

VIKINGS

WOLVES OF MIDGARD



"THE REALISM OF SUDDEN STRIKE 4
IS IMPRESSIVE."

-GAMING TREND

SUDDEN 4 STRIKE

SPRING 2017



Mac/Linux



kalypsø

Sudden Strike 4 Copyright © 2017 Kalypso Media Group GmbH. All rights reserved.
Developed by Kite Games. Published by Kalypso Media USA Ltd.

CONTENT

Welcome to Midgard!	4
Game Controls	5
Beginning the Game	6
Main Menu	7
The Gifts of the Gods	8
The Trials of the Gods	9
Village Hub	9
Switch Weapon Sets	10
Exposure	10
Healing System	12
Rage	12
Checkpoints	13
Active Skills	14
Altar	15
Inventory Menu	15
Credits	17
Technical Support	19
Limited Software Warranty and License Agreement	20

VIKINGS

WOLVES OF MIDGARD

"Time is neither wheel nor arrow, it flows like a river,
with all its whorls and torrents...
Now, it flows towards icy death for all the Nine Worlds."

— VALA

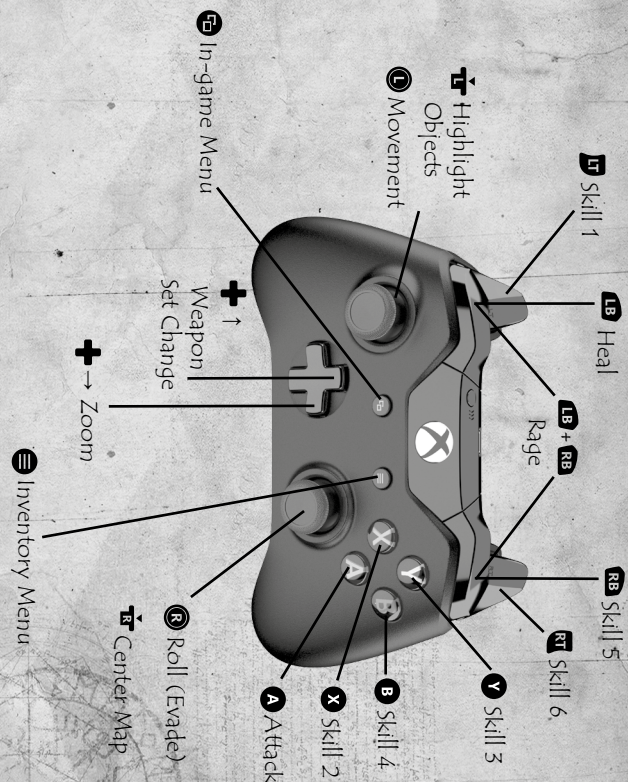
WELCOME TO MIDGARD!

In **VIKINGS – WOLVES OF MIDGARD**, you are the leader of a clan of Norse warriors. Your future holds many things, but most important is the fate of your tribe. Will you save their way of life, or will Ragnarok destroy all that is known?

Ragnarok. Legend has it that when the coldest winter descends, the Jotan will return to take their vengeance against the Gods of Asgard. The world is on the road to perdition and the fate of Midgard hangs in the balance. But when the Fire and Frost Giants begin to merge their armies, they encounter the clan of the Ulfung – the Wolves of Midgard. Bloody, but unbowed following the destruction of their village, this notorious band of ostracized Viking warriors are determined to seize their destiny and save the world. As clan chief, you must save Midgard from complete annihilation, and spearhead the charge to vanquish the fiendish creatures of the Fimbulwinter.

GAME CONTROLS

The keyboard layout can be found in the **OPTIONS** menu.



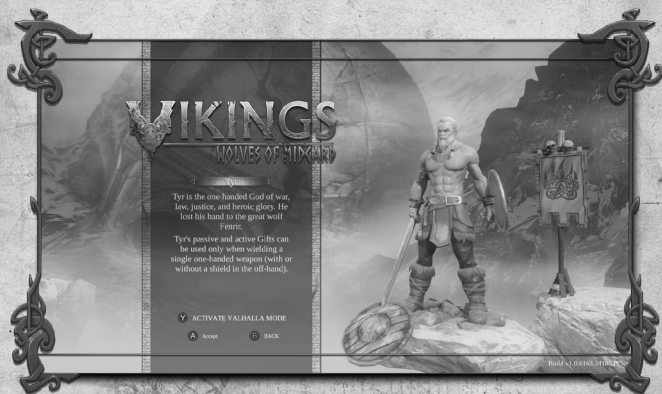
BEGINNING THE GAME

When you first start **VIKINGS – WOLVES OF MIDGARD** you will be given the chance to create a Viking warrior. You can save several warriors, so if you need a change, simply create a new hero!

CREATE YOUR VIKING

Character creation involves choosing the following options:

- Gender
- Beards
- Hairstyle
- Jewelry
- Tattoo
- Clan Symbol
- Worshipped God
- Enable Valhalla Mode (Your character's death is permanent!)



Note:

The choice of the God you worship determines which weapon you will use. Learn more about **THE GIFTS OF THE GODS** on page 8.

MAIN MENU

The **MAIN MENU** holds the following options:

- **CONTINUE** (if a save game is present) – Starts the game with the currently selected character at the last saved checkpoint.
- **NEW GAME** – This takes you to the **NEW GAME** screen, where you can start a new adventure.
- **LOAD GAME** – Starts the game at a previously saved checkpoint.
- **MULTIPLAYER** – Take a friend along on an adventurous journey to the shores of Midgard in an epic two player online co-op mode.
- **CHANGE CHARACTER** – Choose an existing Viking, or create a new one.
- **OPTIONS** – Change the way your audio, visuals and gameplay are set up.
- **EXIT GAME** – Exit to desktop.

On the **NEW GAME** screen you can select your preferred difficulty – **VIKING** is recommended for most players, but if you prefer a tougher game then you should select **EINHERJER**, or if you are more interested in the story than a challenge, consider selecting **PEASANT**.

THE GIFTS OF THE GODS

Once you have chosen one of the five Gods, they will bless you with their powers to fight against the harbingers of Ragnarok. You will be able to master up to two weapon types per playthrough.

TYR

Tyr is the one-handed God of War, Law, Justice, and Heroic Glory. He lost his hand to the great wolf Fenrir.

Tyr's passive and active Gifts can only be used when wielding single one-handed weapons, with or without a shield in the off-hand.

LOKI

Loki is a Jotan, the God of Trickery and a shape-shifter. He is the father of Hel, the wolf Fenrir, and the world serpent Jörmungandr.

Loki's passive and active Gifts can only be used while dual-wielding one-handed hammers, axes, swords, or when fighting completely unarmed.

THOR

Thor is a fierce-eyed, red-haired and red-bearded, hammer-wielding God associated with thunder, lightning, storms, oak trees, strength, and the protection of mankind.

Thor's passive and active Gifts can only be used when wielding two-handed hammers, axes or swords.

SKATHI

Skathi was born a Jotan and is the Goddess of Bowhunting, Skiing, Winter, and Mountains.

Skathi's passive and active Gifts can only be used when wielding a bow.

ODIN

Odin is the one-eyed and long-bearded King of the Aesir, and is the God of Knowledge, Battle, Sorcery, Poetry and the Runic Alphabet. His hall, Valhalla, awaits all heroes slain in battle.

Odin's passive and active Gifts can only be used when wielding a staff.

THE TRIALS OF THE GODS

For a different kind of challenge, speak to **HELGA THE SKALD** in your village and you may be able to enter **THE TRIALS OF THE GODS!**

Withstand waves of monsters and/or tough bosses to earn precious rewards, like equipment and runes, to further enhance your character.

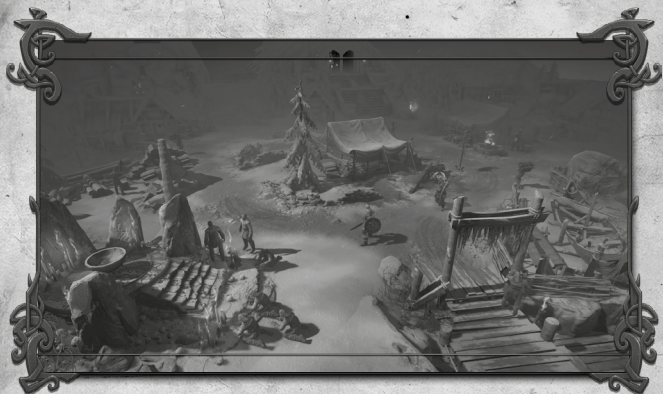
VILLAGE HUB

The **ULFUNG VILLAGE** is where you will equip your character, choose new missions and make friends with the villagers.

There are several people to be found in the village who can perform various tasks. For example, **HILDBRAND THE ARMOURER** will help you create and upgrade your armour, and **VOLUND THE SMITHY** will do the same for weaponry. **FRAKKI THE RUNESMITH** will engrave runes into your weapons and armour to make them even more powerful, and **HELGA THE SKALD** offers fine accessories, like **TALISMANS** with the Gods blessing, **HEALING TOTEMS**, **RINGS**, or **BELTS**. Other buildings, like the **ALTAR**, can be used for upgrading skills and levelling up.

The buildings themselves can also be upgraded to unlock access to more advanced weapons and equipment.

Be sure to investigate the village, as you will need all the help you can get on your adventures!



SWITCH WEAPON SETS

Whilst playing, you can have two separate sets of weapons ready for battle. To swap between these sets, press **UP** on the **D-PAD**.

To set up your weapon sets, enter the **INVENTORY TAB** and press **UP** on the **D-PAD** to change from one weapon set to the other.

EXPOSURE

At some points during your adventures you will come across areas which will harm your character if you are exposed to them for long enough.

A bar underneath your **HEALTH BAR** shows your level of **EXPOSURE**. When this bar fills, your character will start taking environmental damage.

Leaving the area will allow your **EXPOSURE** to decrease. **EXPOSURE** will decrease much faster in a safe area, e.g. near a **CAMPFIRE**.



HEALING SYSTEM

To recover health during the game you will need a **HEALING TOTEM**. The **HEALING TOTEM** uses **HEALING CHARGES** to heal you by an amount set by the level of the **HEALING TOTEM** itself.

HEALING CHARGES can be refilled at a **HEALING ALTAR** – and some enemies may drop **HEALING CHARGES**, too!

As you progress through the story you will find more powerful **HEALING TOTEMS**.

RAGE

Your Viking blood is never far from boiling, and when it does you can enter a special **RAGE MODE**. The amount of **RAGE** you have built up is shown in the bottom left corner of the screen in the **RAGE METER** as a yellow circle that fills up as you spill blood.

Once the circle has filled, press the **RAGE** activation controls (**LB + RB**) to activate **RAGE MODE**.

Whilst raging, the screen will tremble and your character will do more damage. Whilst active, your **RAGE METER** can be topped up by killing enemies. Try and **RAGE** for as long as possible!



CHECKPOINTS

At various points throughout the game you will see your **CLAN SYMBOL** appear. This is a **CHECKPOINT** – reaching it will cause the game to save, and you will restart here if you die, or when you choose **LOAD GAME** from the **MAIN MENU**.

ACTIVE SKILLS

As your character progresses you will earn more **ACTIVE SKILLS** with different weapon types. The available **ACTIVE SKILLS** for your currently equipped weapon are shown in the **HOT BAR** at the bottom of the screen, along with your **HEALTH BAR**, **EXPOSURE BAR**, **RAGE METER** and **HEALING TOTEM/CHARGES**.

ACTIVE SKILLS have a cooldown timer after each use that must expire before the skill may be used again. Once this cooldown has expired the **ACTIVE SKILL** may be used again.

There is no limit to the amount of times an **ACTIVE SKILL** can be activated.



ALTAR

The **ALTAR** is a sacred place in the village where a Viking can sacrifice **BLOOD** to the chosen god. Some Altars can also be found during missions, so always keep your eyes open.

Sacrificing the **BLOOD** you have spilt during missions at the **ALTAR** makes your character level up, granting you two **GIFT POINTS** to access and upgrade the active and passive skills of your worshipped God.



INVENTORY MENU

The **INVENTORY MENU** consists of four tabs:

- Inventory
- Gifts
- Character
- Statistics



INVENTORY TAB

Access the **INVENTORY TAB** to equip your character.

Select one of the slots located around your character, and then choose the equipment you would like to place in that slot from the options on the right.

The **INVENTORY TAB** also shows the amount of **GOLD** and other resources you have collected along the bottom of the screen.

GIFTS TAB

The **GIFTS TAB** allows a character to purchase weapon-specific active and passive skills with **GIFT POINTS**. **GIFT POINTS** are gained by sacrificing **BLOOD** at the **ALTAR** in the village.

CHARACTER TAB

View information about your character's current setup – including damage, defence bonuses and any **ACTIVE EFFECTS** your character is experiencing.

STATISTICS TAB

Here is a list of various statistics such as how many enemies you have killed, how often you have rolled and your total playtime.

CREDITS

KALYPSO MEDIA GROUP

GLOBAL MANAGING DIRECTOR

Simon Hellwig

FINANCE DIRECTOR

Christoph Bentz

INTERNATIONAL MARKETING DIRECTOR

Anika Thun

HEAD OF PRODUCING

Reinhard Döpfer

HEAD OF PRODUCT MANAGEMENT

Timo Thomas

HEAD OF PR – GSA REGION

Bernd Berheide

HEAD OF QA & SUBMISSION

Roman Eich

HEAD OF ART DEPARTMENT

Thabani Sihwa

PRODUCER

Christian Schlütter
Helge Peglow
Martin Tosta

PRODUCT MANAGERS

Dennis Blumenthal
Marian Deneff
Uwe Roth

ART DEPARTMENT

Anna Owtshinnikow
Sebastian Keil
Tanja Thoma

QA & SUBMISSION MANAGERS

Martin Tugendhat
Jonathan Weggen
Tim-Oliver Siegwart

VIDEO CUTTER

Michele Busiello

SOCIAL MEDIA MANAGER

Bettina Albert

JUNIOR MARKETING MANAGER

Christin Fiedler
Oliver Fiehn

MANAGEMENT ASSISTANT

Tina Schreiner

SUPPORT & COMMUNITY MANAGEMENT

Tim Freund

SUPPORT & QA MANAGER

Tobias Prinz
Gerry Bieltz

COMMUNITY MANAGER

Lars Racky

KALYPSO MEDIA UK

MANAGING DIRECTOR

Andrew Johnson

HEAD OF MARKETING & PR

Mark Allen

MARKETING & PR ASSISTANT

Alun Lower

NATIONAL ACCOUNT MANAGER

Ben Godwin

FINANCE MANAGER

Moirá Allen

KALYPSO MEDIA USA

VICE PRESIDENT NORTH AMERICA

Andrew Johnson

VICE PRESIDENT SALES NORTH AMERICA & ASIA

Sherry Heller

PR, MARKETING & SALES COORDINATOR

Lindsay Schneider

BUSINESS OPERATIONS MANAGER

Theresa Merino

KALYPSO MEDIA DIGITAL

MANAGING DIRECTOR

Jonathan Hales

PRODUCT MANAGER

Andrew McKerrow

PR, MARKETING & PRODUCT MANAGER

Patrick Cahill

GAMES FARM

COMPANY DIRECTORS

Ján Turán
Michal Mačák
Peter Nagy

PROJECT LEAD

Peter Nagy

LEAD GAMEPLAY

PROGRAMMER

Ján Turán

VISUAL DIRECTOR

Michal Mačák

LEAD TECHNICAL

PROGRAMMER

Štefan Sincák
Tomáš Kováč

LEAD SCRIPTING

Peter Hornák

LEAD LEVEL DESIGN

Peter Svianteč

LEAD CONSOLES

PROGRAMMING

Štefan Sincák
Tomáš Kováč

LEAD MULTIPLAYER

PROGRAMMING

Štefan Sincák

GAME DESIGN

Ján Turán
Peter Hornák
Peter Nagy

PROGRAMMING

AND SCRIPTING

Jakub Ivančič
Ján Turán
Michal Kováč
Pavol Duplinský
Štefan Sincák
Tomáš Kováč
Tomáš Nguyen

3D ART

Igor Tkáč
Lukáš Roth
Martin Sabo-Balog
Martin Tomáš
Patrik Gebe

2D ART

Michal Mačák
Michal Ivan
Milan Kováč
Natália "Sharley" Chromá
Tibor Jursa
Tomáš Flak

ANIMATION

Richard Loukota
Vlastimil Golias

ADDITIONAL ANIMATION

Peter Gerhát

VIDEO AND

SPECIAL EFFECTS

Vladimír Jakubkovič

SPECIAL EFFECTS

Patrik Gebe

SOUND

Jaroslav Matesz

PROJECT MANAGEMENT

Erik Majerčák
Ján Turán
Michal Mačák
Peter Nagy

TESTING

Erik Majerčák
Ladislav Lipták
Mária Zlukyová

ACCOUNTING

AND FINANCE

Vladimír Špernoga

SPECIAL THANKS TO

Our families and partners
Mr. Helmut Spohn

TECHNICAL SUPPORT

If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forums: **forum.kalypsomedia.com**

You may also reach our technical support team via email at **support@kalypsomedia.com** or phone:

Tel: **+49 (0)6241 50 22 40** (Mo - Fr 10am GMT - 4pm GMT)

Fax: **+49 (0)6241 506 19 11**

International rates may apply!

Before contacting us, please make sure you know the complete product name and can provide proof of purchase. Please be as precise as possible when describing technical errors and include error messages and any other helpful information if possible. Please understand that we are not able to answer questions regarding general gameplay and hints via email or phone.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [KALYPSO MEDIA UK Ltd.] ("LICENSOR").

LICENSE

Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP

LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United Kingdom copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR.

Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to £100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
- (c) Make copies of the Software or any part thereof, except for back up or archival purposes;

(d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, or workstation at the same time; (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included DVD/CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently);

(f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;

(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;

(h) Remove or modify any proprietary notices or labels contained on or within the Software; and

(i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

(a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;

(b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;

(c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;

(d) Customized Game Materials shall not contain modifications to any other executable files;

(e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software;

(f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and

(g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY

LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear.

This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION

This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY

You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS

This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under England and Welsh law. Leicester, Leicestershire.

If you have any questions concerning this license, you may contact in writing Kalypso Media USA Inc.

KALYPSO MEDIA USA, INC.

45 N. Broad Street, Suite 501

Ridgewood, NJ 07450

United States

www.kalypsomedia.com

www.facebook.com/kalypsomediaint



WWW.KALYPSOMEDIA.COM

WWW.FACEBOOK.COM/KALYPSOMEDIAINT

Vikings - Wolves of Midgard © 2017 Kalypso Media Group GmbH. All rights reserved.
Developed by Games Farm. Published by Kalypso Media USA Inc.
All other logos, copyrights and trademarks are property of their respective owners.