

CULTURES



INSTRUCTION MANUAL



Computer programs published by Softgold are protected by copyright and may not be hired out or duplicated in any way. No back-up copies may be retained if the original data carriers are transferred. The same applies to installations on hard disks. Any infringements may result in civil and criminal prosecution.

© 2000 Funatics Development GmbH. All rights reserved. Published by THQ.
Uses Bink Video. Copyright (c) 1997-2000 by RAD Game Tools, Inc.
Uses Miles Sound System. Copyright (c) 1991-2000 by RAD Game Tools, Inc.

CULTURES



CHAPTER 2

1.	COPYRIGHTS	1	10.3.4.3.	Player's Name	16
			10.3.5.	Start Game.....	16
			10.3.5.1.	Military Force	16
2.	TABLE OF CONTENTS	4	10.3.5.2.	Economic Force	16
			10.3.5.3.	Load Game	16
3.	FOREWORD	11	10.3.5.4.	Continue Game	16
			10.3.6.	Select Type of Game.....	16
4.	AN OVERVIEW OF CULTURES	12	10.3.7.	Lobby.....	17
4.1.	Tutorial	12	10.3.7.1.	The Setting Indicators	17
4.2.	Campaign	12	10.3.7.2.	Chatting	17
4.3.	Individual Scenarios.....	12	10.3.7.3.	Adjust Settings	17
4.4.	Network Game	12	10.3.7.3.1.	Exclude Player /	
				Admit Computer Opponent	17
5.	SYSTEM REQUIREMENTS.....	12	10.3.7.3.2.	Set Colours	17
			10.3.7.3.3.	Start.....	17
6.	INSTALLATION	12	10.3.8.	Join Game	17
			10.3.8.1.	Connection Details.....	17
7.	TECHNICAL SUPPORT	12	10.3.8.2.	Open Games	18
8.	CULTURES ON THE INTERNET	12	10.4.	Play Intro	18
9.	STORY	13	10.5.	Graphic and Sound Settings	18
			10.5.1.	Settings (Graphics)	18
10.	MAIN MENU	13	10.5.1.1.	Resolution	18
10.1.	The Viking's Shield	13	10.5.1.2.	Level of Detail	18
10.2.	Single Player	14	10.5.1.3.	Scroll Speed	18
10.2.1.	Tutorial	14	10.5.1.4.	Brightness	18
10.2.2.	For Beginners	14	10.5.1.5.	Hardware Mouse Pointer.....	18
10.2.3.	Individual Scenario	14	10.5.2.	Settings (Sound)	18
10.2.4.	Campaign.....	15	10.5.2.1.	Sound Quality	18
10.2.5.	Load Game	15	10.5.2.2.	Volume (Music)	18
10.2.6.	Continue Game	15	10.5.2.3.	Volume (Sound Effects).....	18
10.3.	Multiplayer Games	15	11.	DESCRIPTION OF THE GAME.....	19
10.3.1.	Cultures Online Server.....	15	11.1.	What is Cultures About?	19
10.3.2.	Multiplayer Mode	15	11.2.	A Typical Day	
10.3.3.	Connection Method	15		in the Life of a Viking.....	19
10.3.4.	Enter Name	15	11.3.	Three Basic Rules	20
10.3.4.1.	Start Game	16	11.3.1.	Uniqueness	20
10.3.4.2.	Join Game	14	11.3.2.	Needs.....	20
			11.3.3.	Experience and Equipment	20
			11.4.	Allocation of Duties	21
			11.4.1.	Men	21
			11.4.2.	Women	21
			11.4.3.	Babies and Children	21
			11.5.	Are Your Villagers Dying?	21
			11.5.1.	Starvation.....	21

TABLE OF CONTENTS

11.5.2.	Killed by Enemies	21	11.10.4.3.2.	Several Workers in a Workplace	30
11.5.3.	Life Force	21	11.10.4.3.3.	Setting Production Quantities.....	30
11.6.	Needs	22	11.10.4.4.	Working Areas	30
11.6.1.	Food	22	11.10.5.	Special Trades	30
11.6.2.	Sleep	22	11.10.5.1.	Civilians	30
11.6.3.	Conversation	22	11.10.5.2.	Contractors	30
11.6.4.	Religion	22	11.10.5.3.	Carriers	31
11.7.	Characteristic Values	23	11.10.5.3.1.	Workplaces/Production Sites	31
11.7.1.	What Characteristics are there in Cultures?	24	11.10.5.3.2.	Storage Buildings.....	31
11.7.1.1.	Strength	24	11.10.5.3.3.	Barracks	31
11.7.1.2.	Stamina	24	11.10.5.4.	Merchants	31
11.7.1.3.	Rhetoric.....	24	11.10.5.5.	Scouts	32
11.7.1.4.	Piety.....	24	11.10.5.5.1.	Exploring the Region	32
11.7.2.	What Affects the Characteristic Values?.....	24	11.10.5.5.2.	Clearing Forest	32
11.8.	Bonus Objects	24	11.10.5.5.3.	Building Signposts	32
11.8.1.	Dwelling	25	11.10.5.5.4.	Direct Control	32
11.8.2.	Furniture	25	11.11.1.	Dwelling Places	32
11.8.3.	Crockery	25	11.11.1.1.	How Many People Live in the House?.....	33
11.8.4.	Oil (Sacred Fire)	25	11.11.1.2.	The Food Supply for the House	33
11.8.5.	Personal Equipment	25	11.11.1.3.	Furniture and Crockery	33
11.8.5.1.	Wooden Tool	25	11.11.1.4.	Sacred Fire	33
11.8.5.2.	Iron Tool	25	11.11.2.	Workplaces	33
11.8.5.3.	Shoes.....	25	11.11.2.1.	Is Anyone Working Here?.....	33
11.9.	Women.....	21	11.11.2.2.	Storerooms for Incoming and Outgoing Goods	33
11.9.1.	Acquisition of Food	21	11.11.3.	Storage Buildings.....	34
11.9.2.	Cooking	22	11.11.3.1.	Supply Tent	34
11.9.3.	Furnishing the House.....	22	11.11.3.2.	Warehouse.....	34
11.9.4.	Conversation	22	11.11.3.3.	Main Warehouse	34
11.10.	Men	26	11.11.3.4.	Stock Control.....	35
11.10.1.	Trades	26	11.11.4.	School	35
11.10.2.	The Workplace	27	11.11.5.	Temple.....	36
11.10.3.	Apprenticeship and Training	27	11.11.6.	Barracks	36
11.10.3.1.	Master Craftsmen's Certificates	27	11.11.7.	Defence Tower.....	36
11.10.3.1.1.	Higher Productivity	28	11.11.8.	Demolishing Buildings.....	36
11.10.3.1.2.	Bonus Points	28	11.12.	Roads	36
11.10.3.1.3.	New Trades	28	11.13.	Signposts.....	37
11.10.3.1.4.	New Buildings	28	11.14.	Landscape	37
11.10.3.2.	Learning at School.....	28	11.14.1.	A Living Environment.....	37
11.10.4.	Workers.....	29	11.14.1.1.	Fauna.....	37
11.10.4.1.	Workplace	29	11.14.2.	Flora	38
11.10.4.2.	Work Programme	29	11.14.3.	The Ground	38
11.10.4.2.1.	Gathering Necessary Raw Materials	29	11.15.	Products and Raw Materials	38
11.10.4.2.2.	Producing Goods	29			
11.10.4.2.3.	Taking Products Away if Storeroom is Full..	29			
11.10.4.3.	Optimisation Methods	29			
11.10.4.3.1.	Help from Carriers	29			

CHAPTER 2

12.	THE PERFECT WORKER.....	38	14.2.7.5.	Before Your Vikings Can Attack Someone...	45
			14.2.8.	Statistics (F6)	45
13.	ARMY.....	39	14.2.8.1.	People	45
13.1.	Soldiers.....	39	14.2.8.2.	Trades	45
13.1.1.	Spearmen.....	39	14.2.8.3.	List of Buildings.....	46
13.1.2.	Archers	40	14.2.8.4.	Products	46
13.1.3.	Swordsmen	40	14.2.8.5.	Miscellaneous	46
13.2.	The Barracks.....	40	14.2.8.6.	Graveyard	46
13.2.1.	Storing Equipment.....	40	14.2.9.	List of Characters (F7)	46
13.2.2.	Recruiting	40	14.2.9.1.	Type.....	46
13.2.2.1.	Spearsman.....	40	14.2.9.1.1.	Men	46
13.2.2.2.	Archer	40	14.2.9.1.2.	Women	47
13.2.2.3.	Swordsmen	40	14.2.9.1.3.	Children.....	47
13.2.3.	Promotion	40	14.2.9.1.4.	Soldiers	47
13.2.4.	Provisions	40	14.2.9.2.	Trade	47
13.2.5.	Discharging.....	41	14.2.9.2.1.	Trade Selection List	47
13.3.	Defence Tower.....	41	14.2.9.2.2.	"x" Button	47
			14.2.9.3.	Master Craftsman's Certificate	47
14.	OPERATING THE GAME	41	14.2.9.3.1.	Master Craftsman's Certificate Selection List.....	47
14.1.	General Elements.....	41	14.2.9.3.2.	"x" Button	47
14.1.1.	Pause.....	41	14.2.9.4.	Defects.....	47
14.1.2.	Information Text (ToolTips)	41	14.2.9.4.1.	Single.....	47
14.1.3.	Moving the View	41	14.2.9.4.2.	Unemployed.....	47
14.1.3.1.	Scroll Using Middle Mouse Button.....	41	14.2.9.4.3.	Homeless.....	47
14.1.3.2.	Scroll at the Edge of the Screen	42	14.2.9.4.4.	Hungry.....	47
14.2.	The Menu Bar	42	14.2.9.4.5.	Childless	47
14.2.1.	General Functions	42	14.2.9.4.6.	Bonus Points Available.....	48
14.2.1.1.	Close Window	42	14.2.10.	Technology Chart (F8).....	48
14.2.1.2.	Move Window	42	14.2.11.	Overview Map (F10)	48
14.2.2.	Build house (H)	42	14.2.11.1.	Reveal Landscape	48
14.2.2.1.	Build a Road	42	14.2.11.2.	Select the Current View	48
14.2.2.2.	Dig for Water	43	14.2.11.3.	People On/Off	49
14.2.3.	Observation Window	43	14.2.11.4.	Soldiers On/Off	49
14.2.4.	Main Menu (F2)	43	14.2.11.5.	Animals On/Off	49
14.2.5.	Help (F1)	43	14.2.11.6.	Buildings On/Off	49
14.2.6.	Mission Briefing	43	14.2.11.7.	Roads On/Off.....	49
14.2.7.	Diplomacy (F5)	43	14.2.11.8.	Signposts On/Off	49
14.2.7.1.	The Different Situations	43	14.2.11.9.	Other Indicators on the Map	49
14.2.7.1.1.	Hostile	44	14.2.11.9.1.	White Flashing Circle.....	49
14.2.7.1.2.	Neutral.....	44	14.2.11.9.2.	White Pulsating Circle	49
14.2.7.1.3.	Friendly.....	44	14.2.11.9.3.	Red Pulsating Circle.....	49
14.2.7.2.	Overview	44	14.3.	Messages	49
14.2.7.3.	Chart	44	14.3.1.1.	People	50
14.2.7.4.	Contacting a Tribe	44	14.3.1.2.	Work	50
14.2.7.4.1.	Upsetting the Status Quo	45	14.3.1.3.	Buildings	50
14.2.7.4.2.	Tribute Payments	45	14.4.	Controlling the Vikings	50
			14.4.1.	General	50
			14.4.1.1.	Indirect Control of the Civilian Population.....	50
			14.4.1.2.	Exception: Go To	51

TABLE OF CONTENTS

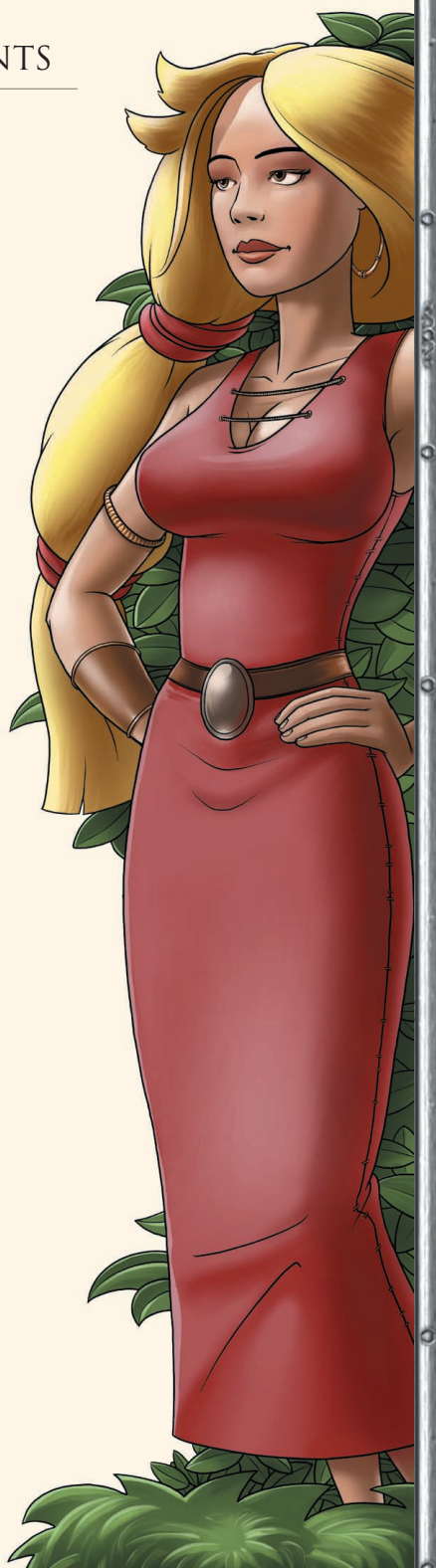
14.4.1.3.	Intelligent ToolTip	51	14.4.10.4.	Stop	58
14.4.2.	Selecting a Character	51	14.4.10.5.	Build a Signpost	58
14.4.3.	Selecting Several Characters at Once	51	14.4.10.6.	Clear the Forest	58
14.4.4.	Deselecting a Character	52	14.4.11.	Action Menu for a Merchant (Extra)	58
14.4.4.1.	Life Force	52	14.4.11.1.	Assign Trading Post	58
14.4.4.2.	Character Window	52	14.4.11.1.1.	Trade with a Friendly Tribe	58
14.4.5.	The Character Window	52	14.4.11.1.2.	Select Items to Trade	58
14.4.5.1.	Closing the Character Window	52	14.4.11.2.	Delete Trading Post	58
14.4.5.2.	Minimising the Character Window	52	14.4.11.3.	Modify Trade Agreement	58
14.4.5.3.	Mini-View	52	14.5.	Controlling Soldiers	59
14.4.5.4.	Name and Life Force	52	14.5.1.	Selecting Several Soldiers	59
14.4.5.5.	Trade and Educational Progress	53	14.5.1.1.	Forming Groups	59
14.4.5.6.	Personal Status and Bonus Objects	53	14.5.1.2.	Selecting a Group	59
14.4.5.7.	Current Information	53	14.5.2.	Action Menu for a Soldier	59
14.4.5.8.	Master Craftsman's Certificates	53	14.5.2.1.	Go To	59
14.4.5.9.	Needs and Characteristic Values	53	14.5.2.2.	Sleep	59
14.4.5.9.1.	Level of Needs	53	14.5.2.3.	Eat	59
14.4.5.9.2.	Bonus Objects	53	14.5.2.4.	Stop	59
14.4.5.9.3.	Characteristic Values	53	14.5.2.5.	Assign Workplace	59
14.4.5.9.4.	Award Bonus Point	54	14.5.3.	Attack	59
14.4.5.10.	Function Bar	54	14.6.	Information About Buildings	60
14.4.5.10.1.	Jump to Character	54	14.6.1.	Intelligent ToolTip	60
14.4.5.10.2.	Rename Character	54	14.6.2.	Selecting a Building	60
14.4.5.10.3.	Jump to Workplace	54	14.6.3.	General Operating Elements	60
14.4.5.10.4.	Jump to Dwelling	54	14.6.3.1.	Closing the Building Window	60
14.4.5.10.5.	Jump to Spouse	54	14.6.3.2.	Mini-View	60
14.4.5.10.6.	Observe Character	54	14.6.3.3.	Name	60
14.4.6.	Giving a Character a Command	54	14.6.3.4.	Condition	60
14.4.7.	The Action Menu	54	14.6.3.5.	People	60
14.4.7.1.	Go To	54	14.6.3.6.	Function Bar	61
14.4.7.2.	Assign Workplace	55	14.6.3.6.1.	Jump to Building	61
14.4.7.3.	Take Away Workplace	55	14.6.3.6.2.	Online Help	61
14.4.7.4.	Set Centre of Working Area	55	14.6.3.6.3.	Demolish Building	61
14.4.7.5.	Indicate Working Area	55	14.6.4.	Dwelling Places (Extra)	61
14.4.7.6.	Change Trade	55	14.6.4.1.	Food	61
14.4.7.7.	Assign a Dwelling	55	14.6.4.2.	Equipment	61
14.4.7.8.	Take Away the Dwelling	56	14.6.4.3.	Family Ties	61
14.4.7.9.	Look for Spouse	56	14.6.5.	Workplaces (Extra)	61
14.4.8.	Action Menu for a Woman (Extra)	56	14.6.5.1.	Storeroom for Incoming Goods	61
14.4.8.1.	Give Birth to a Boy	56	14.6.5.2.	Storeroom for Outgoing Goods	62
14.4.8.2.	Give Birth to a Girl	56	14.6.5.3.	Set Production Quantity	62
14.4.9.	Action Menu for a Contractor (Extra)	56	14.6.6.	Storage Buildings (Extra)	62
14.4.9.1.	Construct a Building	56	14.6.6.1.	Capacity	62
14.4.9.1.1.	Build a Road	57	14.6.6.2.	Items Required	62
14.4.9.1.2.	Dig for Water	57	14.6.6.3.	List of Products	62
14.4.10.	Action Menu for a Scout (Extra)	57	14.6.6.4.	Set the Minimum Stock	63
14.4.10.1.	Go To	57	14.6.6.5.	Set the Required Amount	63
14.4.10.2.	Sleep	57	14.6.6.6.	Change Defence Mode	63
14.4.10.3.	Eat	57	14.6.6.7.	Specify Items to Trade	63
			14.6.6.7.1.	What You Want to Supply	63

CHAPTER 2

14.6.6.8.	What You Want in Return.....	63
14.6.6.8.1.	The Exchange Ratio	63
14.6.6.8.2.	Deleting a Trading Offer	63
14.6.7.	School	64
14.6.7.1.	Sending Someone to School	64
14.6.7.2.	Select Character and Trade	64
14.6.8.	Barracks (Extra)	64
14.6.8.1.	General Advice.....	64
14.6.8.1.1.	Storing Items of Equipment	64
14.6.8.1.2.	Sending a Civilian to the Barracks	64
14.6.8.1.3.	Sending a Soldier to the Barracks	64
14.6.8.2.	Warehouse.....	64
14.6.8.3.	List of Soldiers and Recruits	64
14.6.8.4.	Character Information	65
14.6.8.4.1.	Attack Strength	65
14.6.8.4.2.	Defence Skills	65
14.6.8.4.3.	Attack Radius.....	65
14.6.8.4.4.	Observation Radius	65
14.6.8.4.5.	Beer.....	65
14.6.8.5.	The List of Commands	65
14.6.8.6.	Sending Someone out of the Barracks	65
14.6.9.	Signposts	65
14.6.9.1.	Mini-View	65
14.6.9.2.	Number	66
14.6.9.3.	Products in the Vicinity	66
14.6.9.4.	Connected Signposts	66
14.6.9.5.	Sphere of Influence	66
15.	TIPS AND TRICKS	66
15.1.	Revealing the Landscape	66
15.2.	Signposts	67
15.3.	Food Supply	67
15.4.	Bonus Objects	67
15.5.	Dwellings and Women	67
15.6.	Short Journeys	67
15.7.	Creating Space.....	67
15.8.	Carriers.....	67
15.9.	Storage	67
15.10.	Roads	68
15.11.	One Worker for Several Trades	68
15.12.	Allocating Working Areas	68
15.13.	Repair	68
15.14.	Temple	68
15.15.	Defence	68
15.16.	Promoting Soldiers	68
15.17.	Attack Tactics.....	69
16.	APPENDIX	69
16.1.	Keyboard Functions	69
16.1.1.	General	69
16.1.2.	When a character is selected	69
16.1.3.	When one or more soldiers are selected	70
16.1.4.	In the Statistics Window.....	70
16.1.5.	In a Multiplayer Game	70
16.2.	Soldiers' Values.....	70
16.2.1.	Archer I.....	70
16.2.2.	Archer II	70
16.2.3.	Archer III	70
16.2.4.	Spearsman I	70
16.2.5.	Spearsman II	70
16.2.6.	Spearsman III	71
16.2.7.	Swordsman I	71
16.2.8.	Swordsman II	71
16.2.9.	Swordsman III	71
16.3.	List of Buildings and Overview of	
	Building Costs	71
16.3.1.	Bakery.....	71
16.3.2.	Farm	71
16.3.3.	Bowmaker's Workshop	72
16.3.4.	Brewery.....	72
16.3.5.	Well	72
16.3.6.	House for Three Families	72

TABLE OF CONTENTS

16.3.7.	Iron Mine	72
16.3.8.	Iron Smelting Works	73
16.3.9.	Fisherman's Tent	73
16.3.10.	Gold Mine	73
16.3.11.	Goldsmith's Workshop.....	73
16.3.12.	Main Warehouse	74
16.3.13.	Woodcutter's Tent	74
16.3.14.	Huntsman's Tent	74
16.3.15.	Barracks	74
16.3.16.	Warehouse.....	75
16.3.17.	Leather Workshop	75
16.3.18.	Clay-Worker's Tent.....	75
16.3.19.	Furniture Workshop	76
16.3.20.	Mill	76
16.3.21.	Fruit Farm	76
16.3.22.	Mushroom Collector's Hut.....	76
16.3.23.	Armourer's Forge	77
16.3.24.	Shepherd's Hut	77
16.3.25.	School	77
16.3.26.	Shoemaker's Workshop	77
16.3.27.	Swordmaker's Forge	78
16.3.28.	Spearmaker's Workshop	78
16.3.29.	Stonemason's Tent.....	78
16.3.30.	Temple.....	78
16.3.31.	Potter's Workshop	78
16.3.32.	Defence Tower.....	79
16.3.33.	Supply Tent	79
16.3.34.	Weaving Mill	79
16.3.35.	Toolmaker's Forge.....	79
16.3.36.	Carpenter's Workshop	80
16.3.37.	Dwelling Tent.....	80
16.3.38.	House for Two Families	80
16.4.	Trades Without a Specific Workplace..	80
16.4.1.	Contractors	80
16.4.2.	Merchants	81
16.4.3.	Scouts	81
16.4.4.	Carriers	81
16.5.	Technology Chart.....	80
17.	CREDITS	81
17.1.	Funatics	81
17.2.	THQ	83







FOREWORD

In the spring of 1998, three old friends were sitting together in a small living-room in Mülheim an der Ruhr in Germany, wondering how to develop a game that would be lots and lots of fun and that would operate on all sorts of different levels. A game that would be easy to learn but difficult to master, but where it would also be easy just to lean back and watch what was happening on the screen.

It had to be cute. With nice little characters that the player would care about. Characters who got hungry and sleepy. It had to be a world that wasn't just soldiers and constant fighting, but where everything lived and loved. Where men and women got married and had children. Where men went to work and made important things. A world that was small but perfectly formed, and the fate of which would be controlled and monitored by the player..

Well, you are now looking at the result of all this contemplation and of two years' hard work with a fantastic team...

CULTURES -- tells the story of young Bjarni, a Viking boy who accompanied the people from his village when they discovered America 1000 years ago. We deliberately weren't too particular about historical correctness, because then we would have had to deprive you of lots of interesting events in the game. Which would have been a great pity..

"At first glance, CULTURES looks really nice and is incredibly good fun!" the testers told us. "But when you look at it a second time, and you realise all the different nuances in the basic elements of the game, it ends up being rather addictive! You don't want to stop. You just want to play one more round... just a bit longer... just another five minutes..."

Yes, I'm sure you can identify with that.

We sincerely hope that you will soon feel this way yourself.

Reading this manual will certainly help you! This is where you will find everything you need to know about the basic principles of the game and how to play the game. It also contains a lot of tips and advice about how to get a better grip on your Vikings. Because the Vikings always were a rather unruly lot :o)

We hope you will have a lot of fun!
Your Funatics team

CHAPTER 4

**What are the different game options in CULTURES?
Here is a brief summary...**

4.1. TUTORIAL

The tutorial game gives you a small insight into the basic principles of CULTURES in several individual sections. However, due to the numerous possibilities in CULTURES and the remarkable depth of the game, it is no substitute for this manual and should not be considered as such.

4.2. CAMPAIGN

In the campaign games, there are 13 successive missions in which you experience the story of Bjarni, a young Viking boy who lives with his clan in a village in Greenland. When the sun falls from the heavens one day and shatters into six pieces, he and his people begin a long journey full of danger and adventure. You must find the scattered fragments of the sun and take them back to the Vikings' home village. That is the only way to restore prosperity and happiness to the village...

4.3. INDIVIDUAL SCENARIOS

These are some complete individual episodes from the world of the Vikings. Each scenario has separate tasks and a separate objective.

We also designed some of the scenarios to make the game go on and on, without a specific objective in mind. Because that can be a lot of fun too!

4.4. NETWORK GAME

You can also play CULTURES on a network with up to five friends. You can use the "CULTURES online server" to meet fans and playing partners from all over the world. You can then hold contests in "Multiplayer mode" via LAN, Internet or other connection methods.

5. SYSTEM REQUIREMENTS

To play CULTURES, you need an Intel PC compatible computer that complies with the following system requirements:

Processor: Pentium II 266 MHz or faster • Memory: 32 MB or more • CD-ROM drive • Soundcard (recommended) • Mouse • Operating system: Windows 9x • DirectX 7 or higher

6. INSTALLATION

In Windows 9x/2000, installation begins automatically as soon as you insert the CD-ROM into the CD-ROM drive. If the auto-start function on your CD-ROM drive is deactivated, click on the "Start" menu and select "Run..."

Enter: "E:\setup.exe" in the window that opens, where "E" represents your CD-ROM drive. If your CD-ROM drive is allocated a letter other than E, please enter this instead (e.g. "D:\setup.exe"). Click **OK** and follow the instructions for the installation program.

The installation program checks automatically whether this program library is installed on your PC and installs it for you if necessary.



TIP:

Cultures requires DirectX (Version 7.0 or higher).

7. TECHNICAL SUPPORT

Do you have any questions about Cultures? This is where you can go to get help!

GAME HOTLINE

Contact our hotline for pre recorded hints and tips.
Available 24 hours a day, every day.

Tel: 09067 535 055 (calls cost 75p per minute)

TECHNICAL CUSTOMER SUPPORT

If you have technical problems with this game (installation, sound etc.), please contact our technical customer support team:

Tel: 01483 767656

Mon - Fri from 10.00am – 5.00pm.

(If you are phoning from outside the UK, please call:
+44 1483 767656)

Alternatively you can fax or email your queries.

Fax: 01483 770727

Email: eursupport@thq.com

8. CULTURES ON THE INTERNET

You can find information, tips & tricks and the latest information about Cultures on the Internet at the following addresses:

<http://www.thq.co.uk/cultures>
<http://www.funatics.de>

9. STORY

"Wine! By Odin! It's wine!"

That Viking's first step on the soil of the New World might only have been a small step for him, but it was a giant leap for those brave men and women who had endured a long voyage across the icy Northern Ocean and who were now standing at the beginning of the story that is to be told in this game.

This is the story of Bjarni, a young Viking boy, who set off with his companions to bring the sun back to Greenland. On their journey they discovered a new, unfamiliar world. A world full of secrets and dangers, but which was so fertile and beautiful, it was as if it was home to the gods themselves. A world inhabited by exotic people and animals. And a world that would be named "America" after an Italian seafarer hundreds of years later...



TIP: IF YOU MOVE THE MOUSE ARROW OVER A BUTTON IN THE MENU, AN EXPLANATORY NOTE APPEARS ON THE WOODEN BAR BELOW.



10. MAIN MENU

10.1. THE VIKING'S SHIELD

Move the mouse arrow over the five areas of the shield that the Viking is holding in his hand. You will now see the functions of the individual buttons on the wooden bar below. You can activate these by clicking on them with the left mouse button, either on the shield or in the menu.

10.2. SINGLE PLAYER

10.2.1. TUTORIAL

This is where you can begin the four introductory missions (tutorials). We recommend that you play the tutorials in order, from one to four.

10.2.2. FOR BEGINNERS

These special scenarios are ideal for anyone who has already played the tutorial and who now wants to get some practice and become familiar with the comings and goings in the village in simplified conditions, before tackling the campaign or the individual scenarios.

In these special scenarios, large numbers of all the bonus objects (see below: Bonus Objects) are already available in the Vikings' warehouse. This makes it considerably easier to build the village, since your Vikings do not have to manufacture these important items first, but can simply take advantage of their benefits immediately.

To compensate for this, it is not possible to build the corresponding places of work and some other buildings in these scenarios.

CHAPTER 10

10.2.3. INDIVIDUAL SCENARIO

If you move the mouse arrow over the names of the scenarios, a rough overview of the map appears at the top left. Note the information text for each scenario.

You begin a scenario by clicking on the name of the scenario with the left mouse button.

10.2.4. CAMPAIGN

You can see which areas your Vikings have already explored from the map. If you have completed a mission successfully, the next section of the map will be activated automatically when you start the next mission.

Move the mouse arrow over the map. You will see a short description of the currently selected mission on the wooden bar.

To begin a mission, click on the corresponding section of the map with the left mouse button.

10.2.5. LOAD GAME

Loads a previously saved game.

10.2.6. CONTINUE GAME

Continues the last game that you saved.

10.3. MULTIPLAYER GAMES

10.3.1. CULTURES ONLINE SERVER

Connect to the "Cultures online server". This is where you can meet friends and fans of Cultures, chat with them, exchange tips and tricks, arrange games and much more.

This only works if you have a working Internet connection installed on your PC.

10.3.2. MULTIPLAYER MODE

This is where you can hold a match via a local network modem or a serial connection (null modem) with up to two other players. You can also play on the Internet, in which case a TCP/IP connection is made by entering the IP address.

If you are playing via a modem or on the Internet, please note that the connection speed affects the speed and stability of the game.

We recommend that you connect using ISDN or a 56Kb modem, although the game generally also works well with a 28.8Kb modem.

10.3.3. CONNECTION METHOD

This is where you select the connection type and protocol.

10.3.4. ENTER NAME

If you want to play a game with several people, one of you must start the game. This person is the "host". The host can specify which match to play and which player is represented by which colour, how many computer opponents there should be (if any) etc.

The other players simply have to join a game started by the host. They are the "joiners".

10.3.4.1. START GAME

This is where you start a game as the host.

10.3.4.2. JOIN GAME

Select this if you want to join a game that has already been started.

10.3.4.3. PLAYER'S NAME

You can enter your name in this field to start with. Then decide whether you want to start a game or join a game.

10.3.5. START GAME

If you have started a game, you can choose between two game objectives, load a game or continue the last multiplayer game that was saved.

10.3.5.1. DEATHMATCH

In these missions, the winner is the one who manages to beat the other players using deathmatch by the end of the game.

MAIN MENU

10.3.5.2. ECORACE

In these missions, it is more important to build the village efficiently and make goods quickly than to achieve military objectives.

10.3.5.3.

This loads a previously saved multiplayer game.

10.3.5.4. CONTINUE GAME

This loads the last multiplayer game that was saved.

If players want to play using different names, the host must use the players' colours to ensure that the tribes and villages are allocated correctly.



TIP:

If you load a multiplayer game, please ensure that the other players with whom you started the game use the same player names as before. The correct tribal colours and villages will then be allocated automatically.

10.3.6. SELECT TYPE OF GAME

Once you have decided on either Deathmatch or EcoRace, you can select the match that you want to play.

If you move the mouse arrow over the names of the scenarios, a rough overview of the map appears at the top left. Note the information text for each scenario.

You select a scenario by clicking on the name of the scenario with the left mouse button.

10.3.7. LOBBY

10.3.7.1. THE SETTING INDICATORS

In the lobby, you will see the overview for the selected scenario again at the top left. The settings for the other players are displayed next to it.

The computer icon indicates the host. A connected cable represents an active player, an unconnected cable indicates that there is room for another player or a computer opponent.

The relevant player's name appears to the right of this, and next to that, an icon indicates whether the player is a human player (horned helmet) or a computer opponent (screen). The circle indicates the relevant player's colour.

In the field next to that, the ping value is displayed. The ping indicates the speed of the connection with the relevant player. The higher the value, the poorer the connection.

10.3.7.2. CHATTING

You can also chat to the other players in the lobby. To do this, just type in what you want to say and press RETURN to complete your message.

All the messages appear in the window below the input line. You can leaf backwards and forwards through the list using the arrow keys on the right.

10.3.7.3. ADJUST SETTINGS

The host can adjust various settings in the lobby.

10.3.7.3.1. EXCLUDE PLAYER/ADMIT COMPUTER OPPONENT

You can click on a connected cable icon to exclude the player that it represents. Click on an unconnected cable to admit a computer player to the game. The cable is then connected on the icon.

10.3.7.3.2. SET COLOURS

Click on the colour box next to a player's name to change his colour. Note that each player must have a different colour. If a colour appears more than once, the game cannot begin.

10.3.7.3.3. START

The host can start the game by clicking on either of the circled swords.

10.3.8. JOIN GAME

You must select this option if you want to join a game started by the host.

10.3.8.1. CONNECTION DETAILS

You will be asked to give the host's "IP address". If you are playing on the Internet, you must enter his IP address here and then confirm it with the tick button.

CHAPTER 11

To find out a PC's IP address, you must first connect to the Internet. Once you are connected, click on the "Start" menu in Windows and select "Run..." Enter "winipcfg" in the input field that appears and confirm it using the "OK" button. A window should now open showing your PC's current IP address.

Please note that this IP address normally changes with every new Internet connection! So if you disconnect from the Internet and then want to reconnect later on, you will have to find out your new IP address first.

If you are playing on a local network, you can leave this field blank.

10.3.8.2. OPEN GAMES

This shows all the games that are currently running. Select the game that you want to join here.

10.4. PLAY INTRO

Do you want to watch the opening credits again? Click on the camera on the Viking's shield.

10.5. GRAPHIC AND SOUND SETTINGS

10.5.1. SETTINGS (GRAPHICS)

10.5.1.1. RESOLUTION

This is where you set the screen resolution and intensity of the colours (8 bit stands for 256 colours and 16 bit for about 65,000 colours).

You should only select a higher resolution with greater colour intensity if your PC has a fast processor.

10.5.1.2. LEVEL OF DETAIL

The greater the shaded area in the circle, the more detail there is.

If you have a slower PC, you should select a lower level of detail to increase the speed.

10.5.1.3. SCROLL SPEED

Use this to set the speed at which the picture moves (scrolls) in the game.

10.5.1.4. BRIGHTNESS

Controls the brightness of the picture.

10.5.1.5. HARDWARE MOUSE POINTER

Turns the hardware mouse pointer on or off.

10.5.2. SETTINGS (SOUND)

10.5.2.1. SOUND QUALITY

The greater the shaded area in the circle, the better the sound quality.

Better sound quality can affect the speed of the game.

10.5.2.2. VOLUME (MUSIC)

Sets the volume for the background music.

10.5.2.3. VOLUME (SOUND EFFECTS)

Controls the volume of background noises and speech.

11. DESCRIPTION OF THE GAME

In this chapter, we will explain the basic principles of Cultures – everything you need to know to make your Viking folk happy and your village large and magnificent.

11.1. WHAT IS CULTURES ABOUT?

In Cultures you are responsible for the well-being and growth of a small tribe of cute little Vikings. You ensure that the people are healthy, that they have enough to eat, somewhere to live and a job and that they are happy. You are responsible for offspring and the growth of the village, for conducting trade with other nations and for colonising the world. And if enemies make life difficult for your Vikings, you kit out your soldiers and defend your village.

DESCRIPTION OF THE GAME

11.2. A TYPICAL DAY IN THE LIFE OF A VIKING



Before we explain the individual elements that affect the village's inhabitants and welfare in the following sections, we would like to give you a description of a Viking's typical daily routine. We will use Leif Gunnarsohn as an example, so that you can learn about your villagers' needs and how they occupy themselves all day..

Leif is a hefty Viking with long plaits and an enormous red beard. You, the player, have assigned him the trade of woodcutter. His workplace is a simple woodcutter's tent on the edge of a small copse. Unfortunately, Leif does not yet have anywhere to live.

When he feels like starting work, Leif goes to his woodcutter's tent and gets his axe. Then he goes into the nearby wood and picks out a nice fir tree. He fells the tree with a few mighty blows and removes the branches. He then cuts the trunk into several pieces and carries one of these pieces to his woodcutter's tent to store it. It can now be collected from here by anybody who needs wood. Leif returns to the felled trunk and takes a second piece to his woodcutter's tent.

All this work has given Leif an appetite. He looks around to see what there is to eat and notices a bush laden with juicy berries some distance away. Since there is nothing else to eat nearby and he is getting more and more hungry, he puts away his axe and sets off. The berry bush is quite a long way away, so it takes Leif some time to reach it. But when he finally arrives, he tucks into the berries immediately. Once Leif has eaten his fill, he returns to his workplace to start work again.

However, the long walk to the berry bush and back has made our friend pretty tired. Because Leif has nowhere to live, he looks for a suitable spot somewhere nearby and lies down on the ground for a snooze. The ground is hard and uncomfortable, and when Leif wakes up some time later, he still feels rather lethargic and sleepy. But not to worry – he still feels refreshed enough to get back to work...

Leif gets his axe and gathers up the remaining pieces of the tree he has felled, and stows them in his woodcutter's tent. When he has finished, he wonders what he can do next. Being a sociable fellow who hasn't seen his friends for ages, he decides to go into the village to see what's going on there. Something interesting might have happened...

He sets off and meets Freja, Erik's wife, on his way. She is just on her way to the baker's to buy some bread for her husband, but she's always got time for a little chat. She tells Leif that Svala, Sören the fisherman's wife, has had a baby boy. Oh, he's so sweet - a chubby little cherub with blond hair and huge eyes... She also grumbles about the humid weather, and tells him how she burnt the meal yesterday and how her husband always has to work so hard. Ah well... She tells Leif in great detail how she has just acquired new furniture for her dwelling. Eldgrim, the joiner, made it for her specially! Her husband would be able to sleep a lot more soundly now that they had a new bed. And just yesterday, she got some gorgeous crockery from Ole, the potter. The old crockery was in such a state – it was high time they had a new set. And – oh, dear – their neighbours, the Arisohns – well, really! The husband always snores so loudly when he comes home to bed! You can hear him ten stones' throws away! It's ridiculous! And those children, they always make such a noise and...

Leif has heard enough! He is glad when he finally manages to get away from Freja and get back to work. But before he returns to his woodcutter's tent, he just wants to pop in and see Thorwald, the wooden toolmaker.

Thorwald has just made some new wooden tools, and Leif would like one. Everyone in the village knows that it is much easier to work with these tools so that you produce fewer rejects. That is why they are so much in demand and disappear like hot cakes...

But Leif is in luck. Thorwald still has a couple of tools in stock, so Leif can have one. He takes it back to his woodcutter's tent and looks forward to felling the next tree in peace...

11.3. THREE BASIC RULES

If you read the daily routine carefully, you will have noticed the ways in which a Viking can be kept from his work – it is almost the same as in real life. Understandably, however, the more often his work is interrupted and the longer this interruption takes, the less effectively he will work and the less he will produce. Therefore, there are three basic rules that you should always bear in mind when you are building your village...

CHAPTER 11

11.3.1. UNIQUENESS

Each inhabitant of your village is unique. They all look different, they each have a name, they pursue different careers and they all have their own abilities and characteristics. You, the player, can influence all these properties – except for their appearance. As time passes, your Vikings will then become stronger and stronger and more and more efficient, which in turn is good for the whole village community.

11.3.2. NEEDS

Your Vikings have needs, just as real people do. They have to eat, sleep, talk to each other and some of them even need religion to be happy. If a villager becomes aware of one of these needs, he will stop whatever he is doing to satisfy it as quickly as he can. For example, if he is hungry, he stops work and looks for something to eat in the vicinity. When he finds something, he goes and eats it. He will not return to work until he has had his fill.

You, the player, cannot control your Vikings' needs directly, although you do have some influence over the frequency and duration of the breaks from work due to these needs.

11.3.3 EXPERIENCE AND EQUIPMENT

An experienced and well-equipped Viking is much more productive in his trade and therefore much more important for the growth and success of the whole village than several inexperienced people who do the same job. It is therefore better to have a few excellently equipped master workers (for example, with tools, as shown in Leif's daily routine) than to have a lot of inexperienced workers who lack important items.

11.4. ALLOCATION OF DUTIES

To make it less complicated and baffling for you, the player, to control village life, the Vikings have developed various areas of responsibility.

11.4.1. MEN

In Cultures, men play the traditional role allotted to the male sex. They generally have a profession and make items that are important for daily life in the village. However, they can also be appointed as scouts or warriors to explore the region, defend the village or fight enemies.

11.4.2. WOMEN

Unlike the men, Viking women cannot take up a career. Instead, if they are married, they are in charge of the housekeeping and cooking. They gather berries and collect food from the warehouse or directly from a food producer to replenish the household supplies. They buy furniture and crockery and also enjoy chatting with their friends in the

village.

This means that coming home is a real pleasure for a married Viking male. He can sit down at a table set for a meal, learn the latest village news from his wife and then have a comfortable night's sleep.

Women also have another extremely important role – they can have children.

11.4.3. BABIES AND CHILDREN

Babies and children are free to enjoy life. They play, catch butterflies, watch the world go by etc. When they grow up, however, there will be strenuous tasks awaiting them.

11.5. ARE YOUR VILLAGERS DYING?

The inhabitants of your village have one thing in common: not one of them will die of old age or from natural causes! They only die if something in your village has gone seriously wrong!

There are just two ways that this can happen:

11.5.1. STARVATION

They cannot find anything to eat and go hungry. If their hunger lasts a long time, the Vikings' life force gradually decreases. Eventually, if they are unable to find something to eat, they starve to death.

11.5.2. KILLED BY ENEMIES

They are killed by enemy soldiers.

The reason for this simplified rule is that you, the player, invest a great deal of effort and patience into training your people and organising your village. It would be very frustrating for you if the Vikings that you had grown so fond of simply died after a certain time.

11.5.3. LIFE FORCE

As indicated above, each Viking has a certain amount of life force, which can be drained by hunger or injuries in battle. However, once the unfavourable state of affairs passes, this life force regenerates slowly by itself – provided that the Viking is still alive, of course.

So if one of your Vikings becomes very weak, you should give him some peace and quiet...

DESCRIPTION OF THE GAME

11.6. NEEDS

As mentioned previously, Vikings in Cultures have various needs that they always want to be satisfied. The key to success is to ensure that these needs are satisfied as well and as quickly as possible! Because...



Remember: As soon as a Viking feels a need for something, he will drop everything and stop his work until things are put right!

11.6.1. FOOD

Applies to men and women – if a Viking has nothing to do and is just standing around, he only needs very little energy. But the more he works or walks around, the more energy he needs and the hungrier he (or she) will get. When his hunger reaches a certain point, the Viking stops work and looks around to see where he can find something edible in the vicinity.

First he will check whether there is anything to eat in his dwelling. However, this will only be productive if he is married or if he lives in a house for several families in which a woman lives. If this is the case, the woman is responsible for obtaining the food. She acquires food and then cooks something delicious for her husband and the other occupants of the house.

If he does not have a dwelling or there is nothing to eat there, the Viking looks for one of the food sources listed below. He will go to the one that he can reach most quickly.

- Ripe berry bushes, which often grow in the surrounding area. Each bush grows a limited number of berries, but they gradually grow back again.
- A storage building (main warehouse, supply tent or warehouse) where food is stored.
- A food producer who has supplies in his workplace (fisherman's tent, huntsman's tent, bakery or fruit farm).

When the Viking has found something nutritious, he walks to it and satisfies his hunger.

But take care! It can happen that he goes to the baker's, for example, because the baker still has one piece of bread in stock. However, by the time our Viking reaches the bakery, someone else has snatched the last piece of bread from under his nose and all he finds is an empty shelf. He will then have to put up with a rumbling stomach while he looks around for a new food source.

If your Viking is unable to find anything to eat by himself

and his hunger becomes too much to bear, he will ask you for help. You will then have to show him where he can find something to eat.

11.6.2. SLEEP

Applies to men and women – our Vikings feel tired sometimes, just like anybody else. As with the need for food, the more strenuous the job is that a Viking is doing, the quicker he will get tired. When he can barely keep his eyes open, he looks for a suitable spot for his nap.

There are two possibilities for this:

- He looks for a reasonably comfortable spot nearby, lies down on the ground and sleeps.
- However, if he has somewhere to live, he always goes home to sleep.

11.6.3. CONVERSATION

Depending on the type of work that a Viking does and the demands it makes on him, he wants to have a bit of a chat with his friends from the village from time to time. He then looks for someone in the surrounding area that doesn't have too much to do, and talks to him or her for a while. If he is married, has a dwelling and goes home to eat or sleep, he can talk to his wife while he is at home, thereby satisfying his need for conversation at the same time.

Women also like to spend their free time nattering to someone. However, because they do not practise a trade and so have considerably more free time than men do, they can generally satisfy their need for conversation quite easily.



Note: If a Viking works in particular jobs, he can manage without conversation. In this case, the current state of his need for conversation is "frozen". You will be able to tell if the Viking requires conversation from the character window (see Character Window below)

CHAPTER 11

11.6.4. RELIGION

Applies only to men – there are some items for which the Vikings ask for a blessing from the gods so that they can make them correctly. Vikings requiring divine assistance with an item regularly go to consecrated sites to pray. A village can contain several consecrated sites. A consecrated site can be identified by the blue fire burning in front of it in a metal dish – this is known as the Sacred Fire.

Consecrated sites can be:

- The main building, available at the beginning of every mission.
- One or more temples, which your villagers can build.
- Dwelling tents and houses, but only if a druid has filled the metal dish in front of the tent or house with oil and lit the Sacred Fire in it.



Note: If a Viking works in a particular trade, he can manage without religion. In this case, the current state of his need for conversation is "frozen". You will be able to tell if the Viking requires religion from the character window (see Character Window below)

11.7. CHARACTERISTIC VALUES

The men in your village differ in their individual characteristics as well as in their needs. The development of these values has a considerable effect on how often they feel individual needs.

Remember that every time a Viking feels a need, he interrupts his work to satisfy it. However, the less this happens, the more he works and the more productive he is ultimately.



Remember: High characteristic values reduce a Viking's needs!

11.7.1. What Characteristics are there in Cultures?

11.7.1.1. STRENGTH

There is a direct connection between a Viking's strength and his need for food. The stronger he is, the less energy he uses when he works. This means that he does not need to eat as often.

11.7.1.2. STAMINA

A Viking's stamina has a direct effect on his need for sleep. The more stamina he has, the less sleep he will need.

11.7.1.3. RHETORIC

An eloquent Viking can fulfil his need for conversation more efficiently than one who finds it more difficult to express himself. Therefore, the better the man's rhetoric, the less often he will need to look for fresh conversation.

11.7.1.4. PIETY

The gods are delighted when someone with a pure heart prays to them, so they bestow their favours upon him more generously.

Increased piety means that a man does not need to pray as frequently if he wants the gods to be merciful when he makes his goods. It therefore has a direct effect on his need for religion.

11.7.2. WHAT AFFECTS THE CHARACTERISTIC VALUES?

Every Viking that practises a trade accumulates an increasing amount of experience in it as time passes. If he exceeds a specific threshold, he obtains a bonus point. This happens, for example, when he finishes a training course and receives a master craftsman's certificate (more on this later), or when he has spent long enough working at his trade.

You can now distribute these bonus points between the individual characteristic values at your own discretion. For example, if your objective is for a Viking to need sleep only very rarely, you gradually increase his stamina. If you want him to eat less often, you need to build up his strength, etc.

A character can have a maximum of ten points for each characteristic. If this value is reached, the corresponding need barely exists.

11.8. BONUS OBJECTS

You have just learnt how a character's characteristics affect his or her individual needs. You also now know that you, the player, can distribute bonus points so that they have a direct influence on how often someone needs to eat, sleep, chat or pray, and that you can increase a worker's productivity indirectly by skilful allocation of bonus points. There are also so-called bonus objects in Cultures. These are items that a Viking can use to kit himself out and that have a direct influence on his productivity and the satisfaction of his needs.

The distinguishing features of bonus objects are that they first have to be manufactured and that – with the exception of dwellings – they gradually wear out when they are in use. This means that, in time, they must be replaced with new objects.

DESCRIPTION OF THE GAME



Remember: Bonus objects increase a Viking's productivity and make his needs easier to satisfy!

11.8.1. DWELLING

If a Viking lives in a dwelling (dwelling tent, house for two or three families), he always goes home to sleep. He is more comfortable there and therefore sleeps much more soundly. His need for sleep is satisfied by 50% in his dwelling, as opposed to just 30% in the open air.

To increase the benefits of a dwelling, it can also be fitted out with furniture and crockery. However, it is not the man's job to obtain these – this is up to his wife (see below).

11.8.2. FURNITURE

If a dwelling contains furniture (beds), the occupants sleep much more soundly. Their need for sleep is completely satisfied! **Furniture is made by the cabinet maker.**

11.8.3. CROCKERY

Crockery enables women to improve a meal and make one meal serve two people! **Crockery is made by the potter.**

11.8.4. OIL (SACRED FIRE)

Outside every dwelling place, there is a metal dish that a druid fills with oil, so that he can light the Sacred Fire in it. When this is burning with its bluish flame, the husband can pray at home. His need for religion is then completely satisfied!

Oil is made by druids, who also light the Sacred Fire outside the house.

11.8.5. PERSONAL EQUIPMENT

Personal equipment covers items that improve a worker's productivity. If a Viking wants to kit himself out, he looks around to see where he can get the relevant items of equipment and then goes to fetch them.

11.8.5.1. WOODEN TOOL

Increases a worker's productivity. He can also make more products from the same quantity of raw material using a wooden tool than he would without such a tool.

Wooden tools are made by the wooden toolmaker.

11.8.5.2. IRON TOOL

Iron tools increase a worker's productivity even more than wooden tools do, so that his output is even higher.

Iron tools are made by the toolsmith.

11.8.5.3. SHOES

Shoes make walking more comfortable. A Viking wearing shoes does not waste as much energy when he is walking, so that he does not become hungry or tired as quickly.

Shoes are made by the shoemaker.

11.9. WOMEN

You will have realised by now that some bonus objects are not worth anything to the Vikings if there is not a woman in the house. Although women cannot actually practise a trade, they play a crucial supporting role for the success and well-being of your village!

However, since women only carry out this role when they have a dwelling, you should always ensure that your women are well looked after, and also that there is at least one woman living in every dwelling place.

If a woman lives in a dwelling, regardless of whether she is married or single, she takes responsibility for the housekeeping and the preparation of food. Even if she lives in a house for several families, she does not perform these tasks just for herself or her family, but for all her fellow occupants! This means that her fellow inhabitants do not have to worry about time-consuming searches for food, and they can also enjoy a much better rest in a well-equipped dwelling.

A woman's area of responsibility in Cultures includes the following duties:

11.9.1. ACQUISITION OF FOOD

A woman obtains food from berry bushes, warehouses or food producers and takes it home. All the occupants of the dwelling place benefit from the food supply that is accumulated. In other words, even in a house for several families, all the other occupants eat this food, no matter which family they belong to.

CHAPTER 11

11.9.2. COOKING

A woman acquires crockery and uses it to cook tasty meals. Doing this doubles the amount of food! This too feeds all the occupants of a house.

11.9.3. FURNISHING THE HOUSE

The woman obtains furniture and uses it to furnish the house. This means that all the inhabitants sleep more soundly so that their need for sleep is completely satisfied.

11.9.4. CONVERSATION

If a woman is married, she chats to her husband when he comes home. This then satisfies his need for conversation completely.

Women can also have children, but we will come to this later on.

11.10. MEN

If you do not want the inhabitants of your village to starve and you want the village to grow and prosper, someone needs to ensure that there is enough to eat, that raw materials, tools and weapons are produced and much more. The adult men are responsible for this in Cultures. They fell trees, cultivate grain, go hunting, explore the area, go off to war etc.

11.10.1. TRADES

If you want a Viking to work on something useful, the first thing you need to do is allocate him a trade.

But take care! The choice of trades depends on an individual Viking's particular abilities! If he does not have the experience or training necessary for a specific trade, he will not be able to do the job!



REMEMBER:

A Viking needs sufficient training for most trades.

11.10.2. THE WORKPLACE

If you have given a Viking a trade, you must also tell him where you want him to work. There are specific workplaces for almost every trade. These are buildings where one or more Vikings can work and where specific products are made.

It is up to you to select the workplace. For example, if you have two bakers and two bakeries, you can specify which baker should work where. However, if you do not assign a worker to a workplace, he will not do any work! When you are allocating workplaces, ensure that the distances between the workplace and the dwelling (and a

storage building, if applicable) are as short as possible. Short journeys are always advantageous!

The workplaces are described in more detail in the chapter entitled "Buildings". It should be pointed out, though, that workplaces have to be built before anyone can work in them. For example, there is no point in having three bakers if you don't have a single bakery. Your bakers will then simply loaf around killing time.



REMEMBER:

There is a specific type of workplace for almost every trade, where one or more Vikings can work.

11.10.3. APPRENTICESHIP AND TRAINING

Back to training. There are some trades in Cultures that do not require any special abilities and that can be practised by any Viking. These trades include building, woodcutting, hunting and farming.

At the beginning of a mission, you can only allocate one of these simple trades to a Viking, as he does not have the necessary knowledge for the more advanced trades. At the same time though, these trades are the basis for the knowledge that is required for the more difficult trades.

The appendix contains a technology chart on which you can see the individual trades and the knowledge that is required for each one.

11.10.3.1. MASTER CRAFTSMEN'S CERTIFICATES

When a Viking takes up a new career, he must first learn how to do the job. He accumulates experience all the while he is working. As soon as he has enough experience, he is awarded a master craftsman's certificate in his current trade, which he can keep for the rest of his life! You can tell when a Viking is awarded this certificate, as he now wears a master craftsman's hat.

So what are the effects of this master craftsman's certificate?

11.10.3.1.1. HIGHER PRODUCTIVITY

As well as being able to keep his experience in the form of the master craftsman's certificate, a Viking now works much more productively. This means that someone who is a master in his field produces more goods from a specific quantity of raw material in a specific period than an apprentice would. This effect can be increased even more if wooden or iron tools are used.

DESCRIPTION OF THE GAME



NOTE:

If you allocate a Viking a new trade before he has completed his training in his original trade, he loses all the experience that he has accumulated so far! He will only retain the knowledge he has learnt permanently when he has been awarded the master craftsman's certificate.

11.10.3.1.2. BONUS POINTS

Every time a Viking obtains a new master craftsman's certificate from practising his trade, he is awarded a bonus point (see above: Characteristic Values).

11.10.3.1.3. NEW TRADES

As mentioned previously, many trades cannot be performed at the beginning of a mission because your Vikings do not yet possess the necessary experience to do the jobs. However, as soon as your first Viking obtains a master craftsman's certificate in a trade, the next trade becomes available to him.

For example, the first master woodcutter makes the trade of wooden tool-making available. He could become a wooden toolmaker himself, since his master craftsman's certificate for woodcutting proves that he has the necessary experience. The first master wooden toolmaker would in turn make the trades of joinery and spear-making available, etc.

However, another Viking, who might have spent all his time working as a huntsman and has obtained a master craftsman's certificate in this trade only, cannot become a wooden toolmaker since he does not have the necessary experience as a woodcutter. Instead, he would be able to work as a shepherd or a shoemaker in future.

You can see how all these connections work on the technology chart in the appendix. On the left of the chart you will see the simple trades that any Viking can grasp, while the trades on the right require increasing amounts of experience and specific materials or production methods.

11.10.3.1.4. NEW BUILDINGS

Once a new trade is made available, the workplace required for the new trade can also be built. For a wooden toolmaker, this would be the carpenter's workshop.

11.10.3.2. LEARNING AT SCHOOL

As well as learning from experience, your Vikings can also be trained in another way – you can send them to school. The first Viking to obtain a master craftsman's certificate in his trade symbolically leaves his knowledge in the school. So

as soon as your village has a school, you can send up to three Vikings there at the same time and tell them which trade you want them to learn. After a short time, they will leave the school as masters in their field.

There are just two things you need to remember about this:

- All trades can be learnt at school, provided that there is already at least one master in this trade. It doesn't matter if the Viking that you send into the school does not have the background knowledge that is usually required for this trade!
- Because the knowledge gained at school is of a purely theoretical nature, your Viking does not obtain any extra bonus points for his characteristic values (see above: Characteristic Values).

11.10.4. WORKERS

The term "workers" refers to all Vikings practising a trade where goods are produced. Soldiers are not included here; a whole chapter is devoted to them later.

11.10.4.1. WORKPLACE

Every worker that manufactures goods needs a workplace. You must use contractors to build workplaces. As mentioned previously, you can only ever commission those workplaces that have been made available beforehand by the attainment of the necessary master craftsman's certificate.

11.10.4.2. WORK PROGRAMME

Every trade places different demands on a worker. However, some work programmes are always similar. These are described below.



NOTE:

Every workplace has a small storeroom where the finished goods are put aside. These goods can then be taken from here by Vikings who need them.

11.10.4.2.1. GATHERING NECESSARY RAW MATERIALS

If raw materials are required to make a product, the worker first collects the quantity required. For example, if a baker needs water and flour to bake bread, he first obtains flour from the miller and water from the well. If he is unable to find what he needs there or it is too far for him to go, he takes it from the warehouse.

CHAPTER 11

The longer the distances that a worker has to cover to obtain raw materials, the more time he spends away from work and the more his productivity suffers. So when you are building the various workplaces, ensure that the distances between workers who exchange products with each other are as short as possible.

11.10.4.2.2. PRODUCING GOODS

If all the necessary raw materials are available, the product can be manufactured. The duration of the production process varies depending on the trade. If the worker is a master in his field and if he works with wooden or iron tools too, his product output is considerably higher than it would be without these benefits.

The worker finally puts the finished product in his workplace's storeroom.

11.10.4.2.3. TAKING PRODUCTS AWAY IF STOREROOM IS FULL

If the storeroom in the workplace is full, the worker takes his products to the nearest storage building. As soon as some room becomes available in the workplace again, he continues producing goods.

Here too, the further it is to the nearest warehouse, the more time the worker spends away from work and the more time he wastes when he could actually be working.

11.10.4.3. OPTIMISATION METHODS

No doubt you have realised how easily a worker can be kept from his duties when he has to keep fetching goods and taking them away. However, there are some ways for you to give the poor fellow a hand.

11.10.4.3.1. HELP FROM CARRIERS

Carriers can work in a lot of workplaces, as well as the workers themselves.

A carrier's job is to obtain all the raw materials that the worker needs for his job. He is also responsible for taking finished goods from the storeroom in the workplace to the nearest warehouse.

The advantage for the worker is obvious: he is relieved of the majority of time-consuming journeys, so that he can concentrate on his actual job much better.

11.10.4.3.2. SEVERAL WORKERS IN A WORKPLACE

Several workers can work in some workplaces at the same time. This means that they all help each other and are therefore a great deal more productive.

In the appendix you will find a list of buildings, containing details of the numbers of workers and carriers that can work in each workplace.

11.10.4.3.3. SETTING PRODUCTION QUANTITIES

In each workplace, you can set the number of products that are to be made there. The default setting for production is "infinite", i.e. goods are produced constantly.

However, if you only want a specific number of items to be produced because, for example, you then want to assign a different task to the worker responsible, you can set a value between one and nine items. Once the required number of items has been produced, the worker stops working and tells you that he has finished.

11.10.4.4. WORKING AREAS

For most trades, you can set the centre of the working area exactly.

What does this mean? Well, each worker has a geographic working area for his trade. This is the area on the map where he carries out his job.

For example, for a woodcutter, this is the area round his woodcutter's tent where he looks for trees and fells them. This means that he always searches outwards from the centre of his working area, looking for the nearest tree. So if you set the centre close to a particular tree, it is highly likely that he will fell this tree soon.

For a worker based in a building, such as the baker, the working area is the area from which he can obtain the raw materials that he needs. Skilfully positioning the centre of the working area means, for example, that you can make him obtain his flour from a particular miller or from a specific warehouse.

The centre of the working area also defines where carriers are to obtain goods. For example, if you have a carrier working in a supply tent, you can set the centre of his working area right in front of a bakery, so that he takes the freshly baked bread from the bakery to the supply tent as a priority.

11.10.5. SPECIAL TRADES

There are some trades that work differently from the trades in which goods are produced.

DESCRIPTION OF THE GAME

11.10.5.1. CIVILIANS

Civilians do not have a trade. They live from day to day and enjoy life.

11.10.5.2. CONTRACTORS

Contractors are responsible for making buildings and roads and for digging for water. Contractors can also repair damaged buildings.

Unlike the other workers, contractors generally realise by themselves if there is a building site somewhere. They then fetch the necessary building materials automatically (either from warehouses, production sites or from the surrounding area, if there are items lying around there) and start to put up the building.

Please note that contractors do not arrange things among themselves. This means that several contractors might notice that one stone is required for a building site, so they all run off to find one. However, if another contractor has already brought the required stone to the building site in the meantime, the others will notice that the stone is already there when they come back. They then either put their stone down or take it to another building site nearby.

You can also assign a specific contractor to a particular building site as his workplace and tell him to work there. This is a good idea if you want to carry out specific building projects before others or give them higher priority, or if a building needs repairing after an attack. Contractors cannot identify this by themselves.



REMEMBER:

Contractors know automatically where they are needed. However, they can also be assigned to specific building sites.

11.10.5.3. CARRIERS

You have already read a little about carriers. Carriers are generally responsible for transporting goods. A carrier can have several different types of workplace.

11.10.5.3.1. WORKPLACES/PRODUCTION SITES

If he works here, he fetches the raw materials required for the production of the goods that are made here, thereby taking the load off the workers. By setting the centre of his working area (see above: Working Areas), you can specify the location from which you would prefer the carrier to fetch these raw materials.

He also carries finished products to the nearest storage building.

11.10.5.3.2. STORAGE BUILDINGS

If the carrier works in a storage building (main warehouse, supply tent and warehouse), he collects goods, working outwards from the centre of his working area, and takes them to the storage building.

11.10.5.3.3. BARRACKS

A carrier working in a barracks is responsible for bringing all the items required for kitting out the soldiers into the barracks.

11.10.5.4. MERCHANTS

Merchants use their handcarts to transport goods backwards and forwards between warehouses – a maximum of ten at a time. When they are taking goods to a warehouse, they try to take the items that are needed there most urgently or that have been requested especially. Merchants can also trade with other nations, provided that the foreigners view your Vikings as friends and make them a good offer (more on this later). If this is the case, they transport goods between one of their own storage buildings and one of the friendly tribe's warehouses.



NOTE:

A Merchant only ever transports goods between two warehouses – his two trading posts. If you want to carry out an exchange of goods between more than two warehouses, you will have to appoint several Merchants.

11.10.5.5. SCOUTS

Scouts have several important functions in Cultures. They are easily recognisable by their feathered caps and heavy staffs.

11.10.5.5.1. EXPLORING THE REGION

You can send a scout to explore the region. At the beginning of a mission, there is a great deal of uncharted territory hidden under a black mist. A scout can venture far into this territory, thereby clearing the mist.

CHAPTER 11

11.10.5.5.2. CLEARING FOREST

If you need space to build but there are trees in your way, you can tell a scout to clear these trees away. Unlike woodcutters, he does this very quickly. This means, however, that there is nothing left of the trees that can be used.

To ensure that he does not endanger the tree stock too much, the scout only clears fully-grown trees, rather than saplings.

11.10.5.5.3. BUILDING SIGNPOSTS

Because the Vikings have only a limited sense of direction, a scout should build signposts at regular intervals to help the people to get their bearings.

You will find an exact description of signposts and the role they play in the chapter entitled "Signposts".

11.10.5.5.4. DIRECT CONTROL

To enable you, the player, to control all these functions, you can control a scout directly, unlike the other Vikings. You can tell him where to go, whether he can eat or sleep etc.

This means that as well as having considerably more control, you also have more responsibility. For example, if you send a scout deep into unknown territory, he may not be able to find anything to eat, so that he dies a pitiful death from starvation. Or he might meet hostile strangers who give him a good working over, etc.

11.11. BUILDINGS

Now that you know plenty about your villagers' properties and abilities, we will describe the different buildings in your village.

The appendix contains a detailed list of buildings and an overview of the construction costs.

At the beginning of a mission, you often start out with just a main warehouse, where you have a certain amount of goods stored. Any further buildings must be built by the Vikings themselves.

Please note that each building requires a certain amount of space on which to be built. The larger the building, the more space it needs.

11.11.1. DWELLING PLACES

This is where your Vikings live. A dwelling tent provides one dwelling place, a house for two families provides two and a house for three families provides three.

Normally you have to tell each Viking to move into a dwelling. However, homeless women can tell automatically if a dwelling has been unoccupied for a long time. They then contact you and ask if they can move into this dwelling.

11.11.1.1. HOW MANY PEOPLE LIVE IN THE HOUSE?

A maximum of one Viking can live in a dwelling with his wife and their child. So for example, if a single man and a single woman live in a house for two families, both dwellings are occupied.

You can tell whether any dwellings are occupied (and if so, how many) from a rectangular flag in front of the dwelling place. This appears as soon as somebody moves in and always bears the colour of their Viking tribe (in a single player game, this is always blue). A flag appears for every occupied dwelling.

If a single person lives in the dwelling, the flag is plain. If a married couple lives there, the flag has two linked rings on it. If the family has a child, the flag has two linked double rings on it.

11.11.1.2. THE FOOD SUPPLY FOR THE HOUSE

Each dwelling place has a certain storage capacity for food. If a woman lives in the house, she gathers food until these stocks are replenished.

11.11.1.3. FURNITURE AND CROCKERY

A woman can also equip a dwelling place with crockery and furniture. She acquires this directly from a potter or joiner or from a warehouse.

If there is crockery in the house, the woman cooks the food, which doubles its quantity!



REMEMBER:

ALL the occupants of a house for several families live off the supplies, not only the woman's own family.

11.11.1.4. SACRED FIRE

You can tell whether a dwelling place has Sacred Fire (religion) by whether there is a bluish fire burning in the metal dish in front of the building.



REMEMBER:

ALL the occupants of the house enjoy the benefits of furniture and crockery.

DESCRIPTION OF THE GAME

11.11.2. WORKPLACES

Workplaces are buildings in which the Vikings can work. There is a specific building for (almost) every trade. So, for example, the woodcutter has a woodcutter's tent, the baker has a bakery, the farmer has a farm and the druid has a temple.

Between one and three workers can work in each workplace, and carriers can also work in some of them (see appendix: List of Buildings and Overview of Building Costs).

11.11.2.1. IS ANYONE WORKING HERE?

If somebody is working in a workplace, a shield is stuck in the ground in front of the building – a square one for every worker inside, and a round one for every carrier. The shields always bear your Viking tribe's colour.

11.11.2.2. STOREROOMS FOR INCOMING AND OUTGOING GOODS

Each workplace has a small storeroom for outgoing goods, where the finished articles are stored. Any villager can obtain goods from here if he or she needs them. If this storeroom is full, the worker (or a carrier) carries the products to the nearest warehouse to create space so that production can continue.

Workplaces where raw materials are required for the production of an item also have a small storeroom for incoming goods. This is where the raw materials are stored until they are needed for processing.

For example, a bakery has a small storeroom for incoming goods where water and flour are stored, since these are the raw materials required for baking bread. There is also a storeroom for outgoing goods, where the baker stores the freshly baked loaves.

11.11.3. STORAGE BUILDINGS

There are three sorts of storage building: the supply tent, the warehouse and the main warehouse. This is where the Vikings store surplus goods and also obtain goods that they need.

A carrier working here (recognisable by a round shield in front of the warehouse) collects finished products from nearby workplaces and stores them here.

If you want to transport goods from one storage building to another, a Merchant can do this for you. For example, if you have a large supply of food in one warehouse, while the other warehouse is short of food, the Merchant can collect food from the first warehouse and take it to the other one.

If you want to increase the size of your Vikings' village, you

should ensure that warehouses are built at regular intervals because, as mentioned previously, workers take surplus finished products to the nearest storage building. If that is a long way away, the workers spend a long time away from work and are therefore unproductive.

If you have a skilfully constructed network of warehouses and Merchants, you can form small village and production centres. If you wish, these can specialise in the production of very specific goods, although Merchants can supply them with other essential items.

For example, it can be a good idea to cultivate grain in a fertile area and produce substantial amounts of bread and food. You can then use this food to supply a remote mining village, where it is impossible to produce any kind of food.

11.11.3.1. SUPPLY TENT

Can store 100 of each item.

11.11.3.2. WAREHOUSE

A warehouse is larger and more robust than a supply tent. It will hold 200 of each item.

Unlike the supply tent, the Vikings can defend a warehouse against enemies. If you sound the alarm bell, all the Vikings in the vicinity run into the warehouse and take up their positions there.

Then every Viking in the warehouse – men, women or children – fires arrows at all the approaching enemies.

If you send archers into a warehouse, they will also defend the building. In fact, these are much more effective than civilians. The stronger an archer is, the more damage he will inflict with his arrows.

11.11.3.3. MAIN WAREHOUSE

In every mission there is exactly one main warehouse, the goods from which your Vikings use to start building the village. Sometimes this is the clan's ship, which the Vikings have heaved on to the shore and fortified, or sometimes it is a special wooden tower.

The main warehouse has the same functions and capacity as a warehouse.

However, it is also possible to pray to the gods in the main warehouse, as can be seen from the blue Sacred Fire in front of the building.

CHAPTER 11

11.11.3.4. STOCK CONTROL

A warehouse "knows" how urgently goods are needed by the Vikings living nearby. A Merchant supplying the warehouse from elsewhere will try to bring these goods from his other warehouse as a priority.

However, you can also control the stock in each warehouse manually, by setting the minimum stock and required quantity for a specific product.

A Merchant supplying the warehouse will then attempt to replenish the stocks of this item until the required quantity that you have set is attained. And he will not take a product back to his other warehouse if this will make the stocks of this product fall below the minimum amount.

An example:

You have three warehouses, between each of which a Merchant transports goods. In warehouse one there is a huge amount of food, but in warehouse two and warehouse three there is none at all.

You now want to take food from warehouse one to warehouses two and three. There should be a constant supply of at least 10 units of food each, both in warehouse two and in warehouse three.

You therefore set the minimum stock for food in warehouse two to 10, and the ideal stock to 20, for example. In warehouse three, you also set the minimum stock to 10, and the ideal stock to 30 (the respective ideal stocks do not affect this example).

Merchant A, who works for warehouses one and two, will now take 10 units of food from warehouse one to warehouse two. If the minimum stock in warehouse two had not been set to 10, Merchant B, who transports goods between warehouses two and three, would have taken the food straight out again. He could then have achieved the minimum stock in warehouse three. But he has to leave the food in warehouse two where it is.

Now Merchant A takes another 10 units of food to warehouse two. This brings the stock up to 20. Merchant B can now take 10 units of food away without affecting the minimum stock. He immediately takes these 10 units of food to warehouse three, so that he has achieved the minimum stock there too.

From now on, all the Merchants have to worry about is achieving the ideal stock. For the villagers living close to warehouses two and three, however, an impending famine has been averted.

11.11.4. SCHOOL

The school is an important instrument for training Vikings in trades that you want them to practise, but for which they have not yet acquired the necessary background knowledge and experience.

Up to three Vikings at once can learn a new trade in a school. It is possible to learn any trade in which at least one Viking has already become a master and has therefore made his knowledge available to the general public.

After some time, a Viking will leave the school as a master in his trade. However, because his knowledge is purely theoretical and has not been put into practice, he does not obtain any bonus points for this master craftsman's certificate (see above: Characteristic Values)!

11.11.5. TEMPLE

A temple is an important and mighty shrine for the villagers. The Vikings have dedicated their temples to Odin, the king of all the gods. They go there when they want to pray for the gods' blessing (recognisable by the blue Sacred Fire).

A druid can work in the temple, making special oil from the mushrooms out of the forest. This oil is used to light the Sacred Fire. If a druid has distilled enough oil, he goes from house to house with his vial of oil and lights the Sacred Fire in the metal dish in front of each dwelling.

If you want the druid to light the Sacred Fire in a particular residential area, set the centre of his working area accordingly.

11.11.6. BARRACKS

If your Vikings need to defend themselves effectively or you are planning an attack, you will need soldiers. Soldiers must be recruited and trained in a barracks. We will not go into this any further here, as there is a chapter devoted entirely to the army later on.

11.11.7. DEFENCE TOWER

This building is purely for defence. A defence tower can house civilians and archers, which makes it an effective defence system. This is also described in more detail in the chapter entitled Army.

DESCRIPTION OF THE GAME

11.11.8. DEMOLISHING BUILDINGS

Although it is normal to put buildings up in Cultures rather than knock them down, it is possible to demolish buildings if you need to.

An important tip in case of emergency: if your village is running out of food and none of the food producers (assuming that there are some there) are currently managing to provide enough food, it can be a good idea to demolish a dwelling place where food is being stored. These supplies are then made available to all the Vikings, not just the occupants of the house. This is doubtless a better solution than letting your Vikings starve to death, particularly since the survival of your entire clan could depend on this!



NOTE:

If you demolish a building, half of the structure's original building costs and warehouse contents remains on the map as reusable goods.

11.12. ROADS

The contractors from your village can build roads, which enable the Vikings to make much faster progress than they would if they had to blunder across hedge and ditch. Your workers will need stones to build roads.



NOTE:

Vikings always find their own way. However, if they have the option of using roads, they will use them automatically.

11.13. SIGNPOSTS

Your Vikings have a very limited sense of direction. There is only a certain radius within which they can get their bearings and find things such as buildings or products. If they are looking for something that is too far away, they will turn to you helplessly.

A remedy for this is to build signposts. A scout can build signposts at regular intervals to give the Vikings a point of reference.

If a Viking cannot find something, he looks out for the nearest signpost. If he finds one, his "virtual eye" follows the signs and keeps searching in that direction until it either comes across the next signpost or the item that he is looking for. The search then continues from this point, until it either leads to success or proves to be fruitless, in which case the Viking will then ask you for help.

A well-constructed network of signposts therefore enables you to increase the area in which the Vikings search enormously. However, you must ensure that the signposts are connected with each other. When a signpost is built, it is linked automatically with all the other signposts in the vicinity. You can tell this from a sign pointing in the relevant direction. If this sign does not appear, because the next signpost is too far away, the scout must build another signpost between the first two. However, because signposts do not require any raw materials and so are free, this should not be a problem.

The base of each signpost is marked with a marker ring in the tribe colour (in a single player game, this is always blue). Only people from this tribe can use the signpost.



REMEMBER:

Signposts not only help the Vikings to find their workplaces and dwellings, but also to find food and other items!



NOTE:

The connection between two signposts can be broken by buildings that are erected between them at a later stage in the game! If this happens, you just need to get another signpost built between the two.

11.14. LANDSCAPE

This is just a bit of information about the countryside where your Vikings live.

11.14.1. A LIVING ENVIRONMENT

11.14.1.1. FAUNA

The fauna in Cultures is very active. Bears lumber through the woods, fish swim in the lakes and rivers, hares bound through the meadows, butterflies delight the small children etc. The animals are all very placid, so even if the Vikings encounter bears and buffalo, they do not need to be afraid. They are so tame that they even wander around in the humans' settlements.

CHAPTER 13

11.14.2. FLORA

The flora is also "almost authentic". Trees, grasses, reeds and other plants all grow and reproduce.

11.14.3. THE GROUND

There is fertile ground where your Vikings can cultivate grain, for example. This ground is easy to identify – it is a lush green and often has grass growing on it.

Other types of ground are not suitable for farming, however. It is easy to tell which types of ground these are. It is just the same as in real life – or would you sow wheat on snow and scree?

In Cultures, there are always plenty of raw materials lying around. You will find them by moving your mouse around the countryside. A bright frame then flashes round the raw materials and the name of the raw material appears by the mouse arrow.

You can also use this method to find suitable locations for extracting clay, iron or other raw materials. Because if there is a particularly large amount of a raw material somewhere, it is worth mining there.

Contractors who need wood, clay or stones for a building project look around to see if there are any small, manageable pieces of the relevant raw material lying around and then use it for building.

11.15. PRODUCTS AND RAW MATERIALS

Products and raw materials are more or less the same thing. We have referred to a product as a raw material if it is used to make a different product.

In Cultures there are almost 30 different products. The majority of these are made from other products/raw materials; for example, bread is made from flour and water.

Your Vikings can find some products in the countryside, such as clay, stone, iron ore etc. These products cannot be reproduced, so when stocks of these have been exhausted, you will have to look for new supplies or try to trade for the products.

Other goods, such as wood or wheat, keep growing so that there is an almost unlimited supply of these.



NOTE:

Keep an eye on the natural resources, so that you don't suddenly run out of essential raw materials. Your food supply is particularly important! You should ensure as early as possible that enough food is being produced (fisherman, huntsman, fruit collector or baker). Once a famine breaks out in your village, it is usually too late!

12. THE PERFECT WORKER

In the last chapter, you learnt a lot about the Vikings and the world they live in. We will now summarise what makes a perfect worker. The more of these factors that are fulfilled, the more productive your worker will be. Please remember though that, depending on the trade practised, not all the factors are necessary or even possible. For the sake of simplicity, we will use Leif for our perfect worker... Leif's workplace is near a storage tent. Ole, a carrier by trade, fetches the raw materials from here that Leif needs to make his products. Ole also takes the products that Leif manufactures to the warehouse.

Leif has been a master in his field for some time. He has amassed so much experience that all his characteristic values are as high as they can be.

Leif wears comfy shoes on his feet, which he obtained from the warehouse. The warehouse also stocks wooden and iron tools, so Leif is always perfectly equipped.

His dwelling is just a stone's throw away from his workplace. He lives there with his wife, who considerably takes care of all the housekeeping. There is furniture and crockery in the house, and there is always plenty of food to eat. Incidentally, Leif's neighbour is Ole, the carrier. He has a dwelling too, in the same house as Leif, in fact. The village druid has lit the Sacred Fire in the silvery metal dishes in front of the house.

Some wide roads were recently laid between Leif's dwelling, his workplace and the storage tent. Leif can therefore go wherever he wants in practically no time at all.

13. ARMY

The Vikings in Cultures are actually peace-loving folk. But when an enemy tribe makes life difficult for them, an efficient troop of courageous heroes is required.

13.1. SOLDIERS

Only soldiers are capable of actively fighting in your Viking village (although defence towers, warehouses and the main warehouse can also be defended by civilians if necessary). However, soldiers differ from the civilian population in more than just their ability to fight. Unlike civilians, they also obey their orders to the letter without considering the damage that they might suffer as a result.

For example: if a soldier is hungry, he will let you know. But if you do not do anything about this, he will remain in the position that you have allocated to him, even if his life force is slowly ebbing away due to hunger. The worst that can happen without your help is that he will starve to death.

However, soldiers automatically attack enemies who come anywhere near them. They also defend themselves automatically when they are attacked. And if there is fighting nearby, they hurry into the fray to offer active support to their comrades.

To turn Vikings into soldiers, you need a barracks. This is where you can kit soldiers out, promote them or turn them back into civilians.

There are three types of soldiers, whose levels of strike power and defence strength vary. Each soldier can also be promoted by two ranks. The higher the rank, the stronger and more dangerous the soldier.



NOTE:

As with scouts, you always have to tell a soldier where to go, when and where he can eat or sleep etc.

13.1.1. SPEARMEN

Spearmen fight with a mighty spear and wear leather armour for protection. Their range is greater than a swordsman's, but their armour and attack skills are not as good.

Spearmen are a unit designed purely for close combat and are most successful when several of them are attacking a target together.

13.1.2. ARCHERS

Archers fight with a bow and arrow and wear a light tunic. Their advantage lies in their arrows' huge range, but their tunic offers scant protection against attackers.

Archers are effective when they are able to fight against their target from a safe distance. Ideally, they should steer clear of close combat.

13.1.3. SWORDSMEN

Swordsmen fight with a mighty sword and wear iron armour, which provides excellent protection. This unit is dangerous, tenacious and ideal for close combat, and can also do plenty of damage to enemy buildings.

13.2. THE BARRACKS

You can only turn your Vikings into soldiers in a barracks. Like every other building, this must be built by your contractors.

13.2.1. STORING EQUIPMENT

Once you have built a barracks, you must ensure that the items of equipment that you need for your soldiers (weapons, protective clothing, beer and gold) are brought into the barracks.

You can appoint up to five carriers in the barracks to do this. These will then collect the required items from the manufacturers or from a nearby warehouse.

13.2.2. RECRUITING

To make a Viking into a soldier, you must first send him to the barracks. To do this, assign him to the barracks as his workplace.

Once the Viking has arrived in the barracks, make him into a soldier by giving him the necessary equipment.



NOTE:

If you want to recruit a carrier, you first need to give him a different trade (for example, civilian) before you send him to the barracks. Otherwise he will think that he is supposed to be working there as a carrier and cannot then be recruited. Scouts too must be given alternative trades before being recruited.

13.2.2.1. SPEARMAN

Requires a spear and a suit of leather armour.

13.2.2.2. ARCHER

Requires a bow and a tunic.

13.2.2.3. SWORDSMAN

Requires a sword and a suit of iron armour.

13.2.3. PROMOTION

Each soldier can be promoted by a maximum of two grades. You must pay two gold pieces every time you promote a soldier by one rank.

CHAPTER 14

13.2.4. PROVISIONS

You can give each soldier some beer to take with him as provisions for his journey. He will then be able to curb his hunger several times on the journey, and will not need to go searching for food as often. This is a particularly good idea if your soldiers have to cover a long distance before they reach the battlefield and you are unsure whether they will be able to find food on the way.

13.2.5. DISCHARGING

You can also make a soldier back into a civilian. He then leaves his equipment (weapons and uniform) in the barracks. Once he has been discharged, he returns to his family (if he has one) and can also start work again.

13.3. DEFENCE TOWER

You can have mighty defence towers built to protect your village. Several archers can be stationed in these towers, to protect the surrounding area from attackers. The more archers there are in a tower, the more effectively it will be defended.

Like the main warehouse and the warehouse, defence towers also serve the Vikings as places of refuge during attacks. If you sound the alarm bell, all the Vikings in the vicinity run into the defence tower and barricade themselves inside.

Then every Viking in the defence tower – men, women or children – fires arrows at all the approaching enemies.

14. OPERATING THE GAME

In this chapter, we will describe the game's actual operating elements. You can also use it as a reference guide if you have questions about individual functions. "Button" refers to an icon that you can activate by pressing it with the left mouse button. In Cultures, these are always gold or have a golden border.

14.1. GENERAL ELEMENTS

14.1.1. PAUSE

You can pause the game at any time by pressing "P" on the keyboard. Press "P" again to continue.

14.1.2. INFORMATION TEXT (TOOLTIPS)

If you move the mouse arrow on to an important element, such as a button or a special object on the map, a small piece of informative text, known as a ToolTip, appears by the mouse arrow. This tells you what the element is for.

An arrow pointing to the left in a ToolTip means that this product is required in a building (see above: Storeroom

for Incoming Goods), while an arrow pointing to the right indicates that this product can be taken out of the building (see above: Storeroom for Outgoing Goods).

14.1.3. MOVING THE VIEW

You can move (scroll) the current view in two ways.

You can set your preferred method in the game's main menu (see below: Main Menu)

14.1.3.1. SCROLL USING MIDDLE MOUSE BUTTON

Position the mouse arrow anywhere on the landscape. Now hold down the middle mouse button and move the mouse. The view now follows your mouse's movements.

Of course, you can only use this function if your mouse has a middle button.

14.1.3.2. SCROLL AT THE EDGE OF THE SCREEN

The view moves automatically when you move the mouse arrow to the edge of the screen.

14.2. THE MENU BAR

The menu bar comprises the two round buttons at the top left of the screen and the bar of buttons at the left-hand side of the screen.

If you click on one of the buttons, windows for the following functions are displayed:

14.2.1. GENERAL FUNCTIONS



14.2.1.1. CLOSE WINDOW

You can close any window with the right mouse button or by pressing the "ESC" key. In the top right-hand corner of each window there is also a button containing an "x". If you click on this with the left mouse button, this will close the window too.



14.2.1.2. MOVE WINDOW

Next to the "x" button at the top right, there is a button containing two crossed double-pointed arrows. Press this using the left mouse button and keep it pressed. If you move the mouse, the window will now move.

OPERATING THE GAME

14.2.2. BUILD HOUSE (B)

This enables you to give all your contractors a general order to build. If you click on the button with the left mouse button, a window appears listing all the buildings that your Vikings are currently capable of building.

Use the left mouse button to click on the desired building from the list.

The places on the map where this building can be erected now light up, while the unsuitable locations turn dark. Please note that you can only put a building up in an area if at least one of your Vikings is in the vicinity when you issue the order to build. Otherwise, nobody in the village will hear your order and your efforts will have been in vain.

If you move the mouse, a picture of the selected building follows your mouse arrow. When the picture lights up, this means that you can construct the building in this spot.

Once you have found a suitable location, click the left mouse button to give the order to build. If a contractor has time, he will soon begin work for you.

14.2.2.1. BUILD A ROAD

You can also use this command to issue an order to build a road. To do this, click on the corresponding line in the menu with the left mouse button. You can now set the starting point and then the finishing point for the road within the lit area, by clicking on the desired position with the left mouse button.

Blue marker stones now appear on the ground, following the path of the road that is to be built. Please note, however, that the number of markers is limited for technical reasons. If you have put too many markers down, you will have to wait until part of the road has been built before you can give a new order to build.



NOTE:

clicking on one of the markers with the left mouse button. In the window that opens, select the button marked "Remove marker". The order that you issued will then not be carried out.

14.2.2.2. DIG FOR WATER

This works in the same way as building a road. It is necessary to dig for water if you want to build a well but there are no suitable locations nearby where the ground is damp. Your contractors can then dig for water and prepare the ground for a well.



14.2.3. OBSERVATION WINDOW

This opens one or more windows showing just a small area of the landscape. Observation windows are useful if you want to keep an eye on specific areas or buildings, but also want to tend to matters elsewhere in your village.

You can move the view in the observation window by moving the mouse and holding down the middle mouse button or, if your mouse does not have a middle button, by pressing the control buttons.

If one of your Vikings or one of your buildings is visible in the observation window, you can click on it with the left mouse button to select it.



14.2.4. MAIN MENU (F2)

Opens the main menu, where you can load a game (F3), save a game (F4), exit the game or make various other adjustments.



14.2.5. HELP (F1)

Opens the Cultures online help. You can use the buttons at the bottom of the window to jump to the beginning or end of the text and to scroll backwards and forwards.

If part of the text is coloured red, this is a "hyperlink" to another part of the text. Click on the red part of the text with the left mouse button to go to the linked piece of text.



14.2.6. MISSION BRIEFING

This is where you can display your mission objectives again. The individual mission objectives all have a small box next to them.

When an objective has been achieved, a tick appears in this box.



14.2.7. DIPLOMACY (F5)

If there are several nations or tribes on the map, you can open this screen to see how each of them is disposed towards your Vikings – whether they are hostile, neutral or friendly towards them. You can also set your own opinion of the other people here.

CHAPTER 14

14.2.7.1. THE DIFFERENT SITUATIONS

Just because you view somebody as a friend, that does not necessarily mean that they view you in the same way. There is a certain status quo attached to this.

Firstly, how you yourself view another tribe – whether you are friendly, neutral or hostile towards them.
And secondly of course, how the other tribe views you and your Vikings. The two opinions can be completely different.



14.2.7.1.1. HOSTILE

If someone is hostile towards your Vikings, they will attack your buildings or your Vikings themselves as soon as they are within striking distance.

The opposite also applies – if you view somebody as an enemy, your soldiers will attack the enemy people or buildings automatically as soon as they are within reach.



NOTE:

If someone is attacked, their attitude towards the attacker immediately changes to hostile, regardless of whether they previously viewed them as friends or not.



14.2.7.1.2. NEUTRAL

The different tribes keep to themselves quite happily. There is no war or trade, and nobody helps each other either.



14.2.7.1.3. FRIENDLY

You can only trade with somebody if they view you as friends (see above: Merchants). No trade can be conducted with enemies or neutral tribes.

However, it is NOT necessary for you to view this tribe as a friend as well!

14.2.7.2. OVERVIEW

When you open the diplomacy window, you are first shown an overview of the landscape. The areas that you have already explored and lit up are clearly recognisable, while the rest of the landscape is invisible.

If your Vikings have already come across one or more foreign tribes, a face appears on the overview map to represent each tribe. The graphic behind each portrait is in the respective tribal colour, and the name of the tribe appears below the portrait.

You can tell how a tribe views your people from the facial features in this portrait. If the person looks fierce and angry, he is an enemy. If he views you as a friend, he will give you an amiable smile. If he is neutral, his facial features will be neutral too.

The small grey icon next to each portrait (crossed swords, a question mark or a handshake) indicates your own attitude towards this tribe - hostile, neutral or friendly.

14.2.7.3. CHART

A chart giving an overview of who thinks what of whom. The chart is read from left to right. So you can read one line to see how one tribe, the name of which appears in the coloured box at the beginning of the line, views the other tribes.

Your Vikings are always on the first line. You can also change your attitude towards the other tribes here, simply by clicking on the appropriate icon with the left mouse button. Your attitude alters immediately!

If you do this, you should always be prepared for the consequences that such a modification might have. For example, if some of your soldiers are close to another tribe and you then suddenly change your attitude towards this tribe to hostile, your warriors will immediately start attacking the people and buildings who have just acquired enemy status.

14.2.7.4. CONTACTING A TRIBE

To do this, click on the picture representing the relevant tribe in the overview or on the button containing the name of the tribe.

In the window that appears, you will see the face of the tribe's leader again, along with his name and the name of the tribe, and a brief description of whether this tribe is friendly, neutral or hostile towards your Vikings.

14.2.7.4.1. UPSETTING THE STATUS QUO

At the bottom of the window, you will find three gold buttons that you can use to alter your own attitude towards this tribe, simply by clicking on the corresponding button with the left mouse button. Your attitude changes immediately!

You can also alter your attitude towards another tribe in the chart, as described above.

14.2.7.4.2. TRIBUTE PAYMENTS

If a tribe is hostile or neutral towards you, this tribe may be prepared to improve its attitude towards your Vikings if they pay a tribute to it, in which case the different tributes necessary for a corresponding alteration to the tribe's attitude are

OPERATING THE GAME

displayed in the window.

If you have all the products that the tribe demands in your storage buildings, just press the appropriate button with the left mouse button. These products are then removed from your warehouse immediately and paid to the other tribe. The tribe's attitude towards you improves immediately.



NOTE:

All the products in your storage buildings are added up to calculate whether you can afford the tribute. However, products in dwelling places or workplaces are not counted!

Take care! It is not always possible to appease foreign tribes with tribute payments! This very much depends on the individual case.

If the tribe is not willing to be appeased by tributes, the tribe leader tells you so. A small piece of text then appears in place of the tribute demands.



NOTE:

If the tribe is not (or no longer) willing to be appeased, you can do what you like – nothing will change their decision.

14.2.7.5. BEFORE YOUR VIKINGS CAN ATTACK SOMEONE...

...you must set your attitude towards the tribe that you want to attack to hostile (see above: Upsetting the Status Quo)! This may seem rather laborious, but it prevents your Vikings from attacking their friends and allies by mistake in the heat of the moment and unintentionally turning them into enemies.



14.2.8. STATISTICS (F6)

This gives a range of different statistics to enable you to see how your village is

developing.

You can select different subject areas on the top line.

14.2.8.1. PEOPLE

This gives you an overview of how the number of villagers has progressed during the game.

14.2.8.2. TRADES

A list indicates the trades currently being practised. "Building" shows how the number of buildings has progressed.

14.2.8.3. LIST OF BUILDINGS

A list indicates the buildings currently available. If there is a value given in brackets, this means that the corresponding number of the relevant building is currently being built.

14.2.8.4. PRODUCTS

A diagram indicates how the production of individual goods has progressed. You should always keep an eye on "Food"! If this curve drops, your village could suffer a famine sooner or later!

14.2.8.5. MISCELLANEOUS

This shows the progress of weddings, births and deaths.

14.2.8.6. GRAVEYARD

This is the gallery where the fallen heroes from your village are remembered.

To show you how the statistics window works, we will describe the subject area entitled "People".

Select this subject area by clicking on the relevant button with the left mouse button.

The small boxes on the left contain the different values that can be viewed. For example, this section contains "All", "Men", "Women", "Children" and "Soldiers". This enables you to see, for example, how the total number of inhabitants of your village or just the number of men or women has progressed during the course of the game.

There is a gold circle at the left-hand side of each of these boxes. If the corresponding value is currently shown on the diagram, a green tick appears on this circle and the colour of the relevant curve is shown to the right of the box, where the current value is also displayed.

At the top left of the diagram you will see the playing time so far in hours, minutes and seconds. Below the diagram, you can set the period for which you would like to view the statistics. You can set this to one, two, five or ten hours.

CHAPTER 14



The curves now show a value's progress within the selected period, while the current value is still displayed at the right of each curve.

The scale of the diagram alters automatically depending on the period indicated and on the values displayed.



14.2.9. LIST OF CHARACTERS (F7)

The list of characters is an overview of all the inhabitants of your village. You can view all the inhabitants at once, or you can search or sort using various criteria.

The list shows all the characters, sorted by name in alphabetical order, and what they are doing at the moment. You can also see their current status with regard to needs for food and sleep.

The top line of the list contains buttons that can be used to activate the selection criteria (filter). These buttons can be activated in any combination. This makes it possible to view quite complex combinations, such as "Show all single men working as woodcutters who are to be awarded bonus points".

14.2.9.1. TYPE

14.2.9.1.1. MEN

Green: Show men

Red: Do not show men

14.2.9.1.2. WOMEN

Green: Show women

Red: Do not show women

14.2.9.1.3. CHILDREN

Green: Show children

Red: Do not show children

14.2.9.1.4. SOLDIERS

Green: Show soldiers

Red: Do not show soldiers

14.2.9.2. TRADE

14.2.9.2.1. TRADE SELECTION LIST

Trade: Show only men practising this trade

14.2.9.2.2. "X" BUTTON

Resets the choice of trade to the original position. The type of trade has no significance here.

14.2.9.3. MASTER CRAFTSMAN'S CERTIFICATE

14.2.9.3.1. MASTER CRAFTSMAN'S CERTIFICATE SELECTION LIST

Master craftsman's certificate: Show only men possessing this master craftsman's certificate. It does not matter whether they are currently working in this trade or not.

14.2.9.3.2. X-BUTTON

Resets the choice of master craftsman's certificate to the original position. The type of master craftsman's certificate has no significance here.

14.2.9.4. DEFECTS

14.2.9.4.1. SINGLE

Green: Show only unmarried Vikings

Red: Filter deactivated

14.2.9.4.2. UNEMPLOYED

Green: Show only Vikings without a trade or a workplace

Red: Filter deactivated

14.2.9.4.3. HOMELESS

Green: Show only Vikings who do not live in a dwelling

Red: Filter deactivated

14.2.9.4.4. HUNGRY

Green: Show only Vikings who are hungry

Red: Filter deactivated

14.2.9.4.5. CHILDLESS

Green: Show only women who have no children

Red: Filter deactivated

14.2.9.4.6. BONUS POINTS AVAILABLE

Green: Show only Vikings who can be awarded bonus points

Red: Filter deactivated



NOTE:

A character is selected automatically if you click on him or her with the left mouse button. The list of characters is closed and the view is shown in such a way that this character appears in the middle of the screen.

OPERATING THE GAME



14.2.10. TECHNOLOGY CHART (F8)

The technology chart shows you which trades your Vikings practise already and which buildings can be built.

All the trades and buildings that can be obtained in the current mission are shown. Trades/buildings that are already available are lit, while those that have not yet been activated remain dark and are given in brackets. This technology chart also shows you the different trades that your Vikings should learn if they are to be able to practise a particular advanced trade.

By way of example:

Before the first Viking can start working as an armorer, master craftsman's certificates must be obtained for the trades of clay gathering, iron mining and iron smelting. The first master iron smelter then makes the armorer's trade available (and the trades of tool-making and sword-making).



NOTE:

If you click on a trade or a building in the technology chart with the left mouse button, a help window appears giving important information about the different trades and workplaces.



14.2.11. OVERVIEW MAP (F10)

This turns the small overview map at the bottom left on and off. This overview map offers other functions besides showing the entire landscape.

14.2.11.1. REVEAL LANDSCAPE

At the beginning of a mission, you can only see a small portion of the map. The rest is hidden under a dark veil. When your Vikings walk to the edge of this black area, it gradually recedes. Once an area has been revealed, it remains visible for the rest of the game.

14.2.11.2. SELECT THE CURRENT VIEW

The view that is currently visible is represented by a white outline on the overview map.

Please do not be surprised if this outline seems somewhat distorted. This is because the overview map is adapted to the size of the window, which can alter the proportions of the map.

You can make the view jump to a particular position on the map just by clicking with the left mouse button. If you hold down the left mouse button and move the mouse over the overview map, this scrolls the entire view.



14.2.11.3. PEOPLE ON/OFF

If this button is activated (green), you will see your own Vikings and members of other tribes as small points in the corresponding tribal colour on the overview map. In a single player game, your own people are always blue.

If you deactivate the button (red), no people are shown on the overview map.



14.2.11.4. SOLDIERS ON/OFF

Green: Only soldiers are shown – no civilians.
Red: No soldiers are shown.



14.2.11.5. ANIMALS ON/OFF

Green: All the larger animals are visible as white spots. This is a very useful function if you are trying to decide where to appoint a huntsman.

Red: animals are shown.



14.2.11.6. BUILDINGS ON/OFF

Green: Buildings are represented by larger spots in the relevant tribal colour.

Red: No buildings are shown.



14.2.11.7. ROADS ON/OFF

Green: All roads are shown.

Red: No roads are shown.



14.2.11.8. SIGNPOSTS ON/OFF

Green: Shows the network of signposts.

Red: No signposts are shown.

14.2.11.9. OTHER INDICATORS ON THE MAP

14.2.11.9.1. WHITE FLASHING CIRCLE

Shows the object currently selected (character or building).

14.2.11.9.2. WHITE PULSATING CIRCLE

Briefly shows the destination when you have sent a character somewhere.

14.2.11.9.3. RED PULSATING CIRCLE

Shows the location where a battle is taking place.

CHAPTER 14

14.3. MESSAGES

If one of your Vikings has a problem, wants to tell you something or wants to ask you for help, or if something important has happened, you will get a message.

Messages appear as small flags at the top left of the screen. You can also recognise if a character has something to tell you if he has an exclamation mark over his head. If the exclamation mark appears, there is a message from this character.

To read a message, simply move the mouse over the relevant flag. The message will appear as a ToolTip (see above: ToolTips).

If you click on the flag with the left mouse button, the view centres on the person or building that the message has come from, the person or building is selected and the relevant information window opens.

In urgent cases, if for example a Viking needs you to make a decision, a dialog box also appears where you can give your decision.

If you click on the flag or the dialog box with the right mouse button, the item that you clicked will close. But be careful! If a Viking has asked you a question, for example, if a woman wants to marry another Viking, closing the message means "No".

You can also filter the incoming messages. There are three buttons for this, which also appear at the top left of the screen. To the left of each button you will see a small gold circle. If the button has been activated, a small green tick appears on this circle.

14.3.1.1. PEOPLE

Displays all messages concerning the inhabitants of your village and their wishes.

14.3.1.2. WORK

Displays all messages concerning the workers in your village.

14.3.1.3. BUILDINGS

Displays all messages concerning buildings and their condition.

14.4. CONTROLLING THE VIKINGS

14.4.1. GENERAL

If you want to give your Vikings instructions, you do this by selecting a character and giving him or her your order, regardless of whether you want the Viking to practise a new trade, get married, move into a dwelling, go to school, change workplaces or anything else.

Everything is done directly via the character. But remember that your Vikings have minds of their own, as mentioned previously. If you give someone an order, it can take him a while to get round to carrying it out. The people will generally finish what they are doing before they comply with your request. And trying to say something to a Viking who is asleep doesn't make a lot of sense...

14.4.1.1. INDIRECT CONTROL OF THE CIVILIAN POPULATION

With the exception of scouts and soldiers, Vikings are always controlled indirectly. This means that you can only give very general orders. For example, you can tell a Viking to work in a specific workplace as a woodcutter, but you cannot tell him when to fell which tree. He will choose his trees himself...

Whenever a Viking is faced with a decision, he works mainly on the principle of short distances. If he wants to fell a tree, he will choose the closest one. If he gets hungry, he looks for the nearest food source to his current position. If he needs an item, he gets it from wherever is closest to him.

The Viking's decision is made the moment he sets off. Once he is on his way, he will not wonder whether the situation might have changed in the meantime so that he would be better off going somewhere else. He will also not realise if someone else makes off with the object he wants before he arrives.

By way of example:

Thorwald is hungry and notices a berry bush in the distance, covered with juicy berries. There is actually a bakery halfway to the bush, but there is no bread ready at the moment. There is nothing to eat anywhere else, so Thorwald sets off.

While Thorwald is on his way to the bush, the baker finishes baking a few loaves and puts them in his shop window. But Thorwald, who is hurrying towards the berry bush, does not notice and ignores the bakery.

OPERATING THE GAME

When he finally reaches the bush, he realises that someone has swiped all the berries from under his nose. The bush is bare!

So Thorwald looks round again to see what there is to eat near to his current position. In the meantime, of course, some bread has appeared in the bakery, which is on his way home. But Thorwald also notices a fisherman who has just caught some fresh fish. He is actually further away from Thorwald's home and workplace, but closer to his current position. And because Thorwald is getting hungrier by the minute, the decision is an easy one – he goes to the fisherman without further ado.

You will realise from this that the Vikings' pigheadedness is not always an advantage, because in the end, Thorwald had to walk further to get back to his dwelling than he would have done if he had gone to the baker for his freshly made bread in the first place.

Oh well, that's just the way our Vikings are... stubborn and pigheaded, and yet strangely endearing J



REMEMBER:

A Viking always decides for himself what he is going to do, and always makes the decision that involves the shortest distance.

14.4.1.2. EXCEPTION: GO TO

There is one exception to the rule. If you want to send someone somewhere, you can. When he has arrived, he will once again decide what to do by himself.

This command is a good idea if one of your Vikings has got lost or cannot find something. You can then help him by sending him in the right direction.

14.4.1.3. INTELLIGENT TOOLTIP

When you move the mouse arrow over one of your Vikings, his outline flashes brightly. Everything else that is connected with the character flashes too: dwelling, spouse, workplace and children. This enables you to see at a glance what belongs to this character, where he lives and works and where he needs to go. His name also appears below the mouse arrow, as does his current trade and his training status (provided that he has already learnt a trade). The same happens when you move the mouse arrow over a building. Then all the characters living or working in this building flash.

14.4.2. SELECTING A CHARACTER

To select a character, just click on him or her with the left mouse button. The character starts flashing slightly, and a heart appears over his or her head in the tribal colour.

14.4.3. SELECTING SEVERAL CHARACTERS AT ONCE

You can select several characters at once by clicking on an empty space on the map with the left mouse button, holding the left mouse button down and then moving the mouse arrow to form a frame round the characters to be selected.

14.4.4. DESELECTING A CHARACTER

To deselect a character, click on any empty space in the landscape or close the character window using the "x" button (see below: The Character Window).

14.4.4.1. LIFE FORCE

The more of the heart above a selected character's head is filled in, the more life force he has. If your villagers' life force reaches zero, they die.



NOTE:

A Viking's life force slowly recovers by itself once the unfavourable circumstances responsible for its decline have been eliminated (hunger or attackers). You should then allow the Viking to rest a little.

14.4.4.2. CHARACTER WINDOW

The character window has also opened automatically at the bottom right of the screen.

14.4.5. THE CHARACTER WINDOW

The character window contains all the information about the selected Viking. We will now describe the window for a male Viking, because it contains more information than a woman's or a child's window, although all the functions described below also feature in the other character windows.

CHAPTER 14

14.4.5.1. CLOSING THE CHARACTER WINDOW

You close the character window by clicking on the button containing an "x" at the top right with the left mouse button.

14.4.5.2. MINIMISING THE CHARACTER WINDOW



Clicking on the Minimise button (the one with the two small window frames on it) minimises the character window. You then see only the mini-view, which gives the name, trade and the four needs: food, sleep, conversation and religion.

If you click on the Minimise button again with the left mouse button, this restores the character window to its original size.

14.4.5.3. MINI-VIEW

At the top left of the mini-view, you can see the minimised character performing his current task. If you want to jump to the character, you can click on the mini-view with the left mouse button.



NOTE:

Clicking on the mini-view with the right mouse button opens the character's function bar (see below: Function Bar).

14.4.5.4. NAME AND LIFE FORCE

To the right of the mini-view, you can see the character's name next to a coloured heart representing his life force.



NOTE:

Your Vikings are given a name as soon as they are born. However, you can choose a name for each character if you wish (see below: Rename Character). This is a particularly good idea if you want to be able to identify a specific Viking easily.

14.4.5.5. TRADE AND EDUCATIONAL PROGRESS

Below the life force, you will see the Viking's current trade and his educational progress. If he is a master in his field, a small crown appears in front of his job title and the educational progress bar is filled in completely in green.

14.4.5.6. PERSONAL STATUS AND BONUS OBJECTS

The area below that shows the Viking's personal status in symbol form: whether he has a workplace, whether he is married, whether he lives in a dwelling and which bonus objects he has (see above: Bonus Objects).

Everything that he could have, but does not, appears in dark grey. Everything that he does have is lit up. Bonus

objects that wear out over time are shown above a small bar that indicates the extent to which it is worn out. The more worn out it is, the further into the red area the bar goes.



REMEMBER:

You can assess a Viking's personal status here at a glance. The more symbols are lit, the better things are for the Viking.

14.4.5.7. CURRENT INFORMATION

Messages constantly appear below the mini-view, describing the Viking's intentions and activities. This enables you almost to follow the Viking's thoughts. You can also tell how often he has worked and eaten recently (within the last hour).

Just sit and watch your Vikings for a while. You will then learn a lot about the way somebody works, the needs that he has, the journeys that he constantly has to make, etc. If you know how to recognise unfavourable circumstances or defects, you will then be able to intervene more effectively with a view to improving the situation.

14.4.5.8. MASTER CRAFTSMAN'S CERTIFICATES

In the box that opens below this, you will see a list of all the master craftsman's certificates that the Viking has acquired so far. If there are so many certificates that they will not fit into the box, two arrows will appear to enable you to scroll up and down.

14.4.5.9. NEEDS AND CHARACTERISTIC VALUES

This enables you to view the status of the four needs, the bonus objects that the Viking possesses that reduce each need and how well-developed his corresponding characteristic values are (see above: Characteristic Values).

14.4.5.9.1. LEVEL OF NEEDS

The current level of needs is represented by a coloured bar on the left. If the bar reaches the red area, the Viking feels the relevant need and will try to satisfy it as quickly as possible.

OPERATING THE GAME



NOTE:

If the character does not need any conversation or religion for his current trade, these lines appear in grey. The current values are "frozen".

14.4.5.9.2. BONUS OBJECTS

Next to this are the icons for the bonus objects that affect each need. If the player has an object, it is lit up. If not, it is coloured dark grey.

14.4.5.9.3. CHARACTERISTIC VALUES

The ten round spots to the right of this symbolise the development of the corresponding characteristic value. The more gold spots there are, the better developed the characteristic value is. Ideally, all ten spots for all four characteristic values should be coloured gold.

14.4.5.9.4. AWARD BONUS POINT

You can activate the button containing the "+" if there are bonus points available for your Viking (indicated under "Religion") and you want to increase the corresponding characteristic value by one point.

14.4.5.10. FUNCTION BAR

At the bottom of the window you will see another function bar with several buttons on it. Only those buttons that are actually available are shown.

14.4.5.10.1. JUMP TO CHARACTER

The view jumps to the character, so that he or she appears in the centre of the screen. This has the same effect as clicking in the mini-view with the left mouse button.



14.4.5.10.2. RENAME CHARACTER

This enables you to choose your own name for the character. Click on the button with the left mouse button. An input cursor appears at the top, after the name. You can now enter the name and confirm it by pressing RETURN.

14.4.5.10.3. JUMP TO WORKPLACE

The view jumps to the man's workplace. This is selected automatically.



14.4.5.10.4. JUMP TO DWELLING

The view jumps to the character's dwelling. This is selected automatically.



14.4.5.10.5. JUMP TO SPOUSE

The view jumps to the character's spouse. This is selected automatically.



14.4.5.10.6. OBSERVE CHARACTER

If you activate this function, the character is always in the centre of the screen. If the character moves, the entire view moves with him.

The observation function can be turned off by pressing the button again or by deselecting the character.

14.4.6. GIVING A CHARACTER A COMMAND

There are two ways of giving a character an instruction. You can either click directly on the character with the right mouse button, or you can click on the mini-view in the character window with the right mouse button.

An action menu then appears in which several buttons form a circle round the character.

14.4.7. THE ACTION MENU

In the action menu (and the character menu too), the only buttons that appear are the ones that are currently available for the selected character. We will now describe the normal character menu for a working Viking, followed by the other possibilities that exist.

You can normally cancel an order by clicking the right mouse button.

14.4.7.1. GO TO

This sends the character to a specific point in the vicinity. If you activate this button with the left mouse button, the places that the character can reach light up.

Click on the desired spot on the map with the left mouse button and the character will walk to this position. Once he has arrived, he will make up his own mind what to do next.

You can also tell a selected character to go to any point on the map (provided that it has already been revealed) simply by clicking on it with the right mouse button.

CHAPTER 14



14.4.7.2. ASSIGN WORKPLACE

This assigns your worker to a new workplace. If you activate this button, the suitable buildings light up. Click on one of these

buildings with the left mouse button to let the Viking know your decision.



NOTE:

You can use this function to send a Viking to school for training or into a barracks for recruitment.



14.4.7.3. TAKE AWAY WORKPLACE

Use this to take a Viking's workplace away from him again.



14.4.7.4. SET CENTRE OF WORKING AREA

This enables you to set the centre of the character's working area (see above: Working Areas). The suitable locations light up. Click on the desired spot with the left mouse button to allocate it as the centre.



14.4.7.5. INDICATE WORKING AREA

This enables you to view the character's current working area. This appears lit up, with the centre of the working area indicated as a flashing arrow.

Click the left or right mouse button to close this view.



14.4.7.6. CHANGE TRADE

This enables you to assign a new trade to a Viking. A list appears showing all the trades that you can select for him. His current trade appears in gold letters. If he already has a master craftsman's certificate in a trade, there is a small crown next to it. If a particular trade is not included here, this means that the Viking does not possess the experience or training required for this trade.

You can also tell here which trades are based on which. So for example, the spearmaker's trade is based on the trade of master wooden toolmaker, which in turn leads on from the trade of master woodcutter. The more advanced trades are always inserted one or two positions below the trade on which they are based.

Click on the desired trade with the left mouse button. The Viking now knows which trade he is to pursue.

For most trades, you can now assign the new workplace automatically (see above: Assign Workplace)



14.4.7.7. ASSIGN A DWELLING

This enables you to assign an empty dwelling to a Viking. A Viking's entire family always moves in with him.

Dwelling places with empty dwellings light up. Click on the building of your choice with the left mouse button to allocate the dwelling.



NOTE:

Ensure that the dwelling is not too far away from the man's workplace. Otherwise he will always have to cover very long distances, which will have an adverse effect on his productivity.



14.4.7.8. TAKE AWAY THE DWELLING

Do you need an empty dwelling or want to turn a Viking and his family out on to the streets? You can take care of this here. Click on this button with the left mouse button to throw out the Viking and his entire family.

NOTE:

If the man has changed his workplace, it can be a very good idea to move him and his family closer to his new workplace. However, if all the dwellings there are occupied, you can use this command to make a dwelling available.

14.4.7.9. LOOK FOR SPOUSE

This button enables you to tell a Viking to look for a partner. If there is someone nearby who is not married yet and to whom our Viking takes a fancy, he (or she) sets off and does his best to make the object of his desire notice him.



If the two people get on well, a small fanfare sounds soon afterwards to herald the young couple's marriage. Incidentally, a Viking marriage lasts until one of the partners dies.

OPERATING THE GAME

14.4.8. ACTION MENU FOR A WOMAN (EXTRA)

The following options are available only if the woman is married and living in a dwelling with her husband.



14.4.8.1. GIVE BIRTH TO A BOY

This enables you to tell a Viking woman that you want her to have a dear little Viking boy who will soon be able to help to develop the

village. Normally, the chosen woman will be delighted about the prospect of the pattering of tiny feet. However, before the new villager can see the light of day, there must be enough food available in the house for the new arrival. If there are not at least five units of food in storage at home, the woman searches for food until the required amount is available. Then she waits until her husband comes home.

And then... you can just wait and see. Why should we give everything away here?



14.4.8.2. GIVE BIRTH TO A GIRL

As above, except that you want a sweet little Viking girl.

14.4.9. ACTION MENU FOR A CONTRACTOR (EXTRA)



14.4.9.1. CONSTRUCT A BUILDING

Click on this button with the left mouse button to give a contractor a specific order to build.

As when you are assigning a new trade (see above: Change Trade), a list appears showing all the buildings that can currently be built.

Click on the desired building in the list with the left mouse button.

The places on the map where the building can be constructed now light up, while the unsuitable spots appear darker. If you move the mouse, a picture of the selected building follows your mouse arrow. If it lights up, this means that you can erect the building here.

Once you have found a suitable spot, click the left mouse button to issue the order to build.

14.4.9.1.1. BUILD A ROAD

You can also use this command to issue an order for a road to be built. To do this, click on the corresponding line in the menu with the left mouse button. You can now set the starting point and then the finishing point for the road

within the lit area, by clicking on the desired positions with the left mouse button. Blue marker stones now appear on the ground, following the path of the road that is to be built. Please note, however, that the number of markers is limited for technical reasons. If you have put too many markers down, you will have to wait until part of the road has been built before you can give a new order to build.

14.4.9.1.2. DIG FOR WATER

This works in the same way as building a road.

It is necessary to dig for water if you want to build a well but there are no suitable locations nearby where the ground is damp. Your contractors can then dig for water and prepare the ground for a well.



14.4.10. ACTION MENU FOR A SCOUT (EXTRA)

As mentioned previously, you can control scouts (and soldiers) much more directly than civilians. This means that you have a greater responsibility towards a scout, since he also acts a lot less independently.

14.4.10.1. GO TO

Scouts are trained to venture into uncharted territory and explore it. This means that they can be sent over much greater distances than a normal civilian.

When you have selected a scout, as well as using the "Go to" button, you can also tell him to go to any point on the map simply by clicking on this point with the right mouse button. It does not matter whether the selected location has been revealed yet or not.

You can also click on a point on the overview map with the right mouse button. If the scout can reach this location, he will set off.

However, if you have sent him into the middle of a lake for example, he does not even bother to set off, as he would never be able to reach his destination...

But take care! Remember that you must tell the scout when and where to eat, rather than inadvertently letting him starve to death while he is away!

CHAPTER 14



14.4.10.2. SLEEP

Tell the scout to go to sleep. He will then find a suitable spot and lie down for a nap.



14.4.10.3. EAT

This enables you to tell the scout to eat. When you have activated this button with the left mouse button, you must then click on a place on the map to tell him what he can find to eat where. The scout will then make his way to this spot and look for something to eat.



14.4.10.4. STOP

This tells the scout to stand still.



14.4.10.5. BUILD A SIGNPOST

This orders him to build a signpost. All the suitable sites light up. Click on the desired position and the scout will put a signpost there.

Make sure that the signpost is automatically linked to the signposts next to it (recognisable by signs pointing in the appropriate direction), as only then will it help to the Vikings to find their bearings. If the signposts are not linked, you should tell the scout to build another signpost between the two.



14.4.10.6. CLEAR THE FOREST

Are there some trees in your way? No problem! Just activate the button to tell the scout where to clear the trees and he will do it for you.

14.4.11. ACTION MENU FOR A MERCHANT (EXTRA)



14.4.11.1. ASSIGN TRADING POST

You can and should assign each Merchant to two trading posts, between which he transports goods in both directions. You can select any storage building as a trading post. Just ensure that the Merchant can find his way between the two trading posts. You will have to get a scout to mark the route with signposts if this has not been done already.



14.4.11.1.1. TRADE WITH A FRIENDLY TRIBE

If you want to exchange goods with a friendly tribe, you will have to allocate one of the friendly tribe's storage buildings as the second trading post.

As soon as you have done this, by clicking on the storage building with the left mouse button, you will be able to select the items to trade.

14.4.11.1.2. SELECT ITEMS TO TRADE

This enables you to select the goods that your Merchant is to exchange from the range available from your trading partner. The left-hand column indicates the products that the friendly tribe is offering you, and the right-hand column shows what they would like in return. The Merchant therefore has to deliver this to the other tribe.

Click on the line containing the products you wish to trade, using the left mouse button. Your Merchant will then attempt to trade these products.

NOTE:



A Merchant can only conclude a trade agreement with a friendly tribe if the goods that he is to take to the trading partner are available in his home warehouse. You must ensure that this is the case, using carriers or other Merchants.



14.4.11.2. DELETE TRADING POST

If you want to assign the Merchant to a different trading post, you must first delete one of the trading posts to which he is currently assigned. You can do this by clicking on the corresponding button with the left mouse button.



14.4.11.3. MODIFY TRADE AGREEMENT

If the Merchant is trading goods with another friendly tribe, you can use this button to modify the existing trade agreement and select a new set of items to be exchanged. The window then appears showing the goods on offer from the friendly tribe. All you need to do is to click on the items you want to trade with the left mouse button.



14.5. CONTROLLING SOLDIERS

Like scouts, soldiers are controlled directly (see above: Action Menu for a Scout). Soldiers too must always be told when and where to eat or sleep.

OPERATING THE GAME

14.5.1. SELECTING SEVERAL SOLDIERS

You can select several soldiers by forming a frame round them (see above: Selecting Several Characters at Once).

Another way of doing this is to double-click on a soldier with the left mouse button to select all soldiers of the same type. So, for example, by double-clicking on a SpearsmanI, you select all your class I Spearsmen.

14.5.1.1. FORMING GROUPS

If you have selected several soldiers, you can press a number between 0 and 9 while pressing the CTRL key to make them into a group with the corresponding number.

14.5.1.2. SELECTING A GROUP

You can select a group such as this again later in the game by pressing the relevant number – an extremely useful function in battle!

14.5.2. ACTION MENU FOR A SOLDIER

For an individual soldier, open the action menu as usual. However, if you have selected several soldiers, do this by pressing the SPACEBAR. The action menu that now appears by the mouse arrow applies to all the soldiers that you have selected.

14.5.2.1. GO TO

This instructs the soldier to go to a specific position. You can also send him to a particular location by clicking on the overview map with the right mouse button.



NOTE:

If you click on an enemy or an enemy building with the right mouse button, the selected soldiers will attack the enemy or building.

14.5.2.2. SLEEP

This commands the soldier to sleep.

14.5.2.3. EAT

Use this to tell the soldier when and where to eat.

14.5.2.4. STOP

The soldier remains where he is.



14.5.2.5. ASSIGN WORKPLACE

This enables you either to send a soldier into a barracks or to position an archer in a defensible building (defence tower, storage building or main warehouse). He will then defend this building in the event of an attack.

Instead of using the button, you can also send a soldier that you have selected into a building directly, by clicking on the relevant building with the right mouse button.



14.5.3. ATTACK

Your soldiers can only attack someone towards whom your attitude is hostile (see above: Diplomacy).

To attack an enemy or an enemy building, select the soldiers that you want to carry out the attack and then click on the enemy or the building with the right mouse button.

If your soldiers are attacking an enemy, they will pursue him if necessary and fight until either he is out of range or the battle comes to a decisive conclusion.

14.6. INFORMATION ABOUT BUILDINGS

14.6.1. INTELLIGENT TOOLTIP

If you move the mouse arrow over a building, its outline flashes. All the Vikings who live or work in the building are also highlighted.

The building's name also appears below the mouse arrow, as well as the contents of its storeroom for incoming goods ("<") and outgoing goods (">"), if applicable.

14.6.2. SELECTING A BUILDING

Click on a building with the left mouse button to select it and open the building window. This is where you will find all the important information about the individual buildings: storerooms, occupants, workers, visitors, etc.

Because there are different types of buildings, the corresponding windows also offer slightly different functions, although the general operating elements apply to all the building windows.

14.6.3. GENERAL OPERATING ELEMENTS

14.6.3.1. CLOSING THE BUILDING WINDOW

You close the building window by clicking on the button containing an "x" at the top right with the left mouse button.

CHAPTER 14

14.6.3.2. MINI-VIEW

This is where you can see a minimised view of the building. Click on the mini-view with the left mouse button to jump to the building.

14.6.3.3. NAME

This is the name of the building.

14.6.3.4. CONDITION

A building's condition is indicated on a bar below its name. If the bar is not completely filled in, the building is either not yet completed (in which case you can see the level of completion below as a percentage, as well as the raw materials still required to complete the building) or it is damaged. If this is the case, you should make your contractors repair it.

14.6.3.5. PEOPLE

If there are people living or working in a building or simply paying a visit, you can see them in the small box at the bottom of the window.



NOTE:

You can select one of these characters by clicking on him or her with the left mouse button. If you click on the character with the right mouse button, this selects him or her and opens the character's action menu at the same time.

14.6.3.6. FUNCTION BAR

At the bottom of the window, you will see a function bar containing several buttons. Only those buttons that are actually available are shown.

14.6.3.6.1. JUMP TO BUILDING

The view jumps to the building, so that it appears in the centre of the screen. This has the same effect as clicking in the mini-view with the left mouse button.

14.6.3.6.2. ONLINE HELP

If you have a question about a building or the workers in it, you can click the left mouse button to view the help text.



14.6.3.6.3. DEMOLISH BUILDING

This makes the building collapse! Even if there are people in the building, nobody will be hurt in one of these demolition operations.

14.6.4. DWELLING PLACES (EXTRA)

The following special features can be seen in the building window for a dwelling place:

14.6.4.1. FOOD

Indicates how much food is being stored in the building and how much storage capacity there is. For example, "8/10" means that 8 units of food are being stored, but that the larder can hold 10 units of food altogether.

If a woman lives in the house who can cook using crockery, thereby doubling the food rations, the larder can sometimes even be overfilled (for example "12/10"). But that doesn't matter.

All the Vikings living in a dwelling place benefit from the food supply.

14.6.4.2. EQUIPMENT

The small box on the right shows the equipment that the house has at present (crockery, furniture and oil) and how worn out these bonus objects are.

14.6.4.3. FAMILY TIES

The people indicated in the box at the bottom of the window are sorted into families in the dwelling place – all the people belonging to family one appear first, then family two and family three (if the house contains more than one family). The husband is always first, then the wife and, lastly, the children if they have any.

If you move the mouse arrow over the characters, a ToolTip appears, showing who belongs to which family and who is married (recognisable by the two rings).

14.6.5. WORKPLACES (EXTRA)

14.6.5.1. STOREROOM FOR INCOMING GOODS

In the window for a workplace, you will find information about the building's storeroom for incoming goods (recognisable from the arrow pointing to the left) below the condition bar.

This contains a list of all the raw materials that a worker needs to manufacture his goods. The figures indicate the quantities of the raw materials in the building and how much free space there is in the storeroom for incoming goods.

For example, "Wood 2/10" means that there are currently two pieces of wood in this storeroom, where a maximum of 10 pieces can be stored.



NOTE:

If a storeroom for incoming goods is empty, the worker or a carrier working here must obtain the raw material that is required before production can start.

OPERATING THE GAME

14.6.5.2. STOREROOM FOR OUTGOING GOODS

Below the storeroom for incoming goods, you will see the values for the storeroom for outgoing goods. This includes all the products manufactured here.



NOTE:

If the storeroom for outgoing goods is full, the worker or a carrier working here must take some products away to the nearest storage building before production can continue.

14.6.5.3. SET PRODUCTION QUANTITY

To enable you to control the production of goods more effectively, it is possible to specify how many products are to be made in each workplace. Once the required amount has been produced, the worker contacts you and lets you know that he has finished his work. You can then decide whether he should keep producing goods or whether you want to give him a new task.

The values can be set to between 0 and 9 or to infinite (the horizontal 8).



NOTE:

This technique makes it easy to make one worker carry out a whole range of jobs. So for example, the Viking can first fell a specific amount of wood as a woodcutter, then make some of it into wooden tools as a wooden toolmaker and when he has finished that, he can make the rest of the wood into furniture, working as a joiner. Then he goes and fells more wood etc.

14.6.6. STORAGE BUILDINGS (EXTRA)

14.6.6.1. CAPACITY

The warehouse's capacity appears below its name and condition bar. The value indicates how many of each item will fit into the warehouse.

14.6.6.2. ITEMS REQUIRED

Directly below that, you can see which products are currently required urgently in the vicinity of the warehouse. The more exclamation marks there are below the product, the more urgently your Vikings should ensure that this product is obtained.

14.6.6.3. LIST OF PRODUCTS

This is a list of all the products, stating how often each product is available in this warehouse.

If there is a small red marker next to the product icon, this means that a minimum stock value has been specified for this product.

If there is a small green marker, this means that a required amount has been specified for this product.

14.6.6.4. SET THE MINIMUM STOCK

You can set a minimum stock value and a required amount for each product (see above: Storage Buildings), using the two fields containing the "-" and "+" buttons below the list of products.

To specify the minimum stock, click on the product for which you want to specify a value with the left mouse button. You will see the current minimum stock value (usually 0) next to the red marker.

You can now increase the minimum stock using "+" and reduce it using "-".

14.6.6.5. SET THE REQUIRED AMOUNT

You specify the required amount in the field containing the green marker. The process is identical for the one used to specify the minimum stock.



14.6.6.6. CHANGE DEFENCE MODE

This button is only available for warehouses and main warehouses.

If you activate this button, the alarm bells ring and all the civilians in the vicinity run into the warehouse to seek cover and defend it against enemies.

Sound the bells again to turn defence mode off again. The Vikings then go back to their normal tasks.

14.6.6.7. SPECIFY ITEMS TO TRADE

This function is only available in multiplayer mode.

This function enables you to specify items for up to six different trades with friendly fellow players from each of your storage buildings.

14.6.6.7.1. WHAT YOU WANT TO SUPPLY

Specify what you are prepared to supply in the left-hand column. To do this, first click on one of the squares to highlight it. The list of products on the right indicates which products are in the warehouse and in what quantities. Click on the product that you want to give away with the left mouse button. It will now appear in the square that you highlighted.

CHAPTER 14

14.6.6.8. WHAT YOU WANT IN RETURN

Now do the same in the right-hand column for the product you would like to receive. First highlight the square to the right of the item you have just specified and then select the product that you want to receive from your friends. The trading offer is now more or less complete.

However, it may be, for example, that you want several bows in return for one piece of gold or that you are prepared to supply five pieces of wood for one sword.

14.6.6.8.1. THE EXCHANGE RATIO

You set this exchange ratio using the two arrow buttons between the two products to be exchanged. You can specify an exchange ratio from 8:1 to 1:8. 8:1 means, for example, that you are prepared to give 8 of an item in return for 1 of another.

14.6.6.8.2. DELETING A TRADING OFFER

To do this, click on the "x" button by the items to be traded with the left mouse button. This deletes the trading offer.

14.6.7. SCHOOL

You can make up to three Vikings at a time learn a new trade in the school (see above: School).

14.6.7.1. SENDING SOMEONE TO SCHOOL

To send a Viking to school, you need to allocate the school as his workplace. He will then walk to the school and let you know when he arrives.

But be warned: if he gets hungry or tired, he will leave the school briefly to satisfy his need.

14.6.7.2. SELECT CHARACTER AND TRADE

Once he has arrived, select the school. On the left you will see up to three trainees, and on the right you will see a list of the trades that can be learnt.

Click on the Viking that you want to train with the left mouse button. The trades in which he already holds a master craftsman's certificate now appear on the right, in gold letters. He does not need to learn these again. Now click on the trade that you want the Viking to learn from the list of trades. A progress bar now appears below him. Once this is 100% filled, his training course is complete and the Viking lets you know.

14.6.8. BARRACKS (EXTRA)

14.6.8.1. GENERAL ADVICE

14.6.8.1.1. STORING ITEMS OF EQUIPMENT

To turn a civilian into a soldier in a barracks, you first need to have brought the necessary items of equipment into the barracks. To do this, you need to assign at least one carrier to the barracks to obtain the items required.

14.6.8.1.2. SENDING A CIVILIAN TO THE BARRACKS

Allocate the barracks as his new workplace (see above: Allocate Workplace).

If you want to recruit a carrier, you must first give him a different trade. Otherwise he will work in the barracks as a carrier, rather than becoming a soldier.

You also need to allocate a different trade to scouts. Scouts do not have a workplace so you cannot assign them one.

14.6.8.1.3. SENDING A SOLDIER TO THE BARRACKS

To send a soldier back to the barracks, you can allocate the barracks as his workplace, as with a civilian. Or just select the soldier and click on the barracks with the right mouse button.

14.6.8.2. WAREHOUSE

This displays a list of all the items of equipment and shows how often they are all available in the barracks: bows and tunics for archers, spears and leather armour for Spearsmen and swords and iron armour for swordsmen. You need gold to promote a soldier and beer to give to him as provisions for his journey.

14.6.8.3. LIST OF SOLDIERS AND RECRUITS

The recruits or soldiers currently selected are shown at the left below the mini-view. You can use the two arrows to move to the next or previous character in the list. Carriers working in the barracks do not appear in this list, as they are not working as soldiers or recruits.

14.6.8.4. CHARACTER INFORMATION

The name, life force and trade are shown below each character.

If the character is a soldier, his fighting values are displayed here too.

OPERATING THE GAME

14.6.8.4.1. ATTACK STRENGTH

The higher the value, the more damage the soldier inflicts when he attacks.

14.6.8.4.2. DEFENCE SKILLS

The higher the value, the more effectively attacks are blocked.

14.6.8.4.3. ATTACK RADIUS

This indicates the soldier's attacking range. The higher the value, the further the soldier can be from his target to attack it.

14.6.8.4.4. OBSERVATION RADIUS

This is the distance from which the soldier can spot and pursue enemies.

14.6.8.4.5. BEER

If the soldier has a supply of beer, this indicates how much he has left in his canteen.

14.6.8.5. THE LIST OF COMMANDS

The character currently displayed in the list of soldiers and recruits can be kitted out, promoted, turned back into a civilian or sent out of the barracks.

You can see the current options for this character in the list to the right of the character.

To issue a command, click on the relevant line with the left mouse button.

The cost of the selected project now appears below the list of commands. If no equipment is required for the project or the items are available in the barracks, a button appears containing a tick. Click on this with the left mouse button and the command will be carried out.



NOTE:

If a soldier becomes a civilian again, he leaves his equipment in the barracks so that it can be used again. However, the gold he had for his promotion and the beer he was carrying as provisions are lost.

14.6.8.6. SENDING SOMEONE OUT OF THE BARRACKS

You can send a recruit or soldier out of the barracks by selecting him in the list of soldiers and recruits and then selecting "Leave barracks" from the command menu. Confirm the command by clicking on the gold button containing a tick, which appears to the right of the cost, with the left mouse button.

Alternatively, you can also select him with the left mouse button from the list of characters below and then send him somewhere ("Go to") in the usual way via the action menu (right mouse button on the mini-view).

14.6.9. SIGNPOSTS

Click on a signpost with the left mouse button to select it.

14.6.9.1. MINI-VIEW

Shows the selected signpost. Click on the mini-view with the left mouse button to jump to the signpost.

14.6.9.2. NUMBER

You can see the number of a signpost to the left of the mini-view. Each signpost has a different number, making it easy to identify each one.

14.6.9.3. PRODUCTS IN THE VICINITY

To the left of the mini-view you will find a list of all the items that a Viking can find in the area surrounding this signpost. You can use this list to check which products are available in an area and whether there is a shortage of any products. If there is such a shortage, it may be worth building an extra warehouse and appointing Merchants to transport goods to it.

14.6.9.4. CONNECTED SIGNPOSTS

Below the mini-view you will see the signposts with which the currently selected signpost is connected. A maximum of six connections is possible.

If you want to make or modify a connection by hand, click either on an empty line or on the signpost that you want to replace in the left-hand column.

All the signposts in the surrounding area that can be connected with the selected signpost light up. Click on the desired signpost with the left mouse button and the connection will be made.

You can cancel this action with the right mouse button.

You can use the "x" button next to a signpost in the list to delete the connection with this signpost.

You can use the button on the far right (arrow pointing to a dot) to jump to the relevant signpost and select it.

14.6.9.5. SPHERE OF INFLUENCE

As usual, there is a function bar containing several buttons at the bottom of the window.

CHAPTER 15

The only new item here is the "sphere of influence" button. If you activate this, all the areas on the map that are already covered by your signpost network light up. Dark areas indicate that your Vikings will not be able to find their way from there. Once you ascertain that there are gaps in the network, it is a good idea for you to close these gaps by building more signposts.

You can exit this view with the right mouse button.

15. TIPS AND TRICKS

In this chapter, you will find some useful tips and tricks for Cultures. If you ever become completely stuck when you are playing the game, you may find some information here that will help you.

15.1. REVEALING THE LANDSCAPE

Right at the beginning of the game, use a scout to reveal the surrounding area. You will then know what sort of landscapes and raw materials are to be found so that you can plan your village more wisely.

15.2. SIGNPOSTS

Early on in the game, set up a network of paths (complete with signposts) to important spots, such as areas with a lot of raw materials, berry bushes etc. This makes it easier for your Vikings to search for items and find their way round.

15.3. FOOD SUPPLY

At the beginning of a mission, use a huntsman and/or fisherman to start up a food supply. These will normally produce sufficient food until you have set up a renewable food production system with farmers, millers and bakers.

15.4. BONUS OBJECTS

You should ensure early on in the game that your Vikings can work at least with wooden tools and that your women have crockery. Tools increase a worker's productivity, while crockery indirectly doubles the amount of food in houses where women live.

15.5. DWELLINGS AND WOMEN

Build houses for several families and ensure that there is always at least one woman living there. She will then take care of all the occupants of the house, whether she is married or not.

Houses for several families also take up less space than dwelling tents for the same number of people would, and fewer bonus objects are needed.

15.6. SHORT JOURNEYS

Always remember that the Vikings should only cover short distances. You should ensure especially that the distances between a Viking's dwelling, workplace and closest storage building are short.

15.7. CREATING SPACE

If there is not much space to build because there are a lot of trees in the area, tell a scout to clear the trees out of the way.

15.8. CARRIERS

If you need an item urgently and the producer of the item cannot keep up with the demand, give him some help by appointing one or more carriers to work in his workplace. In workplaces where carriers cannot be appointed, another Viking who practises the same trade can be called on for help instead.

15.9. STORAGE

If your village has grown, it is a good idea to build extra storage buildings and connect them using Merchants. This then means that manufacturers do not have as far to go if they need goods or if they want to empty the storeroom for outgoing goods in their workplace.

15.10. ROADS

Build roads along paths that are used a lot, especially between storage buildings and manufacturers, who supply each other. This is often worthwhile, because your Vikings can walk much faster along roads.

15.11. ONE WORKER FOR SEVERAL TRADES

It is often unnecessary to put someone in every workplace. It tends to be more effective to get one worker to produce several items one after the other.

To do this, build the different workplaces close together and the worker's dwelling somewhere in the middle.

Now set the required production quantity for the workplace in which the worker is currently working. He will let you know when he has finished. Now assign him to the next trade, set the production quantity again etc.

This works very well with related production chains, such as woodcutter, wooden toolmaker and joiner, huntsman and shoemaker or miller and baker.

TIPS AND TRICKS

15.12. ALLOCATING WORKING AREAS

You can often optimise work processes by skilfully setting the centre of the working area close the place where somebody is to work or collect goods. This is especially true for carriers working in a storage building, as you can then plan roughly which workplaces they will clear first.

15.13. REPAIR

If you are attacked and one of your buildings is damaged, assign one or more contractors to the building as their workplace. They will then attempt to repair it quickly.

15.14. TEMPLE

At the beginning of a mission, the main warehouse is the only place where the Vikings can pray. However, because workers in more advanced trades need to pray from time to time, it is a good idea to build a temple later on and appoint a druid to work there.

15.15. DEFENCE

If there are enemies nearby, you should build one or more defence towers between your village and the enemy and fill them with archers.

If a large band of enemies advances, sound the alarm bells as well. Then all the civilians will also run into the tower, which can increase its defence strength considerably.

15.16. PROMOTING SOLDIERS

Promote your soldiers by one or two ranks before sending them into battle. To do this, you will either need to produce gold or obtain it from trades with friends.

15.17. ATTACK TACTICS

You should attack with a troop of archers first, to inflict damage on your enemies early on. Only then should you send your Spearsmen or swordsmen into the fray.



CHAPTER 16

16. APPENDIX

16.1. KEYBOARD FUNCTIONS

16.1.1. GENERAL



Pause



Speed up game



Zoom in and out



Tilt angle of vision back



Tilt angle of vision forwards

Mouse wheel

Tilt angle of vision



Give order to build a house



Give order to build road



Close window
(does not apply to character window or
building window)



Online help



Main menu



Load game



Save game



Diplomacy window



Statistics



Character list



Technology chart



Quick save



Show overview of map



Displays the ToolTips for all beings
simultaneously

Arrow keys
Number pad

Scroll view

Scroll view



Quit game. Return to Windows

16.1.2. WHEN A CHARACTER IS SELECTED

SPACEBAR

Open character menu (provided
that at least one character is
selected)



Jump to selected object



Change profession



Allocate dwelling



Allocate workplace



Go to



Minimise character window

16.1.3. WHEN ONE OR MORE SOLDIERS ARE SELECTED



All soldiers currently selected are
identified as a group with the
corresponding number

KEYBOARD FUNCTIONS



All soldiers currently selected are added to the group with the corresponding number



Selects the group of soldiers with the corresponding number.

16.1.4. IN THE STATISTICS WINDOW



Previous section



Next section

16.1.5. IN A MULTIPLAYER GAME



Begin chat



CHAPTER 16

16.2. SOLDIERS' VALUES



16.2.1. ARCHER I

ATTACK STRENGTH: 15
DEFENCE SKILLS: 20
ATTACK RADIUS: 8
OBSERVATION RADIUS: 12



16.2.2. ARCHER II

ATTACK STRENGTH: 25
DEFENCE SKILLS: 20
ATTACK RADIUS: 12
OBSERVATION RADIUS: 12



16.2.3. ARCHER III

ATTACK STRENGTH: 35
DEFENCE SKILLS: 20
ATTACK RADIUS: 18
OBSERVATION RADIUS: 12



16.2.4. SPEARSMAN I

ATTACK STRENGTH: 20
DEFENCE SKILLS: 30
ATTACK RADIUS: 2
OBSERVATION RADIUS: 12



16.2.5. SPEARSMAN II

ATTACK STRENGTH: 25
DEFENCE SKILLS: 30
ATTACK RADIUS: 2
OBSERVATION RADIUS: 12



16.2.6. SPEARSMAN III

ATTACK STRENGTH: 30
DEFENCE SKILLS: 30
ATTACK RADIUS: 2
OBSERVATION RADIUS: 12



16.2.7. SWORDSMAN I

ATTACK STRENGTH: 50
DEFENCE SKILLS: 50
ATTACK RADIUS: 1
OBSERVATION RADIUS: 12



16.2.8. SWORDSMAN II

ATTACK STRENGTH: 60
DEFENCE SKILLS: 55
ATTACK RADIUS: 1
OBSERVATION RADIUS: 12



16.2.9. SWORDSMAN III

ATTACK STRENGTH: 70
DEFENCE SKILLS: 60
ATTACK RADIUS: 1
OBSERVATION RADIUS: 12



LIST OF BUILDINGS

16.3. LIST OF BUILDINGS AND OVERVIEW OF BUILDING COSTS



16.3.1. BAKERY

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	flour, water
ITEMS PRODUCED:	food
WORKERS:	1 baker
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

The baker bakes delicious bread in this building, using flour from the miller and water taken from a well.



16.3.2. FARM

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	-
ITEMS PRODUCED:	grain
WORKERS:	max. 3 farmers
REQUIREMENTS:	food, sleep
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more farmers can sow grain in the fertile soil (green, grass-coloured ground) round the farm.
Should be built close to fertile soil.



16.3.3. BOWMAKER'S WORKSHOP

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	wood, leather
ITEMS PRODUCED:	bows
WORKERS:	1 bowmaker
REQUIREMENTS:	food, sleep, conversation, religion
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

In the bowmaker's workshop, bows are carved and strung with leather sinew.



CHAPTER 16



16.3.4. BREWERY

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	water, grain
ITEMS PRODUCED:	beer
WORKERS:	1 brewer
REQUIREMENTS:	food, sleep, conversation, religion
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

The brewery is where full-bodied beer is brewed.



16.3.5. WELL

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	-
ITEMS PRODUCED:	water
WORKERS:	-
CARRIERS:	-
SPECIAL FEATURES:	produces water by itself. No workers required.

A well can only be built in locations where there is access to water. If there are no natural springs available, a workman can dig down to expose underground watercourses.



16.3.6. HOUSE FOR THREE FAMILIES

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
AUSSTATTUNG:	furniture, crockery, oil
WORKERS:	-
CARRIERS:	-
SPECIAL FEATURES:	a married couple living here can have children

Will accommodate a maximum of three families (each consisting of a husband, wife, child).
Provides a man living here with a place to sleep.
If a woman lives here, she provides food for all the inhabitants.



LIST OF BUILDINGS



16.3.7. IRON MINE

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	-
ITEMS PRODUCED:	iron ore
WORKERS:	max. 3 iron miners
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more iron miners comb the surrounding area (working area) for iron ore, break it into transportable pieces and store it in the iron mine.
Should be built in areas containing abundant supplies of iron ore.



16.3.8. IRON SMELTING WORKS

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	wood, iron ore
ITEMS PRODUCED:	iron
WORKERS:	1 iron smelter
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

In the smelting works, valuable high-quality iron for processing is extracted from crude iron ore. Wood is required as a fuel to smelt the iron from the ferrous rock.



16.3.9. FISHERMAN'S TENT

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	-
ITEMS PRODUCED:	food
WORKERS:	max. 3 fishermen
REQUIREMENTS:	food, sleep
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more fishermen catch fish in the waters nearby. However, they will only be successful if this water has fish in it.



CHAPTER 16



16.3.10. GOLD MINE

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	-
ITEMS PRODUCED:	gold nuggets
WORKERS:	max. 3 gold diggers
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more gold diggers comb the surrounding area (working area) for gold nuggets and auriferous rock and take their spoils to the gold mine.
Should be built close to auriferous rock.



16.3.11. GOLDSMITH'S WORKSHOP

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	wood, gold nuggets
ITEMS PRODUCED:	gold
WORKERS:	1 goldsmith
REQUIREMENTS:	food, sleep, conversation, religion
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set.

This is where usable fine gold is extracted from crude gold.



16.3.12. MAIN WAREHOUSE

BUILDING COSTS:	-
LAGERKAPAZITÄT:	200 of each item
WORKERS:	-
CARRIERS:	5
SPECIAL FEATURES:	can defend itself against attackers. The main warehouse also improves religious motivation.

Used for storing goods. The Vikings can obtain items that they require from the main warehouse.
The minimum amounts and required available stock can be specified for each article. If Merchants are assigned to the main warehouse, they will always try to replenish the available stock as specified.
The main warehouse defends itself automatically against approaching enemies. If it houses archers, its range and defensive strength increase.



LIST OF BUILDINGS



16.3.13. WOODCUTTER'S TENT

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	-
ITEMS PRODUCED:	wood
WORKERS:	max. 3 woodcutters
REQUIREMENTS:	food, sleep
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more woodcutters fell trees within their working area and store the trunks in the woodcutter's tent.
Should be built close to abundant stocks of trees.



16.3.14. HUNTSMAN'S TENT

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	-
ITEMS PRODUCED:	leather, food
WORKERS:	max. 3 huntsmen
REQUIREMENTS:	food, sleep
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more huntsmen set off from here to hunt hares, bears and other wild animals inhabiting their preserve (working area).
Should be built close to free-roaming wild animals.



16.3.16. WAREHOUSE

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
LAGERKAPAZITÄT:	200 of each item
WORKERS:	-
CARRIERS:	max. 5
SPECIAL FEATURES:	can defend itself against attackers.

Used for storing goods. The Vikings can obtain items that they require from the warehouse. The minimum amounts and required available stock can be specified for each article. If Merchants are assigned to the warehouse, they will always try to replenish the available stock as specified.
The warehouse defends itself automatically against approaching enemies. If it houses archers, its range and defensive strength increase.



CHAPTER 16



16.3.15. BARRACKS

BUILDING COSTS:	3 wood, 7 stone
ITEMS REQUIRED:	depends on military unit to be produced
ITEMS PRODUCED:	-
WORKERS:	-
CARRIERS:	max. 3
SPECIAL FEATURES:	a barracks cannot defend itself

In a barracks, male Vikings can be recruited as soldiers of various ranks, provided that they have all the necessary weapons and armour.
At least one carrier must work in the barracks to obtain the necessary equipment.



SPEARSMEN
Spear and Leather Armour



ARCHERS
Bow and Tunic



SWORDSMEN
Sword and Iron Armour

Gold can be used to promote soldiers in a barracks by a maximum of two ranks.
You can also give beer to each soldier to take with him for the journey. He will then be able to curb his hunger several times on the journey, and will not need to go searching for food as often.
If a soldier wants to leave the army, he can return his weapons here.



16.3.17. LEATHER WORKSHOP

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	leather
ITEMS PRODUCED:	leather armour
WORKERS:	1 Tanner
BEDÜRFNISSE:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where leather armour is made, which Spearsmen use as clothing and for protection.



LIST OF BUILDINGS



16.3.18. CLAY-WORKER'S TENT

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	-
ITEMS PRODUCED:	clay
WORKERS:	max. 3 clay-workers
REQUIREMENTS:	food, sleep
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more clay-workers comb the surrounding area (working area) for chunks of clay, break them up and store them in the clay-worker's tent.
Should be built in areas containing abundant supplies of clay.



16.3.19. FURNITURE WORKSHOP

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	wood
ITEMS PRODUCED:	furniture
WORKERS:	1 joiner
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

In the furniture workshop, a joiner makes furniture for the Vikings' dwelling tents or houses.



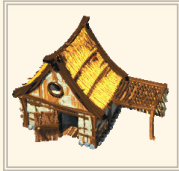
16.3.20. MILL

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	grain
ITEMS PRODUCED:	flour
WORKERS:	1 miller
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	1 carrier
SPECIAL FEATURES:	centre of working area can be set

Grain is milled in this windmill to make flour. This flour is poured into sacks and stored in front of the mill.



CHAPTER 16



16.3.21. FRUIT FARM

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	-
ITEMS PRODUCED:	food
WORKERS:	1 fruit collector
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more fruit collectors pick the ripe fruit from the fruit trees growing near the fruit farm.



16.3.22. MUSHROOM COLLECTOR'S HUT

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	-
ITEMS PRODUCED:	mushrooms
WORKERS:	1 mushroom collector
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

A mushroom collector combs the surrounding area (working area) for wild mushrooms. These are used to produce oil (temple), which fuels the Sacred Fire.



16.3.23. ARMOURER'S FORGE

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	wood, iron
ITEMS PRODUCED:	iron armour
WORKERS:	1 armourer
REQUIREMENTS:	food, sleep, conversation, religion
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where iron armour is made, which protects the swordsmen in battle.



LIST OF BUILDINGS



16.3.24. SHEPHERD'S HUT

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	-
ITEMS PRODUCED:	wool
WORKERS:	1 shepherd
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more shepherds set off from here to tend to free-roaming sheep grazing near the hut, and shear the sheep when their wool is thick enough. They store the fleeces in the shepherd's hut.

Should be built close to free-roaming sheep.



16.3.25. SCHOOL

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	-
ITEMS PRODUCED:	-
WORKERS:	-
CARRIERS:	-
SPECIAL FEATURES:	this is where workers can learn new trades



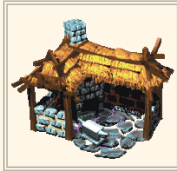
16.3.26. SHOEMAKER'S WORKSHOP

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	leather
ITEMS PRODUCED:	shoes
WORKERS:	1 shoemaker
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where leather shoes are made.



CHAPTER 16



16.3.27. SWORDMAKER'S FORGE

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	wood, iron
ITEMS PRODUCED:	swords
WORKERS:	1 weapon smith
REQUIREMENTS:	food, sleep, conversation, religion
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where a weapon smith can forge swords out of iron. There must be enough wood to keep the forge's fire burning.



16.3.28. SPEARMAKER'S WORKSHOP

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
ITEMS REQUIRED:	wood
ITEMS PRODUCED:	spears
WORKERS:	1 spearmaker
REQUIREMENTS:	food, sleep, conversation, religion
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where spears are made.



16.3.29. STONEMASON'S TENT

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	-
ITEMS PRODUCED:	stone
WORKERS:	max. 3 stonemasons
REQUIREMENTS:	food, sleep
CARRIERS:	-
SPECIAL FEATURES:	centre of working area can be set

One or more stonemasons comb the surrounding area (working area) for chunks of rock, break them up into stones of a usable size and store them in the stonemason's tent. Should be built in areas containing abundant supplies of rocks.



LIST OF BUILDINGS



16.3.30. TEMPLE

BUILDING COSTS:	3 wood, 7 stone
ITEMS REQUIRED:	mushrooms
ITEMS PRODUCED:	oil
WORKERS:	1 druid
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set; the temple itself also improves religious motivation

In the temple, a druid uses mushrooms to make fragrant oil. This oil acts as fuel for the Sacred Fire, which can be lit in the dishes in front of the Vikings' dwelling tents and houses.



16.3.31. POTTER'S WORKSHOP

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	clay
ITEMS PRODUCED:	crockery
WORKERS:	1 potter
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

In the potter's workshop, clay is carefully shaped and fired to make attractive crockery.



16.3.32. DEFENCE TOWER

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	-
ITEMS PRODUCED:	-
WORKERS:	-
CARRIERS:	-
SPECIAL FEATURES:	can defend itself against attackers.

The defence tower defends itself automatically against approaching enemies. If it houses a maximum of 3 archers, its range and defensive strength increase.



CHAPTER 16



16.3.33. SUPPLY TENT

BUILDING COSTS:	3 wood, 1 leather
STORAGE CAPACITY:	100 of each item
WORKERS:	-
CARRIERS:	max. 3
SPECIAL FEATURES:	-

Dient der Lagerung von Waren. Herrscht Bedarf, werden benötigte Waren von den Wikingern hier im Vorratszelt abgeholt. Pro Ware können Mindestvorrat und gewünschter Lagerbestand eingestellt werden. Sind dem Vorratszelt Händler zugewiesen, versuchen diese, immer auf den gewünschten Lagerbestand aufzufüllen.



16.3.34. WEAVING MILL

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	wool
ITEMS PRODUCED:	tunics
WORKERS:	1 weaver
REQUIREMENTS:	food, sleep, conversation
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where sheep's wool is spun and woven. The resulting material is made into tunics used for clothing and to provide protection for archers.



16.3.35. TOOLMAKER'S FORGE

BUILDING COSTS:	3 wood, 1 wheat, 1 clay
ITEMS REQUIRED:	iron, wood
ITEMS PRODUCED:	iron tools
WORKERS:	1 toolsmith
REQUIREMENTS:	food, sleep, conversation, religion
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where a metalworker can make iron tools that increase the productivity of the Viking using them.



LIST OF BUILDINGS



16.3.36. CARPENTER'S WORKSHOP

BUILDING COSTS:	3 wood, 1 leather
ITEMS REQUIRED:	wood
ITEMS PRODUCED:	wooden tools
WORKERS:	1 wooden toolmaker
REQUIREMENTS:	food, sleep
CARRIERS:	max. 1
SPECIAL FEATURES:	centre of working area can be set

This is where a joiner can make wooden tools that increase the productivity of the Vikings using them.



16.3.37. DWELLING TENT

BUILDING COSTS:	3 wood, 1 leather
EQUIPMENT:	furniture, crockery, oil
WORKERS:	-
CARRIERS:	-
SPECIAL FEATURES:	a married couple living here can have children.

Will accommodate a maximum of one family (husband, wife, child).
Provides a man living here with a place to sleep.
If a woman lives here, she provides food for all the inhabitants.



16.3.38. HOUSE FOR TWO FAMILIES

BUILDING COSTS:	3 wood, 1 wheat, 2 stone
EQUIPMENT:	furniture, crockery, oil
WORKERS:	-
CARRIERS:	-
SPECIAL FEATURES:	a married couple living here can have children.

Will accommodate a maximum of two families (each consisting of a husband, wife, child).
Provides a man living here with a place to sleep.
If a woman lives here, she provides food for all the inhabitants.



CHAPTER 16

16.5. TRADES WITHOUT A SPECIFIC WORKPLACE

16.5.1. CONTRACTORS



SPECIAL FEATURES:

Contractors know automatically where their expertise is required. However, you can also assign them to specific building sites.

Contractors are responsible for constructing buildings and roads and for digging for water. They can also repair damaged buildings.

16.5.2. MERCHANTS



REQUIREMENTS:

food, sleep

SPECIAL FEATURES:

the items available for trading can be specified when trading with other nations

Merchants transport up to ten items at the same time between two warehouses. When they are transporting between warehouses, they try to take those goods that are needed most urgently or that have been requested.

Merchants can also trade with other nations, provided that they view your Vikings as friends.



LIST OF BUILDINGS



16.5.3. SCOUTS

BEDÜRFNISSE:

food, sleep

BESONDERHEITEN:

scouts are controlled directly.

A scout can venture a long way into uncharted territory. He can also clear forest and build signposts.



16.5.4. CARRIERS

BEDÜRFNISSE:

food, sleep

BESONDERHEITEN:

centre of working area can be set.

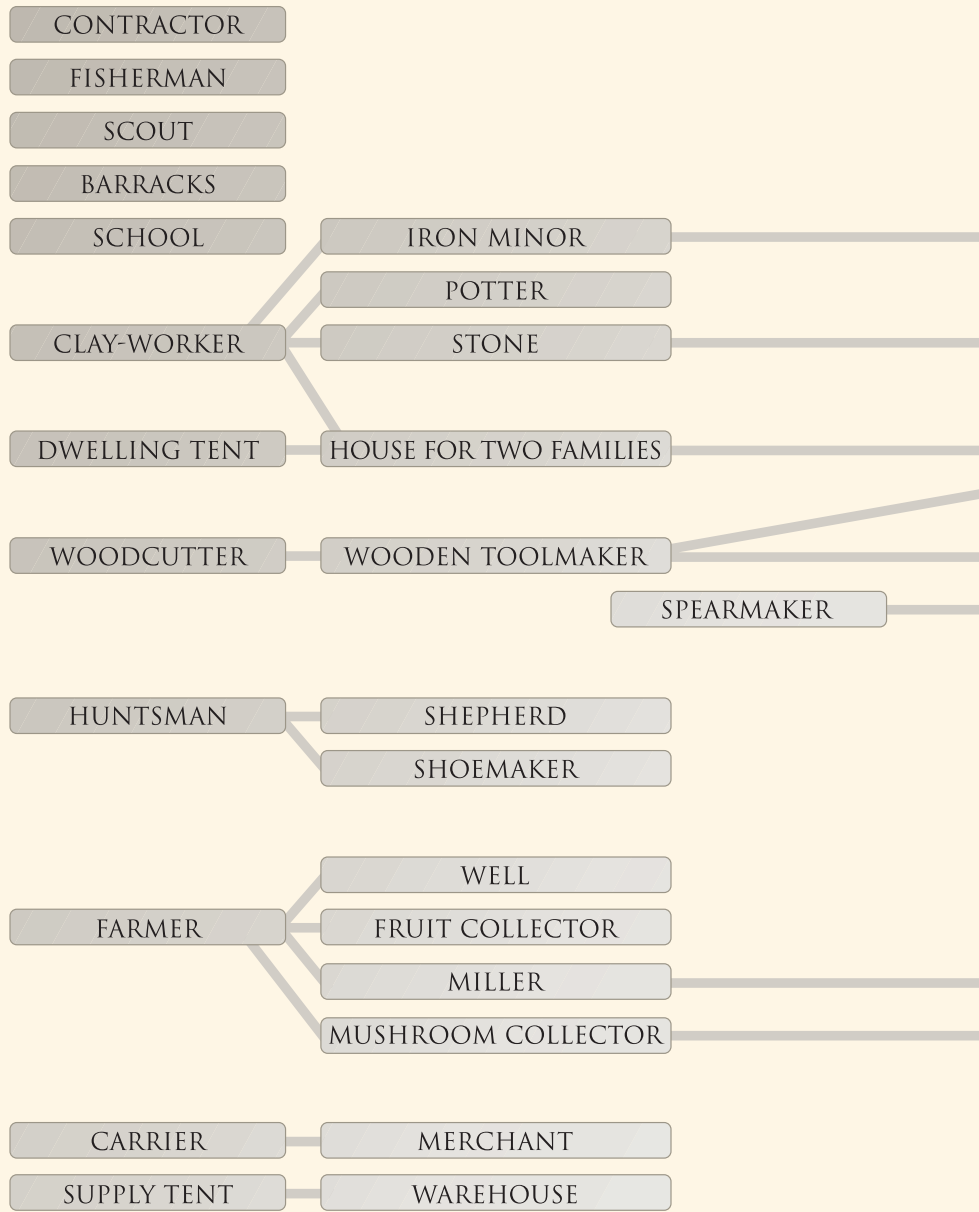
Carriers take raw materials into the building where they work and take completed products from there to the nearest warehouse.

If a carrier works in a warehouse, he collects the completed goods from the surrounding places of work.

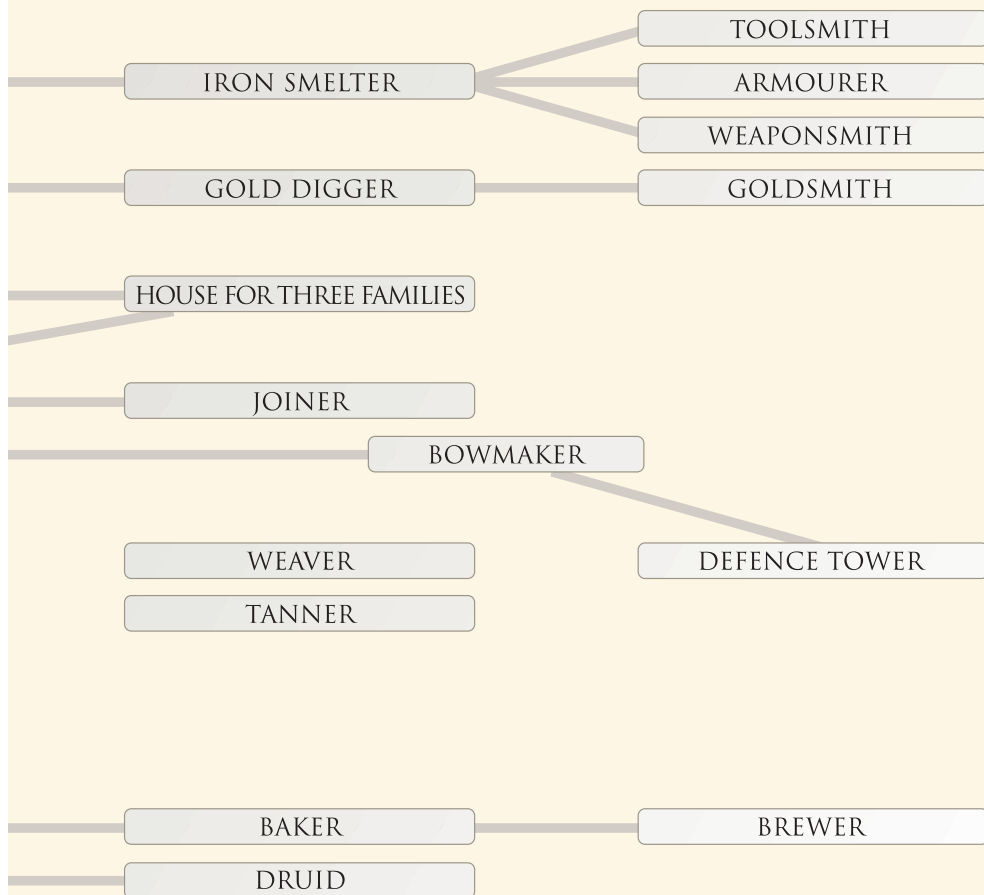
If a carrier works in a barracks, he collects the items of equipment required from the manufacturers or from warehouses.



CHAPTER 16



TECHNOLOGY TREE



CHAPTER 17

17. CREDITS

17.1. FUNATICS

Game concept

Thomas Friedmann
Thomas Häuser
Thorsten Knop

Design

Funatics Development
Joymania Entertainment

Programming

Thomas Häuser
Peter Ohlmann

Additional

programming

Lars Hammer
Jörg Plewe

Art Director

Thorsten Knop

Graphics

Sven Denda
Thorsten Knop
Christian Siecora

Additional graphics

Oliver Mähler
Christian Siecora

Animation and character design

Adam Sprys

Additional animation, gimmicks

Sven Denda
Thorsten Knop

Campaign design

Ralf Angerbauer

Mission design and levels

Ralf Angerbauer
Tobias Frin
Tim Peters
Arben "Beny" Rexhbogaj

Additional level editing

Fabian aus dem Siepen
Kirill Perfiliev

Artwork

Markus Pietrowsky

3D film sequences

Virgin Lands

Music and sound effects

Matthias Steinwachs

Additional music

Ingo Nugel
Henning Nugel

Special Track

Lars Hammer

Story and text

Thomas Friedmann

Tutorial

Tobias Frin

Manual

Thomas Friedmann

Testing and QA

Heiko Achilles
Ralf Angerbauer
Fabian aus dem Siepen
Sven Denda
Mark Dinnups
Tobias Frin
Frank Hebestreit
Robert Heinrich
Michael Kämpf

Andreas Nitsche

Kirill Perfiliev
Markus Pietrowsky

Tim Peters

Arben "Beny" Rexhbogaj
Nils Schneider

First Impressionists

Heiko Achilles
Frank Hebestreit
Robert Heinrich
Andreas Nitsche
Markus Pietrowsky
Regina Schülke-Achilles
Andrea Weigelt

Best Boy

Fabian aus dem Siepen

Special thanks to...

Andi, Jürgen Goeldner,
Claudia Tschierske and Inge
Mellenthin, Bernhard Ewers,
Armin Gessert, Stefan,
Daniela, Max and Mirco, Tim
and Simon, Hawa, Ruth (now
do you see why we were
celebrating in Dusseldorf??),
Markus and Achim, Uli; Maik
Taczkowski;
Stefan Beyer, Michael Hagen,
Ulf Helmke, Markus R.Müller
and the rest of the 'Tequila'

CREDITS

gang for all their friendship and support over the years; Stefanie Denda and Jessica Denda (for all the lonely days and nights without husband and Daddy:-)); "Fire in the hole" to all EFF-ers; Doreen, who showed so much understanding during the mastering phase; Barbarita Servia Lugones

Thanks also to...

Ole Mogensen, Darren Melbourne, Heiko tom Felde and Florian Stangl for their extra ideas. And the boys and girls from THQ for the excellent Cultures website!

Special thanks too to all our families, parents, friends and acquaintances. Hey – we're STILL alive! :o)

And last but not least...

Micha and Petra for the masses of promo gifts; Barclay James Harvest for the music; Bitburger for the Drive; 'Weird Al' Yankovic & Vangelis for the great music; Jan Zimmermann

for the ProMotion; the almighty Odin, for not letting the sky fall on our heads during the mastering phase;

And a special thanks to everybody who did trust in us!

17.2. THQ STAFF:

Executive Producer
Ole Mogensen

UK marketing manager
Sarah Bincliffe

Asia Pacific marketing manager
Andrew Hodgson

Brand management
Rebecca Lester, Petra Mock and Simon Dallas

Development Director:
Darren Melbourne

Quality assurance German
Michael Milan
André Dorfmueller
Sven Paronz-Boschian
Michael Schievenbusch

Lars Röttgers
Stefan Grzesik
Timo Prill

Quality assurance USA

Director
Jeremy S. Barnes

Senior Tester
Jason Lewis AKA (Panda)

Testers
Juan M. Serna Jr. AKA (El Creepo)
Mike Pass AKA (Shaggy)
Ryan Hedge AKA (New Guy)
Tait Hatfield AKT (SMP)
Michael Perkins AKA (Garten-Gnom)
Mo De La Vega

Voiceover production and direction
Outsource Media UK
Recorded at Outsource Media UK

Production
Jörgen Schlegel
Caroline Dartnell

Packaging and manual design
Heiko Höpfner

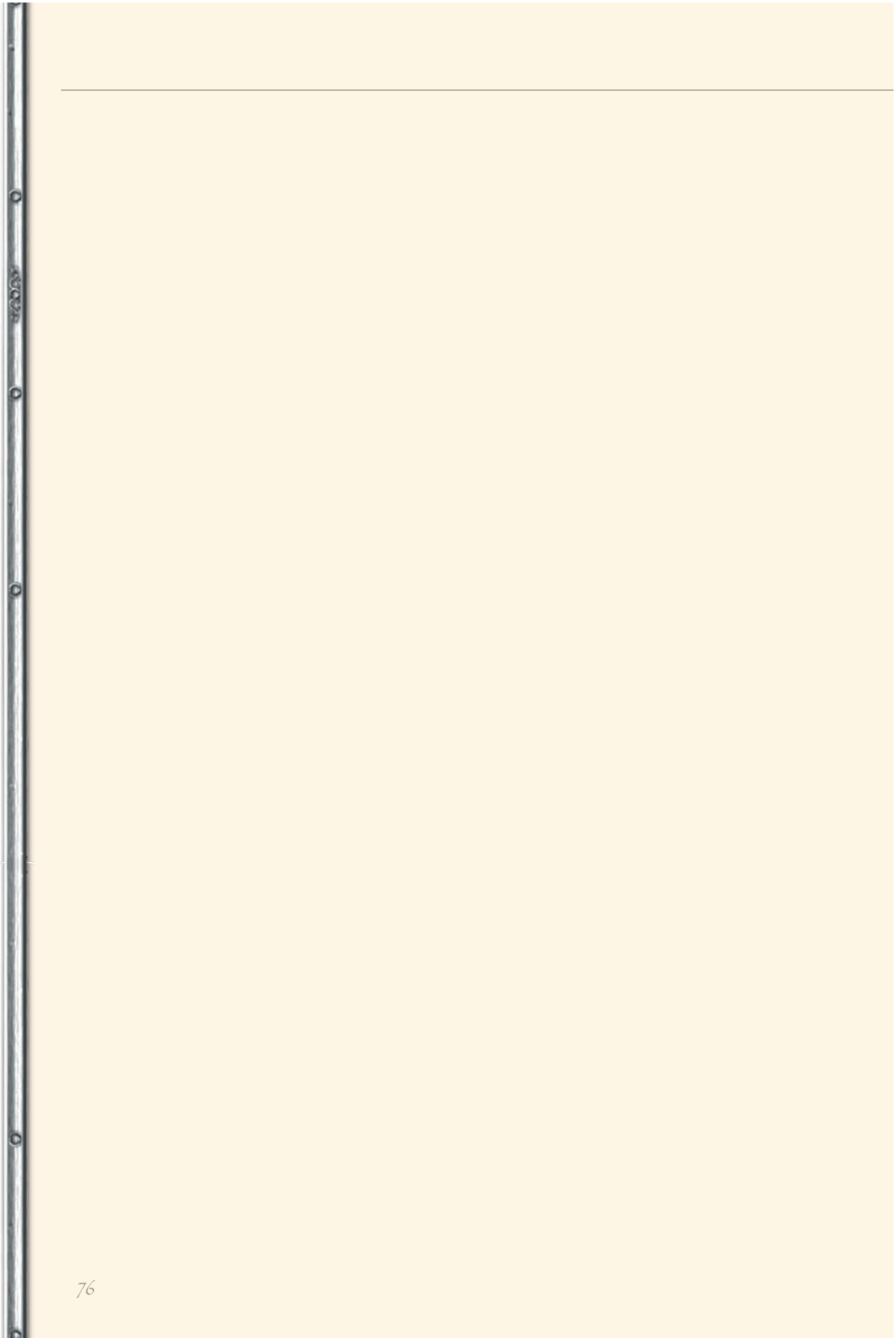
Cover Artwork:
Zanman

Litho
Zero

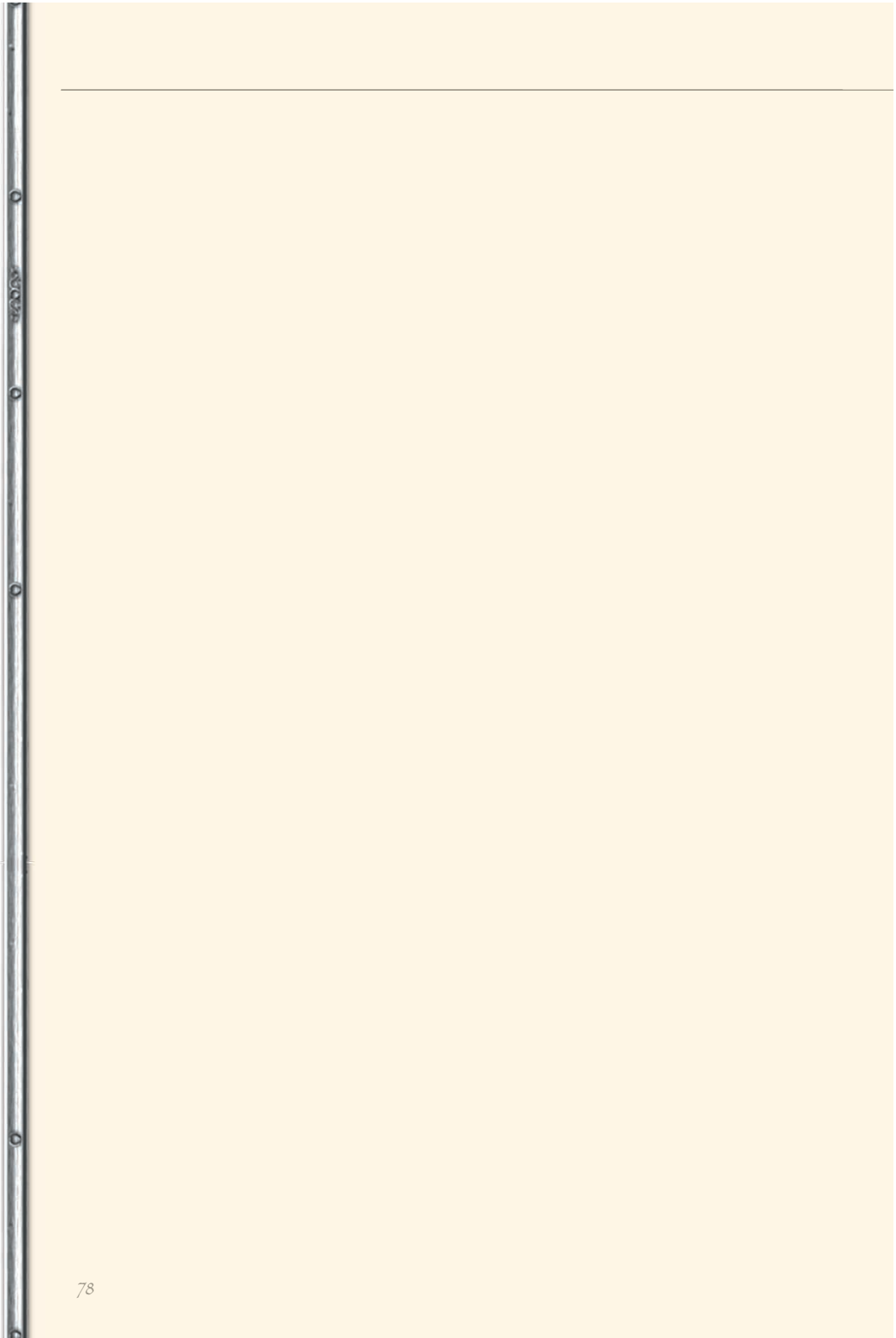




NOTES



NOTES



NOTES

WWW.THQ.CO.UK/CULTURES • WWW.FUNATICS.DE



© 2000 Funatics Development GmbH. All rights reserved. Published by THQ

