



'THE NORTHMAN' THE VIDEO GAME

Based on the film by
Robert Eggers

Presented by
Jacob Zolda

INTRODUCTION

- Genre: Action, Adventure, Stealth
- Single player, cinematic, AAA game
- Melee combat with various weapons
- Emphasis on how the player is perceived by other characters

Living as a man outside his birthright, Amleth must blend in and understand his enemy before he has his vengeance. The Viking prince must learn a different way and face many foes if he seeks to rescue his mother and honor his blood.



SETTING OVERVIEW

Age of Myth: Creation of the Nine Realms

Odin, an Aesir god, creates many aspects of the world and establishes order throughout the realms. Strife between Odin and other gods begins due to the nature of how he ascended to power.

Inciting Tableaux: Divine Conflicts

Battles are fought between the Aesir and Vanir gods, temporary peace is achieved. Odin seeks vast knowledge and enlightenment at any cost.

Inciting Incident: Ragnarok

The gods and powerful forces in the world engage in an all-out war set to destroy them all. No clear victors or survivors emerge but their legacies endure.

Active Narrative: Heroic Age

An age dominated by warring humans who still pray to the Norse gods and observe their customs. There is still segregation between the worship of Aesir and Vanir gods.



HERO'S JOURNEY

A young Viking prince, Amleth, witnesses his father killed by his illegitimate uncle, Fjolnir, and then take Amleth's mother, Gudrun, for his wife. Amleth escapes and swears to avenge his father, save his mother, and kill his uncle. Years later, Amleth is a berserker in a Viking clan and while on a raid, is reminded of his prophecy by a temple priestess. Shortly after, he learns that his uncle Fjolnir has lost the throne and was forced in exile to Iceland. Amleth disguises himself and is brought to Fjolnir's farm, where he hides as dumb, strong slave, but is secretly planning revenge. Amleth claims a magical sword, falls in love with Slavic maiden, and terrorizes the farm at night. Amleth then finally reveals his true identity and is capture by Fjolnir. With help, Amleth escapes with his lover, Olga. Upon learning that Olga is pregnant, Amleth turns back, knowing his children will be hunted by his uncle forever. Fjolnir's entire family is killed in the skirmish, then he and Amleth battle to the death in the crater of a volcano.

CHAPTERS

Prologue

King returns, Fjolnir's betrays him, Amleth escapes

Chapter 1: Berserker Raids

Transition to powerful warrior, meets Olga, reminded of prophecy by seeress

Chapter 2: Arrival in Iceland

Disguises himself as a slave, sails across Atlantic, observes enemies on farmstead

Chapter 3: Duel for Draugr

Discovers location of sword, battles the Mound Dweller, acquires the magic blade



Chapter 4: The Night Blade Feeds

Promoted amongst slaves, grows close with Olga, terrorizes and butchers Fjolnir's men at night

Chapter 5: Reveal of the Fool

Kills Fjolnir's oldest son, Amleth reveals his identity and is captured, then escapes with help from Olga

Chapter 6: Duel Atop the Volcano

Leaves Olga to complete his vengeance, kills his mother and half-brother when they attack him, meets and duels Fjolnir to the death at Gates of Hel

LOCATIONS

Kingdom of Hrafsney – Prologue

Island kingdom ruled by Aurvandil and Gudrun

Land of Rus – Chapter 1

Villages raided and pillaged by berserkers,
inhabited by Olga and seeress

Fjolnir's farmstead – Chapters 2, 4, 5

Farmstead governed by Fjolnir and Gudrun, refuge after losing Hrafsney

The Mound – Chapter 3

Location of fated magic sword, Draugr, guarded by the Mound Dweller

Gates of Hel – Chapter 6

Volcano crater where Amleth and Fjolnir duel to the death



AMLETH

Child



- Young prince reunited with his father, the king
- Sees his uncle kills his father and usurp the throne
- Uses stealth and trickery to fool enemies

Berserker



- “Orphaned” warrior fighting for a different Viking clan
- Wolf berserker, fights in the vanguard
- Reminded of prophecy to avenge his father regularly

Farmhand



- Blends in with other slaves bound for Iceland
- Plays the fool and works hard on the farm
- Becomes respected as a leader amongst the slaves
- Terrorizes the farm at night

Vengeful Prince



- Reveals himself by killing Fjolnir's son
 - Taken prisoner briefly, escapes with help
 - Resumes vengeance when he could walk away
 - Duels uncle to the death
-

CHARACTERS

King Aurvandil War Raven



Ruler of the island kingdom of Hrafsney in the North Atlantic. Suffering from war wounds in prologue. Worships Odin.

Olga of the Birch Forest



Slavic maiden who falls in love with Amleth. Strong spiritual connection to Earth magic.

Fjolnir the Brotherless



Bastard brother of Aurvandil. Usurps his brother's throne and takes his wife for himself. Worships Freyr.

Queen Gudrun



Ruler of Hrafsney. Wife to both Aurvandil and Fjolnir. Mother of Amleth and Gunnar.

ENEMIES

- Fjolnir's soldiers
 - Encountered in prologue and farmstead
 - Mini-boss variant
- Rus' soldiers
 - Encountered on berserker raids
- Rus' Chieftain
 - Duel
 - Mini-boss of berserker raids
- Mound Dweller
 - Duel
 - Main quest of second act
- Fjolnir the Brotherless
 - Final boss and duel



COMBAT

Tutorial in prologue

- Short sword
- Stealth tutorial
- Fool tutorial

Berserker raids

- Axe & short sword dual wield
- Grapple
- Arrow dodge – slow time QTE
- Pickup & throw environmental objects
- Throat bite and howl – rally troops



Farm

- Initially farm tools
- Draugr sword
- Stealth kills

Duels (Holmgang)

- Dual wield melee
- Or melee and shield
- 1v1 boss fight
 - Parry & counter



DIVINE INTERVENTION

Ascension preparation ceremony:

Spiritual ritual honoring Odin and line of kings, prepares Amleth to rule and vengeance if necessary

Village seeress:

Encountered during berserker raids, add to lore and give Amleth direction for main quest

Draugr – The Night Blade:

Weapon chosen by Norns for Amleth's vengeance

Odin:

Frees Amleth from Fjolnir's imprisonment with Huginn and Muninn

Valkryie:

Carries Amleth to Gates of Valholl after final duel



STEALTH IN DARK NIGHT



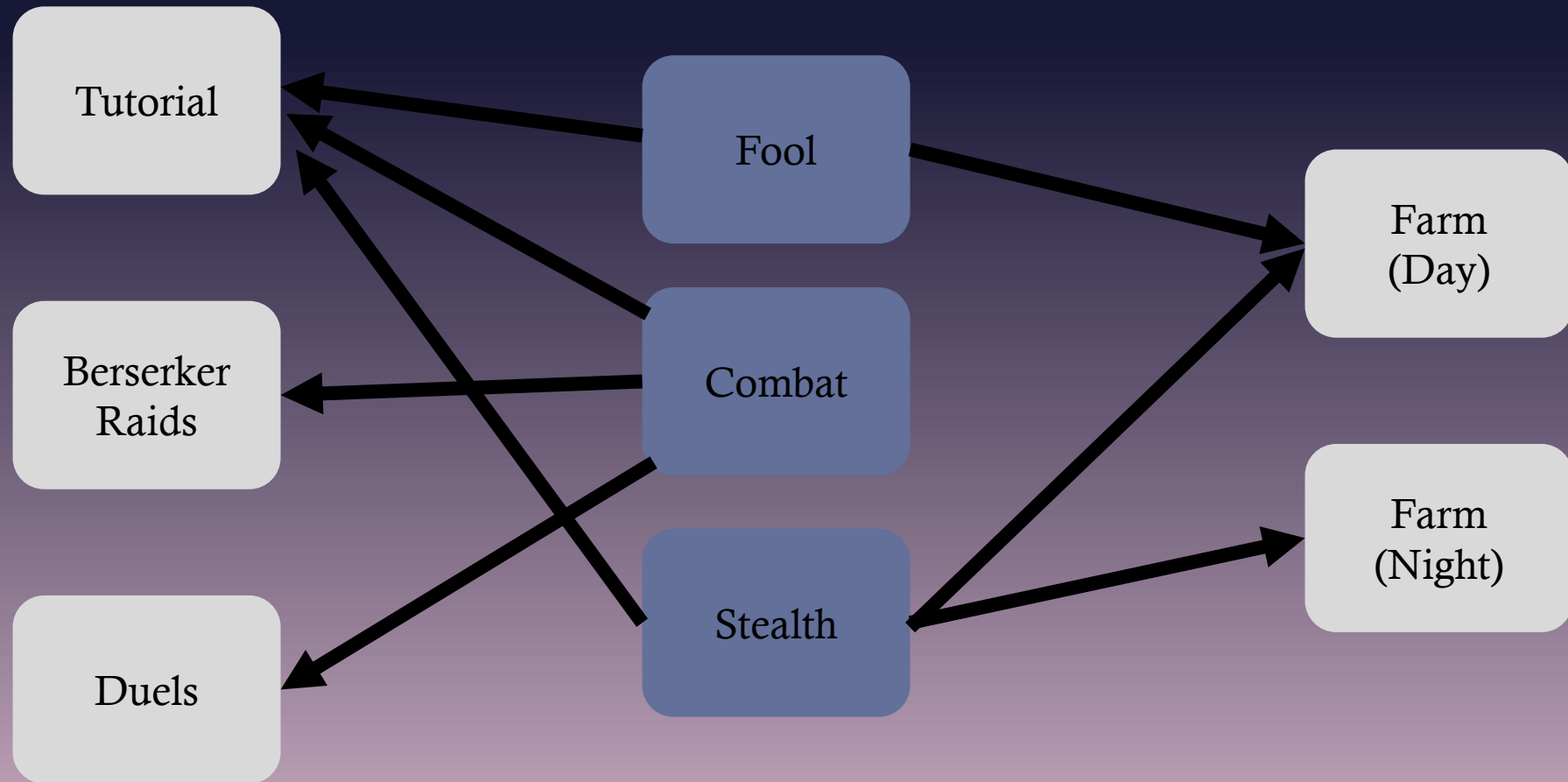
- Amleth must operate at night to avoid detection while completing his tasks and quests
 - Certain important areas are restricted, restricted detection restarts quest
 - Global awareness meter, if player is detected, overall awareness goes up
 - Player will use hut roofs, objects, and shadows to traverse farmstead at night
 - Initial stealth quests require player to find and use farm tools as makeshift weapons
 - Farm tool kills are slow and quiet, player must quickly hide again
 - After Draugr acquisition, stealth kills are faster but draw attention
 - Key objectives for night:
 - locating and acquiring Draugr
 - Allying with Olga
 - Terrorizing farmstead
-

FOOL AT FIRST LIGHT



- Amleth must remain inconspicuous during the routine of the day
- Global awareness meter, if player is detected not doing chores, overall awareness goes up
- Full awareness meter triggers game over
- Player will accomplish chores such as hauling, splitting wood, and farming
- Stealth kills are optional but highly susceptible to detection
- Draugr cannot be used during the day
- Keeping awareness down with chores makes stealth easier
- Studying enemies gain combat advantage
- Key objectives for day:
 - Observe, study, and identify enemies
 - Allying with Olga
 - Achieving status as overseer of other slaves

GAMEPLAY OVERVIEW



MUSIC

Traditional: Original Score by Robin Carolan & Sebastian Gainsborough

- Compositions from “The Northman” film, following same narrative flow

Amon Amarth mode: composed mix by melodic death metal band

- Songs feature stories of Norse mythology and customs in English

Heilung mode: composed mix by experimental folk group

- Songs feature soundscapes and stories based on runic inscriptions and poems in many languages
-



THE NORTHMAN