

GOD OF THUNDER

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1. INTRODUCTION

You are Thor, The God of Thunder! Armed with only your enchanted hammer that always returns to the one who throws it, you must journey through dozens of puzzles and fight your way past hundreds of creatures determined to put an end to your quest. Along the way you will find several items that you'll need to complete your adventure. Many items are not what you would expect to find in 927 A.D.

You will also encounter villages filled with goofy people who try to help you, but often just make you laugh with their hilarious responses. At the end of each of the three parts, you will come face-to-face with an evil boss character, whom you must defeat to free the villagers from their tyranny!





2. THE STORY

Your father is Odin, the most powerful of the Norse Gods and ruler of Asgard. Odin must fall into a deep sleep (known as the Odinsleep) every few hundred centuries to rejuvenate his power. Your half-brother is Loki, The God of Mischief. Loki has seized the opportunity of this most recent Odinsleep and obtained the help of his most powerful allies to take control of Midgard (earth).

Loki has established three centers of power on Midgard, from where he and his accomplices rule with an iron fist. The **first** is in Spegville, where Jormangund (the Midgard Serpent), delights in terrorizing its innocent citizens.

The **second**, in the town of Milgrund, is now under the control of Nognir, Prince of the Underworld. Nognir keeps a firm grip on his subjects and runs his territory like a prison camp, complete with walled villages and locked gates.






The **third** is in what used to be called Blechton. This territory is ruled by Loki himself. He has even changed the name of the town to Lokisburg. Its citizens are kept in constant fear of arrest for even the slightest infraction of any of Loki's long list of laws.

Odin, upon awakening, learns of what has happened but has not yet recovered enough from his Odinsleep to challenge this terrible trio. As his eldest son and the Prince of Asgard, he has called upon you to journey to Midgard and defeat Loki and his evil allies.




3. SYSTEM REQUIREMENTS



God of Thunder requires the following equipment:

-  IBM compatible computer with an 80286, 80386, 80486 or Pentium Processor
-  VGA graphics card with at least 256KB of video memory
-  VGA monitor
-  A Hard disk drive with at least 1.4MB of available space
-  510KB of available RAM

OPTIONAL:

-  A Sound Blaster or compatible sound card for digitized sound effects and full musical soundtrack
-  An Adlib or compatible music card for full musical soundtrack
-  A joystick in port #1

4. INSTALLING GOD OF THUNDER



1. Insert the God of Thunder disk into the A: drive.
2. At the **C:\>** prompt, type: A: and press the **[ENTER] key**.
3. At the A:\> prompt, type: INSTALL and press the **[ENTER] key**.

Note: You can substitute B: for A: depending on which floppy drive you're using.

4. Sit back and watch the Install program go to it!



Approximate installation
time:
5 minutes or less



5. STARTING THE GAME

To play God of Thunder (if installed in the default directory) type the following commands:

1. Type C: and press the [ENTER] key.
2. Type CD\GOT and press the [ENTER] key.
3. At the C:\GOT> prompt, type GOT and press the [ENTER] key.

In a moment, the **Impulse Software** logo should appear on your screen. If this is the first time you have played God of Thunder, sit back for a few minutes and watch a demonstration of how to play. Press any key during the demo to go directly to the main menu.



Now for an equipment check...

God of Thunder does a very good job of automatically detecting what type of equipment you have installed in your computer. However, in some cases, certain types of equipment may cause problems with this detection. If you are having problems getting the game to run properly, try the following commands (in DOS at the C:\GOT> prompt):

GOT /NOAL	If you don't have an Adlib or compatible card
GOT /NOSB	If you don't have a Sound Blaster or compatible card
GOT /NOAL /NOSB	If you have neither an Adlib nor Sound Blaster card
GOT /NOJOY	If you don't have a joystick

Example Steps:

1. At the C:\> prompt, type: CD \GOT and press the [ENTER] key.
2. At the C:\GOT> prompt, type: GOT /NOAL and press the [ENTER] key.



6. THE MAIN MENU

Once you're at the main menu, you will see a list of options that you can select. Press the Up or Down arrow keys to move the rotating hammer to the option you wish to choose and press the [ENTER] key.

The Main Menu options are:

Play Game	Start a new game or continue a saved game. Choosing this option will bring you to the Name Entry screen (see topic #7, next page).
High Scores	See the names of the people who have scored the most points.
Credits	See the names of the people who created God of Thunder.
Demo	View a demonstration of how to play.
Ordering Info	See how you can order the other two parts of the game. You will only see this in the shareware version of the game.
Quit	Exit the program and return to DOS.

You may also press the [ESC] key to exit the program and return to DOS.

7. THE NAME ENTRY SCREEN



When you select PLAY GAME from the Main Menu, you will be shown the Name Entry screen. This is where you begin your game. The name you enter here is the name that will appear in the High Score listing. You have up to five entries to put different names in. This is useful if more than one person in your family wishes to play different games.

Use the Up or Down arrow keys to select an entry and then press:

[ENTER]	to enter your name in an empty entry, or continue a saved game if the entry already has a name in it.
[INSERT]	to change the name that is already in an entry. This will not affect the saved game itself, if there is one.
[DELETE]	to delete an entry. This will make room to enter another name. THE SAVED GAME FOR THIS ENTRY WILL BE LOST! DO NOT SELECT THIS OPTION UNLESS YOU ARE SURE YOU WON'T EVER WANT TO CONTINUE USING THIS SAVED GAME.



Joystick Info...

After entering your name and pressing [ENTER], you will be asked if you are going to use a joystick. Use the arrow keys to select 'Yes' or 'No' and then press [ENTER]. If you selected 'Yes' you will be asked to push your joystick in a few different directions and press one of the joystick buttons. When doing this, you must push AND HOLD the joystick in the proper direction and then press the joystick button indicated.

8. THE OPTIONS MENU



After a short pause, you will see the first screen that you will play. If this is the first time you have played, the Options Menu will automatically be displayed.

The options in this menu are:

Sound/Music	Turn sound and music ON or OFF.
Skill Level	Make your enemies easier or harder to fight. This option does not directly affect the puzzles.
Save Game	Save your game, including your score, health, magic and all the items you have acquired. Only one saved game is allowed per name. This option will save your game as of the time you first walked onto the current screen! If you enter a particular screen, partially solve a puzzle, save your game, and then later load that game, everything will be just as it was when you first entered the screen. If you have finished a screen and wish to save your game, walk to the next screen first or you will have to replay it.
Load Game	Load your last saved game.



More items in the Options Menu include:

Die	If you find yourself trapped in a puzzle, or you have been damaged considerably by enemies, you can press the [D] key to kill yourself. This allows you to start the current screen over again with your health, jewels, magic, etc. restored to what they were when you entered that screen. You have an unlimited number of lives.
Turbo Mode	This option can be turned on when playing on a slower computer (usually only needed on 80286 machines). Turning Turbo Mode ON will keep the action from slowing down on these computers, but may cause some of the animation to become more coarse.
Help	Displays a list of keys you can press, along with their meaning.
Quit	Exit the game. You will also be asked if you wish to save your game.

You may press [ESC] to erase the Options Menu and begin playing the game. You may also press [ESC] anytime during the game to display the Options Menu again.



9. GAME CONTROLS

During game play, use the four arrow keys to move Thor around the screen. If you are using a joystick, you may press it in any direction to move Thor.

The following is a list of keys that are used to play:

Arrow Keys or Joystick	Moves Thor around the screen.
[ALT] or Joystick Button #1	<p>Throws your hammer. You only have one hammer, so if your hammer is already on the screen, this key will do nothing.</p> <p>After your hammer hits something (a bush, an enemy, etc.) it will turn around and come back to you. It will return to you no matter where you are on the screen, unless there is something on the screen blocking its path. There are times when you will have to hit something with your hammer while it is on its way back to you, so practice throwing it a little and get to know how it works before you get too far into the game.</p>



Additional keys for game controls:

<p>[CTRL] or Joystick Button #2</p>	<p>Uses a magic item. You start the game with no magic items. You need to find these items as you journey through the game. Some items require you to press [CTRL] just once to use them while others require you to hold [CTRL] down the whole time you wish to use the item.</p>
<p>[SPACE BAR]</p>	<p>Displays all the items you currently have with you. You may then use the arrow keys to highlight the item you wish to use and press [ENTER]. That item now becomes your current item and you can use it by pressing [CTRL] or joystick button #2. Your current item is always displayed in the lower right corner of the Status Panel (see topic #10). You can use any item that you pick up, but be careful! Not all items are intended to be used by you, some must be given to other people. Some may even be harmful if used improperly! But don't worry too much, you have an unlimited number of lives in God of Thunder so try to use everything you find at least once!</p>
<p>[ESC]</p>	<p>Displays the Options Menu (see topic #8).</p>



10. THE STATUS PANEL



The Status Panel is always displayed on the bottom portion of the screen. It contains the following information:

Health Meter

This displays the amount of health you currently have. It starts out as a long red bar and gets shorter every time you get hit by an enemy or when an enemy shoots you. Different enemies take away different amounts of your health. Some even take it all! When this red bar is completely gone, Thor dies and you start over on the same screen that you died on.

You may pick up Golden Apples to restore your health and make the red bar get longer. There are also other ways to restore your health, but you will discover them along the way.

Magic Meter

This displays the amount of magic you currently have. It works just like the Health Meter, but it is green and you start out with no magic -- it must be found along the way. You may pick up blue and red potions to increase your magic power. Using magic items decreases the amount of magic power you currently have.



Number of Jewels

This displays the number of Jewels that you have found. Thor has some pretty deep pockets, but he can only carry 999 Jewels at one time. Occasionally, you'll have to spend some of these Jewels to progress in the game.

Number of Keys

This displays the number of Keys that you currently have with you. You will need these keys to unlock certain doors before you can proceed.

Current Item

This is displayed in the upper right corner of the Status Panel and shows you which item you will use if you press the [CTRL] key or press joystick button #2.

Score

This is your total score for this game. You get points for killing enemies, picking up trophies, etc. You lose points for killing innocent villagers.

11. PLAYING THE GAME



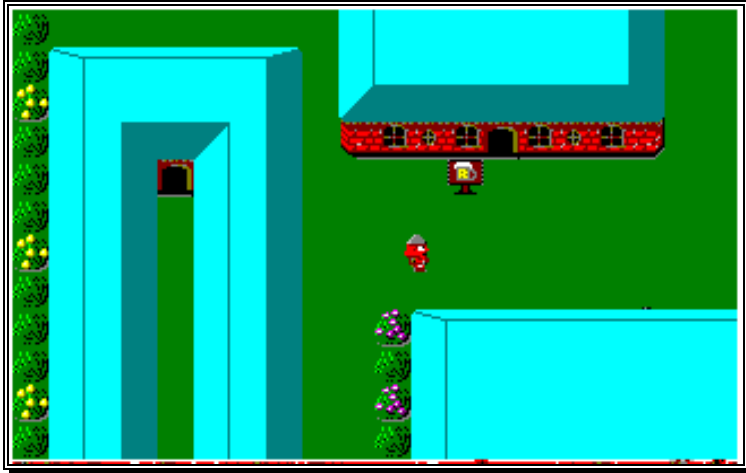
The object of God of Thunder is to find and defeat the Boss creature who is terrorizing villages of innocent people. During your journey, you will come across hundreds of enemies that will try to stop you. You will



also meet many people who wish to help you. When you meet someone who wishes to help you, just use the

arrow keys to make Thor touch that person. A dialog box will then appear and the villager will say something to you. Carefully read what he has to say - some of this information will be vital to your completing the game! You can tell your friends from your enemies easily because your friends don't chase you or shoot at you.

Sometimes your friends will ask you questions. When this happens, you will see a list of responses from which you can pick. Use the arrow keys (or the joystick) to pick a response, just like you do in the menus. Press [ENTER] or either joystick button to select that response. Sometimes your list of responses to a particular question will be different after you have completed certain tasks. You can pick each response one-by-one to determine which response is correct.



There are also dozens of puzzles to be solved before you reach the Boss character. These puzzles usually involve pushing cement blocks or small logs to block the shots of enemies, touching certain glowing oracles to change your path on the screen, or finding keys to unlock doors.



12. HINTS & TIPS

- Always try to pick up everything you see. There may be a few items that will harm you, so be careful!
- If you find yourself getting creamed by enemies on a particular screen, press [D] to die and start the screen over. This will restore your health, magic, etc. to what it was when you entered that screen. **WHATEVER YOU DO, DON'T RUN OFF THE SCREEN OR YOU WILL BE STUCK WITH WHAT LITTLE HEALTH YOU HAVE LEFT!**
- Enemies will reappear when you leave a screen and then come back to it. You can use this to your advantage to quickly accumulate health, jewels, etc..
- If you get to the point in a village where you don't know what to do next, go talk to people you have already talked to. Some people say different things when you talk to them twice.
- Each boss character has a weak spot, or is vulnerable to a particular weapon. Try to hit him in different places on his body, and try each of your weapons. You can change the skill level if you find them too difficult to beat.



-
- Don't feel like you must always kill everything on a screen. Discretion is indeed sometimes the better part of valor.
 - God of Thunder was designed so it would be very difficult, if not impossible, to mess anything up to a point where you have to reload a saved game because you gave an item to the wrong person, forgot to pick something up 10 screens back, etc.. But beware! You could find yourself facing a horde of enemies when you have very little health, so save your game every few screens, especially when you find a way to fill up on health or magic.
 - If you find yourself stumped on a puzzle screen, don't give up! You could try asking a friend to look at it; sometimes a new set of eyes can see something that you are missing. You can also order a hint book. All of the puzzles in God of Thunder ARE possible.

13. ORDERING INFORMATION



Find out the secrets behind each of the exciting, challenging puzzles! Learn how to gain access to those hard-to-reach underground tunnels, bridges and doorways!

The programmers and designers of this action-packed adventure game will lead you through each level of God of Thunder with their "official" Hint Book! Order today for only \$9.95 + \$3 S&H



**Impulse Software
P.O. Box 31199
Indianapolis, IN 46231**

**Orders: 1-800-6-IMPULSE
Fax: (317) 247-1009
BBS: (508) 368-7139**

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GOD OF THUNDER

Hint Book



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I would like to thank Ken Heckbert and Doug Howell for all their help verifying hints, and quite truthfully, kicking my butt when I didn't word it properly! They both had a good time with my original grammar and punctuation errors!

The hints are in the order they will most likely be needed. If you are looking for a specific screen number for a hint, use the index to easily locate the screen and hint.

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How To Use This Book

The numbers on the left side of any paragraph represent the screen number in each part. Not all screens have hints, but we trust that a persevering player like you will make it to the next screen where once again, a hint is supplied.

The hints appear in the order in which they will most likely be needed. If you are looking for a specific screen number for a hint, use the index at the back of the book to find the correct page number.

Some hints refer to multiple screens, such as in Part 3, screens 2 - 5 which make up one long area. You will go back and forth between these screens a few times in order to successfully get through the area.

Good luck and god-speed!

God of Thunder

Part I

Serpent Surprise

The year is 927 A.D. (as mortals reckon time) and the Almighty ODIN has summoned you, his faithful and heroic son, to The Great Hall of Asgard:

"THOR, my son, your evil half-brother, LOKI, the God of Mischief, has once again betrayed us. While I slept the great Odinsleep, he managed to subdue and take control of my beloved land of Midgard.

He has acquired the aid of two of his most fearsome allies:

JORMANGUND, the Midgard Serpent, and
NOGNIR, Prince of the Underworld.

If you are not able to stop him now, his control over Midgard will be so complete that I, myself, may not be able to oppose him and his two very powerful accomplices.

To help you on your mission, I give you my most trusted weapon:

MJOLNIR, the enchanted hammer.

Made for me by the king of trolls, and enchanted by my own power, it will always return to the one who throws it."

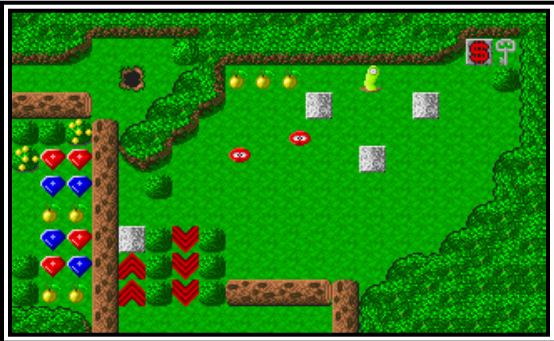
Now, armed with only your enchanted hammer and considerable wits, you must journey to Midgard and destroy Jormangund!

Screen Numbers and Hints - Part I

Remember, these are in order of need and not sequential screen number. If you are looking for a specific screen number, use the index at the back of the book.

02 ARROWS AND BLOCKS:

In this area there are red arrows painted on the ground. Some point up, but that path is blocked. The others point down, and you can't walk over them! So you walk up the path to the left, and discover that you can push the block

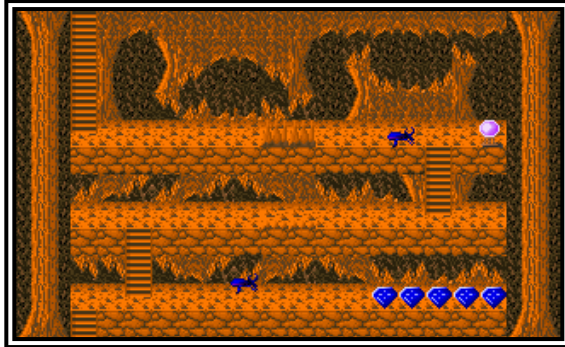


out of your way! You see some more apples. These are nice golden apples, and you are hungry! As you pick one up, the worm

kills you! You never die for good in this game, so go ahead and try again! This time, you know that you need to find something you can use to block the worm. Move the blocks to surround the worm, and now it is safe to get the apples, and you can get to the key, too.

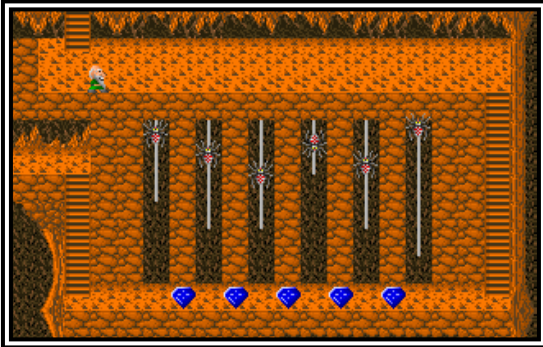
24 STALAGMITES:

You can see a glowing purple oracle, but you can't reach it! Your way is blocked. You throw your hammer, and discover that the hammer activated the oracle when you hit it! That lowered the STALAGMITES and allowed you to pass, but when you did that, some more appeared below you, so you touch the oracle again, and your path is cleared.



34 SPIDERS:

You find an old man in the cave, but when you talk to him, he tells you to leave him alone. You try to journey farther into the cave, but the SPIDERS kill you. Soon you discover that so long as the spiders are going up, they won't hurt you.



01 SECRET AREA:

Another one of those funny looking bushes! You quickly gather the jewels and apples, then go back to battle the skunks and red blobs. 'How do I get out now? The pegs



are blocking my way! Oh yeah! The purple oracle! You touch the oracle, but now your way is blocked by another peg. It doesn't take

long to realize, you must be on the right side of that peg, so you touch the oracle again to lower it. Once you're across it, you throw your hammer, and lower the other pegs, so you can go over them.

11 ENCHANTED APPLE:

You see a key, but the way is blocked! Maybe those logs will move! You get the key, and you see those apples, but how do you get to

them? Oh, it's those funny little bushes again!

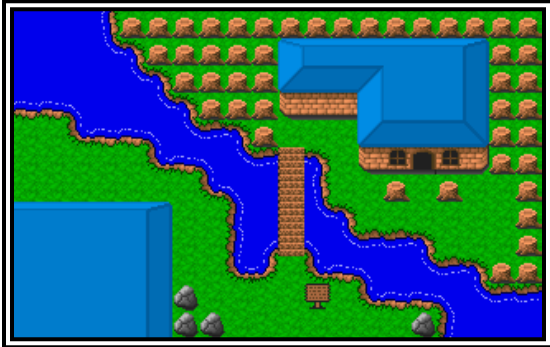
Then you notice that there is another funny bush in the other corner. You make your way to the



exit and find another apple. Your father tells you that this is the ENCHANTED APPLE!

42 HERMIT'S HOUSE:

There's a house! That must be the Hermit's house! But the sign warns you it's private property, and tells you to go away! What do you do? Of course, like any adventuring

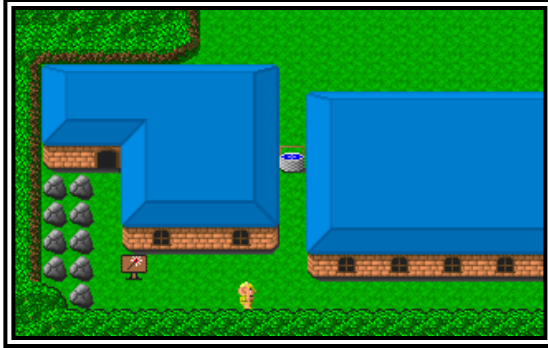


soul, you cross over the bridge! Once inside the Hermit's house, you realize it's the same guy you saw underground earlier. You

will visit the Hermit at least three times. The first time, he will tell you he is looking for something. Maybe you can help him find it. When you return with what he has lost, he will give you some information about the bridge. Then finally, once the bridge is repaired, he will provide you with some information about your journey to find Jormangund.

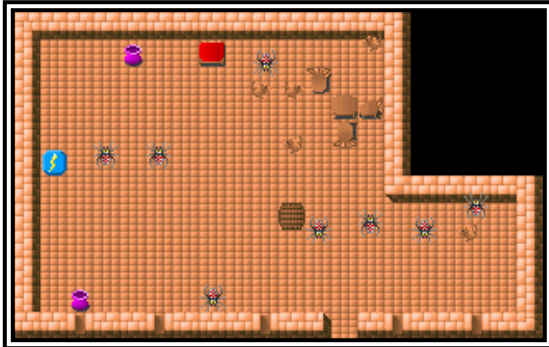
60 KEY TO SORCERER'S HOUSE:

When you talk to the owner, he offers to make a deal with you. You need a key to get into that house you saw earlier, don't you? Be sure you have plenty of magic, or he won't trade with you yet. Once you get the key, head back to the east, then go north to get to his house. The key allows you to enter his house.



105 POWER OF LIGHTNING:

Once inside the house, you find it is filled with rats and spiders! You also see something over by the wall. Get past

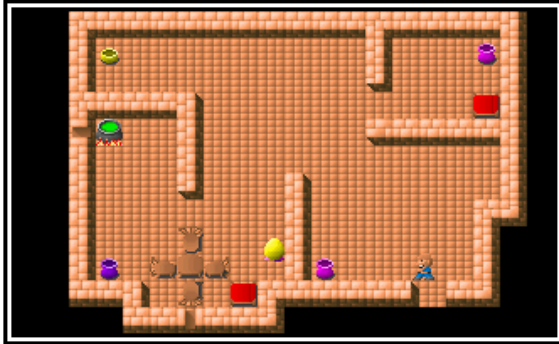


the spiders and see what it is! Hey, it's the POWER of LIGHTNING! You also receive a full supply of magic! The Power of Lightning will

kill the enemies when they surround you. It also has another interesting ability which might come in handy later.

112 FINDING THE DOLL:

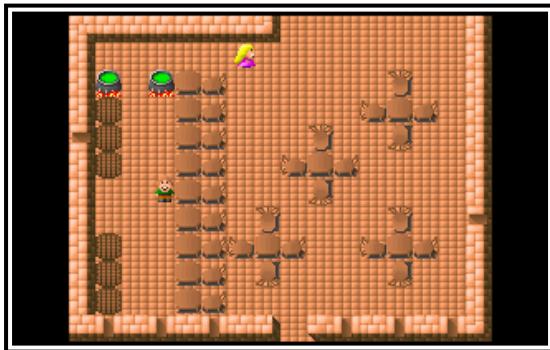
Inside the house, if you speak to the man, he punches you! He doesn't like strangers coming inside his house. But you decide to talk to his wife while you're there, and she admits to stealing something from an old man. Maybe it's what the Hermit is looking for!



She says she hid it in her mother's house on the northwest side of town. However, if you haven't spoken to the Hermit yet, she won't tell you anything.

113 HOW TO BEAT JORMANGUND:

When you walk into The Low Key Bar and Grill, the woman warns you to hold on to your money belt when you talk to Blarg! There's a man there who asks you for 100 jewels. This must be Blarg. Oh well, give him the jewels.



There are plenty laying around. (If you're a cheap skate, you can always save your game before giving up a lot of jewels. Once you find out

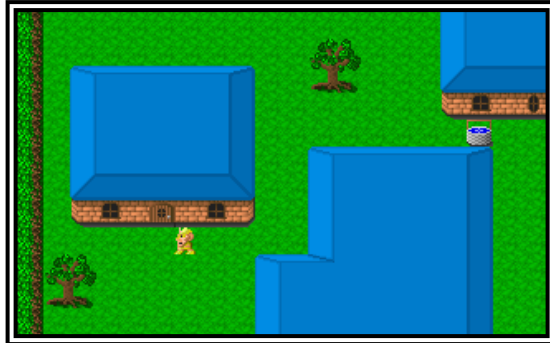
what you've paid for, simply load your saved game, and you still have all of your jewels! Hey, you didn't get to be a God by birthright alone!) He says something about a weak

spot. Go ahead and talk to him again, then go check out the back of the room. There's one of those Angels Odin told you about. Be sure to collect all of the jewels, and move all of the barrels. Under one of the barrels you will find another secret area. If the angel doesn't do anything for you, it just means that you have as much magic as you can carry for now.

30 MISS MUFFY:

When you speak to the lady of the house, she wants to smack your face!

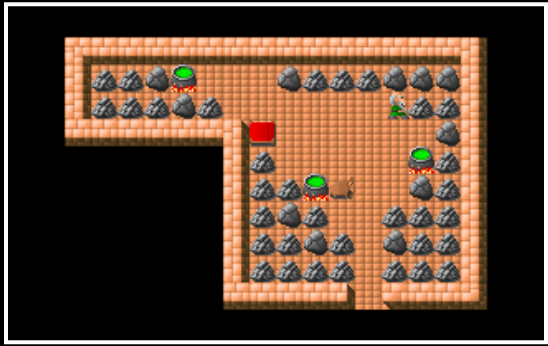
Remember that woman you talked to earlier? Well, this is her mother's house! You find the doll that the woman stole from the old man. Take it



to the Hermit's house and see if that's what he's looking for.

72 HOW TO GET TO JORMANGUND:

When you speak to the Hermit after you find the doll, he tells you he's been looking for her for months! And he offers to help you. When you ask him the right question,



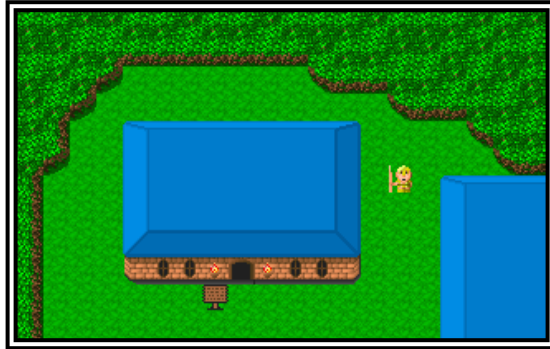
he tells you what you need to do next. He's pretty sensitive about the doll, so don't bug him! Maybe now you'll get to find out who

Relg is! Go see him on the northwest side of town. His house is above where you found the doll. Be sure to come back, like the Hermit said!

20 BRIDGE REPAIR:

The sign says Relg's TV and Bridge Repair. So, now you know who Relg is. When you go inside you speak to his wife, and she tells you what a worthless husband he is. Go downstairs and talk to him.

When you supply him with the correct information, he will go fix the bridge. If you haven't read the sign by the bridge, the



correct response will not be one of your choices. Now, go see the Hermit again. The Hermit will give you more information about finding Jormangund. Pay close attention! He tells you about a barrier the Rock Trolls have put up. Now go see if Relg has fixed the bridge.

64 PEGS:

Your journey is blocked by a bunch of pegs that go up and down real fast. You have to find a way to make them stick

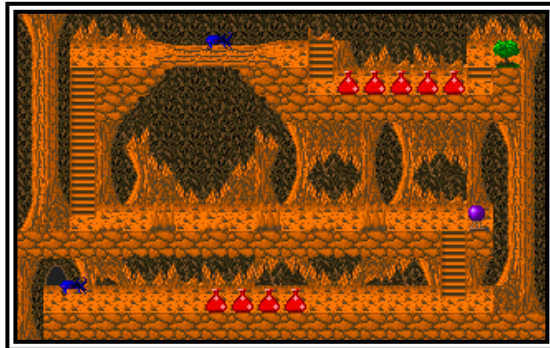


in the down position. When you speak to the wandering villager, he suggests using something that will kill things through walls.

Do you have something that will work? If not, you'd better go back to Sorcery and Such. Maybe if you get as close as you can to the Blue Haired Imp you can make him stop touching the purple oracle. Try to time it so the pegs will be down, otherwise you can't cross them! If you do happen to kill him at the wrong time, you'll have to use some more magic to hit the oracle.

44 SHRUB:

You're in another cave! Your path is blocked by some more stalagmites, but you know how to get past them now. But be careful! You want to live to get to that shrub up there, don't you?



Whatever you do, don't eat the shrub, it could be hazardous to your health! If you have trouble getting past the stalagmites, remember to throw your hammer and quickly

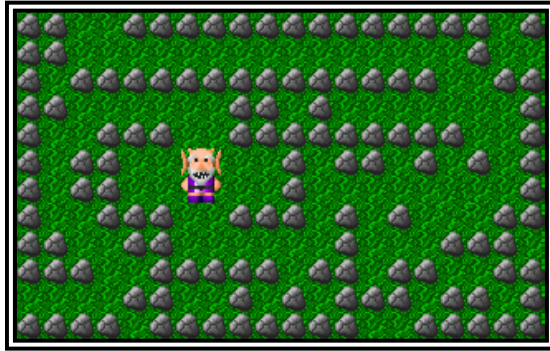
turn around and press against the stalagmite. When you've safely made it past that one, repeat this procedure for each one. The way back is easier, since you don't have to turn around after you throw the hammer.

83 **ROCK TROLL:**

There's a big Rock Troll. You walk along the path and talk to him. He doesn't scare you, does he? Nah! He wants the smelly shrub!

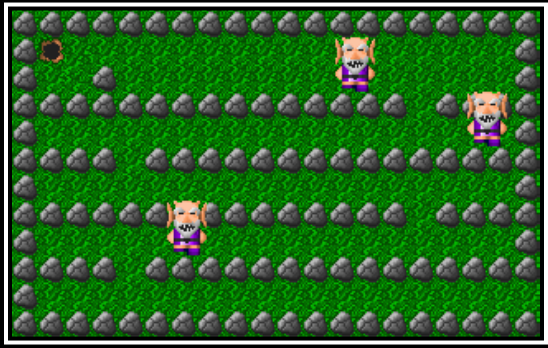
You're more than willing to give it to him, aren't you? When you give it to him, he lets you go past, but warns you that his brothers aren't so nice.

Don't hang around here too long, he may decide he's still hungry.



82 MORE ROCK TROLLS:

These are the Rock Troll's brothers, and they're throwing

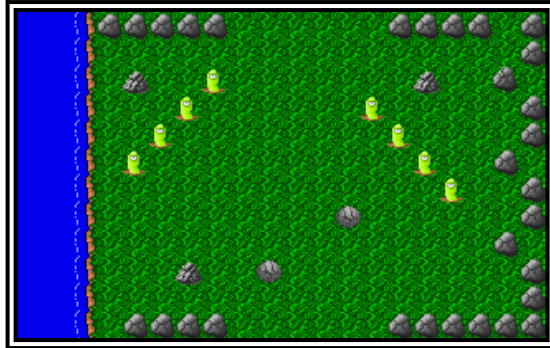


rocks. You can see a hole up at the top, but these guys look dangerous. Too bad you don't have some more shrubs. If you touch a Troll,

or get hit by a rock, you'll die. Go to the left, then up. When the first troll is all the way to the left, walk along in front of him. Then go up and across to the left on the next level. Go up in front of the next troll, then up and to the left in front of the third troll. Be sure you get in front of him, or when he turns around he'll get you! Timing is very important, and watch for the rocks! This will lead you to the island you saw earlier, where you will find six keys. You need these keys to get to the next area.

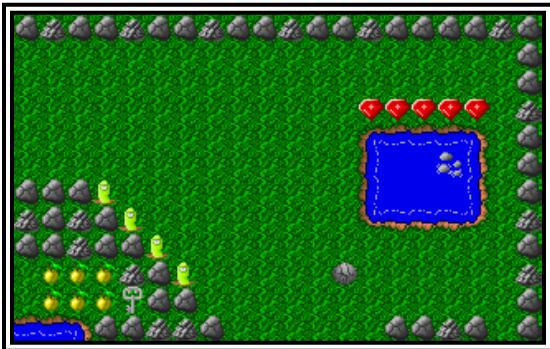
65 ROLLING BOULDERS:

Oh no! More worms! But there's nothing to block them with! Maybe you can move those BOULDERS, but there are eight worms and only two boulders! Simple! Push one of the boulders up, running behind it and you will make it safely past. This may take several tries, but don't give up! There is a secret area close to here, but it's easier to get to it from the north. Don't forget to look for it.



55 MORE WORMS AND BOULDERS:

This time you only have one boulder to get past four



worms, but keep in mind that you have to go past them in two directions. Push the boulder up and run along beside it on the right. Go

around it before it gets to the top and stop it from rolling. Then you can push it to the left to protect yourself. If you let it go all the way to the top it won't help you any, and you'll have to try again. Don't forget to get the key, which is accessible from the screen to the left.

Secret Area: Go between the rocks at the lower right corner, before you go up, and push the rock down, then go east.

66 SECRET AREA:

Here you can visit the angels to fill up on health and magic. To get to the jewels, you will need to push the logs in front of you to protect yourself from the worms. First use one

log, and move it along the top, and down the right to collect those treasures in the corner.

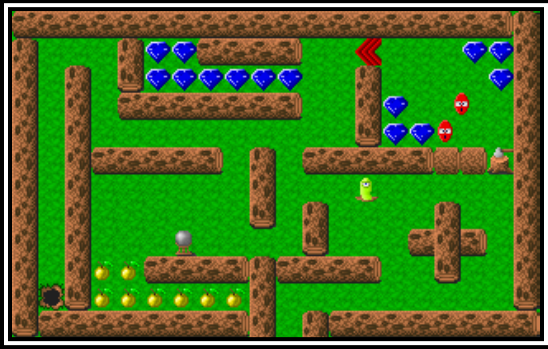
You will need to use this same log and make your way back



to where you started from. Next use the log to move down and across the bottom. Never stop pushing the log until you have a clear path around the log, so that you will be able to get on the other side of it and push it back the way you came from. If you push it too close to another object, you may not be able to move it any more.

15

Touch the oracle so the red arrow is pointing up or to the right. Push the block on the left down, so that it is blocking the worm, then push the other block so you can get past and make your way out.



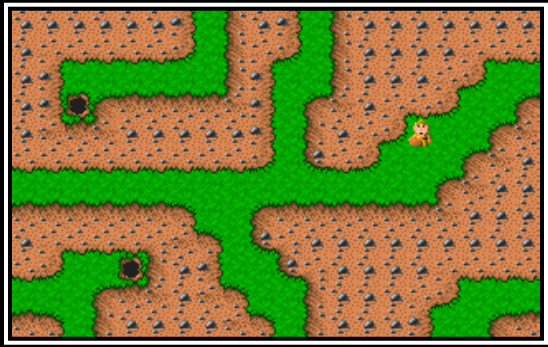
25

First you must hit the oracle to lower the pegs. If you time it right, you can eliminate those stinky pests with the pegs! Once you are past the first set of pegs, hit the oracle again, and cross that set of pegs. Go up to where you are in line with the oracle, and throw your hammer at it. Cross that peg, turn around and throw the hammer again so you can get the key.



26 SHORT CUT:

There are many paths to follow, and many holes to explore

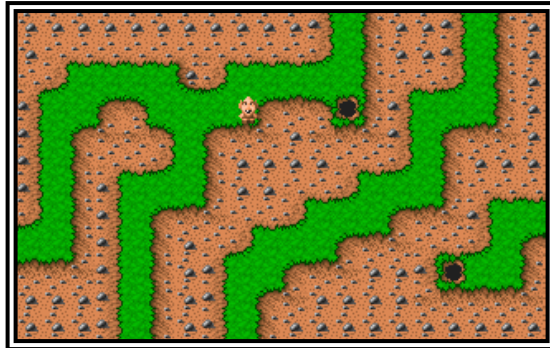


in this area. The easiest way to get where you need to go is to walk past the apple merchant and take the first path to the left. Take the

time to explore all the different holes, because there are many jewels to be found!

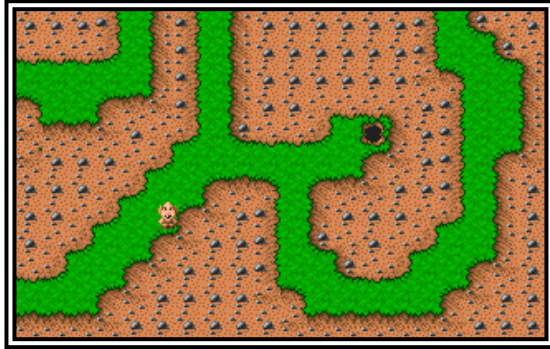
17 KEY ONE:

Turn to the right and go down this hole. Here you will find a key. Exit the cave to the right of the key. You will come out at the other hole below it and to the right.



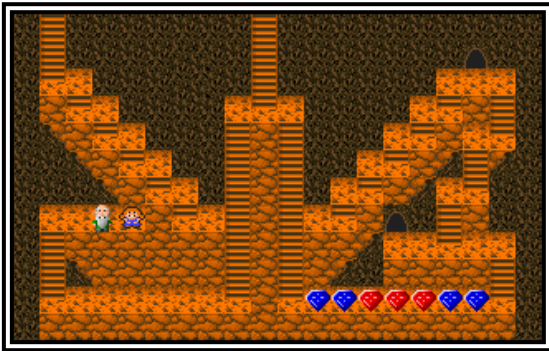
28

Follow this path, then turn right and go down this hole.



19 KEY TWO:

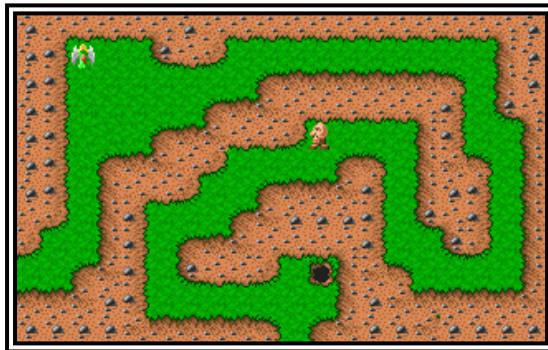
The Hermit and Miss Muffy will give you another key. Go up the middle path to exit.

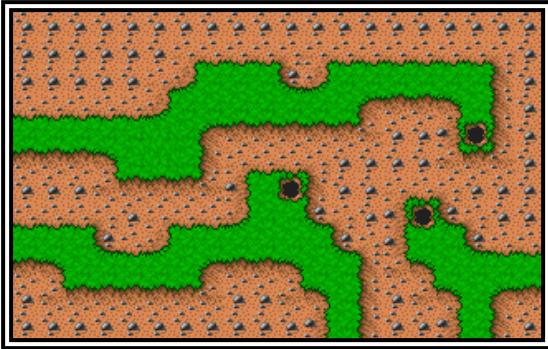


8

Follow this path up and around past the magic

angel.



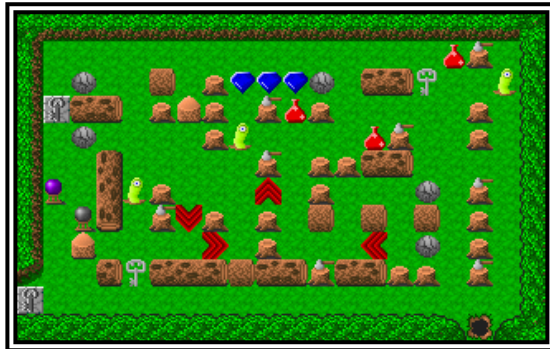


7
Go down the hole, and back up on the other side. Continue to the left until you reach the locked doors.

79

Starting at the bottom of the screen, where you enter, run over to the middle of the screen and push the movable log all the way up. Cross over the arrow to your right, and go to the log on the far right of the row of three. Push that log to the right, and retrace your

steps until you are below that log. Push the log up until it blocks the worm, and then get the key. Near the top middle of the

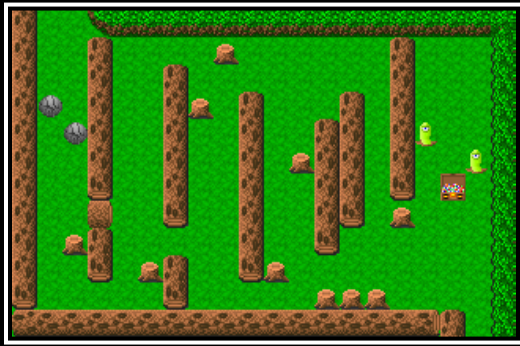


screen is a boulder. Push it to the left and then down to block the worm from above. Move over to the next worm. Go unlock the door (be careful not to hit either boulder yet), and hit both oracles one time each. Now, pick either of the two boulders above you, and roll it to the right, then push it down. Go back and hit the purple oracle (not the black one). Run down, get to the right of the boulder and hit it to the left. Go back and hit the purple oracle, one last time. Go to the other boulder in the upper left area, roll it

to the right, and then down. Go to the right of that boulder, and roll it to the left. The worm should now be blocked from below. Get the key and exit the screen.

88

Push the boulder on the left down. Move the log all the way to the right, and up a bit, so it is out of the way. Don't

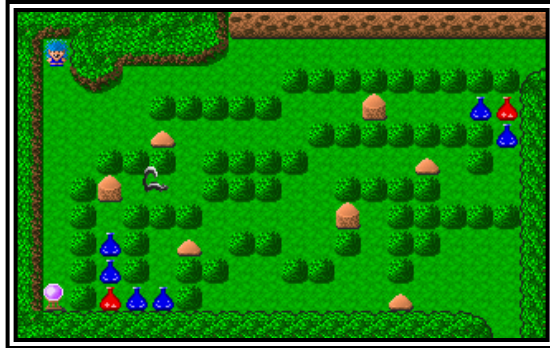


block the opening at the top. Next push the other boulder down to the stump, and to the right, then down again, to the right, and up. Now, go

back up to the left, so that you are on the left side of the boulder, push it all the way to the right and down. Push the boulder right, and run along beside it so you make it past the first worm. You can push the boulder up to get the chest, and then go down.

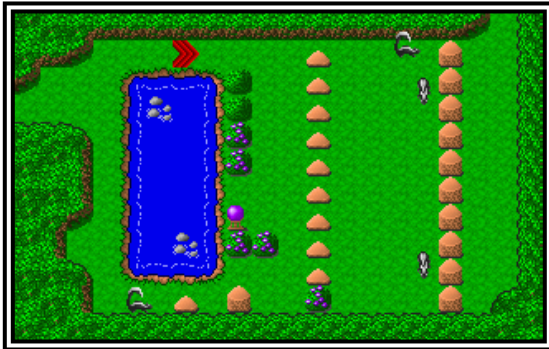
97

The Blue Haired Imp will hit the oracle to raise and lower the pegs, so wait for the proper time to cross the pegs, so that you can make your way to the exit.



107

Once you have crossed the two rows of pegs, use the purple oracle to lower the first peg, then stand to the right of it, next to the bush, and throw your hammer up. While your hammer is moving up, cross over the first peg. When the hammer is coming down, it will hit the oracle again, and lower the next peg so you can walk over it.



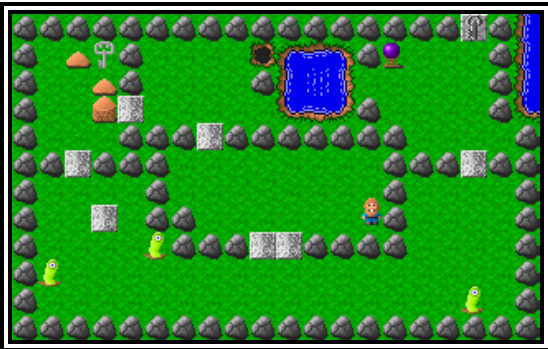
106

Push the block down to where it is about in the middle, then to the right in line with the boulder on the right. Next push that boulder down to the block, and all the way to the left. Move the block below the other boulder and do the same thing. Now move the block up, and to the left so it will be in front of the worm, but don't move it too far, or you won't be able to get past it. Roll the boulder on the right up, running along beside it to the hole.



68

Push the block leading into the center area down just enough so you can get past it. Then push the block on the left down to where it is in line with the worm to the left, then push it to the left, below the closest worm. Push the other block all the way down, and to the right. Go back to the block in the middle and push it through the large opening, then to the right to block that worm from the top. Push the block above it up, just enough so it's out of the way. Touch the oracle to lower the raised peg close to the key, and go push that block out of

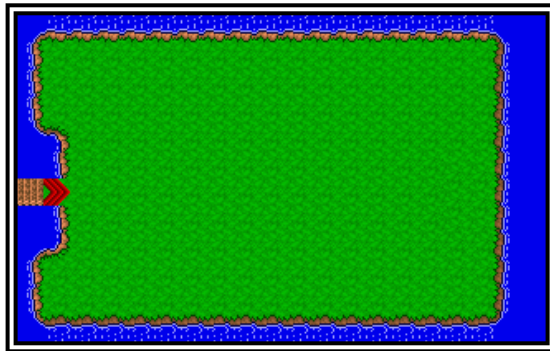


the way. Push the block below you down to where it's just below the other block. Move that block to the right and down to block that worm, then move the first block to the right side of the other worm. You are protected from all of the worms now. Hit the oracle to lower the pegs surrounding the key. Get the key and leave.

59 JORMANGUND:

You are now ready to battle the mighty serpent, Jormangund. Remember what Blarg told you, and throw

your hammer so that it hits him on the back of the head on its return. This is a bit tricky, since you must time it to hit him on his retreat. If you are below or above him when

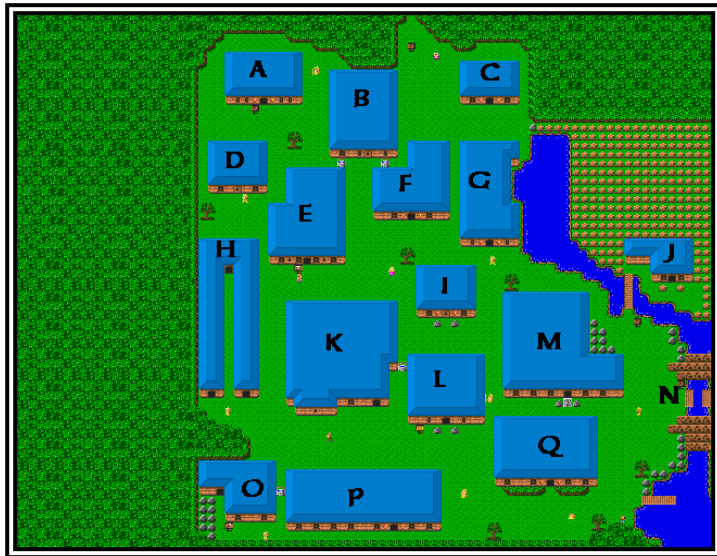


he moves towards you, throw your hammer, then move up in line with him when he is moving back. It will hit him on the back of the head.

SPEGVILLE

While in Spegville, you will need to visit many shops and houses in a specific order. Many things won't occur until they have been triggered by something else. This map shows the whole area of the village, with all of the buildings marked. In many of the buildings, you will only find treasure, or some witty villagers!

To be successful in your journey through Spegville, your first stop should be the Hermit's House (J). The first time you speak to the Hermit, he will tell you that he is looking for something, and can't be bothered. You must help him find what he is looking for before you will make further



progress in the game. The lady of the house (K) knows what he is looking for, and will tell you that it is at her mother's house (D). Once you have found it, return it to the Hermit, and he will tell you about the bridge, and how to have it repaired. You must go to the bridge (N), and read the sign before going to talk to Relg. Go to Relg's TV & Bridge

Repair (A), and he will send someone to repair the bridge, as long as you know what the name of the bridge is! After the bridge is repaired, return to the Hermit's house again, and he will tell you about a rock barrier.

During your wanderings in Spegville, you will also need to see the Sorcerer at Sorcery & Such (O). Before visiting the Sorcerer, you will need full Magic, which you will find plenty of in other houses. If you have full Magic when you speak to the sorcerer, he will make a deal with you. He will give you the key to his house (G), where you will find the POWER of LIGHTNING. You will need this power to complete the game, so don't forget it! You should also visit the All Knowing Seers of Destiny (H). One of them will tell you to visit Blarg, because he has something to tell you. The drunk outside of The Low Key Bar & Grill (E) will also tell you to speak to Blarg. During your visit to the village, you can also see the apple merchant if you need to, at McElroy's Fresh Food (L). Then you will be ready to continue your journey.

God of Thunder
Part II
Non-stick Nognir

"Thor, my son, you must now journey to the town of Milgrund. There you will find the information you need to locate Nognir, Prince of the Underworld.

He has enslaved the entire town and makes all male citizens work in the Teflor mines. Any man who will not work in the mine is imprisoned.

Nognir uses Teflor to produce smaller versions of himself to use as weapons. These weapons are very deadly, as you will soon discover.

Even now, word of your courage and prowess is quickly spreading throughout the land.

The people of Milgrund are eagerly anticipating your arrival. Among them you will find many allies.

But alas, mighty Nognir is also expecting you. He has sent all of his henchmen and set many traps to stop you from reaching him.

Go now and destroy the evil Nognir!

Screen Numbers and Hints - Part II

61

Move the block closest to the top down, in line with the top worm. Next move the block below the opening to the left



and down to block that worm. Take the other block, move it right and down to block the other side of the worm. Move the other two

blocks to the right, so they block the worms near the exit.

72

Move the top log down to the left of the top worm, then you can either go to the left, or down the hole. When you

return, move the log on the left side up and to the right, so it is right below the log at the top. Now move the top log above the worm and you can get safely past the



worms. You can also pass the worms by exiting the screen at the top, then go right and back down.

63

Move the log closest to the bottom towards the worm at the right. Next you must kill the Blue Haired Imp, so that you



can move the other log above the worm at the right, and go across the bridge. Move the lower log up and to the left in line with the other worm, leaving enough

room that you can go under it. Push the other log right to block the worm, then push the other log back to the right and up to block the other side, then you can get the chest and go to the left. When you come back through, move the top log in front of the worm, and push the other log across the bridge to block that worm.

73

Touch the oracle to reverse the pegs. Roll the upper boulder right, and then down. It should now be on top of the other boulder. Reverse the pegs again, and roll the same boulder to the right. Reverse the pegs, and roll the boulder up. It should now be touching the oracle. Roll it to the right, and touch the oracle as soon as the boulder passes the top peg.

This will raise the other peg, so the boulder doesn't go too far. Hit the oracle again, and roll the boulder down. Push the other boulder up to



the oracle and over to the right, using the same method as the first boulder. Push this boulder down so that it is on top of the boulder at the bottom. Go around and down to the boulders, and push the bottom boulder to the left. Push the other boulder to the right and up, so that it blocks the worm. Now you can retrieve the key and leave.

74

Unlock the money doors and go to the group of three logs. Move the log on the left up to block the worm. Return to the entrance, and move that log up, to the right and down, so it is to the right of the worm. Next, go to the two logs

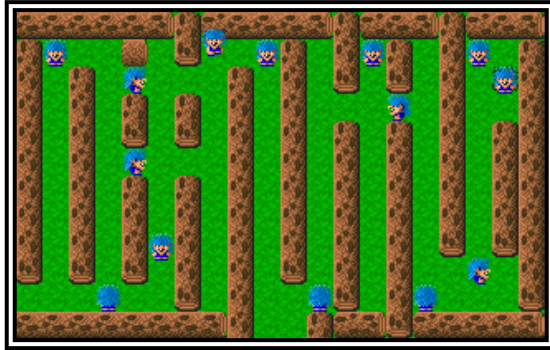


below the worm, and push the left-most log down. Push the other log to the right. You can now go down in the bottom area

by the worm that is at the bottom center of the screen. Move the log that is to the left of this worm up. Touch the oracle to reverse the pegs, and go to the logs at the top. Push the one on the right up, to block the worm, and move the center log to the left. Move the other log all of the way to the left, also. Next, move the log that was in the center down and to the left to the opening. Go above this log, and push it down and to the left, so that you can retrieve the key. Push the log closest to the bottom worm to the left, then get below this log, and push it all the way up. Go around so you are on the left side of the log, and push it to the right. Push it up and to the right, so it is above the peg. Placement is critical here, or it won't go across the peg. Push the log above it to the right. Then push the first log down until it touches the rock. Then push the log on the right side down or up, so long as it's out of the way. Push the first log left and down. Go around so that you are on the left side of it, and push it right and down toward the opening, all the way to the bottom, so that it blocks the worm.

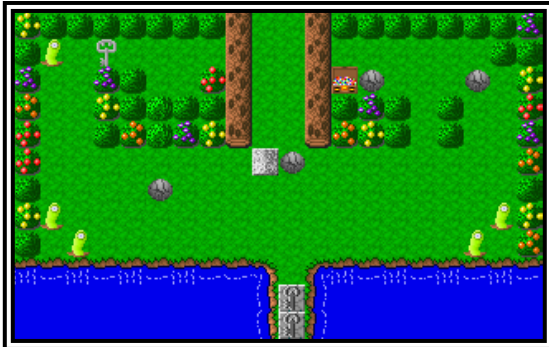
75 POWER OF WIND:

There is a movable log here, which reveals a cave. Once inside the cave, go down and to the left. Go up the tall ladder, which will take you to an island, where you will find the Power of Wind and a key.



85

Move the block down, in line with the upper worms, then roll the boulder to the right. Go through the opening in the bushes on the right side of the screen, to the boulder in the upper right, and roll it down. Push the block towards the worm on the left, past the boulder.



Directly above the boulder are two bushes you can hit with your hammer. This gives you a path to roll the boulder up, and to the left so you can get the key. Leave and come back, so the block and boulders will be reset. Now push the block down just enough so you can push the boulder to the right, like before. Repeat the same steps as before for the boulder in the upper right corner. Return to the block,

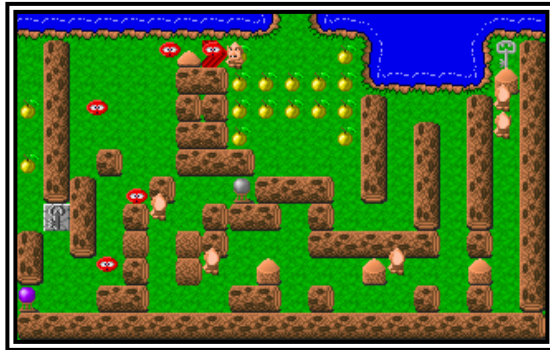
and push it to the right, and up through the opening in the bushes, just enough that it will clear the bushes if pushed sideways. Go down and around to the right and up, go to the left side of the block, and push it to the right, in line with the bush below it. Push the block next to the chest to the right, it will hit the block, and then you can push it down between the bushes, to block the worm at the bottom. Push the block back through the opening, and to the left, below and just past the boulder on the left side. Roll the boulder down so the bottom worm is blocked. All four worms should now be blocked, and you can exit the screen.

95

Go to the black oracle in the center and touch it to change the direction of the arrow so it is pointing up.

There are two logs together near the oracle. Push the lower one to the left and the one above it up.

Then, push the other one down. Go around at the arrow and use the purple oracle to reverse the pegs. Push the other log to the right, so you can get back to the key.



94

Pushing the rock onto the dock will open a path to an area

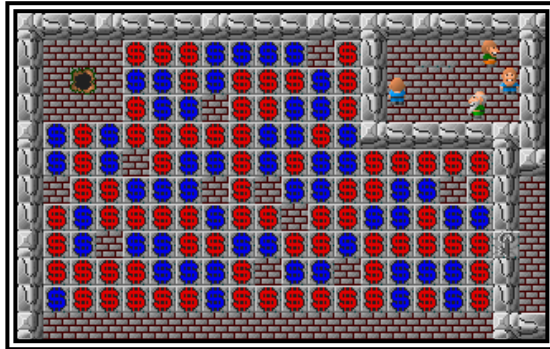


full of treasure and bad guys, of course. Hit the oracle with your hammer from below and your path will be cleared to the hole.

7

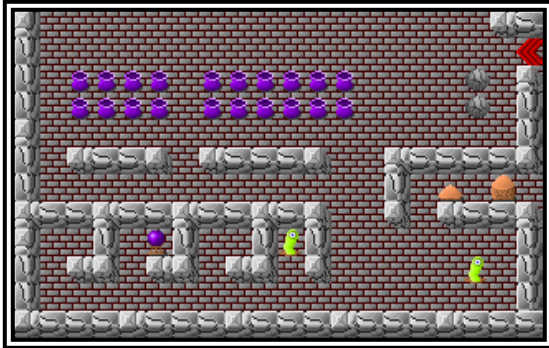
You will use a lot of jewels getting through this maze of money doors.

Remember, the red ones take 100 jewels, and the blue ones only 10. Your best bet would be to go straight down on the left, then up on the right to the door. You need to retrieve the key, first.



17

Roll one boulder at a time to the left, and then down. Go to the bottom, to the left of the boulders, throw your hammer,

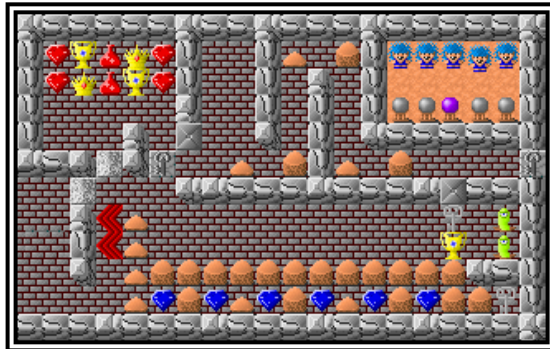


and go up. The hammer will get stuck on the oracle, rapidly changing the pegs. The proper timing will allow you to cross the pegs. You will

be able to retrieve the key and return to the money doors.

8

Get the key in the lower right corner. The easiest way to do this is to be pressing against the peg when it is up, and keep moving. After you have the key, go up to the left of the lower block, and push it all the way to the right. Push the other block up, then unlock the door. Watch out for the spears. Push that block down to where it is below the wall, then to the right to get the key. Watch out for the pegs! If

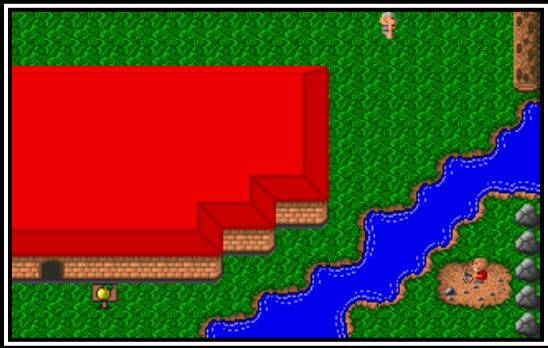


you wish to get the trophy, move the other block to the right, down through the door to where it is in line with the lower worm, then to the right. Carefully make your way across the other pegs to the exit. It may be a good idea to

leave this area and come back after getting each of the keys, so you don't have to repeat it again if you die.

16

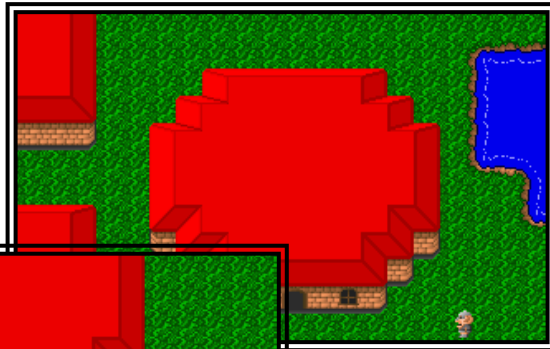
Before you can go into Joe's Fresh Fruit, you must get your armor cleaned up at Andy's Armor Repair, to the west.



Once you do, you will find out about a way to get past the guard at the southwest corner of town.

35 WINGED BOOTS:

Inside this house is a hole leading to a series of caves. Here you will find the WINGED BOOTS and a key.



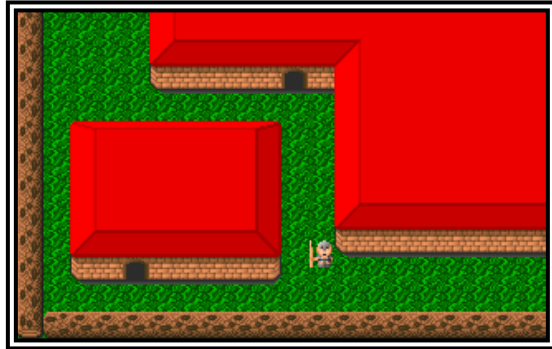
23

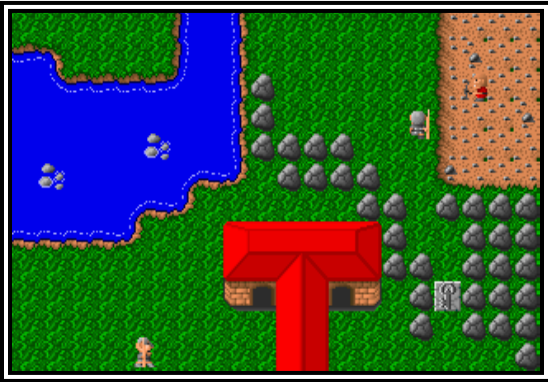
This is the Blakters' House. Mr. Blakter is gone, but you

may need to come back here later.

44

If you have a key, you will be able to go into the back room of the house and find a shovel. Be careful, it's dark in there.



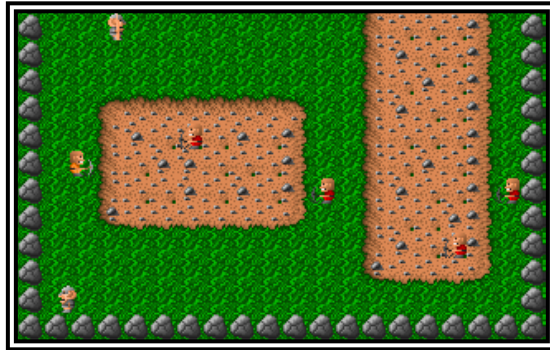


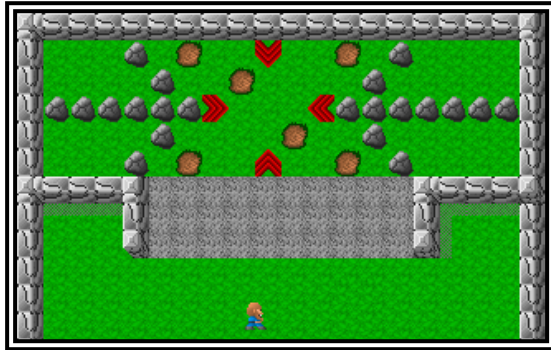
36

If you go to the right side door, it will lead to another room where you can find a key that will allow you to go to the mines.

47

Talking to one of the miners reveals a hole he dug, which leads you to an area where there is a villager wandering around looking for Surtur. He tells you that Sammy fixed his shoes so he could climb the Teflor slope. Go back to Sammy's Shoe Repair, in the center of the village, to have him fix your boots, then come back and find Surtur.





106

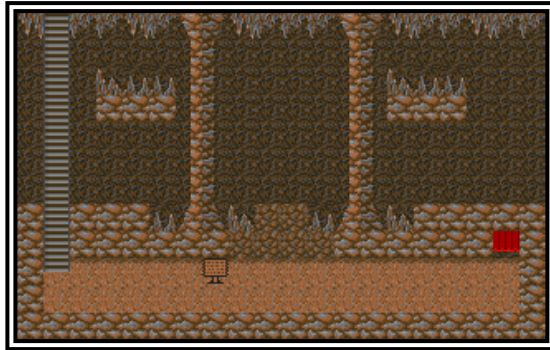
Use your shovel to dig and see if you can find Surtur. The spot is clearly marked!

113

The sign says "Back in 5 Minutes."

Surtur returns when you start to leave. Ask him whatever you wish to know, and he will give you

the answer (providing you ask the right question!). He will tell you where the Hypno-Stone is, so return to the Blakter house.



13

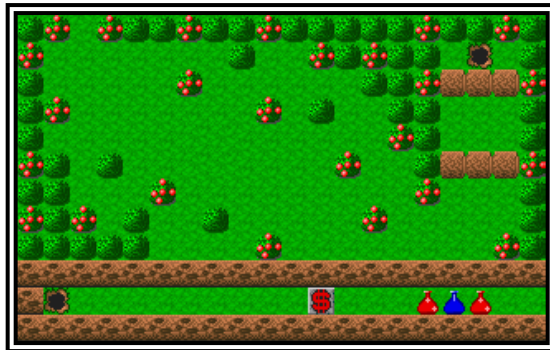
You will find many things while you're digging behind the

Blakter house. When you find the Hypno-Stone, go to the south-west corner and show it to the guard. He will allow you to pass.



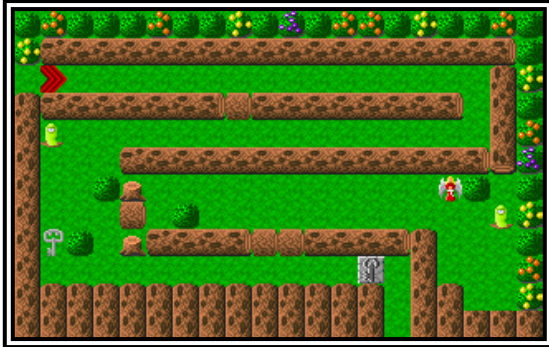
41

Move the logs on the sides up above the middle one, then move the middle one to the side. Do this again to go down the hole.



43

Push the block at the top down, then go around and push it all the way to the worm. Go down to the bottom, and push



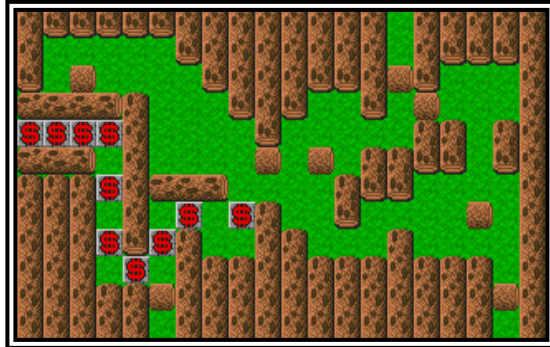
the block on the right side up to block the worm, then push the other block up. Once the worm is blocked, you can fill up on health if you need it. Push

the remaining block in front of the other worm and get the key.

53

This area requires 10,000 jewels to get past, but there are several hidden entrances under the logs to get to a room

with treasure chests. Push all of the logs and you will find four entrances to the room, giving you more than enough jewels to open all of the money doors.



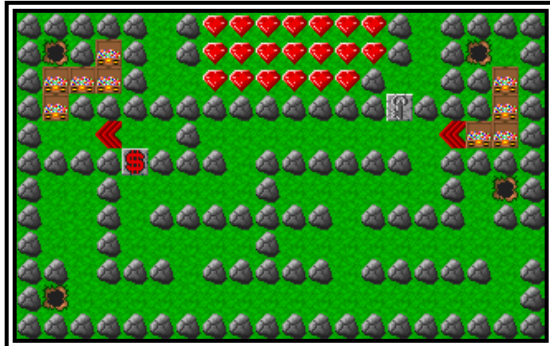
52



There is a hole under one of the bushes which will lead to the next area.

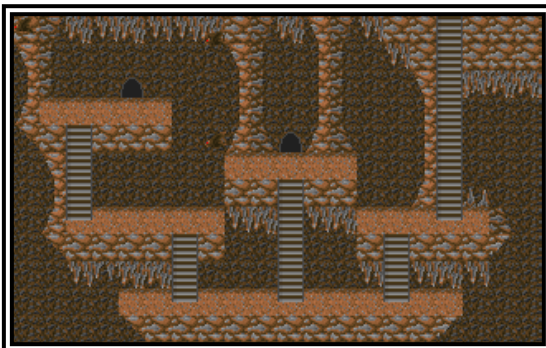
10

Go up through the money door, and collect the treasure, then down the hole.



3

The first time here, go to the right and up.

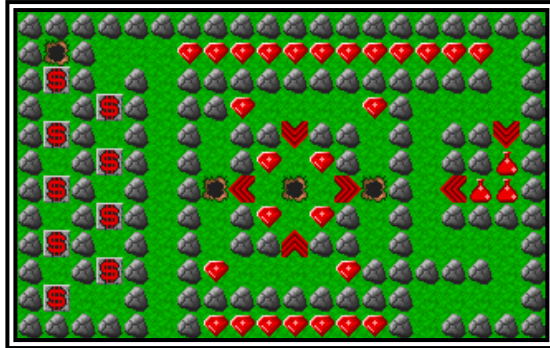


Collect the chests, then return to the first hole you went down. This time go to the left and up. Next, take the exit to the right to get the key and return here

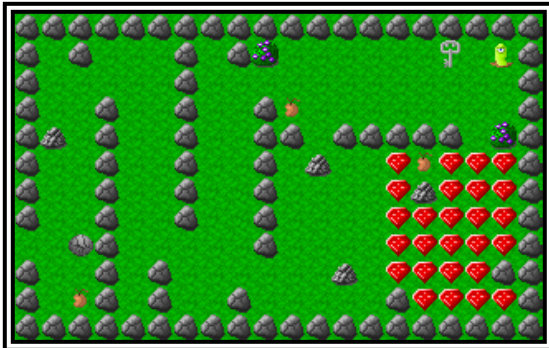
to unlock the door.

0

Here you can go either left or right. Go to the left and down, and you will come up on the right side. Go back down the hole on the right, this time, you will go to the left and up. When you return here again open the money doors and leave.



There are more jewels below, so don't forget to look every where.



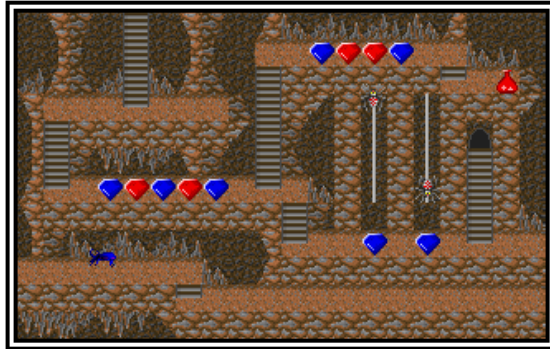
11

Push the boulder up and to the right, then down and to the right. Push the boulder down, right, up, right, down, right, and

up. Then you can get the key.

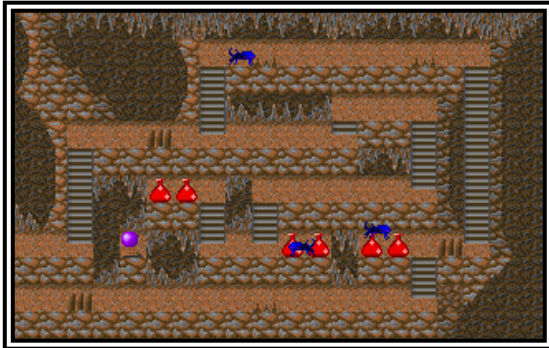
83

Go past the spiders (remember, they can't hurt you when they're going up) and go to the right. When you return, keep going to the left.



84

Hit the oracle with your hammer, then go up and across on the lower path. Go down to where you are level with the oracle and hit it, then go up to the upper path and back down on the right. Throw your hammer at the oracle again, then again once you cross that stalagmite. Go down, to the left, and stand next to the stalagmite on the left. Throw your hammer up, and move to the right to lower the remaining stalagmite.

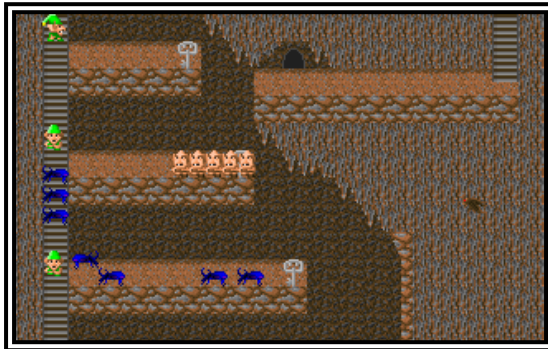


110

You might think that the shortest way is the best way, but not in this case! Battle the beetles and go up.



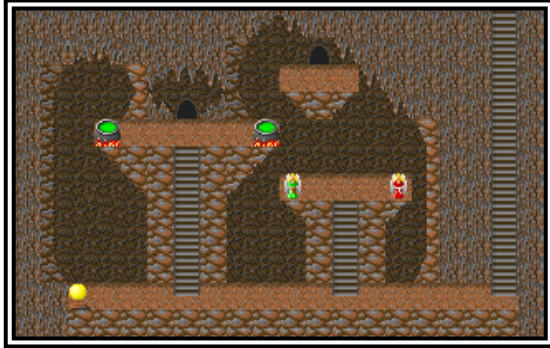
100



Battle all your foes so you can get the keys and continue going up. Then take the path with the locked doors.

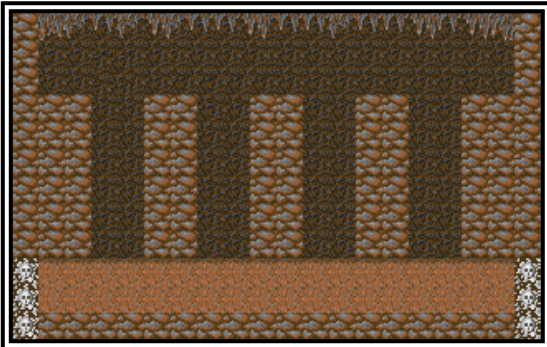
101

Be sure you have filled up with health and magic from the angels, because Nognir is real close by! Go up to the cave on the left.



60 NOGNIR:

Use your magic powers (Power of Wind works best) and your trusty hammer to beat Nognir, and you will be

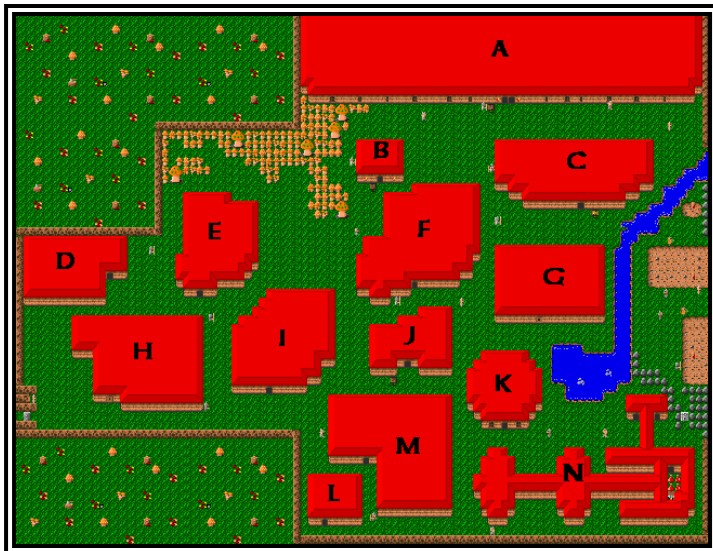


prepared for your next journey when your father presents you with the Golden Armor! Try to stay to the side, and only come out when it is safe. Once you

hit Nognir five times, he will tear down the walls, and it will be easy to launch the Power of Wind to finish him off.

MILGRUND

As you leave the Big House, you enter the village of Milgrund. To complete your journey through Milgrund, you must find the Hypno-Stone, to get past the guard in the north-west corner. The building below you when you leave the Big House is Joe's Fresh Fruit (C). Joe's place is quite sophisticated, and you must have reservations and follow the dress code! To look your best, go to Andy's Armor Repair (B) to have your armor worked on. Andy is a bit pressed for time, so it might hurt a little! After you leave Andy's, return to Joe's Fresh Fruit, and talk to the other villagers. One of the villagers will mention Surtur. Surtur will be able to tell you where to find the Hypno-Stone.



Visit all of the houses in the village to collect treasures, and talk to all of the villagers. When you enter one house (K) you will find a hole that leads underground. This leads you to the place where you find a key and the Winged Boots. The Winged Boots will make you run fast, and you will need

them to get past the SpinBalls you meet later on. Use this key when you get to the house (L) in the corner. There is a back room here, which is dark. Follow the maze, and you will find a shovel. This shovel can be used to dig up treasures! Going into the house (N) by the right side door will lead you to another key, which will let you go to the Teflor mines.

Talk to all of the miners in the Teflor mines, and one will let you in on a secret about a place he found while digging! This area leads to a beautiful green grassy area where another villager is. He is trying to find Surtur, but can't figure out where to dig. Well, being the God of Thunder, you know where to dig, but you can't climb the slope! You must return to the village, and find Sammy's Shoe Repair (J). Sammy will fix your boots so that you can climb the Teflor slope. When you find Surtur, he will tell you that Mr. Blakter buried the Hypno-Stone behind his house (E). Return to Mr. Blakter's house, and dig around in the mushroom patch to find the stone. Take the stone to the guard at the exit, and he will let you leave.

God of Thunder

Part III

Lookin' For Loki

Thor, my son, this is your final and most deadly mission. You must search out and defeat your evil and twisted half-brother, Loki, the God of Mischief!

He has established his throne in the small town of Blechton, which he has even had the nerve to rename "Lokisburg".

Unknown to Loki, a small group of the villagers have banded together to form a rebellion. Although they are brave souls, they do not stand a chance in hela of removing him from power.

All these people need is a great warrior to lead them. You will find many of the people there willing to help you, but highly suspicious of strangers.

Go to Blechton and win their trust. They will be invaluable to your mission.

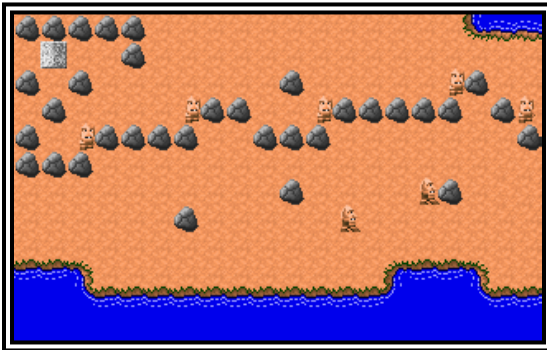
It is a very long road that leads to their village and it is filled with Loki's minions. But I know you can make it, because you are my first born son... A true warrior... And the Mighty...

GOD OF THUNDER!

Screen Numbers and Hints - Part III

43

This is a rock filled area with a lot of bad guys! They're really out to get you now, aren't they! There is a movable

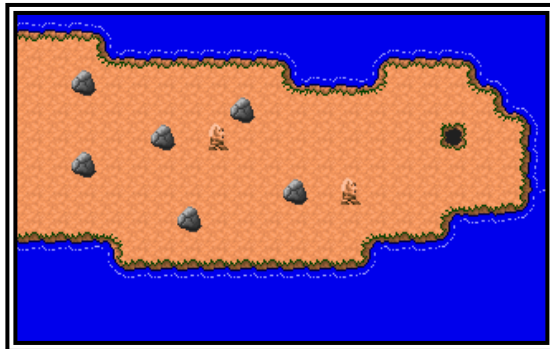


block here, which reveals a hidden cave with some treasures and magic, oh, and a few spiders, too! Avoid the spiders by crossing under

them when they are going up, and get the treasures.

45

Going down this hole will take you to a small cave with some bats and beetles. Get past them and collect the key, you will need it to continue your journey.



23

You should already possess one key before entering this area. If you don't have the key, head back to the south, and



then to the east. Now, work your way through the maze as quickly as possible, collecting all the keys along the way. If all of the Blue

Haired Imps get killed, walk off the screen and come back, they will be there to help you again.

24

Stand above the oracle and throw your hammer to the right, then walk back down, but don't get too close to the pegs. When the pegs below you are lowered, go down this path to the right side of the boulder. Push the boulder to the left, and then up. Go to the left of the boulder, and push it to the right. It will now be against the center peg at the top.

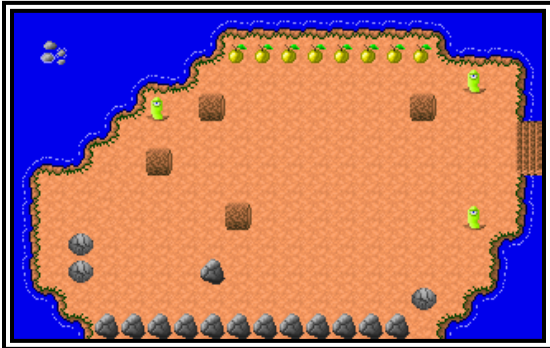


Throw your hammer at the oracle, and push the boulder right again, then quickly reverse the pegs. The boulder should be against the worm. Go down again and throw the hammer to the right to hit the oracle, then take the path to the right and back around, so that you are standing next to

the oracle. Lower the pegs so you can get the chest and make your way out to the north.

14

Roll the boulder up, running beside it. Stop it just after it gets past the lower worm, and roll it to the right. Go to the



other boulders, roll the bottom one right, then up, and the top one up, then to the right.

Move the log closest to the worm at the top right up to

block that worm and get the apples. Move the log next to the boulder down, and to the right, to where it is below the worm in the upper right.

18

Open the money doors, and stand to the left of the bushes.

Throw your hammer at the first bush, so the Blue Haired Imp will be able to move and touch the oracle. Make sure to hit just the first bush.



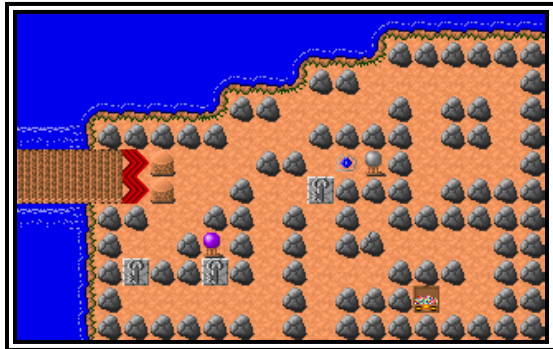
If you do all of

them, the pegs will raise and lower too fast.

Be careful crossing the pegs to get to the keys. Use the same method mentioned before, press against the peg while it is raised.

8 AMULET OF PROTECTION:

Unlock the door by the black oracle and you will find the Amulet of Protection. Touch the oracle to change the



direction of the red arrows, then go down and push the rock to get the treasure chest. Unlock the next door and lower the pegs, then unlock the

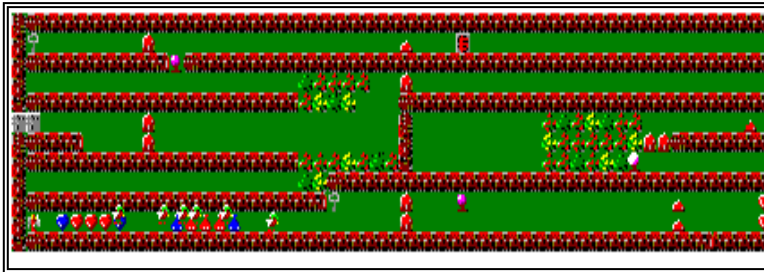
remaining door and cross the bridge.

6

Push the lower boulder up, and to the left, then down. Push the other boulder left and down.

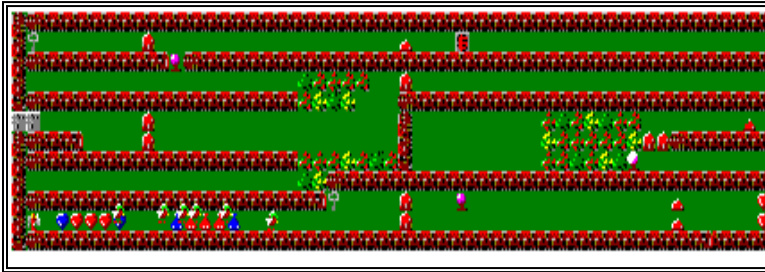


2-5



Screens 2-5 are pasted together and slightly reduced in size.

Touch the lower oracle, and walk to the left. Touch the next oracle, and get the key, then touch the oracle again to raise the pegs and go back to the right. Touch the first oracle again, go up, and to the left. Touch that oracle, and go up to the right. Touch the oracle next to the money door, then go all the way up and to the left. Touch the oracle at the end and get the key. Do not touch that oracle again.



Screens 2-5 are pasted together and slightly reduced in size.

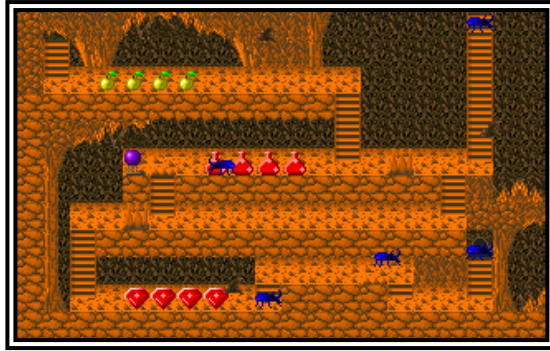
Return to the starting point by going to the right and down to the center path. Touch the middle oracle to lower the peg in front of you and continue to the left. Touch the oracle by the bushes, so those pegs are raised again, then go right. Lower the pegs at the bottom and go left to the next oracle. Touch that oracle and return to the right. Touch the first oracle again, then go up and to the left. Lower the pegs and go up and to the right. Touch the center oracle, go up and to the left on the lower path.

There is a hidden area in the bushes. Continue to the left and leave this area.

79

Throw your hammer at the oracle to lower the stalagmites, then throw it again once you are past the first ones. Go down and then back up on the other end and throw your hammer again.

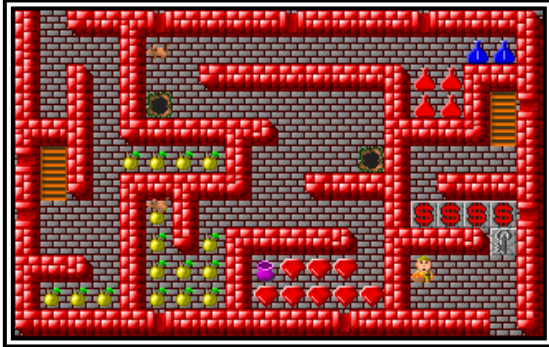
Now go all the way left and down. Throw your hammer up and move to the right so it hits the oracle and lowers the stalagmite at the bottom.



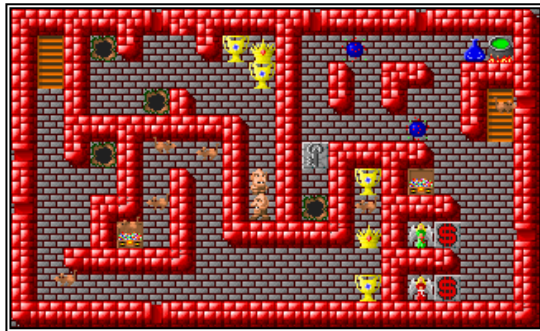
Now go right and out of the cave.

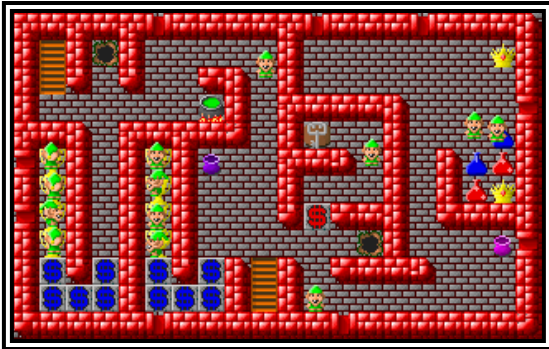
115-119

(119) When you first enter Ken's House of Wonder, your only option is to take the stairs. The exit is on the other side, but you have a long way to go before you get there. The stairs lead to the next floor.



(118) Take the stairs again to go to the next floor. You will be back here several times, though. When you return here the third time, you will be at the locked door. You should have two keys by then, so you will be able to open the door. Wait for the right time to go past the SpinBall. It may help to wear your Winged Boots. Visit the angels if you need to, and go to the stairs. This leads to the exit on the bottom floor (119), where there are some money doors and a locked door leading to the exit.

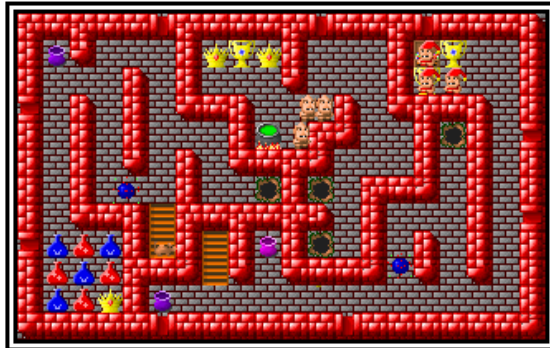




(117) You have several options on this floor. Open the red money door and get the key. Collect the treasures if you desire.

116 STAIRS:

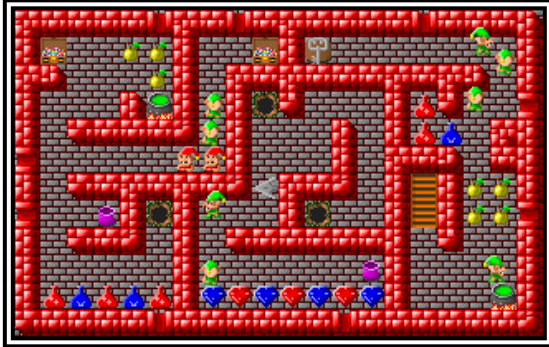
This takes you to the next floor (116). None of your weapons will kill the SpinBall, so carefully go behind him and up to the hole, where you will find a key.



When you return, go down behind him and return to the stairs.

115: LOWER HOLE:

This hole leads to the next floor (116). Collect the



treasures, and go down the other hole, which takes you to the next floor (115). After collecting the jewels, go down the other hole and you will be

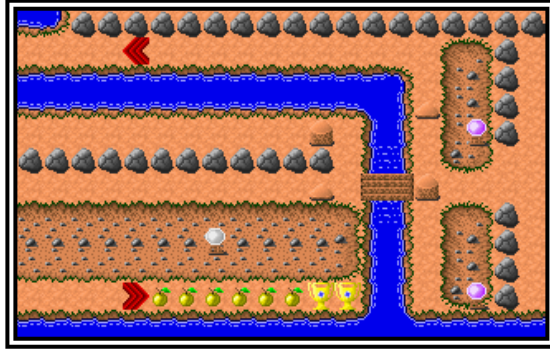
in another part of screen 116. Avoid the SpinBall and go down the stairs. You will be on screen 115 again, where there are some treasures waiting for you. Collect these treasures and return to screen 117.

118: TOP HOLE:

This takes you back to the floor below (118). Go down the other hole there, which will take you to 119, where you can collect the treasures there. You still can't exit from here, you must go down the other hole, which will be your third time on 118.

28

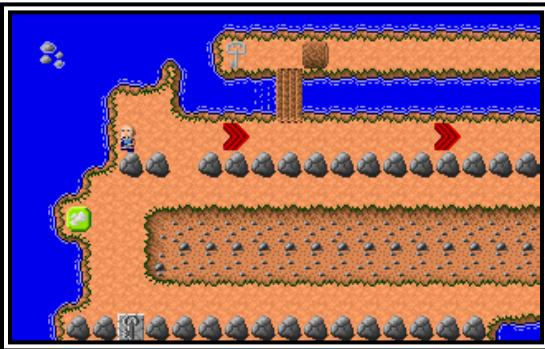
Hit the oracle and cross the small bridge. Stand by the lowered peg and throw your hammer at the oracle to reverse the pegs, then go down the path in the middle. Hit the black oracle, so the arrows are



facing up or down, then go to the left and back to the right to collect the treasures. Hit the purple oracle while you are here to reverse the pegs.

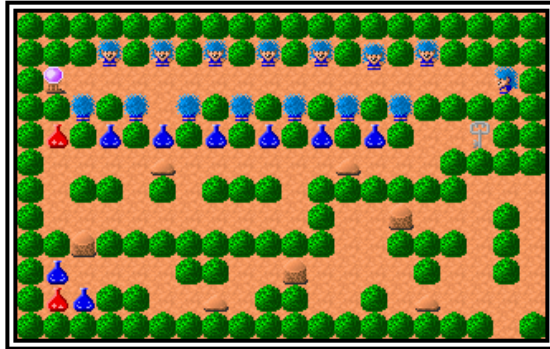
27 POWER OF THUNDER:

You have found the Power of Thunder! Go up and collect the key, then go back down and to the right, since that's the only way you can go. Go back around and to the left, through the door.



38

The Blue Haired Imp will eventually make his way to the oracle enough times that you can cross the pegs when they are lowered and get the key. Then go to the left.



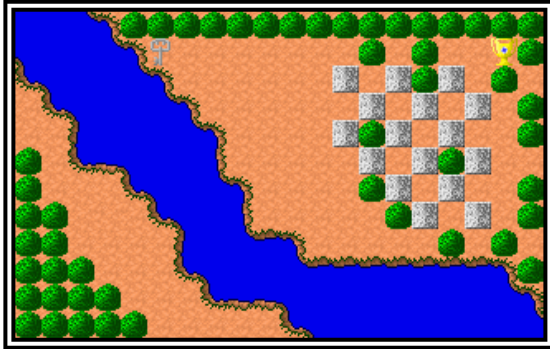
49

Cross the first bridge, and stand on the opposite side. Throw your hammer to the right, and move up, so it will hit the oracle, reversing the pegs. Then cross the bridge on the other side.



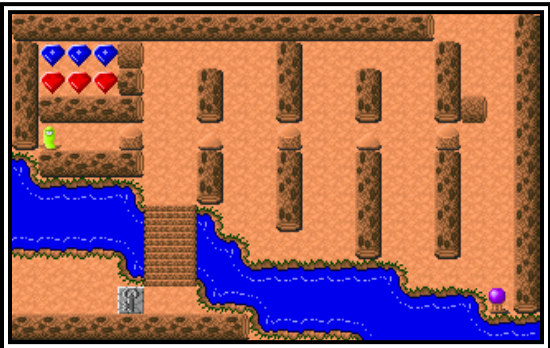
57

Push the top block on the right all the way up. Then, push the block next to you up. Next, push the block below the bush to the left, and the block below you down. Go to the left and push that block out of your way so you can get the key. When you leave, take the lower path back through the two previous areas.



69

Hit the oracle, then push the log down, and across the peg.

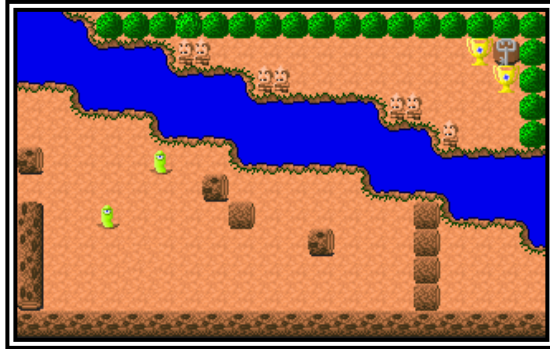


Repeat this process until the log is against the last peg, then exit the screen through the locked door.

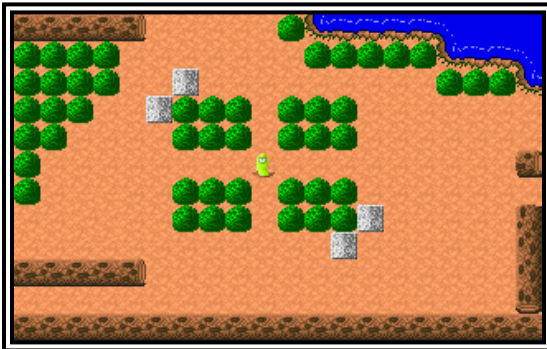
68

Push the second log from the bottom to the left. Then, move the single log to where it is in line with both worms.

Return to the first log that you moved, and move it to where it is below the lower worm. Move the second log from the top to the left and down, just



below the unmovable log. Move it left, and up, to block the lower worm on the left side. You will be able to get the key later.



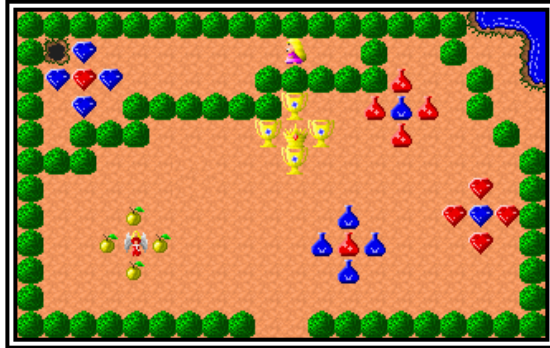
67

Move the lowest block to the left to block the worm and exit to the left. The lowest path is safest, but the upper path will

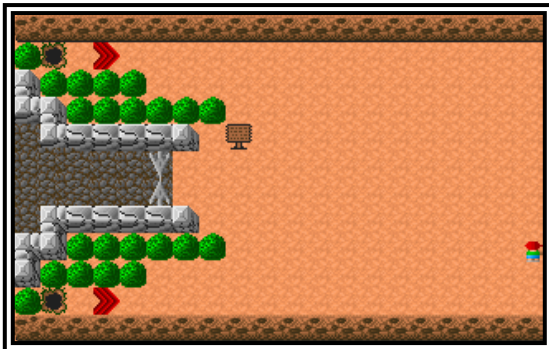
lead to a Health Angel and some treasure.

56

A woman is wandering around here, but you cannot speak to her yet. Later, you will be able to come back here and speak to her, so



remember where she is! She has something to give you. Fill up on health, so you can battle your foes again, and continue your journey!



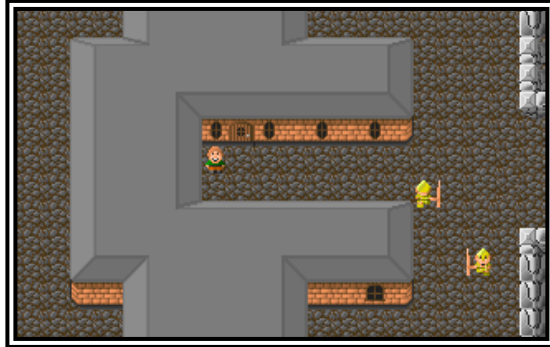
64

You have reached Lokisburg, formerly known as Blechton. There are some pretty strict rules to abide by, so read the sign carefully.

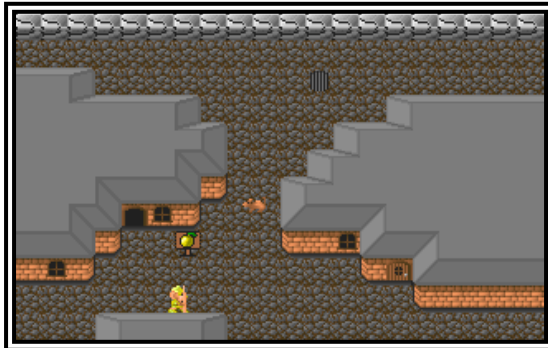
Be careful of the spikes when you enter.

63

When you first enter Lokisburg, talk to the villager outside the first house. He will ask you for a password. You won't be able to guess the correct one, but someone will tell you the password eventually. When you have the password, you will be allowed to enter.



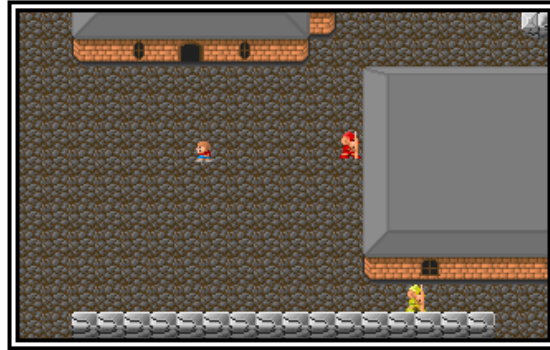
52



KEY: This is McLoki's. Under one of the barrels you will find a key.

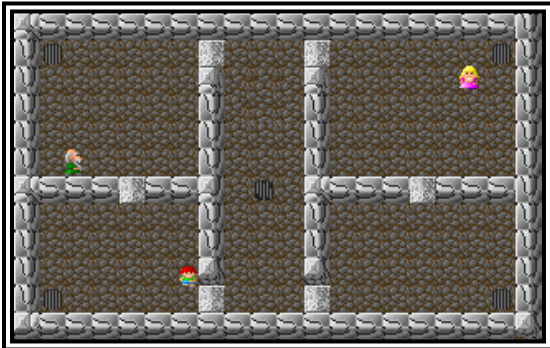
51

This is Old Lady Melgahad's place. If you go inside there is another door that leads to a courtyard. There is a prison guard there who will arrest you if you don't kill him first. But you need to be arrested at least once in your life! At least, in this game, you do!



109 INSIDE PRISON:

There are several villagers in the jail already who are more than willing to share their story with you. The old man tells you about the grate that he worked loose, so you can escape. The woman will help you

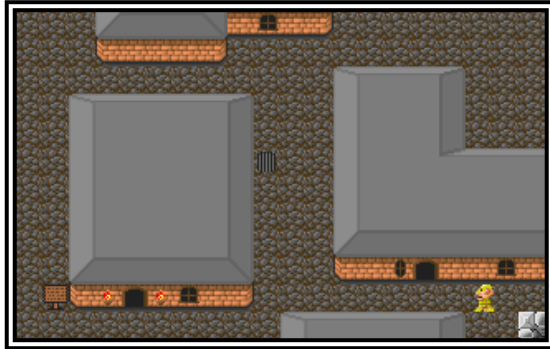


after you recover her bracelet from the guard shack. When you walk past the grate in the center, Odin provides you with some information. When you go down the hole, you will be outside of Lokisburg. The first time, make your way to the guard shack and get the bracelet. When you return with the bracelet, the woman, Ilidia, will tell you about her husband, Markus, and she will give you the password. Leave the jail and return to the first house in the village. After you visit Woody's Tool Chest, you will be able to open the grate in the center of the jail.

72 YE OLDE GUARD SHACK:

The most effective way to reach the bracelet is to use your magic powers to kill every guard in the place. The Power of Thunder works great, but consumes a lot of magic.

Once you have the bracelet, find a guard to throw you in jail! A man lives in the house next to the guard shack, and his wife has gone



to gather wood to the east of town. You will need to find her to get the pantry key from her. You may have seen her earlier, on screen 56, if you visited the Health Angel before going to Lokisburg.

93

Once inside the Rebellion's headquarters, you will talk to many people. You meet Ildia's husband, Markus, who is

the leader.

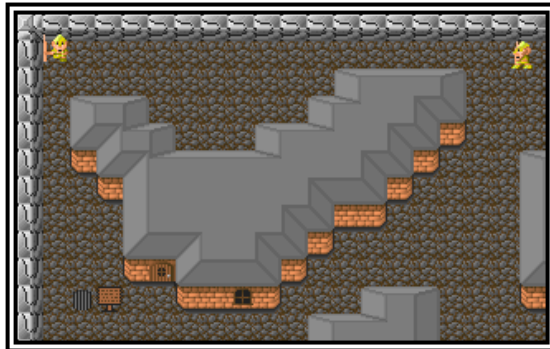
You will also meet a young boy named Nilford, who tells you about his daddy's tool shop on the Northwest side of town.



40 WOODY'S TOOL CHEST:

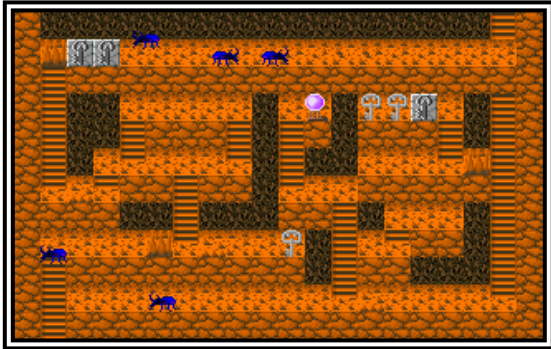
When you talk to Woody, he offers to sell you many items.

Of course, there is only one thing he has in stock, so go ahead and buy it. After you buy it, find a guard to throw you in jail again!



114

After leaving the jail by the center hole, you are in a cave with 3 keys. Collect the single key first so you can open



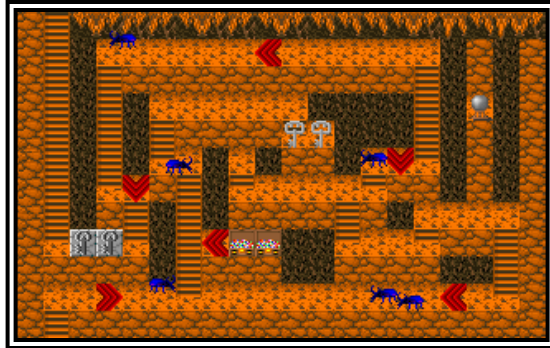
the door where the other keys are. To do this, touch the oracle to go past the first stalagmite near the key. Then go up and throw your hammer at the oracle again.

Once you have the key, throw your hammer again from the ledge to the left of the oracle, then go down to the bottom and up to the oracle to activate it. Now go up the stairs on the right side and stand next to the stalagmite. Throw your hammer to the left, then move up. This will hit the oracle, so you can get to the door. After you retrieve the two keys, go back down, and up the stairs on the right and throw your hammer at the oracle.

Go to the stairs on the left side, throw your hammer at the oracle to lower the stalagmite, then open the doors and exit.

94

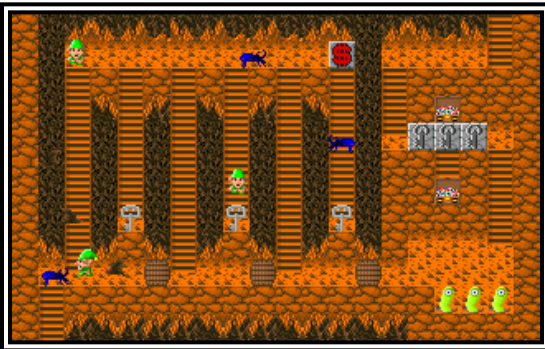
To get through this puzzle, go up to the ledge to the left of the oracle, and throw your hammer at it to change the direction of the arrows, so the bottom arrow



points up or down. Get the key and the treasure, then go up the stairs on the right, and throw your hammer up, moving to the left so it will hit the oracle. It may take several attempts, but you want the arrow above the locked doors to face down. Go to the left and up, then across the ledge at the top. Go down, unlock the doors and exit at the top.

84

Collect the keys, then move each barrel to the right, starting from right to left. They will be blocking the worms, and you will be able to get to the locked doors to exit.



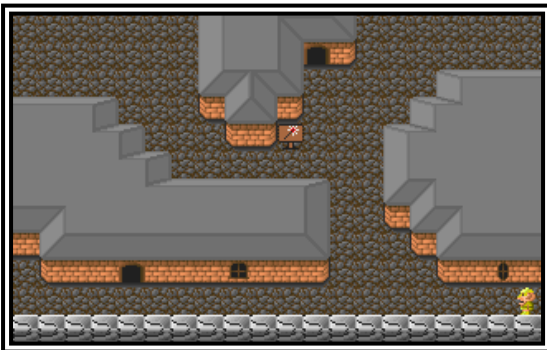
74 MYSTIC MUSHROOM:

Kill the Blue Haired Imps and go to the top. You will find a Mystic Mushroom. There is someone in the village searching for a mushroom like this. You must find her, if you haven't seen her already. When you leave, you will be outside of Lokisburg again.



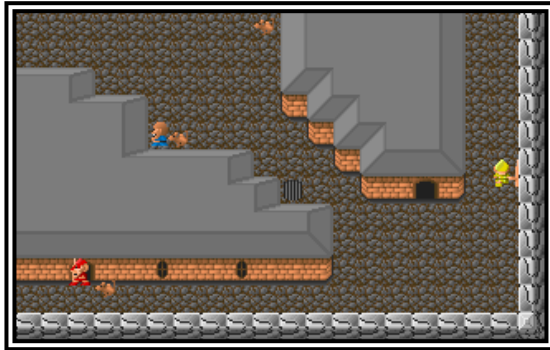
81 MARTHA'S MAGIC MALL:

Inside of the Mall is another small building. Here you meet Martha, who is hunting for a special mushroom. When you find the mushroom, she will give you a special key, which you will need to enter the Hall of Loki.



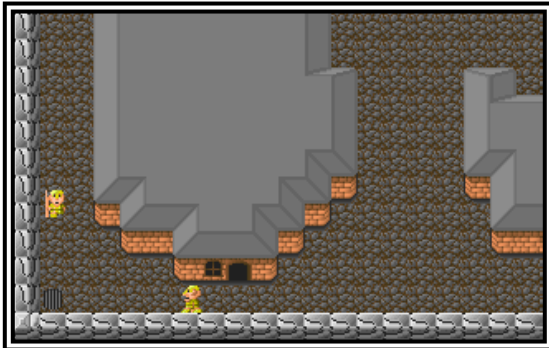
82 KEY:

There is a hole in the floor of this house. It leads to a remote area outside of Lokisburg where you will find another key.



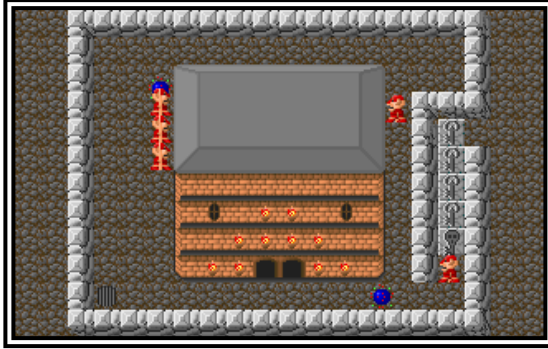
80 KEY:

Inside of this house are a lot of barrels. Under one of the barrels, you will find a hole, which will take you to the other room of this house, where you find another key.



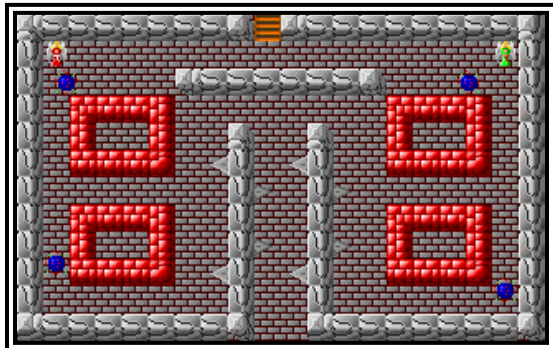
61 HALL OF LOKI:

Once you have collected the 4 keys and the skeleton key you will be able to enter the Hall of Loki. Remember to use your magic on the guards, or you will end up in jail again. Be careful passing the SpinBalls on your way into the hall.



107

The spikes and the SpinBalls present a hazard in the Hall of Loki. Watch the pattern that the SpinBalls follow. Be

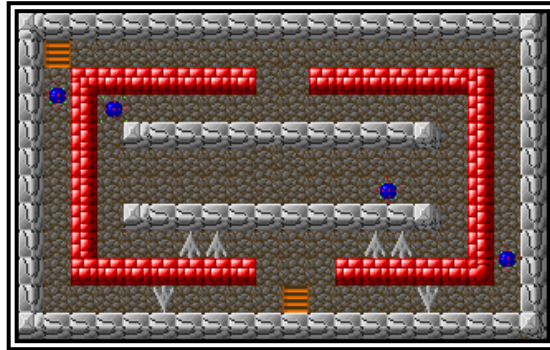


careful of the spikes. Go to the area right above the spikes, and wait for the SpinBalls to pass. Follow either one of them, but be careful of the

other Spinballs. There are “safe zones” right next to either Angel, where you can wait for the right time to get to the stairs.

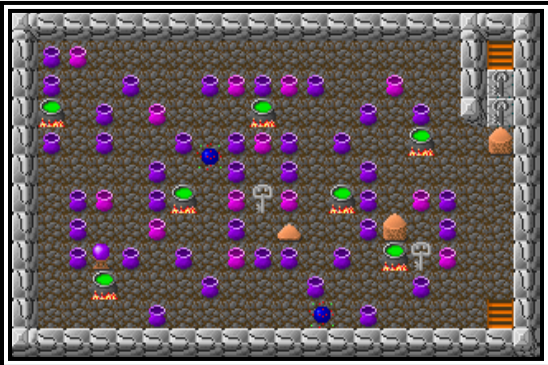
97

When the SpinBall that travels on the left side goes past you, carefully make your way past the spikes to the left and run to the stairs.



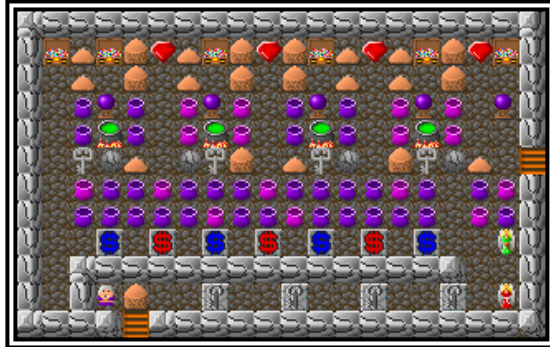
87

Get the key in the middle by following one of the SpinBalls. Don't follow too closely. Allow the SpinBall to come back out of the pathway before you go in. Once you have the key, activate the oracle and get the other key, then open the door to the stairs.

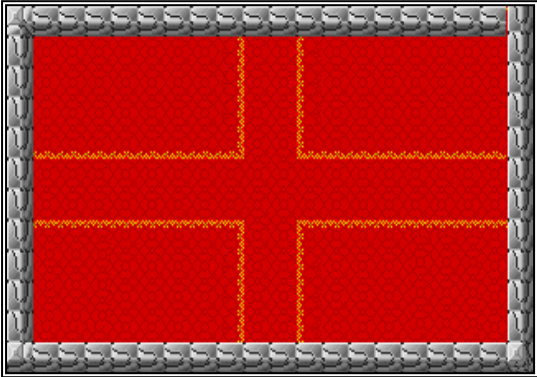


77

Go up and touch the first oracle, then move to the left. Touch that oracle, then stand between the next group of pegs, facing right. Throw your hammer and move down, so the pegs are reversed. Collect the key on the right and go back up, all the way to the



top. Throw your hammer to the right, and move down to reverse the pegs, then move to the next oracle and touch it. Repeat the procedure to get the key, and get the key on the left, also. Touch the next oracle, then throw your hammer to the right to lower the next set of pegs. Touch the last oracle, collect the chest and the last key. Go up to the top and throw your hammer to the right one more time, to lower the peg at the bottom. Now, go through the money doors to the locked doors. Be sure to fill up on health and magic, because Loki is in the next room!

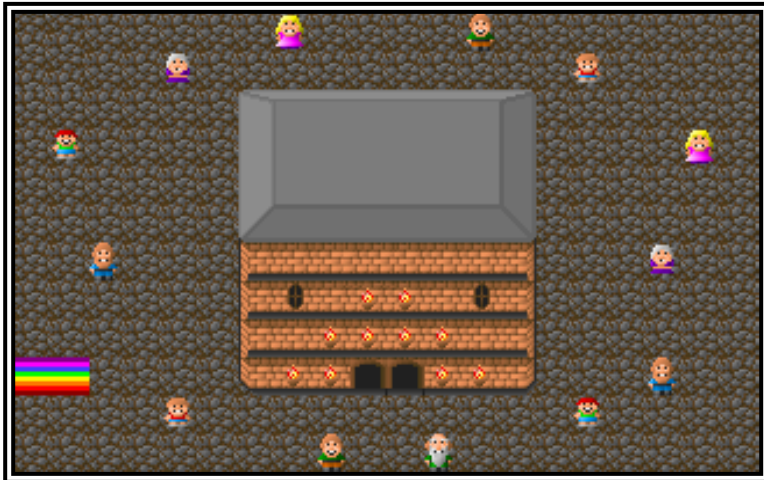


95 LOKI:

Loki is not easily beaten. You must use your magic powers to defeat him, and you must be swift. Good Luck, Thunder God!

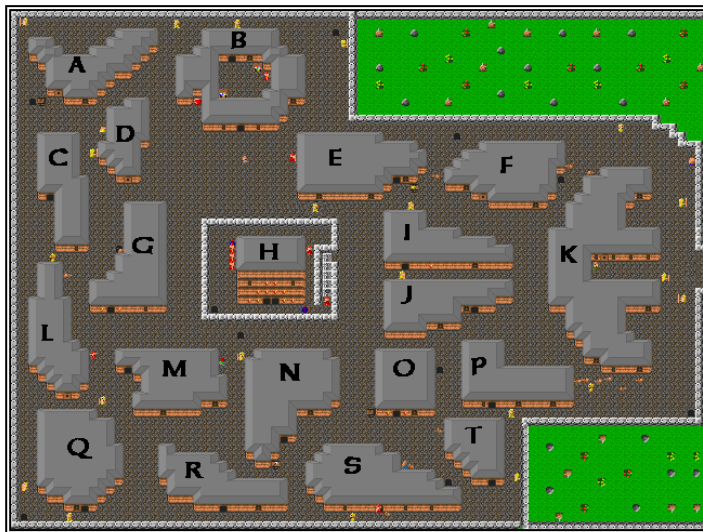
106

After defeating Loki, his castle explodes and the villagers gather to give you their thanks. Speak to each of the villagers, and follow the rainbow! Congratulations, God of Thunder. Your father can be proud of you now!



LOKISBURG (FORMERLY BLECHTON)

You have traveled far, Mighty Thor, and soon you will meet with your horrible half-brother, Loki! As you know from reading the sign outside of Lokisburg, the laws here are quite confusing! It seems as if you can get thrown in jail for everything! You do want to get thrown in jail a few times though, or you will never finish the game! The easiest place to get thrown in jail is outside of house (B). If you make it inside the house without getting caught, the woman will call the guard when you speak to her. If you don't speak to her, and you exit the house to the courtyard, there is another guard waiting for you there!



The first time you get thrown in jail, you will speak to the inmates. The woman in jail is a bit leery of you. She doesn't really know whether to trust you or not! If you will get her bracelet from Ye Old Guard Shack (N), and bring it back to her, she will help you on your journey. As you walk past the grate in the center of the jail, Odin tells you there is

something strange about that grate! The old man in the jail will reveal a tunnel he found under one of the grates, which will lead you back outside of Lokisburg. When you go to the guard shack to get the bracelet, you will need to use some powerful magic as soon as you enter, to get rid of all of the guards. After you have the bracelet, find a guard to throw you back in jail.

When you return the bracelet to the woman, she will tell you of her husband, Markus, who is the leader of the Rebellions. She also tells you the password you will need to get into the Rebellions Headquarters (J). Go to the headquarters, and talk to everyone there. A small boy will tell you about his fathers tool shop. Next, go to Woody's Tool Chest (A) and buy the only thing he has to sell. You will need to have 500 jewels before you can afford it, so if you don't have that much, explore some more houses first.

During your exploration of the village, you will find a key in house (P). There is a tunnel in house (R), which also leads to a key outside of Lokisburg. In another house (O), you will speak to a villager who's wife is out collecting firewood. She has the key to the pantry, and you must go back out of the village to find her. The forth key you will need to enter Loki's Castle (H) is in McLoki's (E), under a barrel. You need one more key to enter Loki's Castle, and Martha has that key in Martha's Magic Mall (M). She will give you the skeleton key if you find a special mushroom for her. Then you will be able to enter Loki's Castle.

To find the mushroom, get thrown in jail again after purchasing the electric saw from Woody's Tool Chest. As you walk by the center grate, Odin tells you he will power the saw with his powers, and you will be able to cut open the grate. This will lead underground, and you will find the

mushroom. Take the mushroom to Martha, and she will give you the skeleton key.

Best of luck on your battle against Loki, Thunder God!

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