



FOR THE TDP-100 OR
TRS-80 COLOR COMPUTERS
REQUIRES 16K EXTENDED BASIC

COMPLETE DESCRIPTION ON REVERSE

Probably the best simulation ever written for the color computer. How well can you manage a Viking kingdom? If you do well, you may rise through the ranks to become Queen or King and win the game, but you must beware, because many pitfalls lie along the road to success.

VIKING! BY PRICKLY PEAR SOFTWARE

LOADING: To load this program, simply insert the tape into your recorder, press PLAY on the recorder, type CLOADM, and hit enter. The program will load and auto-execute. The Auto-loader and the title screen were created by using Sugar Software's Auto-Run.

LOADING FOR THE VIC-20: Place the tape into the recorder, and type LOAD and hit the return key. Now press PLAY on the recorder. When the program has finished loading, type run and press the return key. You are now ready to play. If the first load will not load try the second on the other side of the tape.

While the program for the game is very complex, the actual play is quite simple, because the computer will prompt you every time it wants you to do something. First, you will be asked for the number of players (1 to 4), and then for the difficulty level (1 to 9 - 1 is easiest). You will then be asked to supply the name and sex of each player. The program will then randomly decide who goes first, and that player's turn will begin.

The game is a simulation of running a Viking holding around the year 750 AD. Your computer will step you through a full year at a time, and you will be asked to make decisions about what to buy and sell, what taxes to assess for the coming year, ect. The thing to remember is that almost everything will have an effect on almost everything else. Taxes affect profits, food affects population, and a whole lot more. As you play a few times, you will learn to get ahead in this system, and have fun doing it. We don't want to give too many clues. You may have a disaster befall you, such as a plague, raiders, revolts, ect. ALL can be avoided by good management. By the way, you can deficit spend, but be careful. You win by getting to be King or Queen. Good luck - may the best holder win!

DEFINITIONS: Maybe these will help.

THRALLS: The poor farm labor of Viking days, these people were tied to the land, and were really practically slaves.

FERRETS: These cute little fellows (make good pets) look like otters, or weasels, and have been domesticated for over 2000 years. When it comes to killing rats, these guys make cats look like clumsy amateurs

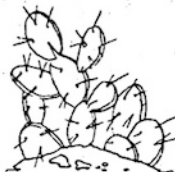
HEAD TAX: A tax of so much per person (per head) living in an area.

There are 7 ranks on the way to King or Queen. In order they are Holder, Jarl, Magnate, Count/Countess, Duke/Duchess, Prince/Princess, King/Queen. When you are promoted, you will hear a little song at the end of your turn, after grain release. It takes a long time to get to be a Jarl (entering the nobility was never easy), but things go much faster after that.

GUARANTEE: This software is licensed to the original purchaser only on an as-is basis. The Seller (Prickly-Pear Software) makes no claim or warranty as to fitness for a particular use, and the Seller's liability shall be limited to the purchase price.

The software is guaranteed to load for a period of one year. Should the software fail to load during that time, and the equipment is not at fault, return the software to the address below, and it will be repaired or replaced free. After one year, the replacement will still be made, but there will be a charge for handling.

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In VIKING you will start out as a lowly landowner, a mere commoner. However, by buying and selling land, farming your land, expanding your fishing fleet, taxing your people wisely, increasing your population, building on to your armor and weapons plant, training more soldiers, and making all the other decisions needed to rule wisely, you may increase your economic power and rank until you win the game by becoming ruler over all! But be careful of plagues, rats, raiders, revolts, and a number of other troubles which may lie along the road to your success. This game is playable by 1 to 4 people in 2-4 hours. It is definitely addictive, so be warned!

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