VIKINGS

Northern Colonization



PRESS KIT · NOVEMBER 2026

TURN-BASED STRATEGY · VIKING COLONIZATION

"When the army comes, you had better be at sea."

Three Viking clans flee a doomed homeland, cross an unknown sea and build a colony with whatever they brought along. *Vikings: Northern Colonization* is a turn-based strategy game where the exodus, the crossing and the first winter decide everything — alone against the computer, or with three players online.







vikings-northern-colonization.com

Alternative Way SOFTWARE

PRESS KIT

Alternative Way Software announces Vikings: Northern Colonization

Paris, November 2026 — Independent studio Alternative Way Software announces *Vikings: Northern Colonization*, a turn-based strategy game for PC (Steam), set in a Viking world painted in watercolour.

An army is marching on the homeland, on a known date. Build the longships, gather food, choose who boards — and leave in time. Then the sea: fog lifted tile by tile, storms driven by the wind, supplies dwindling every turn. On the island at last, you start again from what is in the hold: forum, houses, workshops, walls, and a first winter that forgives nothing.

Three clans fight over the same island. Turns are simultaneous: everyone gives orders, then everything resolves at once. Play alone against two computer clans, or with three players online at your own pace: a few minutes a day, one game over a few days.

FACT SHEET

TITLE	Vikings: Northern Colonization
GENRE	Turn-based strategy, management, colonization
PLATFORM	PC (Windows), on Steam — mobile under consideration
PLAYERS	1 to 3: solo against the computer, online multiplayer
GAME LENGTH	Seven years, about sixty turns; around two hours solo
LANGUAGES	French, English
RELEASE	To be announced
PRICE	To be announced
DEVELOPER & PUBLISHER	Alternative Way Software, Paris
WEBSITE	vikings-northern-colonization.com

3
clans on one island

60
turns, seven years

1–3
players, solo or online

4
acts: homeland, exodus, crossing, new world



The village, its pens and fields

TURN-BASED STRATEGY

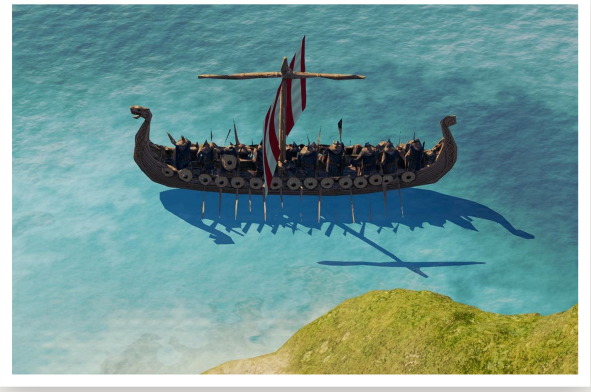
A GAME IN FOUR ACTS



I

The homeland

The army will take everything on a set date. Timber for the longship, food for the sea, houses for the hands: prepare, or leave early.



II

The exodus

Villagers, flock, stores: whatever does not board is lost. Your food autonomy is read in turns before you weigh anchor.



III

The crossing

One tile per turn, the fog lifts as you pass. Storms, fishing at sea, scouts: every turn at sea costs food.



IV

The new world

You start again with what is in the hold: forum, houses, workshops, walls. Four titles judged every turn lead to ten points.

What sets it apart

The sea as a playing field

You only see the longship's tile and its neighbours; the coast appears when you touch it. Food on board decides everything; storms are visible and driven by the wind.

Scarcity

You build with what you brought. Leave light and early, or late and many: timber for the longship against hands in the fields.

An economy you can read

A shared market whose prices are made by the three clans, winters with announced thresholds. The player reads prices and thresholds; never does the maths in their head.

Seasons that matter

Three turns per season: sowing in spring, harvest in autumn, and a mild, normal or harsh winter that burns timber and furs.

Watercolour, from the opening to the villager

A 3D map in a cold palette — bluish greys, ochres, brick red — and a single camera, from the island seen whole to the villager sowing.





Production: villagers at work and next turn's balance · The pen under snow

MULTIPLAYER

Playing with three

Simultaneous turns

Everyone decides on the same state; orders are sealed then resolved together. Nobody waits for their turn.

At your own pace

A few minutes a day: give your orders when you can, get notified when the next turn awaits.

A shared island

One market, whose prices are made by the three clans; explored shores are visible to all.

No favoured seat

The balance of the three starting positions is measured over hundreds of games before anyone plays them.

ORIGINS

Born of a book, dice and a calculator

It all starts with Sigur, the story of the extraordinary fate of a Viking forced to leave his homeland. As a child, without a computer, the studio's founder wants to play that story: there is no game for it.

So he designs one, complete: clans, resources, a sea to cross, dice to settle the uncertain, and a calculator, paper and pencil to keep the books of an already demanding economy.

Thirty years later, the game is the same — an exodus, a sea, three clans fighting over a land. The calculator has become an engine that measures every rule over thousands of games; the paper, a watercolour.

The studio

Alternative Way Software is an independent studio based in Paris. It develops and publishes *Vikings: Northern Colonization* itself: a rules engine separate from the game, measuring every rule over hundreds of games before anyone plays it, rendering in Godot, an original score, and a method of specialised workshops coordinated by a single direction.



The headland and its fields

GALLERY

In-game images



The cove and the hamlet



The jagged northern coast



The forest in the mist



The woodcutters' hamlet



The stone church



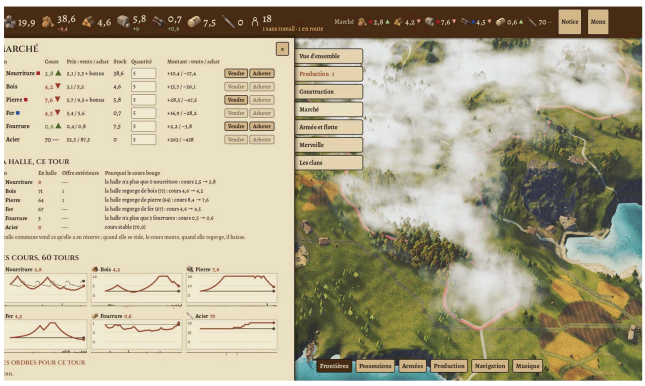
Riders before the stone house



The palisade fort



The longship at the quay



The market: prices made by the three clans



The pen under snow

Screenshots taken in-engine, unretouched. Full resolution in the press archive.

RESOURCES

Media & contact

Announcement teaser	56 s, French and English — 1080p
Gameplay teaser	85 s — 1080p
Press archive	full-resolution screenshots, game and publisher logos, key art, this press kit as PDF, press release as text
Press page	vikings-northern-colonization.com/en/press

Press contact

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Keys for press and creators: on request, when the demo opens.

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