



FENRIR-LUNARIS 2008-2020

OHRRPGCE-HR&ØVITNIR

Vikings of Midgard

(PD 2008, 2020 Fenrir Lunarism)

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PROLOGUE

Long, long ago, the Aesir Gods fought with the primeval Jotun for control of the world. Having won the war, the Aesir set about rebuilding the world to their liking. But building anew upon a flawed foundation is not without its own problems, and an unknowable evil has slipped through the cracks to sow chaos and disorder wherever it goes...

Are you brave enough to take up this quest? Do you have the courage to vanquish evil?

CONTROLS



Arrow Keys

- *Move your lead viking on the FIELD
- *Move the cursor on menus
- *Pick your target in battle

SPACE or ENTER or CTRL

- *Investigate the direction you are facing on the FIELD
- *Advance character dialogue
- *Confirm menu choices

ESC or ALT

- *Calls up the menu while you are on the FIELD
- *Cancels any choice and backs up one step in menus
- *Attempt to flee in battle (ESC only!)

PAUSE

- *Pauses the game in battle

X

- *Allows you to sprint on the FIELD when held down

F12

- *Take a screenshot

ALT + F4

- *Quit

You may ALSO use the a mouse to play Vikings of Midgard, but the controls are different

(NOTE: Mouse controls are experimental and may not always work!)

Left Click

- *Move your lead viking to the selected place on the FIELD
- *Advance character dialogue

Right Click

- *Calls up the menu while you are on the FIELD

GAMEPLAY



A screenshot of the player walking around on the Field

Vikings of Midgard is separated into various areas, many filled with dangerous foes who will try to impede your progress while relentlessly attacking you, and others such as towns and villages which may be relatively safe. These areas are collectively referred to as the FIELD. While on the FIELD, you are free to explore, and may walk around, investigate things of interest, and even talk to many of the world's diverse characters.

From the FIELD, you may also access your MENU and view important information about your different heroes, such as previewing vital statistics, change your current equipment, change the active members of your PARTY, use items and cast spells, and even change the volume settings or SAVE your game.

Having different heroes in your active PARTY will also have different passive effects while in the FIELD, such as being able to dash around faster, spotting secret passages, healing fallen heroes after battles, and other effects. It is up to you to discover what secret passive effects your heroes can contribute to your exploration of the world of Midgard!



A screenshot of the player's party in battle

BATTLE is a straightforward affair between your active party of heroes and your opponents, ending when one side wins, and the other side is defeated. Each hero and enemy will take their turn when the opportunity arises, being decided by whoever has the highest SPEED, for the faster they are, the more actions they may take! Once a character's turn comes up, you may decide what one action you wish to perform with that character – be it a physical attack, the use of an ability or SPELL, or whether to use an ITEM from your stored inventory. If you do not have any actions you wish to perform just yet, you may press ALT or RIGHT CLICK to delay a moment, possibly allowing another character the opportunity to catch up and take an action themselves!

Physical attacks do not consume resources such as items or Magic Points (MP), and are determined solely by whatever weapon each character is equipped with. While free, physical attacks have the possibility of MISSING your foe, potentially wasting that character's turn! Keep in mind that some weapons may have special properties which might make them more effective against certain foes, or even have a reduced effectiveness against others!

Every hero also has a special ability which is unique to them, such as stealing an item, healing their allies, or boosting their damage. These abilities also do not consume any resources like MP, but do not start out very strong. It is possible to raise the effectiveness of these special abilities by feeding your heroes an Apple of Vigor, but these are uncommon and will require some effort to find during the course of the adventure!



A screenshot of a hero's spell list in battle

Every hero also has their own selection of techniques and abilities, collectively referred to as SPELLS. While most heroes come with a small selection of SPELLS unique to them, many will have to be found and learned over the course of the adventure, usually by proving your mettle by defeating powerful foes, or by careful and studious investigation of the game's world. Different SPELLS range from attacking a foe with elemental magic, healing an ally, providing beneficial temporary effects, and many, many other possible uses. All SPELLS will have a hint about their effects, and display their cost in MP, as well as show that hero's current and total MP reserves. When your MP reserves are depleted, you will be unable to cast spells until your reserves are refilled – by consuming healing items such as herbs, or by sleeping at an INN. It's up to you to find as many new SPELLS as possible during your adventure – your success depends on it!

ITEMS and other tools may also be used in BATTLE, and are consumed on use. Some ITEMS will restore your precious health (HP), while others may restore MP, or even bring a fallen ally back to fighting condition! The effectiveness of each item is affected by a given hero's VIGOR – the higher it is, the more effective a given healing item will be! Once again, it is possible to raise the effectiveness of items by feeding your heroes an Apple of Vigor, but these are uncommon and will require some effort to find during the course of the adventure!

Some SPELLS and ITEMS can also be used outside of BATTLE on the FIELD, but not all! When the enemies are defeated, they will drop gold to purchase new equipment, experience points, and possibly items and equipment!

When all enemies in a battle are defeated, they will increase your heroes' experience points, which affect their Level. The more foes you defeat, the stronger you will become, but this is only a simplified and subtle part of each hero's growth! Finding ways to improve a hero's stats such as HP, ATTACK, and SPEED through gaining Levels or by improving their equipment will help you succeed on your adventure.



A screenshot of one of the heroes' vital statistics

- **HP** reflects a hero's ability to sustain damage in BATTLE. When a hero's current HP reaches 0, they will be exhausted, and can only be revived with certain SPELLS and ITEMS, or by resting at an INN. When all the heroes in your party are exhausted, the game is over!
- **MP** reflects a hero's magical reserves they can draw from to cast SPELLS. When your MP is depleted, you will be unable to cast SPELLS with larger MP requirements.
- **ATTACK** is a representation of the physical damage a hero can do with whatever weapon they have equipped!
- **ACCURACY** is a representation of a how well a hero can successfully hit an enemy with a physical attack – the higher this value, the more often they will hit!
- **DEFENSE** reflects a hero's ability to shrug off physical damage.
- **EVASION** is the chance a hero will completely dodge physical attacks!
- **MAGIC** affects the potency of a hero's SPELLS and most other abilities. A high magic stat will make recovery magic more effective, magic attacks do more damage, and affect the likelihood and potency of status effects such as poison affect your targets.
- **WISDOM** is like DEFENSE, but applies to magical attacks. A high wisdom has the potential to reduce the effects of such attacks on your own heroes.
- **SPEED** affects how quickly a hero will be able to act in BATTLE.
- **VIGOR** affects the potency of most items and the special unique ability of each hero.
- **SOUL** is a mysterious stat that may reduce the MP cost of SPELLS.
- **ATTACKS** is a mysterious stat that may grant a hero additional strikes whenever they make a physical attack – not all attacks benefit from this, but a few do!

Each hero's stats have their own unique growth rates, with some only being able to be increased by equipping armor, weapons, or accessories. Most equipment can be purchased in towns, with settlements having more powerful equipment as the adventure progresses. In general, more expensive equipment will provide the player with higher stats, or even access to powerful elemental resistances!

FREQUENTLY ASKED QUESTIONS



Bird facts

Q: I thought this game was an unfinished demo? Does this mean it's completed?

A: Yes. Work started on Vikings of Midgard sometime in 2005. It only took 15 years to finish it!

Q: What all has changed since the original release?

A: Way, way, WAY too much to list! It's fair to assume that aside from the name, almost everything about the game is different now!

Q: The game is in a very small resolution!

A: That's not a question – though the game will attempt to upscale itself to display at a reasonable screen size.

Q: I don't understand where to go!

A: Most non-player characters in the world will try to give you hints as to what you should do next. If you get lost, or need a refresher, you can try talking to the Raven spirits, Hugin and Munin, whom can be found under the "INFORMATION" tab of your main menu. Just be sure to take everything they say with a few grains of salt!

Q: This doesn't seem very historically accurate? And there seems to be a few characters that I could swear are cameo appearances?

A: Historical revisionism has always been in vogue. And yes, there's quite a few characters, items, and places that are references to other things. Try not to let it break your immersion!

Q: What is the maximum level?

A: The maximum level for all heroes is 50, though with equipment and item consumption, it's possible to reach higher maximum stat values than simply levelling up would accomplish!

Q: I feel bad about unequipping one hero to give another one something to wear.

A: Every hero comes with some starting equipment, but if you find that you'd like to have everyone equipped with the latest gear, you can search Midgard's shops for most everything. Not too far into the game, you can also try to make your own equipment at a special location if you have the correct amount of crafting ingredients for it!

Q: What's with stealing Freki's clothes? Is this a trend? How do I become involved?

A: Taking off Freki's clothes is not only acceptable, it's optimal for speedrunning. Vikings of Midgard can potentially be completed in just under 3 hours, but you'll miss out on a significant amount of content if you do so!

Q: Can I make my own game with the graphics of Vikings of Midgard?

A: Sure - in fact that was one of the original points behind this game! Just drop me (Fenrir) a line in whatever project you end up making, and that'll be a thanks enough for me!

Q: What about the characters? Can I use those too?

A: Probably not, but the main heroes are fair game. If you want to make your own game or tell your own story with them, feel free to do it!

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