Table of Contents

http://www.replacementdocs.com

Introduction
Required System
Recommended System
Installation Instructions
Beginning the Adventure
    The Main Menu
The way of the Viking
    HUD
    Weapons
    Shields
    Food and Drink
    Other Objects
Gifts from the Gods
    Runestones
    Rune powers
Games of Valhalla
    Multiplayer Mode
    Finding other Players
    Multiplayer Games
    Deathmatch
    Team Deathmatch
    Arena
    Headball
The Way of the Gods
Troubleshooting and Support
    Runegame.com
    Tech Support
    Human Head Studios
Credits
Limited Software Warranty and License Agreement

Long ago, in the time of gods and myth . . .

The old man and the girl moved slowly up the narrow and rocky pass under the watchful eyes of the sentries. “You see, child,” the man murmured, “even here one can sense the coming darkness. They cannot see the armies, but they watch the birds fleeing the northern forests. They do not hear the horns, but they listen to the crash of thunder from beyond the mountains.”

A viking clad in war leathers stepped forward to block their path, axe held at the ready. “Who comes?” he demanded. Behind him, another warrior wielding a short sword lifted a torch, casting flickering shadows across the stones.

The girl stepped between the old man and the vikings. “He is Bragi,” she said, hands on her hips. “Storyteller to king’s stronghold and village longhouse alike, singer of the Saga of Andhrimnir-”

The old man laid a hand on the girl’s shoulder and she fell silent. “You must pardon Jun, warrior. She is young and prone to youth’s impertinence. I am indeed a skald traveling the land, and we seek only shelter from the night and its dangers.”
For a long moment, the viking stared at the pair from under a knitted brow. Finally he stood aside. “Well met, then. Welcome to Wotankeld.” As they passed, he brandished his axe and growled, “No trouble, hear?” Jun glowered at the warrior, but the old man simply smiled, nodded, and moved up the pass.

As they continued around the bend, Jun kicked at a loose stone. Slipping into the shadows, it broke with a crack against the walls of the pass. “Why do you let him speak to you like that?” she complained. “And why are we here? The

eddas will be told of great battles and terrible bloodshed, not inconsequential villages! 'Learn the craft,' you said. 'Seek out the legends!' "

The old man smiled. "Your place for now is to watch, and to listen. In doing so, you will come to understand our purpose." Wotankeld was larger than most viking villages, built in a rift between the high cliffs that surrounded it. Enormous longhouses sat side-by-side along the streets that took Jun and the old man toward its center. The entire town seemed on edge. A woman passed carrying a bucket of water, but refused to meet their eyes. When a small boy ran up to them shouting a greeting, he was quickly pulled away by his older sister.

They wandered through the settlement until a sudden burst of laughter erupted from between two longhouses. "Finally, something interesting," Jun muttered. Following the noise, she found a crowd of viking warriors who cheered and bellowed as they watched two men circle in the center of the group. The first was nearly twice Jun's height and moved with the strange grace born only in battle-experience further betrayed by the scars on the mail that protected him. He wielded an enormous broadsword pointed unwaveringly toward his opponent, a younger man wearing only a quilted tunic and carrying a short sword in one hand while a small wooden shield covered his other arm.

As Jun watched, the young man-really little more than a boy-slid to one side then the other, weapon at the ready, then darted in to strike. The combatants traded a flurry of blows, until the larger man's broadsword came around in a sweeping arc that cracked the boy's shield and knocked him off his feet. The collected vikings roared with approving laughter, and Jun watched as the boy slowly sat up.

She shook her head and walked back to where the old

man was waiting. “They may know that the darkness is coming, but if he’s defending the village it’ll be in deep, deep trouble.” The skald smiled again. “Perhaps,” he said, scratching his chin thoughtfully. “Though all too soon that boy will be the one defending not this village, but all of Midgard. . .”

REQUIRED SYSTEM

OS	Windows 95/98/ME, NT (with Service Pack 3 or higher), 2000
CPU	AMD K6-2/3 or Intel Pentium II, or Celeron 300Mhz or higher
RAM	64MB
Video	Direct X Compatible Video Card with at least 8MB of Video Memory

(3D Accelerator STRONGLY recommended- see supported modes below)

Sound	Any Direct X Compatible Sound Card
Hard Drive Space	88MB Free Hard Drive Space
CD-ROM	4X
Internet Play	Halls of Valhalla is an online multiplayer game, and a TCP/IP connection is required to play.

Video Modes Supported

Direct 3D, Glide, OpenGL, MeTal, Software
(Note that only OpenGL, Glide and Software Render ing supported on Windows NT)

RECOMMENDED SYSTEM

OS	WINDOWS 95/98/ME, NT (with Service Pack 3 or higher), 2000

CPU	AMD Athlon or Intel Pentium III 450Mhz or higher
RAM	128MB
Video	Nvidia TNT Series/GeForce Series, ATI Rage 128/Radeon, 3dfx Voodoo5, Matrox G400
Sound	DirectX Compatible Sound Card
Disk Space	650MB Free Hard Drive Space
CD-ROM	8X
Internet Play	Halls of Valhalla is an online multiplayer game, and a TCP/IP connection is required to play.

INSTALLATION INSTRUCTIONS

Insert the RUNE CD-ROM into your CD-ROM drive. Follow the onscreen instructions to install the game to your hard drive. Full installation is recommended and will improve overall performance. Installation is a one-time process that will only take a few minutes.

If for some reason the installation screen doesn't appear, or if you have CD/CD-ROM Autoplay disabled, double-click on "My Computer", then locate and double-click on the icon for your CD-ROM drive. Locate the RUNE directory on the CD-ROM and double-click on "SETUP.EXE" to begin the installation process.

PART I

"Him?" Jun said incredulously.

"His name is Ragnar," said the old man. "And he has only begun his walk down the path of destiny." The pair turned to look back at the young warrior.

Grunting as he climbed to his feet, Ragnar retrieved his sword and threw aside his splintered shield. "Sigard!" he yelled, and his massive opponent turned from where he was being congratulated. "Again!" said Ragnar. The larger man shrugged and collected his broadsword from a friend. Shouting their

approval, the assembled vikings crowded closer. Jun climbed atop a nearby barrel for a better view.

The combat had already begun, Ragnar and Sigard circling warily. Suddenly Ragnar rushed forward and brought his blade up in a violent swing easily parried by his opponent. Ragnar attacked again, only to be blocked by Sigard's shield.

As Ragnar leapt back, Sigard used the flat of his blade to clout the young warrior on his sword arm. Clutching his forearm to his chest, Ragnar spun-and suddenly came back, his sword arcing under Sigard's shield and into a gap in the mail on his side. The larger man grunted in pain, and Jun heard a cheer from somewhere in the crowd.

Ragnar closed with a flurry of blows as Sigard kept his shield clutched tight over his wound. Sigard finally managed to bring his broadsword around in a clumsy one-handed swing, and Ragnar dived under the blade and away.

Roaring with rage, Sigard threw his shield aside and rushed forward. For the next few moments, Jun watched Ragnar do his best to stave off a rain of hacking blows that visibly chipped the edges of his sword.

Finally Ragnar rolled to one side and leapt to his feet. Once again he and Sigard squared off, circling inside the ring of vikings. Suddenly Ragnar stopped and threw his sword aside. Sigard stood straight and grinned at the crowd. "He yields!" he shouted-as Ragnar stepped forward drove his fist directly into Sigard's jaw. The massive viking's head snapped back, and he wobbled for a moment as his broadsword fell from his hand. Then his eyes rolled and he slumped to the ground.

The assembled vikings fell silent as Ragnar retrieved his short sword and wiped it clean on his leather leggings. He turned to the crowd before speaking: "I am a viking warrior. I will never

yield." Jun joined the crowd as it erupted in cheers, the vikings raising their weapons in salute.

A warrior clad in both leather and mail stepped forward, longsword and dagger strapped to his hips and an enormous axe slung behind him. Boiled and stretched leather had been formed into guards that were strapped over his shoulders and reached almost to the edges of his helm. He raised his hands and waited for the cheers to calm. Finally he put his hand on Ragnar's shoulder and spoke. "As speaker for the thane, I declare the holmgang at an end. Ragnar has proven himself through combat, and will be recompensed with three silver marks. . .once his opponent awakens. With that, the closing of this matter shall be recognized by both gods and men. So say the Laws of Odin."

"I thank you, Gudrek, and I thank the gods," said Ragnar, nodding his head solemnly.

"But there is one more matter," said the thanesman, and Ragnar looked up, puzzled. Reaching into a pouch on his belt, Gudrek withdrew a medallion, a silver disk engraved with crossed sword and hammer inside a ring of runes. Jun noticed that both Gudrek and Sigard wore similar medallions, as did others in the crowd. "Ragnar's show of courage and ability against this village's most skilled warrior has this day earned him the greatest honor we can bestow." Ragnar bowed his head and Gudrek hung the medallion around his neck. "Today he takes his place among the greatest warriors of this tribe. Today he joins the Odinsblade!" As the assembled Vikings cheered again, Jun watched Sigard rise to his feet and angrily push his way into the crowd.

BEGINNING THE ADVENTURE

The Main Menu

Each time you launch RUNE, you'll be presented with the Main Menu screen. To return to this screen at any time while playing the game, press the Esc key. The Main Menu offers you the following options:

New Game

Begin a new adventure. You will be asked to select a level of difficulty-Easy, Medium, or Hard-before the game begins.

Load Game

View games that have been previously saved. Select a game and click on Load to return to an adventure in progress.

Save Game

Save your game in progress. Choose an empty slot or an existing slot that you wish to overwrite. Name the slot, then click Save.

Multiplayer

Host, join, or observe a multiplayer game. For more information, see page 20.

Options

Change your settings to adjust and customize gameplay:

Video/Audio:

Set your video and audio preferences to adjust game performance.

Game:
Set options that will customize the game environment.

Controls:
Customize how the game controls map to your keyboard, mouse, and joystick.

Input:
Select your input devices, such as joysticks, mice, or keyboards.

Exit:
Lay down your weapons and leave RUNE.

PART II

Only the warriors had been allowed in the ceremony, so Jun and Bragi resumed their wandering through Wotankeld. "I suppose it's not such a bad place," Jun said. "Nice, in it's own way." It certainly had a beautiful stave church, and as they studied its many carvings of gods and creatures, Bragi told Jun the stories and legends behind each of them.

They were just making their way back into the village when they heard the faint peal of a war horn. It was quickly joined by others, and Jun saw Gudrek step from a nearby longhouse. "To the pass!" he bellowed, and Viking warriors spilled from alleys and longhouses and made their way towards the gates.

The horns built and echoed off the peaks above the village as Jun and Bragi followed behind, and when they reached the mouth of the pass they found the warriors gathered

around a dark-bearded man listening intently to a gasping runner. Gudrek pushed his way to the front of the crowd. “What’s happened, my thane?”

The older man held up a hand to silence the thanesman as the runner continued. “Conrack’s men . . . They side with giant warriors . . . armed with strange, terrible weapons. Messengers down on. . . the beach.” A viking handed the runner a skin of water and the thane sat on his haunches for a moment, fingering the charm that hung around his neck-a Hammer of Thor.

Finally he stood and turned to the vikings. “The Betrayer’s men are raiding Kopperud. Many of you were with me in Utherby. Those of you who were not have heard the stories-villages in ruins, men and women alike hung with spikes and marked with strange symbols unlike any rune.”

“Now Conrack’s armies have come to our lands, and would attack those who lie under the protection of the runestones. With this news, and accounts of his forces, I begin to fear that he has betrayed far more than the Laws of Odin. We cannot allow this to stand. I call upon the Odinsblade-to the ships!”

Vikings scattered to collect their weapons and armor. Jun turned to leave, but Bragi held her arm. She turned back to see Gudrek still at the thane’s side. “Jurt, there’s something I should tell you,” he began, as the thane turned and saw Ragnar standing nearby, the silver medallion of the Odinsblade hanging around his neck.

“When did this occur?” asked the thane quietly.

“After the holmgang,” explained Gudrek. “With only a short sword, he nearly bested Sigard. I might have waited for a true trial, but with Conrack’s men so near, we’ll need every skilled warrior in the village at our side. . .”

The thane walked to where Ragnar waited and placed his hand on his shoulder. “This will be more than a battle against some misguided peasants, Ragnar. From the tales we’ve heard, you could believe we are setting off to face the very forces of darkness.”

“I know, father,” said Ragnar. “But you know I have trained with every weapon in this village since long before I was bearded.” The young warrior dropped to one knee and held his sword before him. “In battle I will earn this honor. This you know, and this I swear.”

Jun watched as the thane considered Ragnar for a long moment and then said, “Very well. Go collect my weapons and armor, and arm yourself with anything else you can find. Gudrek will not be able to command Conrack’s men to grant you mercy.”

Thane and thanesman watched as Ragnar dashed off. “He cannot be a true member of the Odinsblade until he passes the trial, Gudrek,” said the thane. “Do you understand what you’ve done? If my son is lost in battle today, he will not be recorded on the stones.”

“He will be on the stones, Jurt,” Gudrek said. “He is young, but one of the most skilled warriors I’ve ever seen. It will be his deeds recorded, not his death.”

The thane began his walk down the pass. “I only hope the gods agree.”

HUD: Heads-Up Display

As you journey through the world of RUNE, gauges along the edges of the screen will provide you with information about Ragnar's health and abilities:

Health:
Indicates Ragnar's physical condition; the lower the bar, the closer Ragnar is to death.

Shield:
How much more damage Ragnar's shield can take before it shatters.

Rune power:
The amount of rune power Ragnar can call upon. See page 20 for more information.

Breath:
Ragnar has the mighty lungs of a viking, but if he doesn't surface or find a pocket of air before this bar empties, he may suffer the ignominious death of drowning. . .

Bloodlust:
As Ragnar kills his enemies, his bloodlust will rise. When the bar fills, Ragnar will go beserk. While beserk, any damage Ragnar takes will come off his bloodlust rather than his health.

Weapons:
Ragnar will discover many weapons that he can pick up and use throughout his journey-more than a dozen in all. They will fall into three categories: Bashing Weapons, Swords, and Axes. Each category has its own assigned control key, and pressing the key will draw the weapon of that category that Ragnar is wearing at the ready. Pressing the control key again will cycle through all weapons Ragnar possesses of that type. To empty his hands, hit the Stow Weapons key.

Attacking:

When Ragnar is wielding a weapon, pressing the Attack key will cause Ragnar to make a single swipe with the weapon. Properly timing a second use of the Attack key will allow Ragnar to make a double swipe with the weapon. Smaller weapons-and practice-will even allow for triple- and quadruple-strokes!

Throwing weapons:

Weapons can also be thrown, if Ragnar wants to attack from a distance. But beware-his enemies may pick up the weapons and use them against him.

Running attacks:

Ragnar's movement affects how he uses his weapons. Practice moving Ragnar forward, backward, from side to side, and even jumping in various directions while using his full array of weaponry-combinations of timing and movement will allow for the optimum use of weaponry.

If Ragnar is swift and sure in his attack, he'll even be able to cleave off the limbs of his enemies. Strike an opponent in the same location repeatedly and you'll see damage accumulate in that area.

Shields:

Ragnar is also able to pick up and use shields dropped by his enemies. Whenever he has a shield, he will carry it in his left hand. As Ragnar approaches an enemy, he may hold his shield before him to ward off any attacks that are aimed at him. But as a shield absorbs attacks, the Shield bar on the HUD will drop; when it is gone, the shield will shatter.

Food and Drink

If Ragnar has been injured, consuming food and drink of all sorts will refill the Health bar on the HUD. The resourceful viking will also hunt for animals and fruit along his path that will help him rebuild his strength.

Other Objects

Ragnar can interact with many of the other objects he will find in his journey. Torches will help him find the way through dark caverns-and be relit off anything that's burning. Chains and barrels can be broken. Ropes and vines can be climbed. Switches and plungers will activate earthworks and dwarven machinery, allowing Ragnar to control the environment for his benefit-and his enemies'detriment.

Some objects can be used as weapons or thrown. Others will be the key to puzzles Ragnar will encounter. Experiment with everything!

LESSONS OF THE THANE

The following are suggestions that may help you navigate Ragnar through the trials and dangers that await him:

Pay attention to what Ragnar is looking at, and you'll find him glancing toward anything that might be potentially interesting or dangerous in his general vicinity. If you get stuck, or don't know how to make it past an area or puzzle, follow Ragnar's instincts.
Vikings know that the best way to survive a fight is not to be struck by their opponents. Be sure to circle for position before closing in to strike. Remember that plants, animals, and the environment around Ragnar may be just as dangerous as his enemies.

A strong viking may be able to break down walls and wooden barriers, but he will find those bound or made with cold iron to be impassable.
Different opponents will have different tactics when they attack-and will require different tactics to defeat. Simpler creatures might be conquered by wading into their mass, but larger and smarter enemies will require more savvy.
Ragnar can use his shield to defend himself as he closes on his opponents, but he cannot attack while hiding behind his shield.
Beware the many traps of the underworld: if Ragnar isn't wary, he might find himself caught in a cage, a pitfall, or worse. . .
Some creatures have a natural hatred for one another. In some cases, Ragnar may be able to avoid combat by manipulating his enemies into fighting one another.

PART III

"We're following the vikings, right?" said Jun, though she knew Bragi led them toward the heart of the village.

"Many others will be taking that path," said the old man, as a group of children hurried past them carrying sheaves of oats. "For now our place is here. There is still much you must see."

"But what about Ragnar?" she complained. "Shouldn't we find out what happens to him?" The old man paused. Concentrating, he reached out and placed his hand on Jun's forehead. She felt a sudden chill and closed her eyes-

Ragnar settled into a place at the oars. Two rows before him, his friend Alric mounted his shield over the gunwales and took up his own oar. Throughout the longship the village's bravest warriors checked their weapons and tightened their armor.

Mindful of his oath, Ragnar vowed that he would fight to the death against Conrack's raiders to prove his courage- to earn the medal of the Odinsblade and a place in the halls of Valhalla.

On the shore sat the tiny boat that had carried the messengers from Kopperud. Only one had survived, and he looked to be mumbling incoherently as a woman treated his wounds. Ragnar's father and Gudrek stood nearby, until the woman turned and shook her head.

Walking down the beach, Gudrek helped the thane aboard the longship. The thane took his place at the ship's prow, while the thanesman made his way to the rear of the boat and the steering board and barked, "Ready oars!"

Alric looked back at Ragnar and grinned. "Ready, warrior?"

The thane raised his axe. "To glory!" he cried. Pushing the ships through the crashing surf, the last warriors clambered over the sides. Then fourscore warriors pulled as one and the ships moved out to sea-

Jun's eyes snapped open. She was still in the village, near an amused Bragi. "I . . ." she stammered. "I could hear his thoughts like the waves on the shore! I could smell the sweat on his leathers, feel the planking beneath his feet! What. . ." The skald simply put a finger to her lips and continued to smile. They walked in silence to where the villagers had gathered together around a roaring fire in the center of the village. Shielding her eyes from the flames, Jun looked past the fire and through a set of open gates. Beyond them was a small lake surrounding an island of rock, on which sat a circle of enormous stones covered with runes. And in the center of that circle was an even larger stone.

"The Runestone of Odin," whispered Bragi. "Cast down by Odin himself and a holy artifact to the people of this village and the surrounding land. Its wisdom has shaped viking law for generations. Around it the people have gathered stones to record their own history, to remember great deeds and to dedicate them to the Aesir."

An older man raised his arms and the murmuring crowd fell silent. "We call on the Aesir-on Odin, on Tyr. We call on Thor and Njord. Protect the warriors of this village as they enter your spheres, knowing their triumph is your glory." Villagers throughout the crowd whispered private prayers, then stepped forward with offerings to the gods-barley, oats, rye, a slaughtered goat-and cast them into the flames.
The crowd stood silently, and Jun joined them as they bowed their heads and closed their eyes-

Rowing to the rhythm of a war chant, Ragnar glanced over his shoulder at the horizon. Flashes of lightning illuminated dark clouds that rode across the surface of the ocean. Yet Kopperud lay on the far side of the storm, and to reach the village before Conrack's army had razed it to the ground meant traveling through the storm's center. The breeze that had propelled them out from shore rose to a steady wind, and several men left their positions at the oars to tend the woolen sail that stretched above the ship. Strange, Ragnar thought. Usually the wind blew away from storms . . .

GIFTS FROM THE GODS

The gods show their favor for warriors who have earned Valhalla with the gift of runestones scattered throughout its halls and battlefields. These runestones are much more than mere symbols-they are vessels of power that imbue the warrior who obtains them with a wide range of powerful abilities.

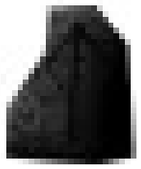
RUNESTONES

There are five types of runestones:

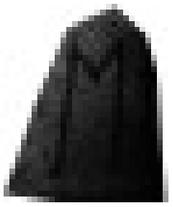
Lesser Runestone: Grants raw rune power to the warrior-the level of rune power in the rune power bar on the HUD will rise.

Greater Runestone: Grants full rune power and expands the warrior's ability to absorb rune power; the rune power bar on the HUD will become larger.

Rune of Health: Not only restores your character to full health, but raises their ability to soak up damage; the health bar on the HUD will become larger.



Rune of Lesser Strength: Raises your warrior's level of blood lust, bringing them closer to going berserk.



Rune of Greater Strength: Causes your character to automat cally go berserk; the bloodlust bar on the HUD will fill, and while beserk, any damage your character takes will come off of the bloodlust bar rather than the health bar.

RUNE POWERS

Every weapon that your character wields can be imbued with rune power to invoke powerful abilities, from the ability to throw an unlimited number of axes for a short period to the power to slam a mace into the ground and damage every enemy in your vicinity.

When wielding a weapon, you'll see an icon at the bottom of the rune power bar that hints at it's unique rune power. You'll also see an arrow on the side of the rune bar that indicates the minimum amount of raw rune power required to activate the weapon's ability.

Simply press the Activate Rune Power key to invoke the rune power of the weapon your warrior is currently wielding. Your stored rune power will begin to be drained and the power will remain active until your character either runs out of rune power or sheathes their weapon. If your character sheathes or throws a weapon while using a rune power, the weapon will be unpowered when redrawn or retrieved, even if done so immediately.

GAMES OF VALHALLA

MULTIPLAYER MODE

Whenever you're ready for battle against hordes of vikings from around Earth and across the Nine Worlds, simply select Multiplayer from the main menu and step onto the battlefields of Valhalla-via the Internet.

Finding Other Players

The multiplayer games of Halls of Valhalla are TCP/IP based, so multi-player matches can be played across Local Area Networks, modem connections (56K minimum recommended) or via the Internet. Click the Servers tab on the Join menu to see what Rune games can be automatically detected.

If none are detected, set up your own arena. Multiplayer games can be hosted on the computer of any participating player, or for better performance, on a dedicated computer. On the computer you want to host the game, select the Host menu and customize the arena, such as selecting the map and the rules mutators you want in play. Then wait for players to come join the battle!

MULTIPLAYER GAMES

Halls of Valhalla offers four distinct types of gameplay:

Deathmatch

A free-for-all battle to the death--and beyond. Points are awarded to players for each kill made on the battlefield. Depending on the rules chosen by the server, winners can be determined either by the first warrior to score a particular number of points or whichever warrior scores the most points in a set amount of time.

Team Deathmatch

Team Deathmatch remains a battle to the death, but you'll have a band of brave companions at your side.

In the "Player" section of the Multiplayer menu, select a team (in Rune, teams are named after four colors--Red, Blue, Green, and Gold). Then, in the "Join" section, click on the Team Deathmatch tab to see a list of all available Team Deathmatch games.

Points are scored in Team Deathmatch when you kill members of the opposing team and count toward a team total. As in free-for-all Deathmatch games, a winner is determined either by the first team to reach a set score or the team who racks up the most points in a set time period.

Arena

A new multiplayer game in Halls of Valhalla¸ Arena pits warriors against one another in a test of their combat skills until only one remains standing. Basic Arena play is one-on-one dueling, but some maps and servers allow for larger teams--2-on-2, 3-on-3, etc.

When you enter an Arena game, equip yourself with weapons and shield and then get in the queue to enter the arena. A number floating above your head will signify your place in line, and as warriors enter the arena you'll see it count down toward 1. When you reach the front of the line -- 1 for 1-on-1 matches, 1 and 2 for 2-on-2 matches, etc.--there will be a short countdown, after which you will be transported into the arena to challenge the champions of the previous battle.

Winners of Arena battles receive full health, and all equipment they brought into the arena is restored to them before the next battle.

Headball

A sport truly fit for viking warriors! Headball teams have only one goal: to score points by tossing the heads of their opponents through the arena's goals.

A Headball game begins with each team announcing that they are ready using a switch placed in the map for each team. Once all teams have checked in, a countdown beings, during which the players may move to wherever they believe will allow them the best starting advantage-though they cannot do damage to each other. However, once the starting gong has sounded, the melee begins! Combat can be used 'defensively' to simply slow the progress of the opposing team, or players can turn to 'offense' and aggressively go after their opponents, hoping for the killing blow of decapitation.

When a head is severed, any player can pick it up and make a run for goals placed around the map. Some maps have goals that can be used by any player to score, while others have team-specific goals. Variant maps have multiple goals where each scores a different number of points per head, with difficult to score goals (distant, or requiring trick shots) worth more points. Those who set up Headball servers can also select whether or not to throw limb scoring into the mix, where each limb tossed into a goal scores one point.

ENTERING THE ARENA

Players

When joining a multiplayer battle, enter the name you want to be identified by in the arena, the skin you want to wear, and if playing a team-based game, which team you would like to join. Then pick an arena from the list of connected servers and join the fight!

Spectators

Another option is to observe others as they battle. Select the spectator character in the multiplayer menu and you will be able to enter the arena as an invisible, intangible observer. You will even be able to select the best perspective by flying around the arena. (Those hosting the multiplayer match may choose to limit the number of spectators that may enter a match, as spectators require the same amount of system resources as warriors participating in the battle.)

THE WAY OF THE GODS:
PLAYING GAMES ON THE INTERNET

Though Rune and Halls of Valhalla portray combat between viking war-

riors, behind each sword is another person somewhere out on the Internet, a person playing a game. Games have rules, and Rune provides those basic rules in the form of the game loaded onto your computer. As these 'rules' are fixed, in the end they are the only ones that can be truly enforced.

However, the Internet is as varied as its innumerable users, and games played on the Internet are no different. When a Rune server is set up, a server administrator immediately begins to make alterations to the basic game-deciding how many kills win a deathmatch, for example. Other rule changes may be put into play via mutators or user-created maps. These rules changes, though they may have loopholes, are still fixed and difficult to break.

Yet a final type of rule change are those that exist only because they have been agreed upon by the server administrator and the players on the server, and these are "house rules". Whether it be an agreement to only use Bone Clubs in a particular deathmatch, or the decision that a particular section of a map is off limits, these rules are utterly unenforceable -- at any time they can be broken. But so long as all players abide by them, they become another rule of gameplay.

Common courtesy when first entering a Rune Gold server is to ask which rules and mutators are being used, and whether or not any house rules are in play. If a rule is being used with which you disagree, further courtesy is to either spectate (using Spectator mode; see above) until the rule is no longer in effect, or to leave and find another server with more agreeable rules.

House rules can be a complicated matter-for example, on many servers it is considered bad form to kill a player who is 'chatting' and has a word balloon floating over their head, but it is also considered a foul to begin chatting in the midst of combat as it can sometimes be construed as an

attempt to unfairly escape an opponent. A feel for what is ‘fair play’ in a particular match or on a particular server can only be found by open and friendly discussion with the server administrator and other players.

In the basic play of Rune, chaotic combat with no rule but that of the sword, Human Head Studios hopes to have created a game that is great fun. But the ability to experiment with gameplay-to change the game by instituting basic rules changes and house rules-is the ability to tailor the experience of gameplay and make the world over in your own image. In playing the game, each player can rule their own world-and that’s the way of the gods.

TROUBLESHOOTING

RuneGame.com

The first place to look for patches, game mods, and answers to your questions is the official Rune website at

http://www.runegame.com

Visit the site’s message boards to find other online warriors and share your tales of Viking glory!

TECHNICAL SUPPORT

If you have a technical problem concerning the operation of Rune Gold, please contact our technical support staff. When you call or write, be at your computer if possible and have the following information ready: type of computer, available hard drive space, total RAM, type of video card, and a list of the options you selected when you installed the game.

RUNE TECHNICAL SUPPORT
(410) 933-9191
9 AM - 5 PM EST, Monday - Friday
TalonSoft, PO Box 43730, White Marsh, MD 21236
http://www.talonsoft.com
talon@talonsoft.com

Note: These contacts are for technical support only. Representatives cannot provide game hints or suggestions.

Human Head Studios
For more information on the team behind Rune and their other projects, visit the official Human Head Studios website at: http://www.humanhead.com

RUNE - HALLS OF VALHALLA CREDITS

Project Lead / Lead Programmer:
Chris Rhinehart

Art Lead:
Rowan Atalla

Project Manager:
Timothy S. Gerritsen

Programmers:
Chris Rhinehart
Mike Craddick
Ben Gokey
Paul MacArthur

Level Designers:
Rowan Atalla
Mick Beard
Mike Flynn
Brian Frank
Dave Halsted
Ted Halsted
Jean-Paul LeBreton
Jim Sumwalt

Design Assistant:
Seth Johnson

Modelers/Skinners
Tim Bowman
David Gulisano
Shane Gurno
Brett Hawkins
Animators:
Jeff DeWitt
Nathaniel Albright

Environmental Textures:
Greg Marshall
Eli Quinn

Sound Effects:
Mike Larson

Music:
Mike Larson
Romulus Mars Priscus
Jim B-Reay

Manual:
Seth Johnson and Ben Condit

A long overdue special thanks to Terry Nagy for his assistance on Rune.

Published By GodGames:

Andrea Villareal
Ben Condit
Benjamin Lippert
Bill Nadalini
Damon Brown
Dave Cash
David Eddings
Dianne Vaughn
Doug Myres
Jeff Smith
Jenny Jemison
Jim Bloom
Josh Galloway
Kirk Brown
Russell Hughes
Scott Dudley
Scott Farrell
William Haskins

Special thanks to Epic Games for their support and assistance.

RUNE CREDITS

Programming Lead
Paul MacArthur

Art Manager
Ted Halsted

Business Director
Timothy S. Gerritsen

Programmers
Paul MacArthur
Chris Rhinehart

Additional Programming
Mike Craddick
Ben Gokey

Design
Human Head Studios, Incorporated

Level Design
Mick Beard
Dave Halsted
Ted Halsted
Jim Sumwalt

Additional Level Design
Greg Marshall

Animation
Jeff Dewitt
Nathaniel Albright

Environmental Textures
Greg Marshall

Character Textures
Tim Bowman
3D Modeling
Shane Gurno

Concept Art
Tim Bowman
Jeff DeWitt
Shane Gurno
Ted Halsted
Greg Marshall

Jim Sumwalt

Loreguide
Seth Johnson

Original Concept
Ted Halsted
PR and Marketing Support
Tim Gerritsen
Trish 'Kazi Wren' Harris
Chad Savage

Historical Advisor
Laurie Wise

Viking Ship Model By:
John Falgate

Additional Animation
Mike Werckle

Audio Credits

Direction and Production:
Michael Larson

Sound Effects
Michael Larson
Music
Michael Larson
Jim B-Reay
Romulus Mars Priscus

Voice Overs
Lee Ernst
Ted Halsted
Michael Larson
Tejumola F Ologboni
Sue Quinn
Nick Skrowaczewski

Dialog
Ted Halsted
Seth Johnson

Thanks
Kenny Stoll
Sean Wipfli
Larry Hill

Limited Software Warranty and License Agreement

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Triumph Software and Gathering of Developers I, Ltd., (collectively, the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund. Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof. Intellectual Property Ownership. Owner retains all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), 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 and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties. SOFTWARE Backup or Archiving. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the

original disk(s) and/or CD-ROM (the “Storage Media”) only for backup or archival purposes. Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from using or selling any unauthorized level packs, add-on packs or sequels based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. You are expressly prohibited from selling or using any characters or other components of the game for any purpose. You are expressly prohibited from selling or otherwise profiting from any levels, add-on packs, sequels or other items created by utilization of the SOFTWARE’s level editor. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement. Limited Warranty and Warranty Disclaimers. LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse. CUSTOMER’S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner. WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS’ CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE. LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT; INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT

APPLY TO YOU. Product Support and Updates. This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS. Jurisdiction. TEXAS LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF DALLAS COUNTY, TEXAS. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect. Entire Agreement. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees. U.S. Government Restricted Rights. The SOFTWARE and the ACCOMPANYING MATERIALS is provided with RESTRICTED RIGHTS (as found in 48 C.F.R. §52.227-7013). This provision only applies if the U.S. Government or any of its entities obtains this SOFTWARE either directly or indirectly. Owner created this SOFTWARE and the ACCOMPANYING MATERIALS exclusively with private funds. Additionally, information contained in this SOFTWARE and the ACCOMPANYING MATERIALS is a trade secret of Owner for all purposes of the Freedom of Information Act or otherwise. Furthermore, this SOFTWARE is "commercial computer software" subject to limited use as set forth in any contract that may be entered into between the seller and the governmental entity. Owner owns, in all respects, the proprietary information and proprietary data found in the SOFTWARE and the ACCOMPANYING MATERIALS. U.S. DEPARTMENT OF DEFENSE PERSONNEL. Owner only sells this SOFTWARE and the ACCOMPANYING MATERIALS with "Restricted Rights" as defined in DFARS 52.227-7013 (also found at 48 C.F.R. §252.227-7013). Any U.S. Government use, duplication, or disclosure is subject to the restrictions including, but not limited to those found in the Rights in Technological Data clause at DFARS 52.227-7013 (48 C.F.R. §252.227-7013) that may be amended from time to time. NON-DEPARTMENT OF DEFENSE PERSONNEL. Other governmental personnel are on notice through this Agreement that any use of this SOFTWARE and the ACCOMPANYING MATERIALS is subject to similar limitations as those stated above, including but not limited to, those stated in Commercial Computer SOFTWARE - Restricted Rights found in 48 C.F.R. §52.227-19, that may also be amended from time to time. Manufacturer is Owner at the location listed below. U.S. Export Laws Prohibitions. By opening the sealed software packaging and/or installing or otherwise using the SOFTWARE and ACCOMPANYING MATERIALS, You also agree and confirm that the SOFTWARE or ACCOMPANYING MATERIALS and any of the SOFTWARE's direct products are not being and will not be transported, exported or re-exported (directly or indirectly through the Internet or otherwise) into (or to a national or resident of) any country forbidden to receive such SOFTWARE or ACCOMPANYING MATERIALS by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. You also agree and confirm that the SOFTWARE and ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations. Termination. This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed. Program Transfer. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement. Equitable Remedies You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner 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. Owner If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing: Gathering of Developers, 2700 Fairmount Street, Dallas, Texas 75201, Attn: Customer Service.

Rune, Rune--Halls of Valhalla, the Rune logo, Human Head Studios, Incorporated and the Human Head logo are trademarks of Human Head Studios, Incorporated. Copyright © 2000, 2001 Human Head Studios, Inc. All Rights Reserved. Gathering of Developers and Godgames.com are trademarks of Gathering of Developers, Inc. Copyright © 2000, 2001 Gathering of Developers I, Ltd. All Rights Reserved. Character names and likenesses are TM and © 2000, 2001 Human Head Studios, Inc. All Rights Reserved. Microsoft and Windows, Windows 95, Windows 98, Windows ME, Windows 2000 and Windows NT are registered trademarks of Microsoft Corporation. All other trademarks and trade names are properties of their respective owners.

U.S. Government Restricted Rights
Manufactured in the U.S.A.