



- FOREWORD -

BEFORE YOU SET OUT ON YOUR ADVENTURE I, AND THE CREATOR OF THIS GAME HUITIEME, WANT TO ENCOURAGE YOU TO PLAY THE GAME BLIND BEFORE REACHING OUT TO THIS WALKTHROUGH. THAT BEING SAID, THIS WALKTHROUGH WILL MOSTLY BE SPOILER FREE AND WILL ONLY CONTAIN POINT GAINS OR LOSSES INFORMATION AND NOTES ON WHAT SOME CHOICES DO OR LEAD TO.

WHILE WE ARE ON THE POINTS SUBJECT, VINLAND HAS QUITE A FEW DIFFERENT KINDS OF POINTS THAT CAN BE EARNED, OR LOST, WHETHER BY FORMING RELATIONSHIPS WITH CHARACTERS, THE MC'S CHARACTER ITSELF OR HIS SURROUNDINGS. ALL ARE AFFECTED BY YOUR CHOICES THAT YOU MAKE THROUGHOUT YOUR ADVENTURE. HERE ARE SOME OF THE MORE IMPORTANT ONES:

- SARCASTIC POINTS LEAD TO ASSHOLE POINTS IF YOU WANT TO PLAY AS AN ASSHOLE. WITH TOO MANY ASSHOLE POINTS, THE NIKE CHOICES WON'T APPEAR ANYMORE AND SOME MAY EVEN LEAD TO A GAME OVER!
- WILLING POINTS LEAD TO A MORE CHEERFUL MC THAT WANTS TO BE A PART OF THE EXPEDITION.
- WISE POINTS LEAD TO A MORE CURIOUS MC AND GO WELL WITH THE SCHOLAR PATH.
- THE SCHOLARRIOR PATH PREVENTS TRUE WARRIOR AND TRUE SCHOLAR PATH TO BE ACHIEVED, MORE SPECIFIK CONTENT FOR THIS PATH WILL GRADUALLY BE ADDED MORE AND MORE IN LATER VERSIONS OF THE GAME.

WITH THAT OUT OF THE WAY I WANT ASK YOU THAT IF YOU LIKE THE GAME THEN YOU MIGHT WANT TO CONSIDER TO SUPPORT HUITIEME A LITTLE BIT BY BECOMING A PATRON ON HIS PATREON PAGE FOR VINLAND, THE BUTTON BELOW WILL OPEN A LINK IN YOUR BROWSER WHICH WILL TAKE YOU TO SAID PAGE, SHOW HIM A LITTLE BIT OF LOVE FOLKS!



BECOME A PATRON



- PROLOGUE -

CHOICE 1:

"BE ENTHUSIASTIC": WILLING +1

"BE SARCASTIC": SARCASTIC +1

"BE CURIOUS": WISE +1 AND WILLING +1 (A TYPO PREVENTS THE WILLING POINT TO BE APPLIED IN THIS VERSION)

CHOICE 2 (ONLY IF SARCASTIC > 0)

"OH, HERE COMES LEIF THE MORON.": ASSHOLE +1

"OH, HERE COMES LEIF EIRIKSSON": NO CONSEQUENCE.

CHOICE 3 (ONLY IF WISE < 1)

"I REMEMBER, HE'S THE ACTUAL LEADER OF THE EXPEDITION": WISE +1

"YEAH, SURE, LET'S MAKE THIS DAY EVEN LONGER": SARCASTIC 1

CHOICE 4:

"SMILE AND WAVE, MAN. JUST SMILE AND WAVE": ZAINA RESPECT -1

"LOOK ELSEWHERE": NO CONSEQUENCE.

CHOICE 5 (ONLY IF YOU HAVE MORE WILLING THAN SARCASTIC POINTS)

"I VOLUNTEER!": WILLING +1 AND LEIF RESPECT +1 AND ACTIVATE THE VOLUNTEER = 1 VARIABLE, MEANING THAT MK VOLUNTEERED ON HIS OWN.

"LEAVE DISCREETLY": LEAD YOU TO THE NEXT CHOICE.

CHOICE 6 (ONLY IF YOU EITHER LEFT DISCREETLY OR ARE A SARCASTIC BASTARD)

"WHY NOT?": ALLOWS YOU TO GO ON THE EXPEDITION, BUT WITHOUT VARIABLE.

"HEL NO!": ASSHOLE + 1, CAN LEAD YOU TO A GAME OVER AFTER CHOICE 7.



CHOICE 7 (ONLY IF YOU CHOSE "HEL NO!" IN CHOICE 6)

"FINE, YOU'VE WON": COERCION +1, MEANING YOU ACCEPTED TO GO TO THE EXPEDITION BUT HAD TO BE FORCED.

"ARE YOU DEAF...": LEADS TO GAME OVER.

CHOICE 8 (THE MOST IMPORTANT CHOICE OF THE PROLOGUE)

"BECAUSE I AM THE GREATEST WARRIOR IN ALL GREENLAND!": OPENS THE TRUE WARRIOR PATH (BERSERKER). RIGHT NOW, IT'S THE ONLY WAY TO BOARD FREYDIS' SHIP (NEXT UPDATE WILL CHANGE THAT). YOU ALSO GET THE FOLLOWING VARIABLES: WARRIOR = TRUE, BRAGGING +1, FREYDIS RESPECT +1, FREYDIS LIKE +1, GUDRID LIKE -1, ZAINA LIKE -1, MK STRENGTH +8 AND MK INTELLIGENCE +5. A.K.A. THE FREYDIS PATH.

"BECAUSE I'VE BEEN TAUGHT LATIN AND MATHEMATICS.": OPENS THE TRUE SCHOLAR PATH (LEADER). YOU ALSO GET THE FOLLOWING VARIABLES: SCHOLAR = TRUE, WISE +1, FREYDIS LIKE -1, GUDRID RESPECT +1, GUDRID LIKE +1, ZAINA LIKE +1, MK STRENGTH +5 AND MK INTELLIGENCE +8. A.K.A. THE GUDRID PATH.

"BECAUSE I'M NOTHING LESS THAN THE VERY EPITOME OF SMARTITUDE AND WARRIORNES!": LEADS TO CHOICE 9. YOU'RE NEITHER A TRUE SCHOLAR NOR A TRUE WARRIOR. YOU ALSO GET THE FOLLOWING VARIABLES: SCHOLARRIOR = TRUE, ASSHOLE +1, BRAGGING +2, GUDRID RESPECT -1, ZAINA RESPECT -1 AND ZAINA LIKE -1.

CHOICE 9 (ONLY IF SCHOLARRIOR):

"WARRIOR": LEADS YOU TO THE WARRIOR PATH. WARRIOR = TRUE, MK STRENGTH +8 MK INTELLIGENCE +5

"SCHOLAR": LEADS YOU TO THE SCHOLAR PATH. SCHOLAR = TRUE, MK STRENGTH +5, MK INTELLIGENCE +8



- CHAPTER 1 -

<CHOICE 1:

"IT'S NOT LIKE I HAD A CHOICE" (ONLY IF <COERCION = TRUE): WILLING -1.

"I CAN DO WHATEVER THE HELL I WANT" (ONLY IF ASSHOLE > 0): ASSHOLE +1.

"CALM DOWN WILL YOU": IF ASSHOLE > 1

<CHOICE 2 (ONLY IF CHOICE 1 "IT'S NOT LIKE I HAD A CHOICE"):

"THAT'S OKAY, I ACTUALLY WISH TO TRY": WILLING +2

"YOU KNOW WHAT? I'D RATHER STAY HERE": LEADS TO GAME OVER.

<CHOICE 3:

"ANY ADVICE?": ACTIVATE EINERADVICE VARIABLE. IT'LL BE USED LATER.

"LOOKS LIKE THIS IS IT": SARCASTIC +1

<CHOICE 4 (ONLY IF ASSHOLE >1):

"HOW GOOD A PRICE WOULD IT FETCH": ASSHOLE +1.

"THANK YOU, I'LL TREASURE IT": ASSHOLE -1.

<CHOICE 5:

"FLATTY?": SET THE "FLATTY" VARIABLE TO TRUE AND ALLOWS YOU LATER TO USE THIS NICKNAME IF YOU WANT TO ANGER THE BIG GUY.

"SEEMS LIKE AN ASS, IF YOU ASK ME" (ONLY IF ASSHOLE > 1): ASSHOLE +1.

"YEAH, I CAN SEE THAT" (ONLY IF SARCASTIC > 0): SARCASTIC +1.

"SEEMS LIKE A BUTTHEAD, DON'T YOU THINK?" (ONLY IF SARCASTIC < 1): SARCASTIC +1

**<CHOICE 6:**

"ESPECIALLY THAT BLONDE WOMAN": LEIF RESPECT +1, SETS "ASK LEIF ABOUT GUDRID" TO TRUE.

"ESPECIALLY THE REDHEAD": LEIF LIKE +1, SETS "ASK LEIF ABOUT FREYDIS" TO TRUE.

<CHOICE 7A (ONLY IF ASKED TO KNOW ABOUT GUDRID IN CHOICE 6):

"SO, WHAT YOU'RE SAYING IS THAT SHE'S SINGLE?": LEIF RESPECT -1.

"SEEMS LIKE A TOUCHY SUBJECT": IF ASSHOLE >1, YOU LOSE 1 ASSHOLE POINT.

"COMON MAN, SPIT IT OUT!" (ONLY IF ASSHOLE >0): LEIF LIKE -1. IF COERCION IS SET TO TRUE (PROLOGUE CHOICE 7), LEIF WON'T TELL YOU THINGS BECAUSE YOU'RE NOT WORTHY OF RESPECT YET.

<CHOICE 7B (ONLY IF ASKED TO KNOW ABOUT FREYDIS IN CHOICE 6):

"WELL, GIVE ME A STOOL AND MEAD ENOUGH TO NUMB THE INCOMING PAIN, AND I'LL SEE TO IT!": BRAGGING +1, IF YOU VOLUNTEERED (PROLOGUE CHOICE 5), LEIF LIKE +1.

"WHAT'S HER ISSUE WITH THE BLONDE WOMAN?": LEIF RESPECT +1.

<CHOICE 8B (ONLY IF FIRST ANSWER TO CHOICE 7B AND COMMENTED ON FLATTY NICKNAME):

"FREYFREY?": SETS FREYFREY NICKNAME TO TRUE. KNOW THAT FREYDIS ONLY ACCEPTS LEIF CALLING HER THAT.

"DON'T MENTION IT" SETS FREYFREY NICKNAME TO FALSE.

<CHOICE 9

"ASK ABOUT GUDRID" (ONLY IF ASKED TO KNOW ABOUT FREYDIS IN CHOICE 6)

"ASK ABOUT FREYDIS" (ONLY IF ASKED TO KNOW ABOUT GUDRID IN CHOICE 6)

<CHOICE 10 (THE MOST IMPORTANT CHOICE OF THE CHAPTER 1, UPDATE 0.1.3):

"GO TO HÓRDÓMR": ONLY FOR SCHOLARS.

"GO TO TYPPASJÚGARI": ONLY FOR WARRIORS.



-CHAPTER 1 / SCHOLAR GUDRID PATH-

CHOICE 1:

"YES LADY GUDRID": GUDRID RESPECT +1.

"YES SIMPLY GUDRID": GUDRID LIKE +1. SET SIMPLYGUDRID TO TRUE, SO YOU'LL SOMETIMES CALL HER THAT.

CHOICE 2:

"EGO NUNQUAM PRONUNCIARE MENDACIUM"

"GREEK GIBBERISH ABOUT HER LIKING SODOMY, BECAUSE I CAN"

BOTH CHOICES MAKE NO DIFFERENCE.

CHOICE 3:

"ERR... BONJOUR MA DOISELLE": ADELAÏDE LIKE +1. LEADS TO CHOICE 4.

"SORRY, I DON'T SPEAK FRENCH"

"WHY WOULD I WANT TO SPEAK WITH A SLAVE?" (ONLY ASSHOLE > 2): ASSHOLE +1, GUDRID RESPECT -1 AND ZAINA HATE +1. ALSO SETS IGNOREADDIE TO TRUE.

CHOICE 4:

"I'M SORRY, I DON'T..."

"WHY DON'T YOU TEACH ME A FEW WORDS?": GUDRID LIKE +1 AND ADDIE LIKE +1

CHOICE 5 (IMPORTANT CHOICE FOR GUDRID PATH):

"ALL RIGHT, NOW YOU'RE SPEAKING MY LANGUAGE!": GUDRID LIKE +1 AND LEADS TO HNEFATAFL SCENES.

"I WOULD RATHER NOT TO": LEADS TO THE BOOK SCENES.



HNEFATAFL SCENES

CHOICE 1:

"I'VE ALWAYS FELT LIKE MORE OF A DEFENDER, I'LL PLAY WHITE.": GUDRID RESPECT +1. YOUR PERSONALITY WILL BE MORE PASSIVE.

"I'D RATHER LEAD THE ATTACK, I'LL PLAY BLACK.": GUDRID LIKE +1. YOUR PERSONALITY WILL BE MORE AGGRESSIVE.

CHOICE 2:

IF SCHOLARRIOR IS SET TO FALSE, THIS RIGHT ANSWER IS HIGHLIGHTED AND WILL LEAD TO VICTORY. IF SCHOLARRIOR IS SET TO TRUE, THEN THE RIGHT ANSWER IS RANDOMIZED.

"MOVE THE KING THREE CASES UP"

"ATTACK THE LEFT SIDE PIECES"

"RETREAT ON THE RIGHT SIDE"

"PROTECT THE DOWN SIDE PIECES"

CHOICE 3 (ONLY IF WON):

"HOW ABOUT A KISS?": WON'T WORK IF YOU IGNORED ADDIE, OTHERWISE LEADS TO CHOICE 4.

"MAYBE I COULD PERUSE YOUR BOOKS COLLECTION?": GUDRID RESPECT +1 AND YOU SET THE BOOKLET VARIABLE TO TRUE. THIS WILL DETERMINE IF YOU DECIDED TO READ GUDRID'S BOOK.

CHOICE 4 (IF YOU ASKED FOR A KISS AND DIDN'T IGNORE ADDIE):

"PRESENT YOUR CHEEK": GUDRID LIKE +1. LEADS TO CHOICE 5.

"PRESENT YOUR LIPS": ASSHOLE +1, GUDRID LUST +1.



CHOICE 5 (IF YOU WENT FOR THE CHEEK KISS):

"TRY FOR THE LIPS": GUDRID LUST +1. IF GUDRID LIKES YOU GUDRID LIKE +2. OTHER VARIATION WILL PLAY IF GUDRID LIKE < 2.

"PUT AN END TO IT": NOTHING HAPPENS.

CHOICE 6:

"GO BACK TO THE BOOKS" (IF YOU EITHER DECIDED NOT TO PLAY HNEFATAFL OR ASKED TO PERUSE THE BOOKS, CHOICE 3): SETS BOOKLET TO TRUE AND MEANS THAT YOU'VE BEEN READING THE BOOKS.

"TRY READING THE BOOKS" (IF YOU PLAYED HNEFATAFL AND DIDN'T ASK TO PERUSE THE BOOKS, CHOICE 3): MEANS YOU'VE BEEN READING THE BOOKS.

"TRY TALKING TO THE FRENCH GIRL, AFTER ALL" (IF YOU IGNORED ADDIE): SET BOOKLET TO TRUE AND MEANS THAT YOU'VE BEEN TRYING TO TALK TO THE GIRLS.

"GO BACK TO TALKING WITH THAT FRENCH GIRL (IF YOU DIDN'T IGNORE ADDIE): ADDIE LIKE +1, MEANS THAT YOU'VE BEEN READING THE BOOKS.

"LOOK AT THE OCEAN AND MEDITATE ON THE MEANING OF LIFE": MISSING VARIABLE AT THE MOMENT BUT MEANS THAT YOU'VE BEEN READING THE BOOKS.



-CHAPTER 1 / WARRIOR FREYDIS PATH-

NOTE THAT YOU CAN KISS FREYDIS ONLY IF YOU'VE GOT ENOUGH LIKE POINTS AND BY CHOOSING THE RIGHT OPTIONS WHEN FIGHTING.

CHOICE 1:

"...MY CHILDREN": FREYDIS LUST +1 (RIGHT NOW, THE LUST POINTS ONLY CHANGE THE LAST SCENE IN THE BERSERKER PATH).

"...KILLER": FREYDIS LIKE +1.

CHOICE 2:

"HOW ABOUT NO?"

"YEAH, DON'T THINK SO"

"ALL RIGHT, BUT YOUR ASS IS MINE": SARCASTIC +1.

CHOICE 3:

"GIVE HER THE SWORD": THORVALD RESPECT -1. YOU LOSE THE TEST.

"OKAY, NO VINLAND FOR ME I GUESS": THORVALD RESPECT +1 AND FREYDIS LIKE +1. YOU WIN THE TEST.

"I'LL KEEP THE SWORD AND MY PLACE ON THE BOAT" (ONLY IF NOT SCHOLARRIOR): FREYDIS LIKE +1.

CHOICE 4:

"THIS IS A STUPID IDEA": FREYDIS LIKE -1 AND THORVALD RESPECT +1. LEADS TO CHOICE 5.

"I'M ACTUALLY CURIOUS HOW WELL I'D FARE AGAINST HER...": FREYDIS LIKE +1. LEADS TO CHOICE 6.

"OH, BIG GIRL, I'M SO GONNA HAND YOU YOUR ASS!" (ONLY IF SCHOLARRIOR SET TO TRUE): THORVALD RESPECT -1. LEADS TO CHOICE 6.



CHOICE 5 (ONLY IF "STUPID IDEA" IN CHOICE 4):

"I'M DONE WITH THIS STUPIDITY": LEADS TO GAME OVER.

"ALL RIGHT, ALL RIGHT": LEADS TO CHOICE 6.

CHOICE 6 (IMPORTANT CHOICE HERE)

"WELL, I'M READY. ARE YOU, FREYFREY?" (ONLY IF FREYFREY = TRUE, CHAPTER 1, CHOICE 8B): FREYDIS LIKE -1. LEADS TO CHOICE 9 (KISS).

"WELL, I'M READY. ARE YOU, BIG GAL?" (ONLY IF FREYFREY = FALSE CHAPTER 1, CHOICE 8B): FREYDIS LIKE +1. LEADS TO CHOICE 9 (KISS).

"ATTACK HEAD-ON!" (ONLY IF SCHOLARRIOR = FALSE): LEADS TO THE TRUE WARRIOR PATH, BERSERKR. FREYDIS LIKE +2. LEADS TO CHOICE 7A.

"I DON'T WANT TO HURT HER; I'LL FOCUS ON DEFENCE": LEADS TO CHOICE 7B.

CHOICE 7A

"OH, SHE WANTS ME TO ATTACK, THEN? SURPRISE ATTACK!": FREYDIS LIKE +1. LEADS TO CHOICE 9 (KISS). IF YOU CHOSE "BEAR MY CHILDREN" IN CHOICE 1, SHE'LL MENTION THAT MAKES IT TWICE YOU MADE HER BLUSH ALREADY.

"KEEP DEFENDING": FREYDIS LIKE -1. LEADS TO CHOICE 8.

CHOICE 7B (ONLY IF ATTACK HEAD ON AND NOT SCHOLARRIOR):

"TAKE IT EASY": NO KISS AND NO BERSERKR.

"VICTORY'S ALL THAT MATTERS": ASKS TWICE MORE IF YOU'D RATHER TAKE IT EASY. IF YOU KEEP CHOOSING RED, SET BERSERKR TO TRUE. LEADS TO CHOICE 10. FREYDIS LIKE +1, FREYDIS LUST +1 AND BERSERKR POINT +1. NOTE THAT IF YOU DECIDE TO TAKE IT EASY AFTER HAVING CHOSEN AT LEAST ONE RED CHOICE, THE BERSERKR PATH IS STILL OPEN.

CHOICE 8 (ONLY IF KEEP DEFENDING AGAINST FREYDIS):

"FOKK IT": GAME OVER

"OK, TIME TO GET SERIOUS": FREYDIS LIKE +1. LEADS TO CHOICE 9 (KISS).



CHOICE 9 (ONLY IF NOT BERSERKR PATH):

"KISS HER": IF SHE LIKES YOU (FREYDIS LIKE > 3), IT WORKS. ELSE, YOU GET BLOCKED.

"GET UP": YOU DIDN'T TRY TO KISS FREYDIS.

CHOICE 10 (ONLY IN BERSERKR PATH):

"UNLEASH THE BEAST!": BERZERK POINT +1.

"STOP IT, SHE'S HAD ENOUGH": IF YOU HAD ENOUGH LUST POINT, FREYDIS WILL BE IN BANDAGES AT THE END OF THE CHAPTER, INSTEAD OF HER USUAL LEATHER ARMOR.

-THIS IS CURRENTLY THE END OF THE WALKTHROUGH, UNTIL NEXT TIME!-

