



# VALHALLA



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## GETTING STARTED

**VALHALLA** is recorded twice, once on 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 not already familiar with this procedure refer to Chapter 6, page 21 of your Spectrum Introduction manual.

**Note** - always start with a 'clean' machine i.e. unplug the power lead from your Spectrum and then plug it in again.

Your **VALHALLA** program cassette carries an unconditional lifetime guarantee. If, after experimenting with tone and volume control settings, 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.**

You may wish to adjust your television set in order to get the best possible quality from **VALHALLA's** graphics. Using Valheim, the starting location, adjust your colour control for a natural grass green and deep blue lake. Set the brightness and contrast controls for maximum clarity of text.

**Note** - Because **VALHALLA** uses many of the Z80's more advanced facilities in its machine code routines, you should not attempt to load **VALHALLA** with special peripherals such as Spectrum Interface 1, Microdrives or full-size printer adaptors. You will need to experiment to find out if other peripherals will function with **VALHALLA**. In general, any device that uses RAM or Z80 interrupts will not function with **VALHALLA**.

## IF YOU ARE NEW TO THE SPECTRUM

Take some time to read the Introduction manual that comes with your Spectrum computer. This will tell you how to get your computer connected up and working and how to use your cassette recorder with your Spectrum computer.

## THE SCREEN

Think of the screen as three windows.

The top window is the picture. The middle window, which has a white background is the information window. The bottom window, which has a black background and a flashing white cursor is where you type in your commands.



## THE KEYBOARD

If you are not familiar with the Spectrum keyboard, consult Chapter 2, page 8 of the Spectrum Introduction manual.

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 must 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**.

**Note** - The command system has three ways of dealing with things ENTERed that it cannot understand - by printing **this doesn't make sense** or **what?**, or by totally ignoring your entry. However none of this happens if you enter commands accurately.



## 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 -

<b>ofnir</b> (key)	cannot be used as an ordinary key
<b>drapnir</b> (ring)	cannot be used as an ordinary ring
<b>skornir</b> (shield)	
<b>skalir</b> (sword)	
<b>felstrong</b> (axe)	
<b>grimmir</b> (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.

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 **skalir**.

**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 **skalir** (the sword) at the same time.

**Felstrong**, **skalir**, **skornir** (the axe) and **grimmir** (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 objects 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.

If you become seriously involved in pursuing the six **VALHALLA** quests and find you need further information on playing adventure games, most of the popular computing magazines provide help corners for keen adventurers and there are now magazines being published devoted entirely to adventure games.

### GOING PLACES

#### Moving in your present location

There are very few occasions when you will need to use a command simply to move. 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**. Equally, if you prefer short commands, **go odin** and **go axe** will have the same effect.

#### 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 southeast**.

**Note** - You can also use abbreviations such as **go n** or **go se**.



Most locations will offer you a choice of directions in which you can go. Hardly any will offer you the choice of all eight directions and 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, even standing still. 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 ...

In some locations you will find food and/or wine conveniently lying around. You can eat or drink or simply get the food or wine for future use. However, if other characters are around, they may well have the same idea - so decide and act quickly.

In some locations you will find food and/or wine in a locked cupboard or chest. If, however, you are already weak, you may well find yourself unable to unlock the cupboard or chest. You will then need to use your powers of persuasion to get another character to do it for you.



At the start of the game, many of the characters are carrying food and/or wine. Any of the characters in the game may eat and drink from time to time. They will tend to pick up food and wine that is lying around, exchange food and wine among themselves and the more stupid characters may even drop food and wine as they move around.

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. It makes more sense to get the food and/or wine and carry it with you or store it in a chest or a cupboard.

### **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.

There is also a small random "luck" factor, although this will hardly ever dramatically affect the outcome of a fight.

### **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.

Equally, other characters, particularly the more intelligent ones, will often ask other characters to do their fighting for them.

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 **gripe** (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. It is unlikely, however, that even the strongest characters would kill you in a single bout of fighting, provided that you are reasonably well armed and have kept your strength up by eating and drinking.

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.

**Note** - When thrown, an axe is stronger than a sword.

### 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** 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**.

Getting things from containers is under the heading chests, cupboards and keys.

**Note** - **take** has exactly the same effect as **get**. It does not matter which word you use.



## 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 ...

**Note** - once you have dropped an object it is no longer yours. This means that any other character could take it, and if you have had second thoughts about dropping it, you might not be able to get it back.

You can drop any object in your possession at any time. This can be useful when you are weak and you want to lighten your load. You can only drop things onto the ground and except for fireballs and lightning, which are invisible, you will see the object appear on the ground.

Other characters, especially the weak and stupid ones, might drop things as they move around.

If you drop an object and it is still there when you leave the location, you can always try to return to your previous location and attempt to get it before another character ...

## 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.

**Note** - Other characters will not themselves start the buying and selling process.

### **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 20 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 and you can only add to that by selling an object or asking another character to give you money. You can find out how much you have by typing **list**.

### **CHESTS, 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.

It is important to note that other characters will not open containers, unless persuaded by you to do so. However, if a container is open they will take things from it and put things in it.



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.

If you **summon** a character who is already on screen, your command will be ignored.

### 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

**Note** - Other characters cannot buy and sell for you.

### 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, however, 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 or, in the absence of **help**, simple trial 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.

For example - **You are feeling very strong.**

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

### HELP

As you play **VALHALLA** you will find that there will be times when you need some guidance. This applies especially if you are seriously pursuing the quest objects.

**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.

Do not attempt to save and load VALHALLA until you have read this chapter. **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.** If you are not sure about recording from your Spectrum to your cassette recorder, refer to Chapter 6, page 21 of your Spectrum Introduction manual.



**Note** - Do not use "" or a file name - simply type 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.

**VALHALLA** does not have a verify command. This means that if you have not already tried saving on your cassette recorder you should do so using the Spectrum's verify command. This way you will know that your cassette recorder will save and load with your Spectrum. Refer to Chapter 6, page 23 of the Spectrum Introduction manual.

**Note** - as saving only takes 30 seconds, you can always play safe and record your game twice in succession.

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 **VALHALLA**. Follow the instructions supplied with your printer. Do not attempt to connect your printer when the Spectrum is turned on and **VALHALLA** 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 quality of the printouts does not compare with the actual screen graphics and is only of limited use. Of course, it does provide proof that you have been to a certain location or obtained one or more of the quest objects.

## 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.





**ODIN** GOD

GOODNESS



CHARISMA



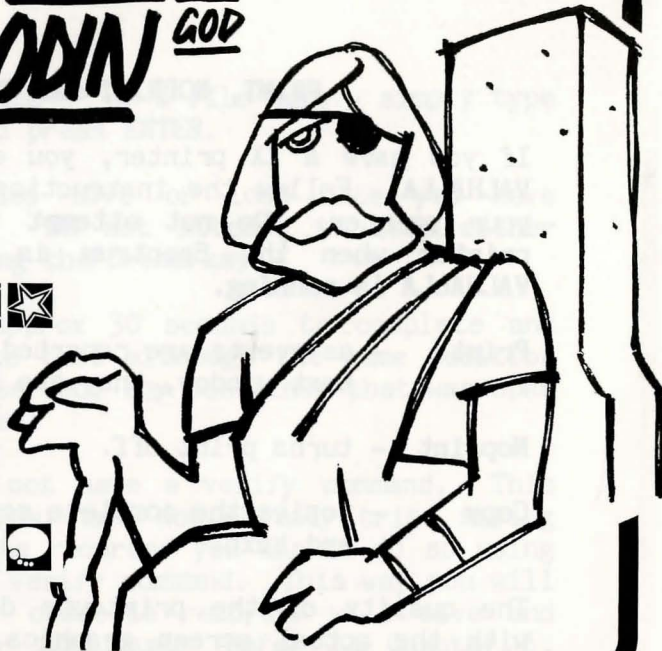
STRENGTH



BRAVERY



BRAINS



**LOKI** GOD

BADNESS



CHARISMA



STRENGTH



BRAVERY



BRAINS



**SAGA** GODDESS

GOODNESS



CHARISMA



STRENGTH



BRAVERY



BRAINS



**HEL** GODDESS

BADNESS



CHARISMA



STRENGTH



BRAVERY



BRAINS


























**THOR** GOD





GOODNESS     

CHARISMA    

STRENGTH     

BRAVERY     

BRAINS  



**OD** GOD



GOODNESS    

CHARISMA   

STRENGTH 

BRAVERY 

BRAINS     



**TALIS** GODDESS



GOODNESS  

CHARISMA     

STRENGTH   


BRAVERY   

BRAINS    



**MISTRA** GODDESS

GOODNESS 

CHARISMA     

STRENGTH   

BRAVERY   

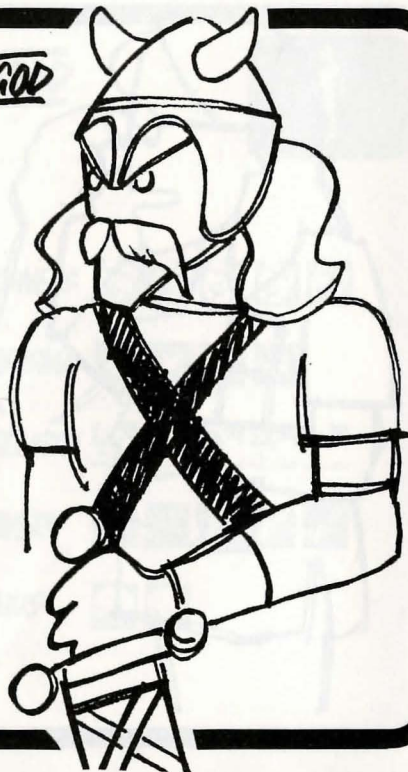
BRAINS   








**THOR** GOD




GOODNESS  

CHARISMA   

STRENGTH    

BRAVERY     

BRAINS 





**IDUN** GODDESS





GOODNESS     

CHARISMA  

STRENGTH  



BRAVERY  

BRAINS  





**HEIMDAL** GOD



GOODNESS  

CHARISMA     

STRENGTH   

BRAVERY  

BRAINS   



**BOLDIR** GOD



GOODNESS     

CHARISMA     

STRENGTH    

BRAVERY    

BRAINS   








**KIR** GOD

GOODNESS    

CHARISMA     

STRENGTH   

BRAVERY    

BRAINS   



**BRAGI** GOD

GOODNESS   

CHARISMA  

STRENGTH  

BRAVERY   

BRAINS   







**KON** DWARF



BADNESS    

CHARISMA    

STRENGTH   

BRAVERY 

BRAINS    



**MARY** DWARF



GOODNESS   

CHARISMA 

STRENGTH 

BRAVERY 

BRAINS   







# KLEPTO DWARF



BADNESS 

CHARISMA    

STRENGTH  

BRAVERY   

BRAINS    



# BOOGI DWARF



BADNESS 

CHARISMA    

STRENGTH 


BRAVERY 


BRAINS 



# ALVIN DWARF




GOODNESS  

CHARISMA    

STRENGTH  

BRAVERY 

BRAINS  

# BUG DWARF

GOODNESS  


CHARISMA   


STRENGTH   

BRAVERY   


BRAINS  


# LEER DWARF

BADNESS   

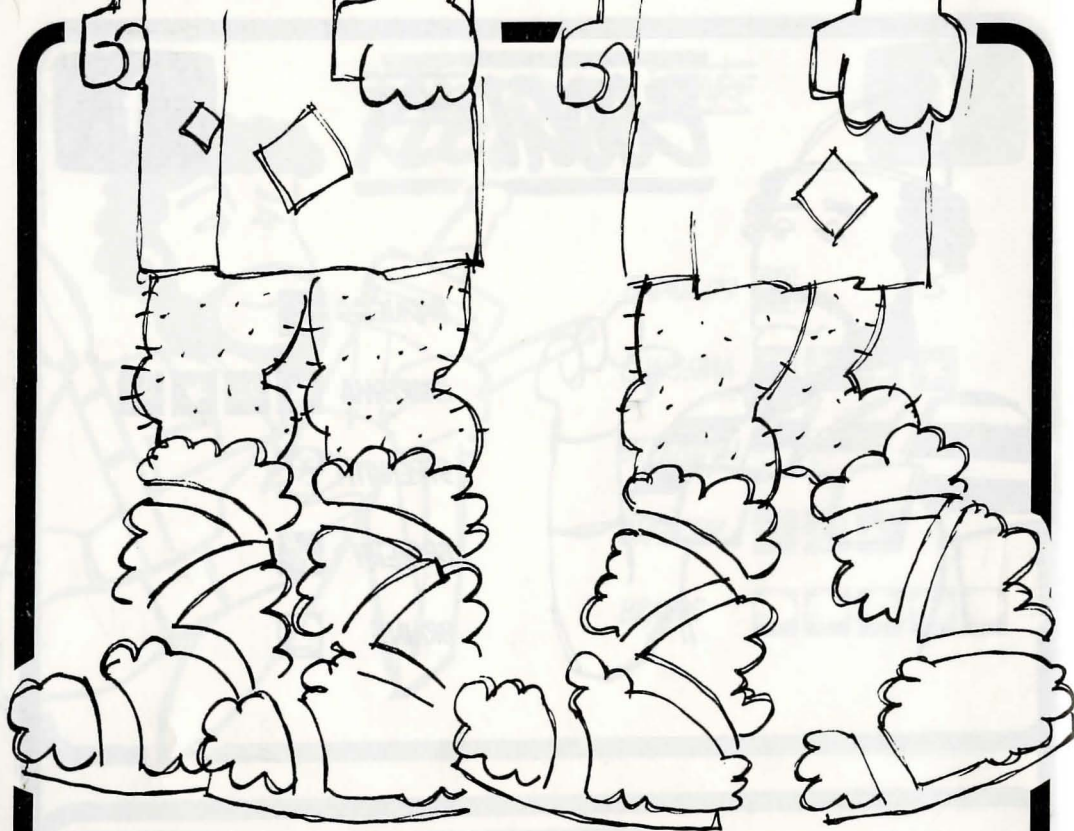
CHARISMA  

STRENGTH   

BRAVERY   

BRAINS   





## SNOR GIANT

GOODNESS

CHARISMA

STRENGTH

BRAVERY

BRAINS

## GLUT GIANT

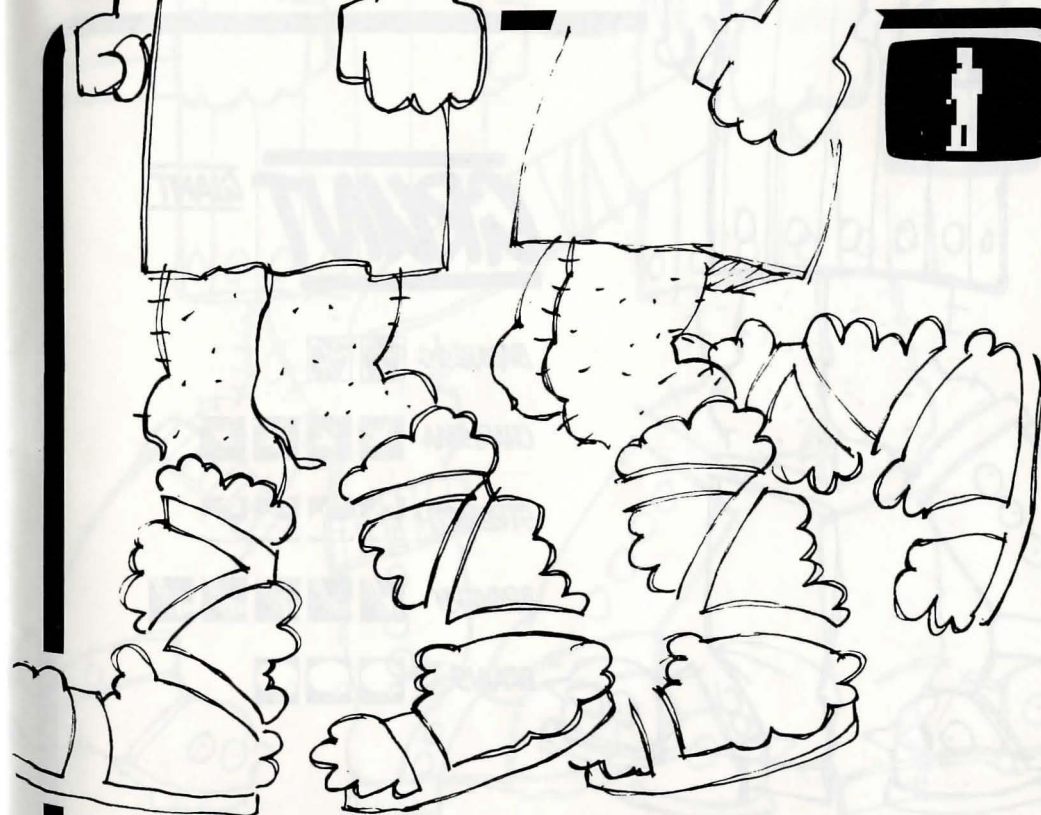
GOODNESS

CHARISMA

STRENGTH

BRAVERY

BRAINS



## KLOUT GIANT

GOODNESS

CHARISMA

STRENGTH

BRAVERY

BRAINS

## DRUDGE GIANT

GOODNESS

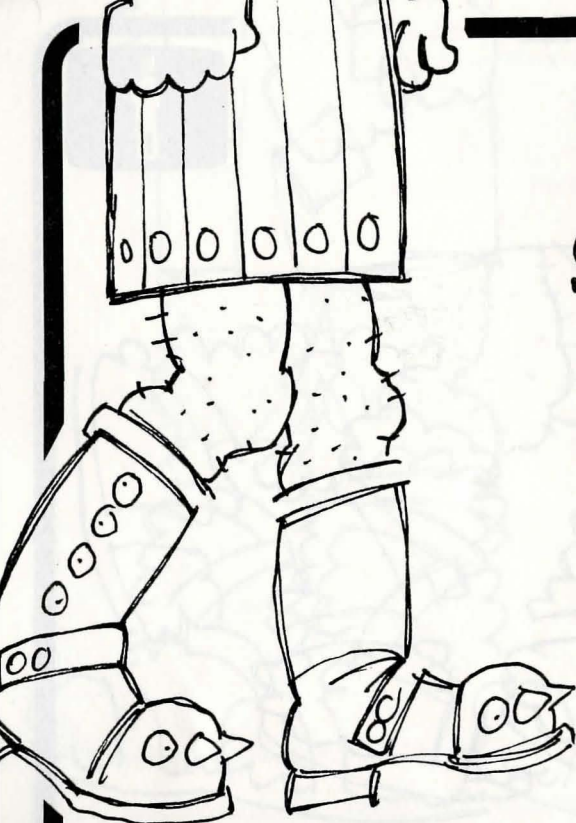
CHARISMA

STRENGTH



BRAVERY

BRAINS





# GRUNT GIANT

BADNESS  

CHARISMA    

STRENGTH    

BRAVERY     

BRAINS   

# RANKLE GIANT KRANK GIANT

BADNESS    

CHARISMA 

STRENGTH    

BRAVERY    

BRAINS    

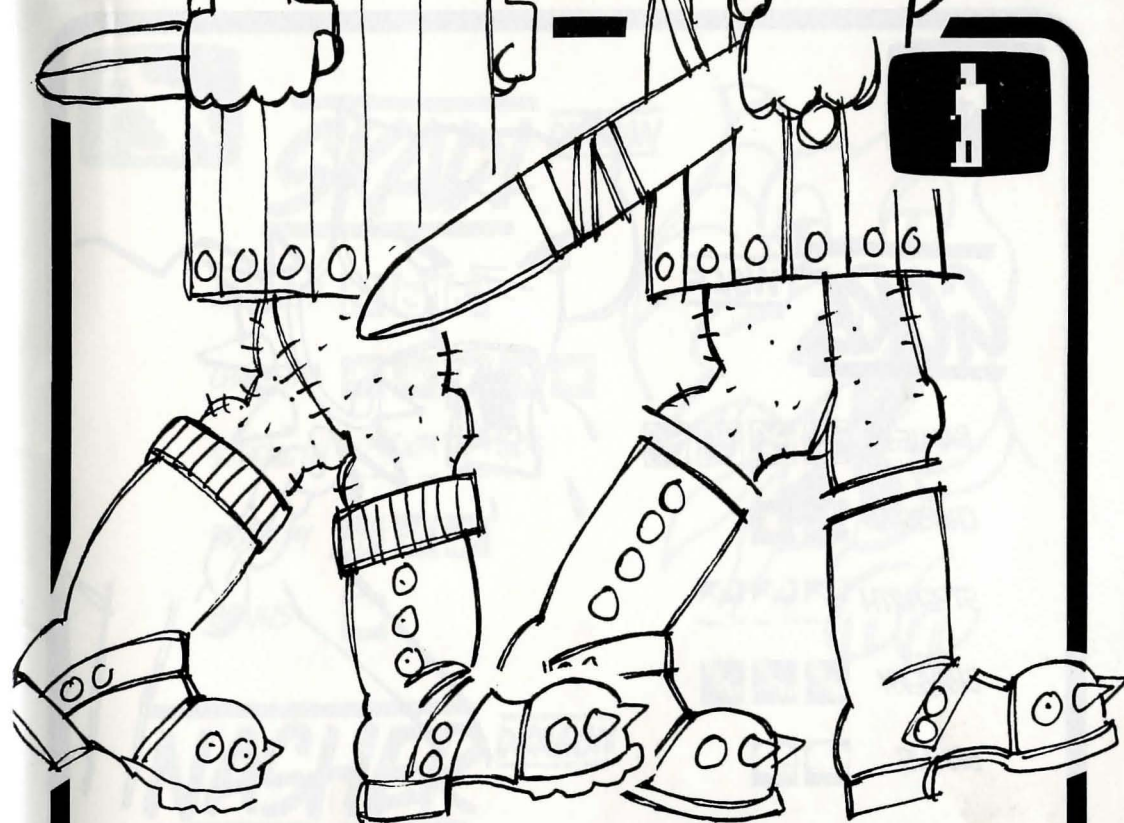
BADNESS    

CHARISMA 



STRENGTH    


BRAVERY     


BRAINS     



# THUDD GIANT GRIPE GIANT

BADNESS  

CHARISMA  

STRENGTH  

BRAVERY    

BRAINS   

BADNESS   

CHARISMA    

STRENGTH    

BRAVERY   

BRAINS  





# GORE WOLF

BADNESS [Wolf Head] [Wolf Head] [Wolf Head] [Wolf Head]

CHARISMA [Star] [Star]

STRENGTH [Muscle Arm] [Muscle Arm] [Muscle Arm]

BRAVERY [Fist] [Fist] [Fist]

BRAINS [Brain] [Brain]



# GASTRO WOLF

BADNESS [Wolf Head] [Wolf Head] [Wolf Head] [Wolf Head] [Wolf Head]

CHARISMA [Star] [Star]

STRENGTH [Muscle Arm] [Muscle Arm] [Muscle Arm]

BRAVERY [Fist] [Fist] [Fist] [Fist]

BRAINS [Brain] [Brain] [Brain] [Brain]

# FRANTIC WOLF

BADNESS [Wolf Head] [Wolf Head] [Wolf Head]

CHARISMA [Star]

STRENGTH [Muscle Arm] [Muscle Arm] [Muscle Arm] [Muscle Arm]

BRAVERY [Fist] [Fist] [Fist] [Fist] [Fist]

BRAINS [Brain] [Brain] [Brain] [Brain]



# SKADI DRAGON

GOODNESS [Dollar Sign] [Dollar Sign] [Dollar Sign]

CHARISMA [Star] [Star] [Star] [Star] [Star]

STRENGTH [Muscle Arm] [Muscle Arm] [Muscle Arm] [Muscle Arm]

BRAVERY [Fist] [Fist] [Fist]

BRAINS [Brain]



# NASHER DRAGON

BADNESS [Wolf Head] [Wolf Head] [Wolf Head] [Wolf Head] [Wolf Head]

CHARISMA [Star]

STRENGTH [Muscle Arm] [Muscle Arm]

BRAVERY [Fist] [Fist]

BRAINS [Brain]



# NIDHOG DRAGON

BADNESS [Wolf Head] [Wolf Head] [Wolf Head]

CHARISMA [Star] [Star]

STRENGTH [Muscle Arm] [Muscle Arm] [Muscle Arm] [Muscle Arm]

BRAVERY [Fist] [Fist] [Fist] [Fist]

BRAINS [Brain] [Brain]



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

#### OBJECTS

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











