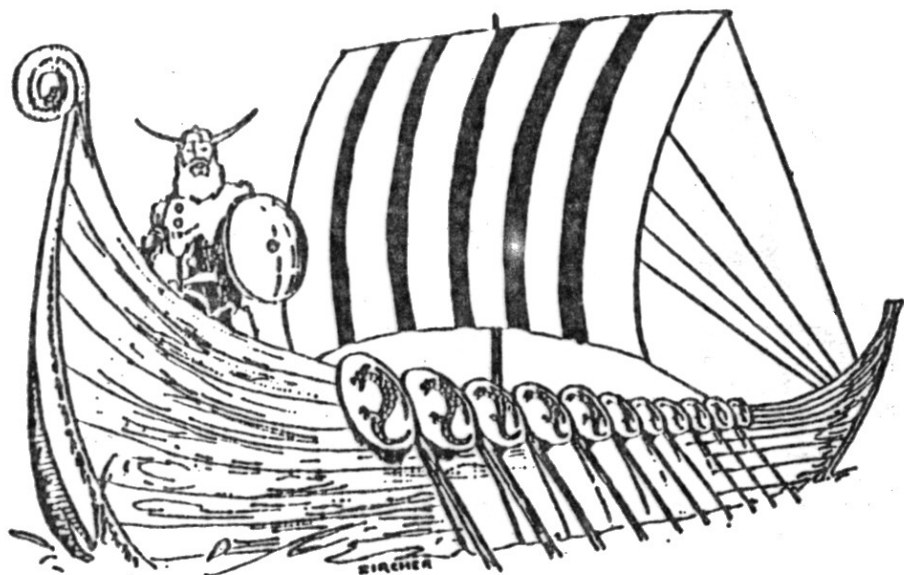


# VIKING II



**THE BEST SIMULATION  
AVAILABLE  
FOR MICRO-COMPUTERS**

**DISK VERSION**

**FOR THE TRS-80 COLOR COMPUTER  
REQUIRES 32K**

**VIKING II** is a simulation of running a Viking land holding in the year 750. The object of the game is to advance through the various ranks and become King or Queen. While pursuing this objective you will buy and sell land and grain, set taxes, invest in markets, armorys, and several other things, and encounter problems such as raiders, disease, and social unrest. If you have played the original **VIKING I**, you will find this to be a much larger program with many more options than you had in the original.

### **Warranty**

Like all Prickly-Pear Software programs, **Viking II** is guaranteed to load for as long as you own it. If it ever fails to do so for any reason (even if the dog chewed it), simply return it to us for a prompt, free replacement. There is no time limit on this warranty, and no other warranty, expressed or implied.

### **Loading**

If you have the cassette tape, place it in your recorder, press **PLAY**, and type **CLOAD** and press enter. When the program has loaded, type **RUN** and press enter. If you have the disk, **USE A BACKUP COPY**, place it in the drive and type **RUN"VIKING"** and press enter. The program is a mixture of **BASIC** and machine language which have been merged together to make it easier to load. The tape and disk versions are different, because of the save-the-game feature.

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P.O. Box 11932

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T5J-3L1

(403) 421-8000

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# INSTRUCTIONS

Once you have VIKING II loaded and run, you are ready to begin play. First, a note of caution to those people who have played VIKING I before! VIKING II looks, in many ways, superficially the same, but don't be misled by this. VIKING II is a very different game, and some of the playing strategies that worked fine on the old VIKING I won't work well on this game.

After you run the game, the first thing you will be asked is if you want to play a saved game. If you do (assuming you saved a game previously), answer with a "Y", and you will be prompted for the name of the game you saved. You can save several games under different names if you wish. If you don't want to play a saved game, you will be asked for the number of players (1-4), the level of play (1-9), and whether you want to play an interactive game. If you choose an interactive game, that means that players will be able to attack each other if they want to do so.

The final portion of the startup procedure will be to enter each player's name and sex. The information on sex is needed so that proper titles can be assigned, such as Duke and Duchess.

The game consists of a series of menu screens, and the first one you may see will tell you how much grain was eaten during the winter by the rats. As an aside here, you may not know that ferrets are very efficient predators that have been domesticated for at least 2000 years. Next, you will be told how your population fared over the winter, and how your investments are doing. You will also be told how much tax revenue you collected, and you will have a chance to buy or sell land.

At this time, you will see a message indicating how many acres you have under cultivation. If this is less than the amount of land you have, it indicates that you either didn't save enough grain for seed, or you don't have enough people to work all of your land. You will soon discover that population is a very important factor in this game.

Next, you will be given the chance to see how you fared with the weather, how much grain you harvested, and how much will be needed to feed your people for the coming winter. Keep in mind that the figure you will see is the MINIMUM for a subsistence level diet. Following the harvest section you can invest your money in ferrets, fishing boats, markets, armorys, sections of your hall (palace), temples, guards, and grain sheds. Yes, your money can go below zero -- that's called credit -- but be careful.

After the investment section you will see the map of your land, and then you will be able to set your taxes for the coming year. Remember that almost everything in this game is related to almost everything else, and your tax rates will affect a lot more than your tax income. Certainly you will want to keep an eye on how your investments do under different taxation systems.

When you have set your taxes you will have to decide how much grain to release for your people. Don't forget to save some for

## VIKING II

seed for next year! The game will then check to see if you have risen in rank. If so, you will hear a short tune at this time, and then the next person's turn will begin. When the last player entered has had their turn, a summary of the standings will be given. Since the starting player is randomly decided, every player may not get a turn the first year, but that will even out the advantage of going first.

The standings will give you a good idea of how you are doing in relation to the other players, and better players will want to examine this section very closely. At the end of the standings section you will get the chance to save the game. If you choose to do that, the screen will give you instructions, but remember to use a formatted disk if you have the disk version of the game, and if you have the tape version, remember to advance the tape past the leader. When playing a long game it is a good idea to save it every so often. That way, if the power fails or the dog's tail hooks the cord and pulls it out of the wall, you don't have to start over again.

You may find that the course of the game is not as smooth as the above would indicate. In fact, there are a number of disasters that may befall you. Some are quite serious, while others are fairly minor, and some may cause others to happen, just as in the real world. Most of the disasters will not trouble the careful and experienced player, but some are just bad luck, and may strike without warning.

You may also find a nice surprise in the game if you have enough ready cash to take advantage of it, so not all surprises are bad.

The object, of course, is to rise in rank until you become King or Queen. Your first promotion -- to Jarl -- may be a while in coming. After all, you start as a commoner, and breaking into the nobility was never easy. After that, things may progress more quickly. If you seem to be stuck, it probably means that things are out of balance somewhere. The usual causes are too little land or too few people.

If you choose the interactive game you will be given the chance to launch attacks on the other players in the game and steal their land. After all, that's how real countries grow. You must be a Jarl or higher to attack anyone, and of course there must be other players in the game. In a one player game you will never see the attack screen. In addition, once a player has been attacked, the program will not allow another attack against them until they have had a turn. If nobody is available to attack, the attack screen will just be skipped.

That should give you what you need to play. We have been a bit vague on purpose -- half the fun is figuring out what works, and you will find that several different tactics can be successful. Have fun, and may the best Viking gain the crown.