

SPECTRUM

Classics

**GAME
OF THE YEAR
-BMA'84**

**OP
OP**

VALHALLA

Game of the Year 1984

—British Microcomputing Awards sponsored by the Sunday Times.

Leisure Program of the Year 1984

—Computer Trade Association.

Welcome to the award-winning world of **VALHALLA**.

Set against the spectacular backgrounds of Norse legend and myth, **VALHALLA** is the first true computer movie.

You can explore this magical world at leisure, meet the many characters, each with their own personality, and see every action displayed graphically on the screen.

And, when you are ready to accept the challenge of **VALHALLA**, there are six quests awaiting you—each to find a hidden treasure.

LOADING INSTRUCTIONS

WARNING: Remove Interface 2 before loading cassette.

VALHALLA is recorded twice, once in each side of the cassette. The two recordings are identical.

To load **VALHALLA**, follow the normal Spectrum loading procedure—type **load " "** and press **ENTER**.

If you are unable to load **VALHALLA**, simply return your tape to the dealer from whom it was purchased.

Loading takes about four minutes. **Do not press the BREAK key during loading.**

Note—You should not attempt to load **VALHALLA** with special peripheral such as Spectrum Interface 1, Microdrives or full-size adaptors.

THE KEYBOARD

You communicate with the game and with the characters using the keyboard to type in your commands. Your own actions are also typed in as commands.

Having typed in a command you always press ENTER.

Examples— **get food ENTER — thor get axe ENTER — where ENTER — jump ENTER**

Note—There will sometimes be a delay of several seconds after you press **ENTER** before your command is interpreted. This is because, as a character in **VALHALLA**, you have to take your turn along with all the other characters. This means that if **loki** has just attacked **thor**, you will have to wait until the fight is over before your command is carried out.

Typing a command can be done in any combination of capitals and lower case letters. Punctuation is optional. The easiest way of entering a command is therefore to use lower case letters and no punctuation.

For example—**get sword**

You can edit text, as you type it, using the Spectrum edit commands. **CAPS SHIFT 5, 6, 7, 8**, move the flashing cursor in the direction printed above the keys, and **CAPS SHIFT 0** deletes the character to the left of the cursor. For further information see Page 8 of your Spectrum Introduction manual. **CAPS SHIFT 1** will delete anything you have typed into the bottom black window. **CAPS SHIFT 2** is used to pull your last entry back into the black input window.

Spelling mistakes are dealt with in two ways. If you make a minor mistake or miss out a letter—for example 'ge sord' instead of 'get sword'—it will automatically be corrected. Sometimes the command system will approximate or try to guess what you mean, but it might not be exactly what you intended.

There may be times when the command system is completely unable to understand what you have entered. The part that is causing problems will be highlighted in red and you can edit in the usual way and press **ENTER**.

THE QUESTS

As you will discover, you can have great fun simply watching **VALHALLA** and issuing commands to the characters. However, there are six adventures awaiting you in **VALHALLA**. Each of these adventures is a quest for a special object hidden somewhere in the game world.

The six special objects can only be discovered in order—

ofnir (key)—cannot be used as an ordinary key

drapnir (ring)—cannot be used as an ordinary ring

skornir (shield)

skallir (sword)

felstrong (axe)

grimnir (helmet)

Before you can seriously start on even the first quest, you will need to do two things—equip yourself with basic useful items such as helmet, weapon, food, key and ring; and familiarise yourself with the layout of **VALHALLA**'s world. The best way of doing this is to start to make a map. Even though some locations may look similar, each is unique.

When you find a Quest object, the **WHAT** command will display it (eg. **ofnir**—not key).

There will be occasions when having, or not having, a certain object or character with you, will allow you access to a location. You could try using **where** or **help** if you need inspiration, but don't be surprised if you're not told all you need to know...

CLUES

ofnir—Darkness in Midgard.

drapnir—So many choices—you could sink into the pits of despair.

skornir—A peculiar start—a difficult decision—the bald man needs defence.

Note—If you are serious about solving the entire sequence of quests, it is essential that you plan what you are going to do with the quest objects once you have obtained them. Remember that when you die, **ofnir** and **drapnir** will be taken from you—and of course you cannot carry **felstrong** at the same time as **skallir**.

Note—When you die, the objects that are taken from you are randomly distributed throughout the game world. This means that if you are unfortunate enough to die with **ofnir** or **drapnir** amongst your possessions, you will have to reload the program and start the entire sequence of quests from the beginning.

If you die from hunger or fighting you reappear in an area in hell. You will lose all your possessions except for your helmet, sword or axe, and money, if you had them when you died. You will keep any special objects that you had, except for **ofnir** and **drapnir** which you will lose.

When any other character dies, from hunger or fighting, they will also lose all of their possessions including **ofnir** and **drapnir**, but again excluding their weapons.

You can only have one helmet and one shield at any time, and can only carry one sword or one axe—not both. This, of course means that you cannot carry the quest objects **felstrong** (the axe) and **skallir** (the sword) at the same time.

Felstrong, **skallir**, **skornir** (the shield) and **grimnir** (the helmet) can all be used in the same way and with the same effect as any other axe, sword, shield and helmet. However, the quest object weigh more than ordinary objects. This means that you will get weaker when you carry these objects and will therefore need to eat and drink more.

Ofnir and **drapnir** are purely ceremonial which means that you will need to carry an ordinary key to use chests and cupboards and an ordinary ring to use ringways.

Having died and reappeared in hell, you will find, using the **how** command, that you are very strong.

PLAYING THE GAME

Don't be afraid to experiment.

Expect to be frustrated—the game has been designed to present a series of increasingly difficult challenges.

GOING PLACES

Moving in your present location

Most commands like **attack** and **get** automatically carry out any necessary movement and movement for no specific reason will drain your strength unnecessarily.

The **l** and **r** keys will move you slightly left and slightly right respectively. Alternatively you can use **go**, or **go to** to go to the object or person. For example, **go to odin** and **go to the axe**.

Moving to a new location

To go to a new location, apart from when you **jump** using ringways, you always use **go** followed by a direction. For example, **go north** or **go south east**.

Most locations will offer you a choice of directions in which you can go. One or two locations will have no exits other than ringways.

There are occasions when having, or not having a certain object, or character with you, will allow you access to a location. You could try using **where** or **help** if you need inspiration, but don't be surprised if you're not told all you need to know.

Note—The faster you move through locations the harder it is for other characters to keep up with you.

Note—You can only move by direction and not by using place names. For example, **go to VALHALLA** will not work.

Note—You cannot use the word enter in order to get into a building. Remember you are always facing North which means that if you see a castle in the background, you enter it with **go north**.

You cannot enter huts.

RINGS AND RINGWAYS

Some locations have ringways which allow you to **jump** to another location in the game. You are not, however, told where you will end up before you **jump**. Your only chance of finding out is if the **help** command is being co-operative.

To use a ringway you need a ring. As with keys, the only times you lose possession of a ring is when you die or if you sell it, drop it or give it away.

Note—**drapnir** is a ceremonial ring and cannot be used to **jump**.

EATING AND DRINKING

Your strength is affected by everything you do. This means that carrying three heavy objects will leave you weaker than carrying one light object. It also means that travelling to a new location and fighting reduces your strength. The only way to increase your strength is by eating and drinking.

Note—Food will do you more good than wine.

At the start of the game, many of the characters are carrying food and/or wine.

If you are weak and there is no obvious source of food and wine, you can try asking another character to either sell or give you some.

You have a fixed maximum potential strength, so there is no point in eating or drinking for the sake of it. In fact, there is a fixed amount of food and wine in the universe, so the more that you consume, the less there is left for you when you really need it.

FIGHTING

There is no way to stop any fight once it has started. You can, however, type in your next command while the fight is taking place.

Only two characters can fight at any one time.

Fights are either won, lost or drawn.

When other characters die they leave the screen to reappear elsewhere, but not necessarily in Hell. This means that sometimes a character who has just died, will return quite quickly to your present location.

The outcome of any fight is determined by the strength of the characters involved and the weapons that they are carrying.

Note—A helmet and a shield are purely defensive. Your attacking strength is determined by your having, or not having, a sword or an axe. A sword will always be stronger than an axe, except when thrown.

Fights can be started in various ways—

You, or any character, can simply decide to attack any other character.

You can ask one character to attack another on your behalf. Whether they do, or not, depends on how they feel about you at the time.

Letting other characters fight on your behalf is obviously attractive but you will need to do a certain amount of attacking and fighting yourself.

The extent to which other characters like you, give you things, fight on your behalf, open containers for you and generally help you is determined by the characters that you choose to attack. For example, if you attack **hel** and **grípe** (baddies), **odin** (goodie) will be more co-operative than **loki** (baddie). Likewise, if you attack **odin** the chances are that **loki** will be co-operative.

Even when your strength is at its maximum, you will not be strong enough to overcome the strongest characters, good and bad alike.

Any character, including you, can start a fight by throwing any object you possess, except money, at any other character. The effect of throwing objects varies according to what has been thrown. For example, a bottle may not cause much damage whereas a fireball or lightning may actually kill you or any character, when you or they are at their weakest.

There are two ways to avoid fighting—

One is to persuade your friends to attack any character likely to attack you.

The alternative is to move through several locations, or scenes, as quickly as possible. The faster you travel, the longer it takes other characters to catch up with you—but remember this means your friends as well as your enemies.

Fighting will always affect the strength of the characters involved even if the fight is drawn.

GETTING THINGS

If you want to **get** any object it must be lying on the ground or in an open chest or cupboard.

Simply type **get** or **take** followed by the name of the object.

For example— **get axe — get lightning**

Note—You can always check what items are present and in open containers by using the **what** command and pressing **ENTER**.

Dropping things

An obvious way to get something from a character is by asking them to **drop** it and then you **get** it.

For example— **thor drop the axe —** and if he does, followed by — **get axe**

This however is far from ideal as any other character can also get it. There is also the risk of **klepto** turning up.

You can drop any object in your possession and except for fireballs and lightning, which are invisible, you will see the object appear on the ground.

Giving things

You simply type in **give** followed by the name of the object and the name of the character you are giving it to.

For example— **give axe to thor — give thor the axe — give axe thor**

Equally you can ask any character to give an object to any other character.

For example— **odin give thor axe — odin give the axe to thor — odin give me the axe — odin give me your axe**

Note—You cannot force characters to give objects to you. Whether or not they agree depends on how well disposed towards you they are at the time.

BUYING AND SELLING

Buying things

There are three ways to start the process of buying, using the commands **buy**, **offer** and **sell**.

For example— **buy axe from thor for 20 crowns — offer 20 crowns to thor for axe — thor sell me your axe for 20 crowns**

The character concerned will then either accept or reject your bid depending upon the situation.

If the offer is refused, you can make another offer by typing **offer 30 crowns to thor for axe** or by editing the previous input.

Note—You need to find out for yourself how much, or how little, you should ask or offer for an object.

Selling things

The only reason you would want to sell an object is to raise money. You can use the words **buy** or **sell** to start the process.

For example— **sell axe to thor for 20 crowns — OR — thor buy axe from me for 20 crowns**

The character concerned will then either accept or reject your proposal depending upon the situation.

If the offer is rejected you can edit your previous input to try again.

i.e. **sell axe to thor for 30 crowns**.

Note—Providing you have not entered anything else, you can use **CAPS SHIFT 2** to pull your last entry back into the text window. You can then simply edit the number of crowns.

Note—You start the game with 200 crowns. You can find out how much you have by typing **list**.

CHEST, CUPBOARDS AND KEYS

In some locations you will find chests and cupboards.

On the screen, a cupboard looks like a small door. All chests and cupboards can be used as containers for any object that you can carry.

If a cupboard or chest is closed, it is automatically locked and a key is needed to open it. The same key opens all chests and cupboards and the only times you lose possession of a key is when you die or if you sell it, drop it or give it away. Different cupboards and chests require varying amounts of strength to open them, so that having a key does not necessarily mean that you can open the container. There may be some containers that, even at your strongest, you are unable to open. You then need to rely on the goodwill of another character to open them for you.

Note—Any container is automatically closed and therefore locked when you leave a location. You do not need a key to lock a container.

There are certain rules which determine how many items you can put into and take out of a chest or cupboard. You will need to discover these as you play **VALHALLA**. However, watch out for **klepto**. . .

Note—**ofnir** is a ceremonial key and will not open chests and cupboards.

SUMMONING CHARACTERS

There will be times when you want a particular character on screen with you, either to do something, like open a chest, or because they have something you need. You simply use **summon** followed by a character name.

For example—**summon odin**

Note—**summon** can only be used with a character name.

You can **summon** any character, even if they have just died. However sometimes, as with **help**, the characters do not co-operate and **sorry** . . . appears on the screen. You can always try repeating your request.

GETTING CHARACTERS TO DO THINGS FOR YOU

There will be times when it will be necessary or desirable to get another character to do something for you. You can ask any character to do almost anything you yourself can do, but of course, they may refuse.

Some examples—

**odin get the ring — loki go northeast — thor attack krank — saga eat the food — boldir open the chest
odin put ring in chest**

WHAT, WHERE AND WHO

Typing **what** and pressing **ENTER** will tell you what objects are present on the screen. This will include the contents of any open chest or cupboard.

Typing **where** and pressing **ENTER** will tell you where you are and what directions you can go in.

There are occasions when you need to have, or not have, an object or a certain character with you in order to go in certain directions. Even if the character or object is present on screen, **where** will not tell you about these extra

directions. In these instances, you need to use the **help** command to see the chances of **help**, **help** and **help**.

directions. In these instances you need to use the **help** command or, in the absence of **help**, **mar** and **error**. **Where** will also tell you if there is a ringway present, but will not tell you where it leads to. You can always try **help**. Typing **who** and pressing **ENTER** will tell you the names of the characters currently on the screen.

HOW AND LIST

Typing **how** and pressing **ENTER** will give you a report on your current strength.

Typing **list** and pressing **ENTER** provides you with a list of everything you are carrying and the amount of money (crowns) you possess.

HELP

Help can give you three kinds of information. It will tell you directions in which you can go if you have, or don't have an object or a particular character with you.

It may also randomly select one of the other characters on screen and tell you which objects he or she is carrying and how much money they possess.

Finally, it may also tell you the destination of a ringway, if there is one.

Note—Help does not always tell the "whole truth", but will not actually lie. Sometimes **help** will not co-operate at all, returning with **sorry**. However repeating it may get results.

PAUSE

If for any reason you want to freeze **VALHALLA**, for any length of time, simply type **pause** and press **ENTER**. Any action that has started before you press **ENTER** will be completed. To restart, type in any command and press **ENTER**.

SAVE AND LOAD

At any time you can save the current game position onto tape, so that you can resume playing the game from the exact point at which you left it.

VALHALLA's save and load commands work in an entirely different way to the Spectrum's usual save and load commands.

To save, type **save**, then start your cassette recorder and then press **ENTER**. **Do not press ENTER before you have started your cassette recorder.**

Note—Do Not use " " or a file name—simply save and press ENTER.

You cannot stop save or load once you have pressed **ENTER**. **Do Not attempt to stop either process by using the BREAK key.**

Saving takes approx 30 seconds to complete and you should note that although the game position is exactly preserved, any container that was open will have closed.

To load a previously saved game, you must first load **VALHALLA** itself if it is not already running. Type **load**, press **ENTER** and then start the cassette recorder. As with saving, do not use " " or a file name and **do not press the break key.**

Note—If you type load and press ENTER and do not mean to load a previously saved game position, the only way out is to turn the machine off. You then have to turn it on and reload VALHALLA.

PRINT, NOPRINT AND COPY

If you have a ZX printer, you can use it with **VALLHALLA**. **Do not attempt to connect your printer when the Spectrum is turned on and VALLHALLA is running.**

Print—as events are reported in the white text window, they are also printed.

Noprint—turns print off.

Copy—Copies the complete screen graphics and text.

THE CHARACTERS

You will find the qualities that a character possesses alongside the illustration of that character. All of the characters in the game behave according to the qualities they possess. Hence, **thor** is good, brave and strong but does some pretty stupid things. **krank** is bad news and **saga** is good, bright and reliable.

There is one situation that arises where you will probably think that all of the characters are being stupid. That is where they die of hunger when there is food lying around. In fact it often gets them out of a location or a tricky situation, so that they can immediately return with their full strength.

Attack—**attack odin with axe**

Buy—**buy axe from thor for 20 crowns**

Close—**close chest**

Copy

Drink—**drink wine**

Drop—**drop lightning**

Eat—**eat food**

Get—**get axe**

Give—**give axe to thor**

Go—**go north, go to axe, go SE**

Help

How

Jump—**travel by ringways using ring**

Kill—**kill odin**

l—**moves you to the left**

List

Load

Lock—**lock chest**

No print

Offer—**offer 10 crowns to odin for axe**

Open—**open chest**

Pause

Print

Put—**put ring in chest**

r—**moves you to the right**

Save

Sell—**sell axe to loki for 30 crowns**

Shut—**shut chest**

Summon—**sumon thor**

Take—**take axe**

Throw—**throw fireball at loki**

Unlock—**unlock chest**

What—

Where

Who

You must press the **ENTER** key after every command.

DO NOT PRESS THE BREAK KEY

To ask a character to do something type character's name followed by command and **ENTER**—
thor get axe — thor sell me axe for 20 crowns — loki throw fireball at hel

To enter a building—**go north**. You cannot enter a hut.

CAPS SHIFT 1 deletes your entire input line. **CAPS SHIFT 2** pulls your last entry back into the black input window, so that you can repeat the entry or edit it.

SYMBOL SHIFT Q, A, Z are used for scrolling the white text window over the twenty line text area.

CAPS SHIFT 5, 6, 7, 8 and delete(0) provide normal editing facilities.

CHARACTERS

Alvin	Gastro	Idun	Leer	Od	Snake
Boldir	Glut	Kir	Loki	Odin	Snor
Boogi	Gore	Klepto	Mary	Rankle	Talis
Bragi	Gripe	Klout	Mistra	Raven	Thor
Bug	Grunt	Kon	Nasner	Saga	Thudd
Drudge	Heimdal	Krank	Nidhog	Skadi	Tyr
Frantic	Hel				

OBJECTS

Axe	Food	Ring
Chest	Grimnir (helmet)	Rock
Crowns	Helmet	Shield
Cupboard	Jewel	Skafir (sword)
Drapnir (ring)	Key	Skornir (shoes)
Felstrong (axe)	Lightning (invisible)	Sword
Fireball (invisible)	Ofnir (key)	Wine

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Skadi defeats Leer.
Leer leaves.
Skadi throws the food at Loki.
Loki kills Skadi.
You get the food.
Hel arrives.
[Loki returns here]

VALHALLA

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