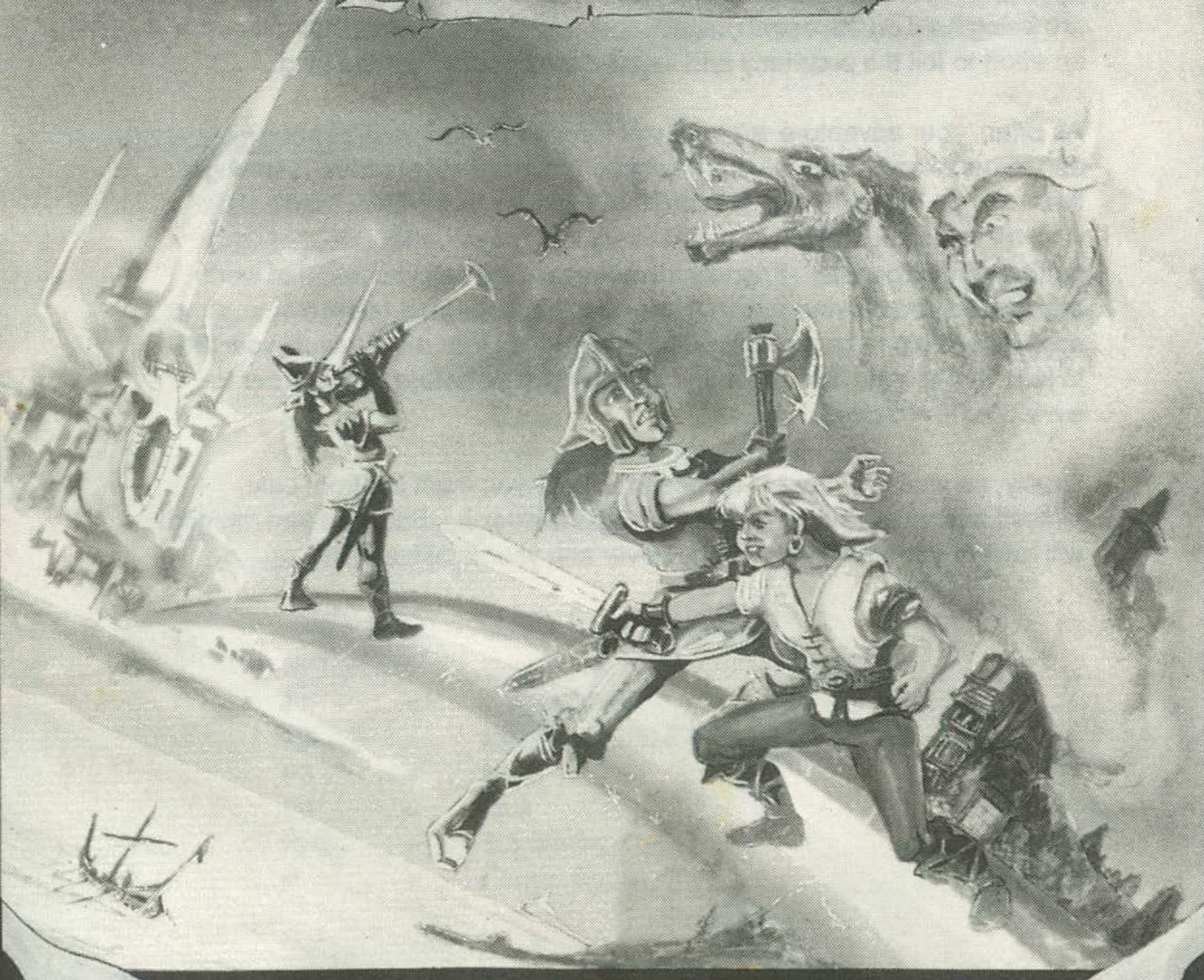
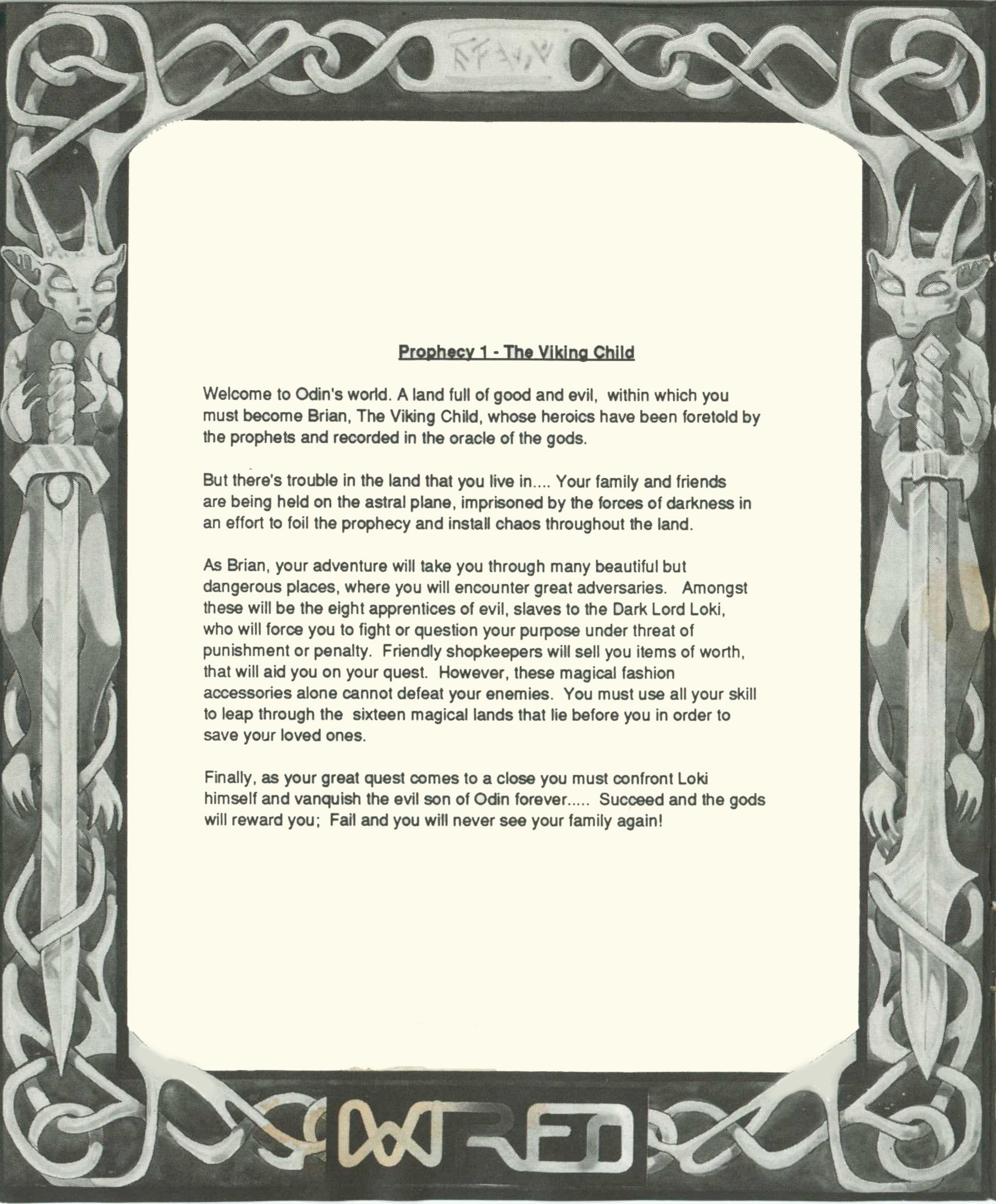


NY 3117

THE **Vikings** PROPHECY
chills



DAWREN

The page is framed by a decorative border. At the top, a horizontal band of knotwork contains a central rectangular element with some faint, illegible markings. On the left and right sides, vertical bands of knotwork feature two figures each, holding long, ornate swords. The figures have pointed ears and horns. At the bottom, a horizontal band of knotwork contains the word "DWARF" in a stylized, blocky font.

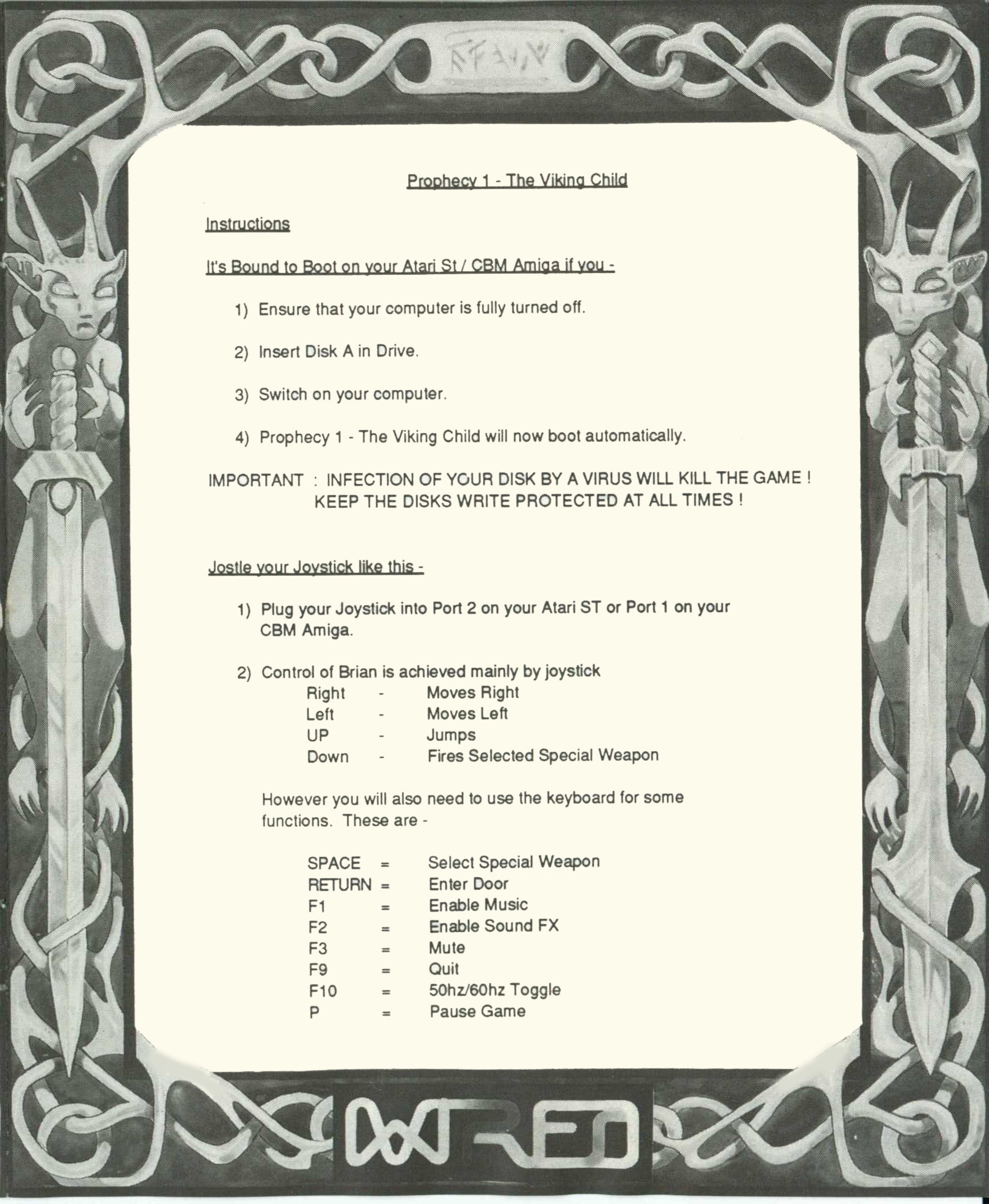
Prophecy 1 - The Viking Child

Welcome to Odin's world. A land full of good and evil, within which you must become Brian, The Viking Child, whose heroics have been foretold by the prophets and recorded in the oracle of the gods.

But there's trouble in the land that you live in.... Your family and friends are being held on the astral plane, imprisoned by the forces of darkness in an effort to foil the prophecy and install chaos throughout the land.

As Brian, your adventure will take you through many beautiful but dangerous places, where you will encounter great adversaries. Amongst these will be the eight apprentices of evil, slaves to the Dark Lord Loki, who will force you to fight or question your purpose under threat of punishment or penalty. Friendly shopkeepers will sell you items of worth, that will aid you on your quest. However, these magical fashion accessories alone cannot defeat your enemies. You must use all your skill to leap through the sixteen magical lands that lie before you in order to save your loved ones.

Finally, as your great quest comes to a close you must confront Loki himself and vanquish the evil son of Odin forever..... Succeed and the gods will reward you; Fail and you will never see your family again!



Prophecy 1 - The Viking Child

Instructions

It's Bound to Boot on your Atari St / CBM Amiga if you -

- 1) Ensure that your computer is fully turned off.
- 2) Insert Disk A in Drive.
- 3) Switch on your computer.
- 4) Prophecy 1 - The Viking Child will now boot automatically.

**IMPORTANT : INFECTION OF YOUR DISK BY A VIRUS WILL KILL THE GAME !
KEEP THE DISKS WRITE PROTECTED AT ALL TIMES !**

Jostle your Joystick like this -

- 1) Plug your Joystick into Port 2 on your Atari ST or Port 1 on your CBM Amiga.
- 2) Control of Brian is achieved mainly by joystick
 - Right - Moves Right
 - Left - Moves Left
 - UP - Jumps
 - Down - Fires Selected Special Weapon

However you will also need to use the keyboard for some functions. These are -

SPACE	=	Select Special Weapon
RETURN	=	Enter Door
F1	=	Enable Music
F2	=	Enable Sound FX
F3	=	Mute
F9	=	Quit
F10	=	50hz/60hz Toggle
P	=	Pause Game

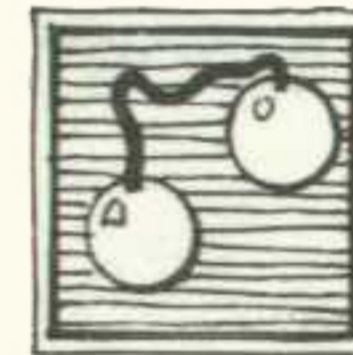
Work your Weapons like this -

Bombs



The cheapest of the five special weapons. When used they are thrown up into the air above Brian. As with all the weapons these can be thrown whilst Brian is in mid leap. For the best effect, these should be used on flying creatures overhead.

Bolas



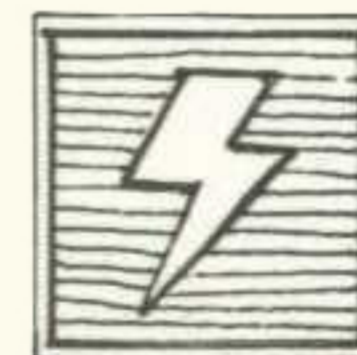
The Bolas are thrown left or right by Brian depending on which way he is facing at the time. For the best effect these should be used in rapid succession on adversaries travelling horizontally.

Firesprites



This is a most effective weapon when battling against more than one adversary, or an enemy who is tricky to catch. These can be released any time when an unfriendly creature is near and homes into its evil aura.

Stuns



One of the most expensive weapons, the magical stun hits all of the creatures on the screen at once thus depleting their energy and making them easier to bash. These are best used against many small enemies.

Potions



The most powerful and deadly of all the magical weapons, the potion bottle once broken will destroy all of the enemies on the screen. However, don't expect it to be so strong against the apprentices of evil or the Dark Lord himself.

Easily Accessible Accessories -

Speed



When Brian wears these boots he will whizz around the land at twice the normal speed. However, he's got to be careful as their magic only lasts for a limited time. The Boots of Speed are most useful on levels where Brian's enemies move faster than he.

Cloak



The cloak of invincibility allows Brian to walk right through his many adversaries. Whilst the magic lasts he will not be harmed by any of the creatures that may attack him.

Glide



When Brian dons these magical fashion accessories he will be able to leap with nearly no limit. The Winged Boots add distance to his bounds, but their magic will not last forever.

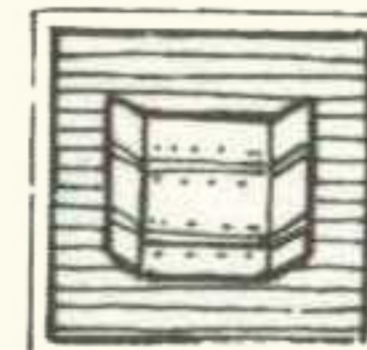
Ace Armoury for Better Battling -

Swords



Brian starts out his quest with a small dagger, but this can be exchanged along with money for greater and longer swords to help you in the many battles that you will have.

Shields



Brian can also buy different shields to protect him from missiles that his evil adversaries may throw at him. However, Brian better be careful as the shield doesn't stop his enemies from getting him themselves.

Important Items of Interest -

Single Heart



Single hearts can be purchased from shops to aid recovery.

Buying the Heart Stack will fully replenish Brian's energy.

Heart Stack



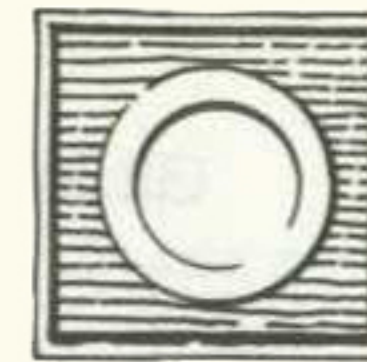
Extra Life



Buy another Brian to help you get through the levels !

Get the magical moola to buy your weapons, accessories, and other purchasable items. There are two types of coin, one is worth fifteen credits and the other gives twenty.

Money



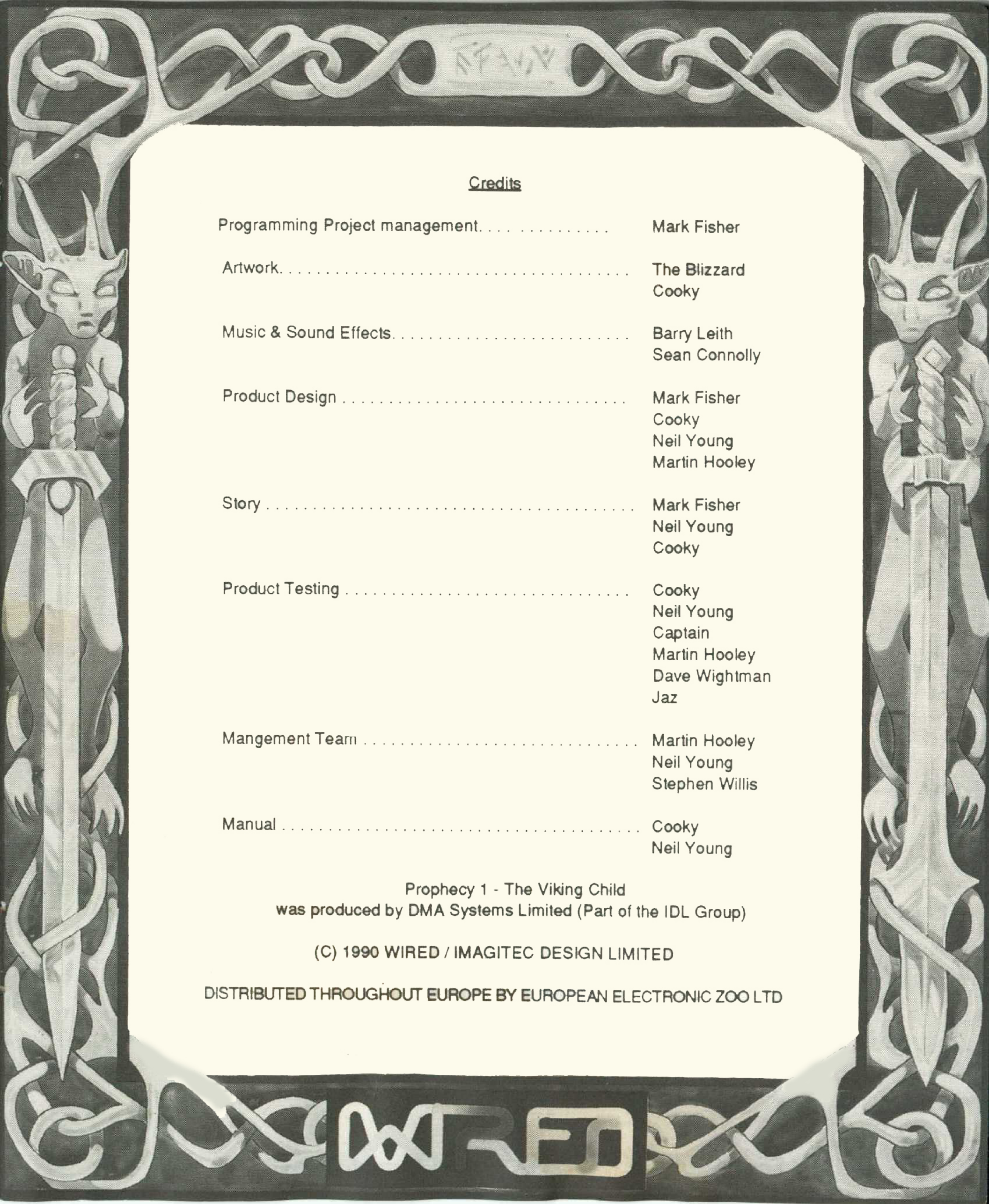
Gem



Pick up the gems for extra points ! Both the diamond and the ruby gives Brian one hundred and fifty points.

Try These Teaching Tips -

- (1) Try to remember where all the secret bonuses are within the level. These are very handy for increasing Brian's score and money !
- (2) Use all your special weapons sparingly. You never know when you might need them !
- (3) Always enter every shop, otherwise you may miss something !
- (4) Remember that the platforms are puzzles and they always try to trick !
- (5) If at first you don't succeed, we won't need to tell you to try, try again !



Credits

Programming Project management	Mark Fisher
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Music & Sound Effects	Barry Leith Sean Connolly
Product Design	Mark Fisher Cooky Neil Young Martin Hooley
Story	Mark Fisher Neil Young Cooky
Product Testing	Cooky Neil Young Captain Martin Hooley Dave Wightman Jaz
Mangement Team	Martin Hooley Neil Young Stephen Willis
Manual	Cooky Neil Young

Prophecy 1 - The Viking Child
was produced by DMA Systems Limited (Part of the IDL Group)

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