



WALHALLA



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Your Valhalla program disk carries a ninety day limited warranty. See the enclosed warranty registration card for further details.

Contents

| | Page |
|--|------|
| VALHALLA | 5 |
| Getting started | 6 |
| If you are new to the C64 | 7 |
| The screen | 7 |
| The keyboard | 8 |
| The quests | 10 |
| Playing the game | 12 |
| Going places | 13 |
| Rings and ringways | 14 |
| Eating and drinking | 15 |
| Fighting | 16 |
| Getting things | 19 |
| Buying and selling | 21 |
| Chests, cupboards and keys | 23 |
| Summoning characters | 24 |
| Getting characters to do things | 25 |
| What, where and who | 25 |
| How and list | 26 |
| Help | 26 |
| Pause | 27 |
| Save and load | 27 |
| The characters | 29 |
| HELP - command, character and object dictionaries | 46 |

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 background 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're ready to accept the challenge of **VALHALLA**, there are six quests awaiting you - each to find a hidden treasure.

GETTING STARTED

Insert your Valhalla program disk, with the label facing up, into the disk drive and close the flap.

Type **LOAD "VALHALLA",8,1**
and press **RETURN**

The screen displays **LOADING VALHALLA**, and the red disk drive light shows for about forty seconds. The light then goes off for thirty seconds, coming on again for most of the rest of the loading process.

The complete loading sequence takes just over three minutes, and during the last ten seconds the screen goes blank.

Always start with a 'clean' machine - turn the Commodore 64 power switch off, wait five seconds, and then on again. Do not press the **RUN/STOP** key during loading. If your Valhalla program disk will not load, follow the instructions on the warranty registration card for obtaining a replacement.

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

If you are using a black and white TV or monitor, type **mono** and press **RETURN**. Valhalla's characters, usually displayed in color, will then be shown in dark gray, for maximum clarity on a black and white TV.

NOTE - Once you have entered **mono**, you can only return to color by re-loading Valhalla.

NOTE - Because Valhalla uses many of the 6510's more advanced facilities in its machine code routines, you should not attempt to load Valhalla with special peripherals, including cartridges. You will need to experiment to find out if other peripherals will function with Valhalla. In general, any device that uses RAM or 6510 interrupts will not function with Valhalla.

IF YOU ARE NEW TO THE COMMODORE 64

Take some time to read the User Manual that comes with your Commodore 64. This will tell you how to get your computer connected up and working, and how to use your disk drive.

THE SCREEN

Think of the screen as three windows.

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

THE KEYBOARD

If you are not familiar with the Commodore 64 keyboard, consult the Commodore 64 Users Manual.

You communicate with Valhalla and with its 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 RETURN.

Examples - get food RETURN
 thor get axe RETURN
 where RETURN
 jump RETURN

NOTE - There will sometimes be a delay of several seconds after you press RETURN, 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
 loki put ring in chest

You can edit text as you type it, by using the following commands. CLR clears the text entry window. DEL (delete) and the cursor keys provide normal editing facilities.

Spelling mistakes are dealt with in two ways. If you make a minor mistake or miss out a letter - for example ge sword instead of get sword - it will be automatically 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 RETURN.

Once you have pressed RETURN, the command system has three other ways of dealing with entries that it cannot understand - by displaying **this doesn't make sense** or **what?**, or by totally ignoring your entry. If you suspect that the system has ignored or misinterpreted your command, you can check your entry by using the RESTORE key.

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) | |
| skalir (sword) | |
| felstrong (axe) | |
| grimmir (helmet) | |

You will be able to tell when you have found a quest object by using the **what** command. The quest object will then be named, eg. **ofnir not key**.

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 familiarize 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 defense.

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 amongst the other characters. The same applies when any other character dies. This means that if you are unfortunate enough to die with **ofnir** or **drapnir** amongst your possessions and you are unable to find the character to whom the quest object has been given, you will have to reload the program and start the entire sequence from the beginning.

If you die from hunger or fighting you reappear in an area of 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 quest 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 shield) 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 columns for active adventurers. Please make sure that you complete and return your registration card; we have some useful hints on playing Valhalla, and may be able to help. Although, as in Valhalla's **help** routine, we may not give you the whole truth!!!!

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. Alternately 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 either use **go** followed by a direction, or simply type in a direction. For example, **go north** or **north**.

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

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 cooperative ...

To use a ringway you need a ring. As with keys, the only time 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 traveling 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 laying 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 laying 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 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 they are carrying.

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 beneficial, but you will need to do a certain amount of attacking and fighting yourself.

For example - **attack hel**
thor kill rankle
kill odin

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 cooperative than **loki** (baddie). Likewise, if you attack **odin** the chances are that **loki** will be helpful.

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 up your strength 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 your weakest.

For example - **throw fireball at loki**
hel throw food at thor

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 laying 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 **RETURN**.

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 ...

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

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.

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 30 crowns**
thor buy axe from me for 30 crowns

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

If the proposal is rejected you can edit your previous entry to try again.

For example - **sell axe to thor for 20 crowns**

NOTE - Providing you have not entered anything else, you can use **RESTORE** to pull your last entry back into the text window. You can then simply edit the number of crowns.

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 start the buying and selling process themselves.

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 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 characters name.

For example - **summon odin**

NOTE - **summon** can only be used with a character's name.

You can **summon** any character, even if they have just died. However, sometimes, as with **help**, the characters do not cooperate 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.

For example - **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 **RETURN** 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 **RETURN** 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 **RETURN** will tell you the names of the characters currently on the screen.

HOW AND LIST

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

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

Typing **list** and pressing **RETURN** 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 the screen and tell you which objects he or she is carrying and how much money they possess.

Finally, **help** 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 cooperate at all, returning with **sorry** ... Repeating **help** may get results.

PAUSE

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

SAVE AND LOAD

Save

You can save your current game position onto disk, enabling you to restart a game from the point at which you left it.

NOTE - **DO NOT ATTEMPT** to use the save and load commands until you have read this section, as they operate quite differently from the Commodore's usual save and load operations.

You can save a game at any time except when your character is fighting. If you do this, and your character dies, the screen will go blank and you will have to reload Valhalla.

Choose a blank formatted disk to store your games (**not** the Valhalla program disk) and place it in the disk drive. Every time you save a game you must give it a filename consisting of three numbers (000 - 999).

To save the game, type **save**, followed by a single space, and your three digit filename. Then press **RETURN**. There may be a slight delay while any action already taking place is completed, and then the screen will go blank for about 45 seconds.

For example - **save 001**
save 987

During saving, the red disk drive light will be on. If it flashes, this indicates that either your drive is faulty, or more likely, that the disk is already full. Wait until saving is complete, then repeat the process with a new formatted disk.

If you try to use a filename other than a single space followed by three digits, the screen will show **# ?**, and saving will not take place. After saving, the game will resume where you left it, except that any open chest or cupboard will now be closed.

NOTE - Be sure to keep a careful record of the filenames you use. If you **save** with a filename already used on the disk, the existing file will be erased and replaced by the current game position.

Load

At any time you can load a previously saved version of Valhalla. Insert the disk and type **load** followed by a single space and the three digit filename. Then press **RETURN**. Loading takes about 45 seconds, during which the screen goes blank and the red disk drive light comes on.

For example - **load 001**
load 987

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 laying 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 

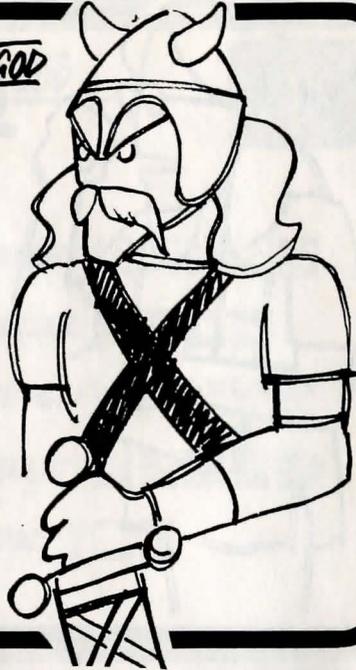
CHARISMA 

STRENGTH 

BRAVERY 

BRAINS 

TYR 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



KON DWARF

BADNESS

CHARISMA

STRENGTH

BRAVERY

BRAINS



BRAGI GOD

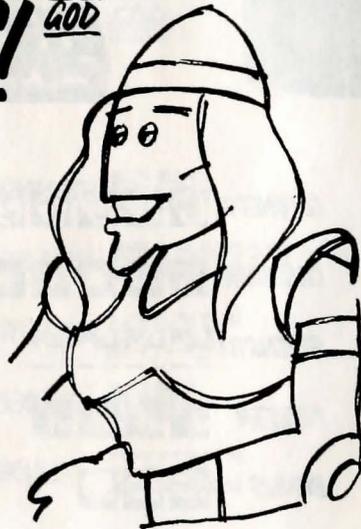
GOODNESS

CHARISMA

STRENGTH

BRAVERY

BRAINS



MARY DWARF

GOODNESS

CHARISMA

STRENGTH

BRAVERY

BRAINS



KLEPTO DWARF



- BADNESS
- CHARISMA
- STRENGTH
- BRAVERY
- BRAINS

BOGI DWARF



- BADNESS
- CHARISMA
- STRENGTH
- BRAVERY
- BRAINS

ALVIN DWARF



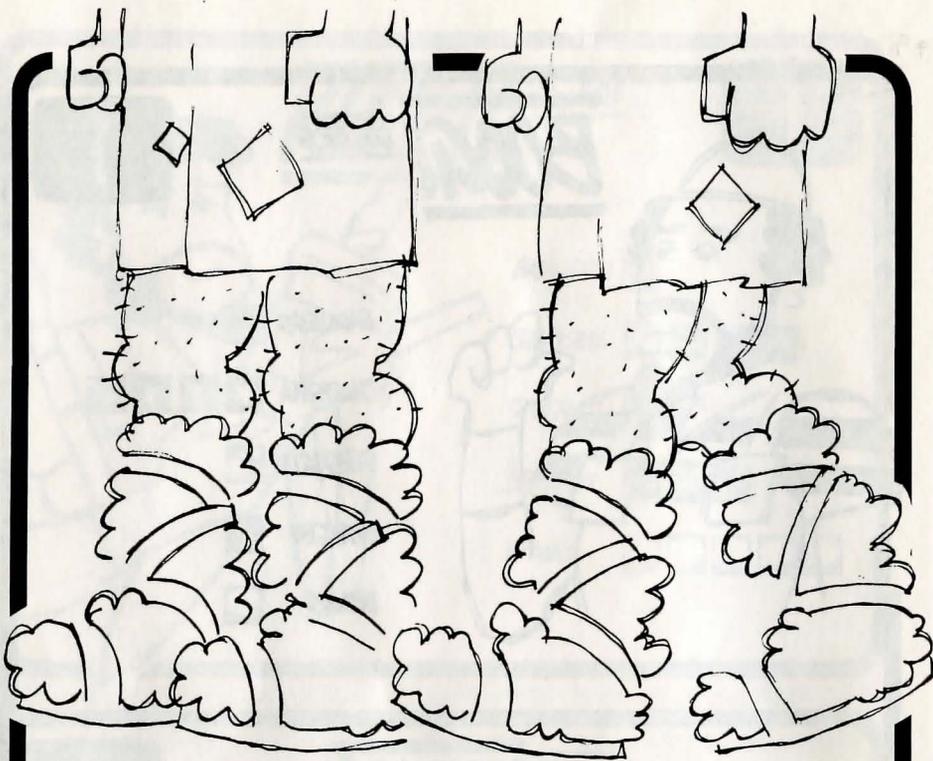
- GOODNESS
- CHARISMA
- STRENGTH
- BRAVERY
- BRAINS

BUG DWARF

- GOODNESS
- CHARISMA
- STRENGTH
- BRAVERY
- BRAINS

LEER DWARF

- BADNESS
- CHARISMA
- STRENGTH
- BRAVERY
- BRAINS



SNOR GIANT

GOODNESS 

CHARISMA   

STRENGTH   

BRAVERY 

BRAINS 

GLUT GIANT

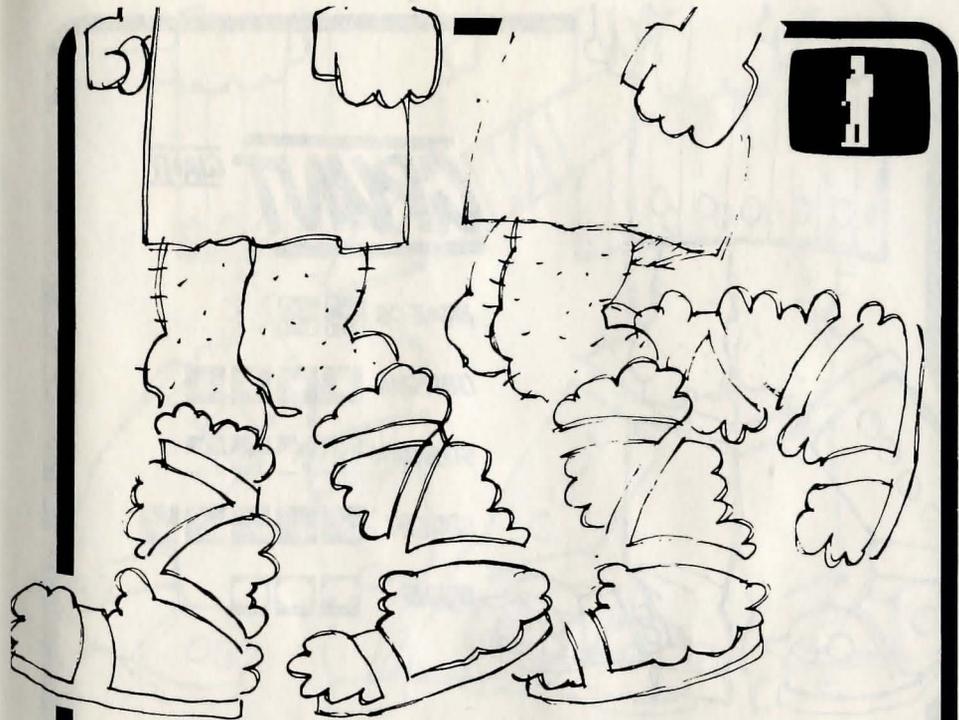
GOODNESS 

CHARISMA  

STRENGTH   

BRAVERY  

BRAINS  



KLOUT GIANT

GOODNESS   

CHARISMA  

STRENGTH    

BRAVERY    

BRAINS  

DRUDGE GIANT

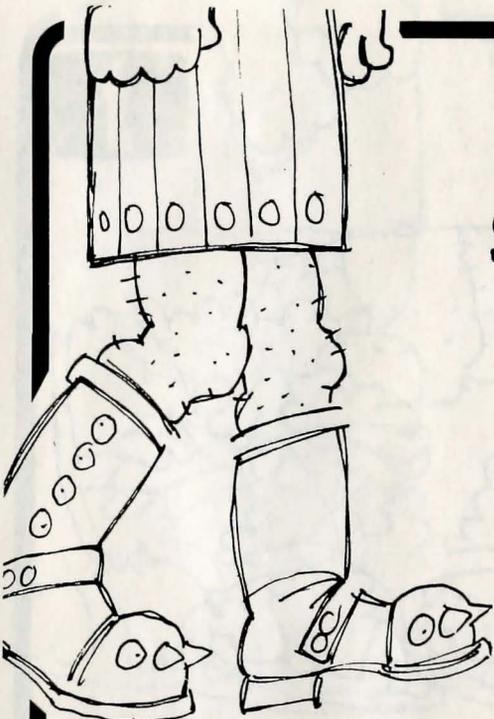
GOODNESS  

CHARISMA 

STRENGTH   

BRAVERY  

BRAINS 



GRUNT GIANT

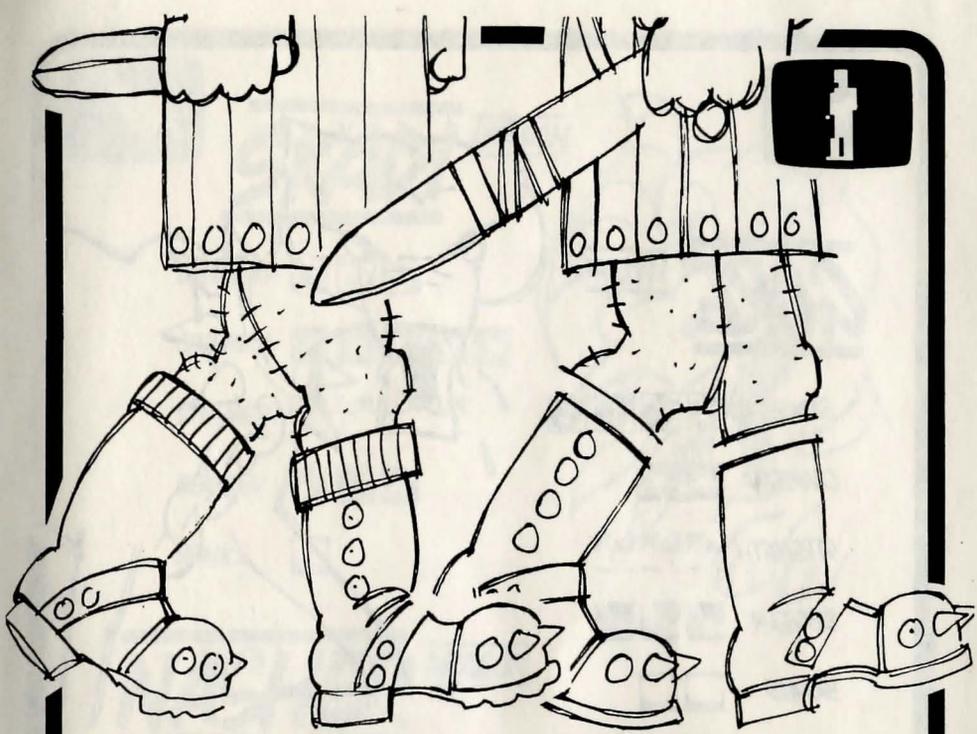
- BADNESS  
- CHARISMA    
- STRENGTH    
- BRAVERY     
- BRAINS   

RANKLE GIANT

- BADNESS    
- CHARISMA 
- STRENGTH    
- BRAVERY    
- BRAINS    

KRANK GIANT

- BADNESS    
- CHARISMA 
- STRENGTH    
- BRAVERY     
- BRAINS     



THUDD GIANT

- BADNESS  
- CHARISMA  
- STRENGTH  
- BRAVERY    
- BRAINS   

GRIPE GIANT

- BADNESS   
- CHARISMA    
- STRENGTH    
- BRAVERY   
- BRAINS  



GORE WOLF

BADNESS    

CHARISMA  

STRENGTH   

BRAVERY   

BRAINS  



GASTRO WOLF

BADNESS     

CHARISMA  

STRENGTH   

BRAVERY    

BRAINS    

FRANTIC WOLF

BADNESS   

CHARISMA 

STRENGTH    

BRAVERY     

BRAINS    



SKADI DRAGON

GOODNESS   

CHARISMA     

STRENGTH    

BRAVERY   

BRAINS 



NASHER DRAGON

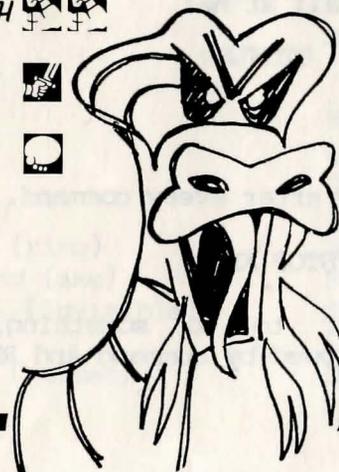
BADNESS     

CHARISMA 

STRENGTH  

BRAVERY 

BRAINS 



NIDHOG DRAGON

BADNESS   

CHARISMA  

STRENGTH    

BRAVERY    

BRAINS  

| | |
|--------|----------------------------------|
| Attack | attack odin with axe |
| Buy | buy axe from thor for 20 crowns |
| Close | close chest |
| Drink | drink wine |
| Drop | drop lightning |
| Eat | eat food |
| Get | get axe |
| Give | give axe to thor |
| Go | go north |
| Help | |
| How | |
| Jump | travel by ringways using ring |
| Kill | kill heimdall |
| l | moves you to the left |
| List | |
| Load | load 001 |
| Lock | lock chest |
| Mono | change screen to black and white |
| Offer | offer 10 crowns to loki for axe |
| Open | open chest |
| Pause | |
| Put | put ring in chest |
| r | moves you to the right |
| Save | save 001 |
| Sell | sell axe to krank for 30 crowns |
| Shut | shut chest |
| Summon | summon thor |
| Take | take sword |
| Throw | throw fireball at hel |
| Unlock | unlock chest |
| What | |
| Where | |
| Who | |

You must press RETURN after every command.

DO NOT PRESS THE RUN/STOP KEY

To ask a character to do something, type character's name followed by command and RETURN.

To enter a building, type **go north**. You cannot enter a hut.

RESTORE pulls your last entry back into the black input window, so that you can repeat it or edit it.

Function keys **f1**, **f3**, **f5** and **f7** are used for scrolling the light gray text window over the 20 line text area.

CLR clears the black input window. **DEL** (delete) and the cursor keys edit entries.

CHARACTERS

| | | |
|---------|----------|--------|
| Alvin | Heimdall | Nasher |
| Boldir | Hel | Nidhog |
| Boogi | Idun | Od |
| Braqi | 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 | |

