System Requirements

- Windows XP, Vista, 7, 8
- 2 GHz processor
- 2 GB of RAM
- 100 MB of disk space
- Microsoft XNA Game Studio 4.0
- Graphics card that supports DirectX 9.0c and Shader Model 1.1

Installation

With install CD
1. Insert disc into CD drive
2. If setup does not run automatically, open the CD folder manually and run setup.exe
3. Follow installation directions

From the internet
2. Find the Viking 2133 project
3. Download and run setup.exe
4. Follow installation directions
The 22nd century marked a revolutionary era in the human history. Mankind’s technological progress has brought forth an era of great prosperity. Robotic servants were built to tend to every human whim. Great structures were built that could automatically generate every human necessity. Towers were erected at the center of every city to defend and manage the city’s people and assets. This made war obsolete and work a thing of the past. As the years went on, humanity became comfortable in letting their creations do everything for them and it slipped into a dulled sense of bliss. With robotic androids performing all of mankind’s tasks, no longer was humanity striving to achieve any change whatsoever. Eventually, all men conceded to having all aspects of their lives automated by these robotic overlords. And so ended the age of great men.

The Viking

The year is 2133. The great android cities of Norway have been expanding autonomously for the past decade. With self-replicating bricks that pierced into the ground, these cities eventually broke into the ancient Viking catacombs. Awoken from his icy slumber, our hero awakens in horror to see what was once his homeland being torn asunder by these autonomous cities. Drawing all the strength he can muster, our hero awakens his shield-brothers to take back what was once theirs. Wielding the blade Volsung, he cleaves through waves of robotic enemies as his tears down the autonomous buildings from their foundations. The native Norwegians, having spent a generation in a technology-induced stupor, upon seeing our hero, suddenly feel the Viking spirits revived within them and join the horde. Will our hero be able to tear down the robotic overlords of these cities and awaken the true spirit of his people?
**Gameplay**

**Movement**
- Use WASD or arrow keys to move
- Press spacebar to dash in current moving direction

**User Abilities**
- Click the left mouse button to swing your axe in direction of cursor
- Press E to pillage an adjacent building or capture an adjacent tower

**Horde Abilities**
- Your horde attacks nearby enemies (throws axes) whenever they can
- Your horde heals you when out of combat
- Your horde is vulnerable when pillaging
- Your horde pillages faster the more horde members there are
Basic Objectives

Conquer all towers on a level

Cleave through enemies along the way

Pillage houses to replenish resources

Keep your horde alive or all hope is lost
Development team:
Scott Bergman  Artist of the Century
Sam Bobra  Horde Puppeteer
Chelsea Cheng  Tile Master
Josh Sun  AI Extraordinaire
Scott Warren  Fearless Project Leader and Debug Sensei
Luyu Zheng  Music Director and Physics Manipulator

Special thanks:
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