

# The North, Pohjola v.1.00

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### **1.0 Version information**

Next there is general information about game.

#### **1.1 Updates**

21.12. 2007 –Version 1.00 released for Yoyogames' Winter Competition

#### **1.2 Bugs**

-Some minor bugs may randomly appear with creatures in scene. Shouldn't be much of harm.

#### **1.3 Credits**

Programmer: Fire Dragon

Graphics: Ussa

Music: Furry

Super Sound system: tsg1zzn

Online hi-score example: Gift of Death

Downloaddll: Simon Busstra

Grammar fixes: JiiKoo

### **2.0 Manual**

Next there is provided brief manual which will help you to understand this game and enjoy it.

## 2.1 Basic idea and story

Play as a spirit who wants to be god of winter in the ancient North. Gods from Finnish mythology will put you to grand test, which will show your skills to become god of winter.

They provide you one deck of divine Winter Cards. Your quest is try to keep humans alive through dark and cold winter with these cards. However, part of cards may help people when other ones can cause serious harm for your people. You must use cards wisely in right order. Keep some cards in your hand until you get good chance to use them and use some cards instantly. Keep humans alive and get points from used cards and submit your points to the online hi-score table.

## 2.2 How to play?

At first game can feel little confusing. However, I suggest to play it several times because when you start understand things more, you will find more from this game, tactics, strategies, effects etc.

More about them you can read from section 2.4 Strategies.

When game starts, you can see world with different objects like human village etc. In bottom of the screen, there is four cards. These are your cards in hand and you can use any of them in any order you like. You can read descriptions from cards by hovering over them and reading description from info box which is in left bottom in the view. Keep eye this box, there is always helpful information there!

Now, just choose one card and use it by clicking it. Something happens now depending from card. There is four types of cards which are:

**Weather** –All cards in this group causes different weather effects.

**Creatures** –Cards in this group usually summon different creatures to the certain areas.

**Humans** –These cards have straight effect to the humans example move to new area etc.

**Other** –Most of these cards have effects to other cards.

After effect, card disappears and new card is drawn from deck. After round, damages and human population increases is calculated and they are shown in screen. Humans suffer from damage when fighting, if temperature goes too low and they are in cold area, or they are in area where is dangerous card in effect.

### Card expiring

Many cards have time when they are in effect. Example Snowfall lasts 3 turns before it expires.

You can see all cards which are in effect in the left side of the view. When hovering these small icons, you will see card's description and how long it will last before it expires.

But when many cards have time, many cards don't have and will last to the end of game, or to point when something happens etc. Mild and frost are this kind cards from Weather group, Goblins are from creatures group and fire & advanced weapons from human group are cards like this.

You can create many tactics by keeping eye times when cards expire and using other cards in right time.

### Temperature, humans and score

You can find these values from top of the view. Keep eye these values when playing, because they are pretty important values, if you want to survive.

Temperature value shows temperature of the area in Celsius or Fahrenheit degrees. When temperature goes too low, part of humans will die in each round. You can increase or decrease temperature by weather cards. Fire will increase humans' resistance against low temperatures.

Living place of humans also affect to the damages. Warmest place is between arctic hills and coldest is lake area.

Human value tells how many percents of humans are alive. If percent goes to 0, it's game over. Number of humans will also affect to your final score when game ends along with scores obtained from cards, so try keep percents as high as you can.

Scores are obtained from using cards. Different cards give different amount of points when used. Often scores are obtained only when you are in card's effect area. Example Gift of Tapio gives points only when humans live in the forest area. You can get points from different events, which aren't straightly from cards. You must also notice that you get much more points from hazardous cards than from helpful cards. This enables some strategies to you, you can get points from high human percent (avoid hazardous cards) or from hazardous cards (low human percent).

Game ends when all cards are used. Your points are calculated and you can submit them to the online hi-score table.

## **2.3 Deck Editor**

Because this game is centered around cards, you can also create your own decks. In deck editor, just click cards in left side to add them to your deck. Click cards in deck to remove them. Deck must contain 30 cards. When deck is ready, press "Play" button and start playing.

You can also export and import completed or incompleated decks to files by "Export" and "Import" decks. This gives you possibility to save your favourite decks and share them to others.

## **2.4 Strategies**

Here I have listed some strategies to use in the game.

### **Scores**

To obtain high scores, you can use two different methods. First one is try to avoid all hazardous cards and increase your human percent. Other one is to use your hazardous cards, which give more points when used, but which reduce your human percent. You can build decks around these strategies.

### **Timing**

To obtain high scores, you must often time your actions right. Let's give example: there are elks in the forest with humans. Every turn humans will get +5% from them. You have Anger of Tapio in your hand too. Well, you can keep elks in forests until their card is nearly expired and have 2 in their card. In this case it's good idea to use your Anger of Tapio which will summon dangerous wolves to the forest area. You will get points from wolves and they will go after elks and disappear after they have eaten all elks. You will get all points and most of the percents, but you don't lose any humans! This kind things are possible with other cards too and they just wait that you will find them.

## **2.5 Settings**

In Settings menu you can change many things in game. First there is temperature unit. We in Finland use Celsius degrees (C) and it's default in game. However, for American player there is Fahrenheit (F) setting so they can also understand temperature values.

Next there is Music which will turn music on or off.

Particles will turn particles on or off. Finally there is Fullscreen setting so you can toggle between windowed and fullscreen mode.

### **3.0 Future plans**

This game is produced to Yoyogames.com's Winter competition. However, if game gets enough audience, we will probably develop somekind expansion because we had to drop many features because of the timelimit. Here is some things which may appear in expanded version:

- More cards and probably new card group
- More effects, creatures etc.
- Different difficulties.
- Many hi-score lists. All the time, weekly, monthly etc.
- Random events in game which may have some effects.
- More little things to notice.

And many many more...

Made in Finland 2007 –Protozoan's Anxiety