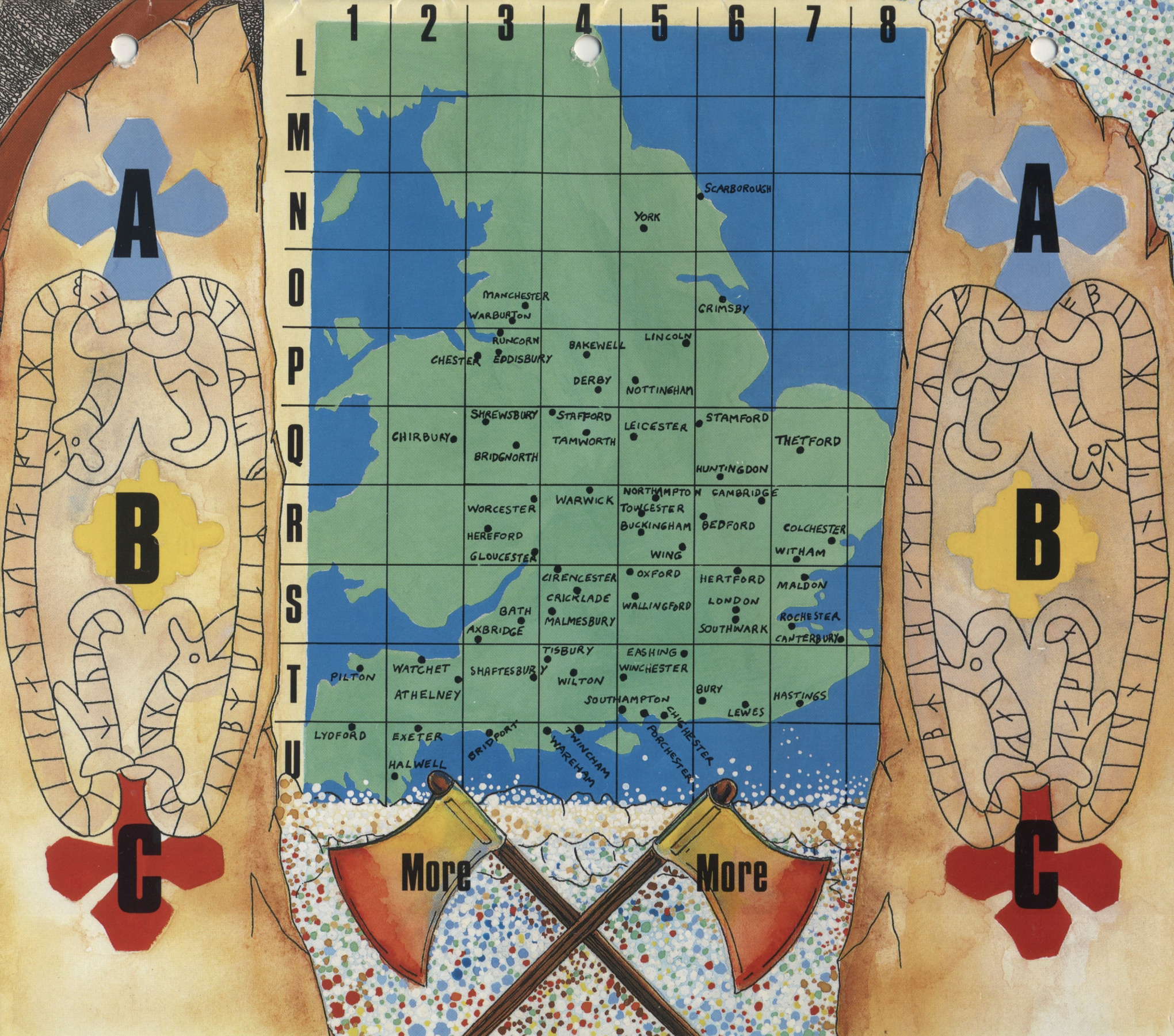


TANDY
COMPUTER
PRODUCTS

ELECTRONIC
BOOK
Software
Series

Cat. No. 26-7346

for Tandy 16K Basic Extended
Colour Computer
Acorn BBC Model B and Electron
with Plus One Interface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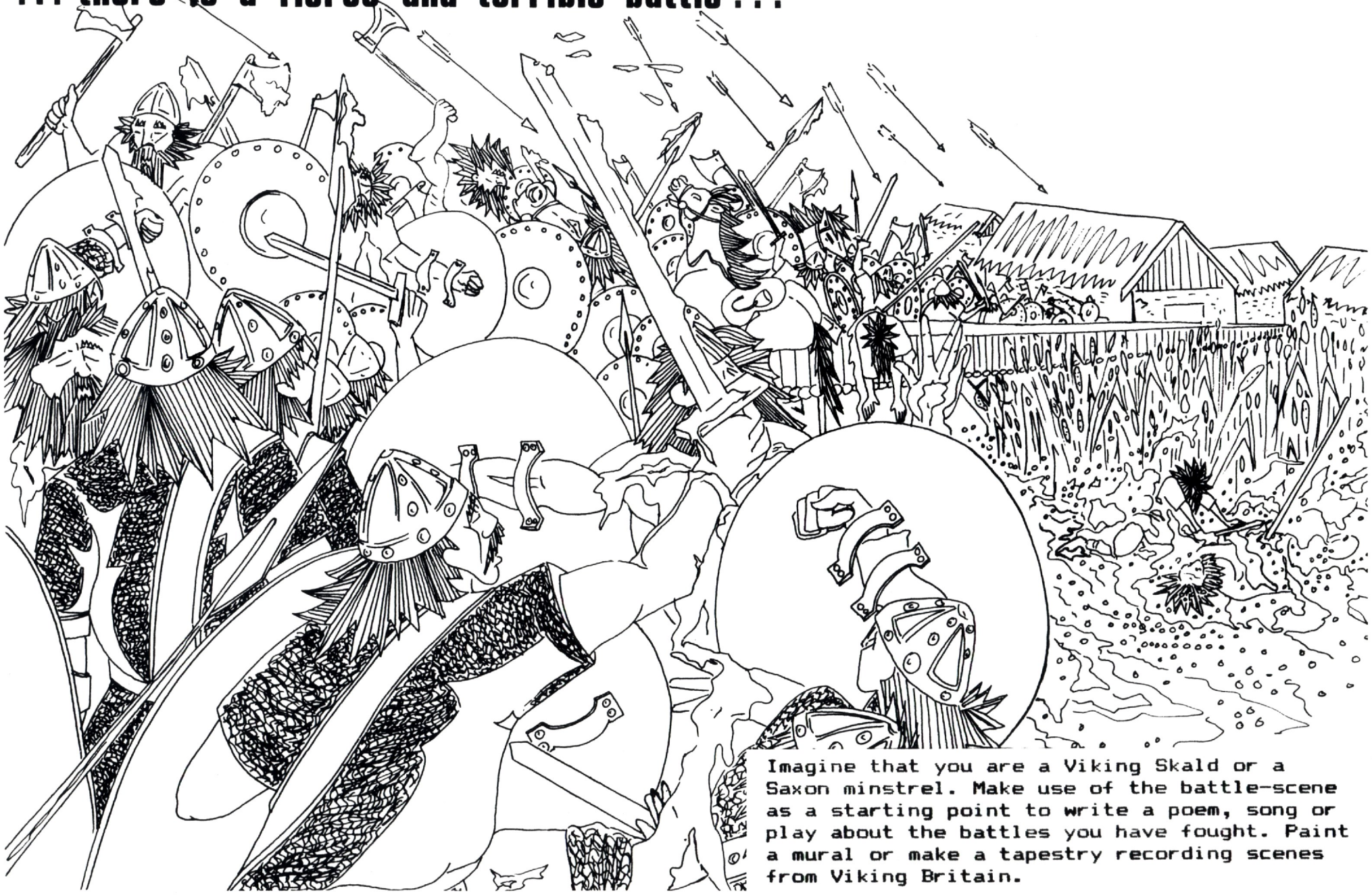
MANCHESTER
WARBURTON
RUNCORN
CHESTER
EDDISBURY
BAKEWELL
LINCOLN
DERBY
NOTTINGHAM
SHREWSBURY
STAFFORD
TAMWORTH
LEICESTER
STAMFORD
THETFORD
CHIRBURY
BRIDGNORTH
HUNTINGDON
WORCESTER
WARWICK
NORTHAMPTON
TOWCESTER
CAMBRIDGE
BUCKINGHAM
BEDFORD
COLCHESTER
HEREFORD
WING
WITHAM
GLOUCESTER
CIRENCESTER
OXFORD
HERTFORD
MALDON
CRICKLADE
WALLINGFORD
LONDON
BATH
ROCHESTER
AXBRIDGE
MALMESBURY
SOUTHWARK
CANTERBURY
TISBURY
EASHING
PILTON
WATCHET
SHAFTESBURY
WINCHESTER
WILTON
BURY
ATHELNEY
SOUTHAMPTON
HASTINGS
CHICHESTER
LEWES
LYDFORD
EXETER
BRIDPORT
TWINCHAM
PORCHESTER
HALWELL
WAREHAM
More
More

... there is a fierce and terrible battle ...



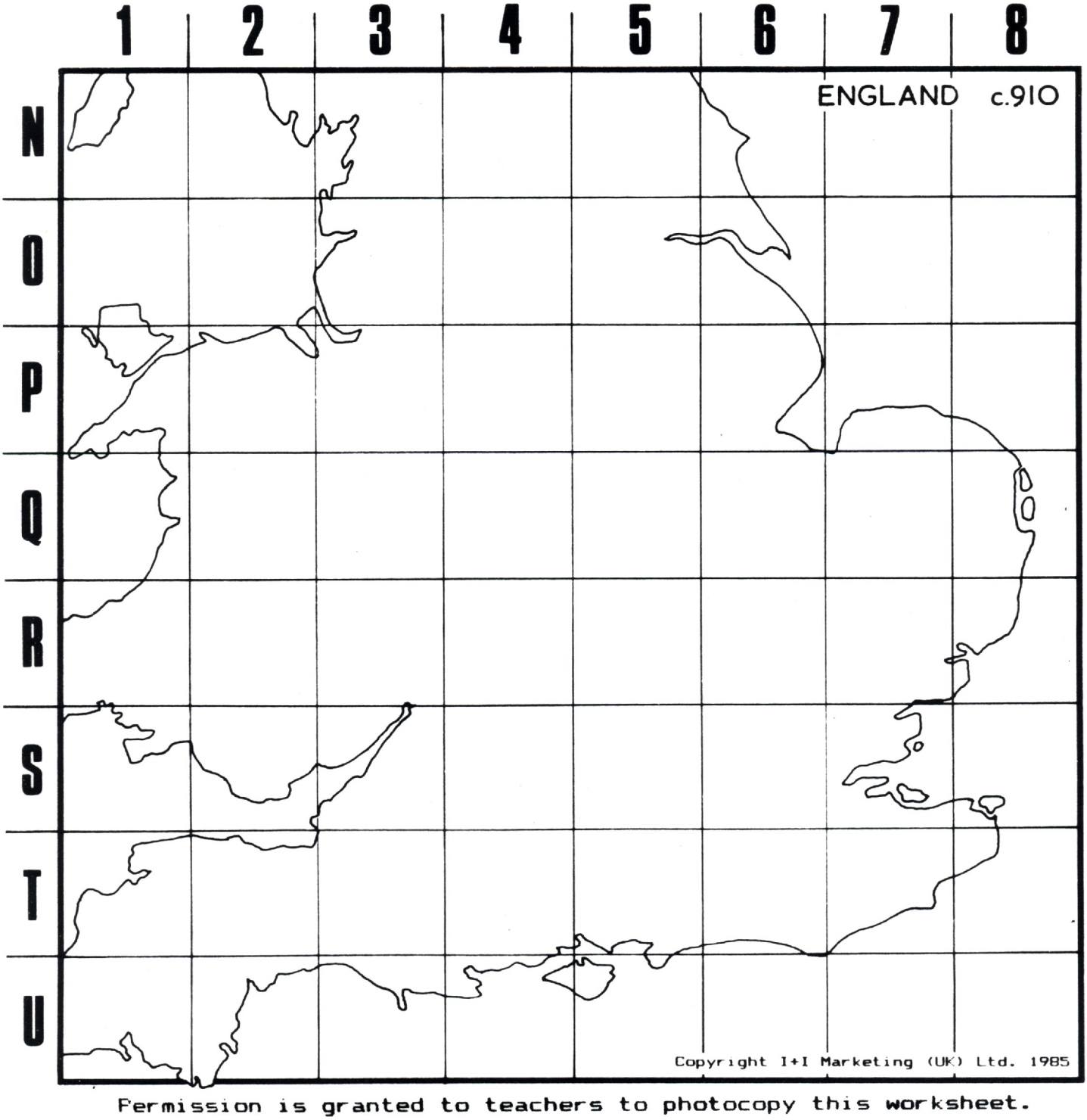
Imagine that you are a Viking Skald or a Saxon minstrel. Make use of the battle-scene as a starting point to write a poem, song or play about the battles you have fought. Paint a mural or make a tapestry recording scenes from Viking Britain.

WORKSHEET
WORKSHEET
WORKSHEET

VIKING VOYAGE

CAMPAIGN REPORT

Use the map to help plan your campaigns. Establish the towns and regions which are friendly to your side. Indicate the towns that favour your opponents. Are there any neutral towns? Where did you gain the most warriors and supplies? Which town is your homebase? Which paid you most tax?



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Permission is granted to teachers to photocopy this worksheet.