

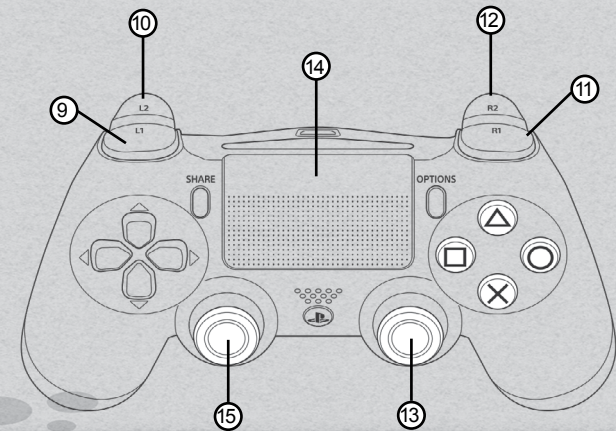
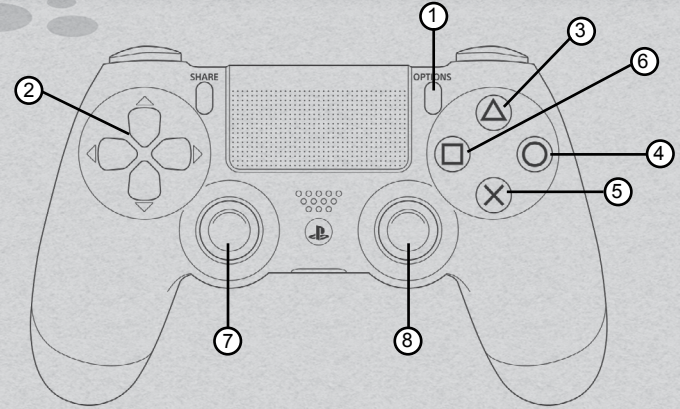


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# Default Controls

- ① **OPTIONS** Button      Open Options Menu
- ② **Directional Buttons**
  - Directional Pad Up:      Open Building Menu
  - Directional Pad Right:    Increase Game Speed / Unpause
  - Directional Pad Left:    Decrease Game Speed / Pause
  - Directional Pad Down:    Set Roads
- ③ **△** Button      Tool Maker /  
Weapon Smith: Switch to the Production Menu
- ④ **○** Button      Cancel
- ⑤ **×** Button      Select
- ⑥ **□** Button      -
- ⑦ **Left Stick**      Move Camera
- ⑧ **Right Stick**    Rotate Camera and Zoom
- ⑨ **L1**      Use Spells
- ⑩ **L2**      (**L2** +Left Stick) Building Jump (All)
- ⑪ **R1**      Notifications
- ⑫ **R2**      (**R2** +Left Stick) Relocate Military Building
- ⑬ **R3** push    Reset Camera
- ⑭ **Touch Pad**    Resources Tab / Information
- ⑮ **L3** push    Focus Starting Portal



## First Steps

You are **LEKO**, son of the gods, more gifted than your average Viking. But instead of pillaging, dragon-slaying and participating in great sprees, you'd rather give in to more... constructive urges, like building settlements in harsh environments. Prove to your father that you're worthy of returning to Valhalla. Master randomly generated missions matching your progress. **Everything** you do will open up new opportunities and challenges! You will earn the gods' many favors!



## The Goal

Your **goal** is to guide your followers to the peaks of Valhalla, gaining **honor** by **building**, **fighting** or through **sacrifices**.



No map and no mountain will be like the last one. You have to apply new strategies to conquer each new mountain and enemy.

Each **portal** will get you closer to Valhalla. But the gates are guarded by the sinister forces of ice who will attack your settlement if you open a portal. You can bribe them into a truce, though, with the right sacrifices.

Protecting the portal stone in your home is the highest priority. If it is lost, so is all hope for your Vikings.



## Content of the DLC

### Sand of the Damned

With the “**Sand of the Damned**” expansion comes a new flat map type — barren deserts. Instead of lavish meadows and thick forests, you and your Vikings will find yourselves surrounded by sand.

Water will be a scarce resource, and your fishermen will only be able to catch fish in an oasis. To cultivate the land, you will have access to a new building — the Irrigator. This new structure will be able to change the sand landscape into lush meadows, allowing you to grow wheat. You can also use the Altar to research various spells, that will magically fill the stomachs of your Vikings.

New enemies also await you, including mummies, scorpions and fearsome sand crawlers. Mummies are a particular nuisance, slowly expanding across the map and periodically attacking you. If that wasn't enough, the threats coming out of the portals will be considerably stronger, too...

### Fire Mountains

With the “**Fire Mountains**” expansion comes a new terrain type — volcanic mountains, complete with lava. This landscape typically bears a stony soil, rich in mineral resources. However, the ground is also hostile to life, and green meadows are extremely rare. Use spells to create lush meadows and to refill the empty stomachs of your Vikings. A new building — the Food Storage — will allow you to store more food.



New foes, like Lava Trolls, Lava Crawlers and Fire Wolves await your fearless Vikings. The threats coming out of the portals will also be stronger.

## Console Exclusive Content

### The Dwarf Caves

The console versions of **VALHALLA HILLS** come with a new exclusive map type — “**The Dwarf Caves**”.

On this map type you will descend underground and face the Dome Dwarfs, who are the natives of this harsh environment. Relentless attacks by the Dwarves, and their rapid expansion across the map make this mountain type particularly challenging.

Since the vegetation underground is completely different from that above ground, your Vikings will have to obtain their resources from different places. Your woodcutter, for example, is able to cut the big mushrooms like trees to provide logs. Mining will prove especially useful in your quest to quickly claim the vast amount of valuable resources found in this new underground environment.

To overcome food shortages, you can use food spells researched at the Altar. You can also find underground reservoirs to fish, and even a few moss-covered meadows.



## Game Modes

In **Normal Mode** all progress you make within the game is tailored towards your skill: everything you do unlocks new achievements.

In **Free Game Mode** you instantly unlock everything the game has to offer, but it's significantly harder to successfully complete a map than in normal mode. If you're really confident, you can play both game modes on the **True Viking** setting. Maps on this setting are even more difficult, as the enemies are tougher and dangerous beasts are unlocked right away.

## Vikings

**C**ontrolling your Vikings is indirectly managed through building and setting and relocating structures. Selecting characters will give you information about their **basic needs**, though. They'll work eagerly and faithful, as long as they don't get too hungry, too tired or are caught in a nice chat.

The Vikings under your command fulfill these needs pretty independently, but make sure that enough food is available and give them some time to rest in warm beds after a hard day of work. Vikings also like to gather at campfires to tell stories and share some news.



## Basics

**E**very profession needs tools. The first thing you should get done is getting a **toolmaker** who will craft your basic tools and weapons.

When constructing, you have to keep the **terrain** in mind: if the terrain has a green overlay, you need less resources than building on a yellow, an orange or even red terrain base.

Having wood and a **lumberjack** is equally important, so build one near trees if you want to keep your settlement growing. All working-buildings have an **action radius** indicating the reach of each corresponding worker of a profession. You can highlight this radius by selecting the building.

**Dwellings** increase the number of active Vikings and give them shelter while they rest, so they won't have to sleep in the open. They rest better in dwellings and can work longer and more effectively.

## Combat

**C**ivilians will defend themselves with their bare fists, so it's probably better if you let warriors do the fighting. These fighters "work" in war or military camps you can build via the **Building Menu**. An army camp is the larger version of a war camp; this means it has a higher capacity for active fighters. Both camps can be relocated so you can send your troops to where they're most needed.

You **recruit** warriors by selecting the appropriate weapon in a military camp. If you order an axe it'll add an axe-fighter to the camp. If you order a bow, you will equip an archer to fight for you. If you recruit a staff, you will equip a healer to fight for you. Civilians can travel quite far on their job and search for tools, fighters however, cannot leave the action radius of their camp! Your warriors will fight any enemy within their radius, though. So keep in mind to place your camps strategically.



**Hint:**

Approach your enemies with care. Your fighters will attack any hostile creature within their camp's radius.

## Improve/Equip Fighters

**B**asic tools and **simple weapons** are made by the **toolmaker**. Better weapons can be ordered from the **weapon smith**. If a military camp is near a weapon or tool smith, the warriors stationed there can equip better gear — if it's available. If your warriors are stationed near a brewery, a gold smith or storages and supply posts they'll automatically acquire beer and gold stored there. With each drink, their health increases and each piece of gold improves their damage. So, if you want to improve your fighters, place your military camps near the corresponding buildings.

## Useful Things

### Roads

**R**oads influence your Vikings' pathfinding and potentially increase their productivity. They also increase the action radius of buildings (you can see that by selecting the building). By building roads you make sure that your Vikings will find their way, resources and food. If Vikings frequently use a trail, it will slowly turn into a path and ultimately a proper street.



## Spells

**U**sing the **Altar**, you will be able to research various spells. To queue a new spell, select the Altar, choose a spell and confirm with the **×**-Button. Each spell costs a certain amount of resources to research. Your Vikings will carry the resources automatically to the Altar as long as the spell is being researched. Finished spells are shown on the top left of the screen. To select a spell, press the **L1**-Button and confirm with the **×**-Button.

You can research the following spells:

**Healing Spell:** Heals friendly Vikings within range.  
Costs: 5x Fish

**Caffeine Boost:** Through this spell all Vikings are wide awake for a certain time.  
Costs: 3x Water

**Beer Carousal:** You can't eat diamonds, but drink beer instead. Now then, throw the gewgaw away!  
Costs: 1x Diamond

**Raised From The Dead:** Recently deceased Vikings can be raised from the dead with this spell.  
Costs: 5x Bone

**Watching Grass Grow:** This spell creates a meadow within a certain range.  
Costs: 10x Flintstone



**Reforestation:** This spell plants trees within a certain range.  
Costs: 15x Water

**Clannish Vikings:** This spell increases the population limit.  
Costs: 2x Gold Bar

**Goat Brood:** This spell spawns goats within a certain range.  
Costs: 3x Iron Ore

**Big Viking Belly:** This spell refills the stomachs of all Vikings within a certain range.  
Costs: 5x Wheat

**Fried Fish Rain:** Fried fish appears from nowhere within a certain range.  
Costs: 3x Stone Brick

**Fireball:** This spell attacks enemies within a certain range.  
Costs: 15x Log

**Retreat:** This spell causes every soldier to rush back to the start portal immediately.  
Costs: 5x Malt Beer

**Volcanic Eruption:** Take control of Mother Nature and let a barrage of fire hail down upon your enemies, dealing devastating damage.  
Costs: 10x Gold Bar

**Recruitment:** Your Vikings get help from foreign warriors.  
Costs: 10x Bread



## Couriers

In order to distribute goods among your Vikings, you should establish one or even more courier networks. A courier will compile a list of things needed in the area at his post. Then he will continue to work his way through each post flagged in the same color to gather goods and deliver them right away. All posts of the same color will exchange goods. You can establish several routes with different colors.



### Hint:

With a kitchen and a courier network you can supply outposts far away with food.



# Building Overview



## Military Camp

Military camps are large, mobile camps of fighters. By choosing weapons, you'll recruit different types of warriors.



## Bakery

Bakeries produce bread as long as they're supplied with flour.



## Brewery

Good beer, made from wheat and water will increase your Vikings' health.



## Well

The clear water from a well is especially useful for breweries.



## Iron Melt

Here, iron is made from coal and iron ore.



## Farm

Golden grain is grown here which is used to make flour at the mill.



## Fisher

Fishermen supply your Vikings with fresh fish. This way they stay well-fed.



## Warcamp

Warcamps can be relocated. By selecting certain weapons, you can recruit the corresponding fighter type.



## Forester

To grow new trees, you need a forester. Foresters will take care of a small sapling until it's a fully grown tree.



## Charcoal Burner

Here, coal is made from wood. It is used in the iron melt and by the gold smith.



## Geologist

A geologist will mark which minerals are within the mountains with a sign.



## Kitchen

With a kitchen nearby, the Vikings will preferably eat cooked food.





### Gold Smith

The gold smith will refine gold ore.



### Couriers (1-5)

Couriers are very useful for transporting goods. Whatever goods are ordered at their base, they will get from other posts matching their color. Each courier network has its own color and is independent from other networks.



### Large Storage

The large storage can store more goods than the smaller standard storage.



### Storage

A storage worker will gather all resources from the surrounding area to store them all in a big box.



### Lumberjack

Wood is an important resource, needed for almost anything. So, always keep a lumberjack near a forest.



### Wooden Tower

A defensive tower that grants your warriors a fair amount of protection. If it's destroyed, your tower guards will become regular foot soldiers again.



### Hunter

If a hunter is near animals, he will hunt them and supply your settlement with food and leather.



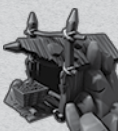
### Campfire

Vikings will gather at the campfire if they don't have work to chat and share stories. Talking is also a basic need, right?



### Stone Tower

A defensive tower made of stone. It offers more protection than a wooden tower.



### Mine

You need this to mine various ores.



### Toolmaker

Having a toolmaker is imperative! He crafts high quality tools and simple weapons.



### Mill

As long as it's supplied with grain, the mill will keep turning to make flour.





### Weapon Smith

The weapon smith can craft better weapons made of iron for your fighters.



### Troops Supply

This supply depot stores gold, weapons and beer for your troops.



### Altar

Soothe the gods of the portals with sacrifices here. The Altar can also be used to research spells.



### Tent

Tents increase the maximum number of active Vikings and provide shelter for your workers. Number of beds: 10.



### Lodge

Lodges increase the maximum number of active Vikings and provide shelter for your workers. Number of beds: 20.



### Dwelling

Dwellings increase the maximum number of active Vikings and provide shelter for your workers. Number of beds: 40.



### Saw Mill

Planks are made out of logs with sharp saw blades in this place.



### Quarry

Stones are mined from the mountains. These are needed for many buildings and tools.



### Stone Mason

A mason makes ashlar from stone mined from the mountains. They are better for constructing buildings.



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