GAME MANUAL

GO AWAY VIKING

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1. Use

This game has been developed to be used in an Amstrad CPC 464. If you do not own an Amstrad CPC 464, you can use an emulator. You can choose between these two emulators:
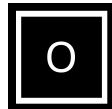
- WinAPE 2.0 beta 2, with profile CPC 464 with ParaDOS.
- Retro Virtual Machine v2.0 beta-1 R7, with an Amstrad CPC 464 basic.

2. Controls

- Move right: P

- Move left: O

- Move down: A

- Move up: Q

- Throw the hammer: Space
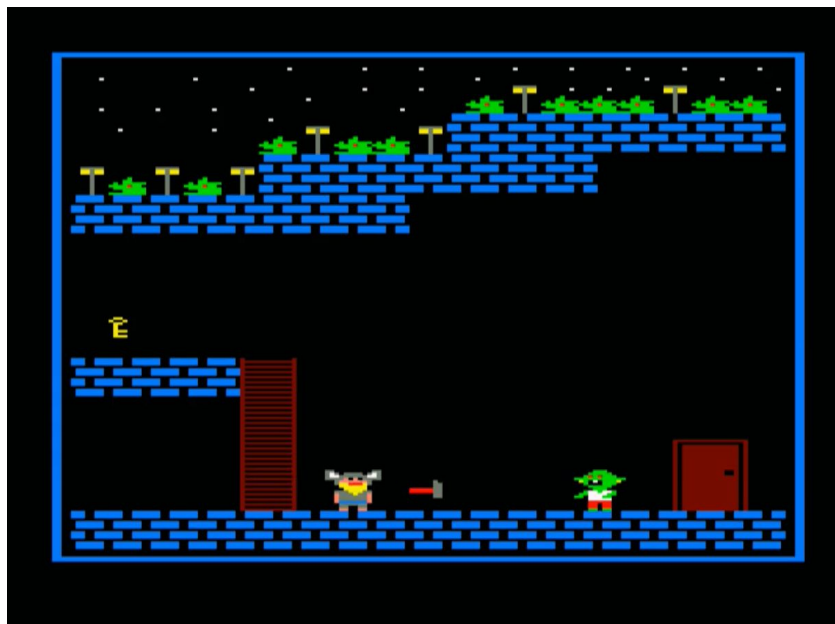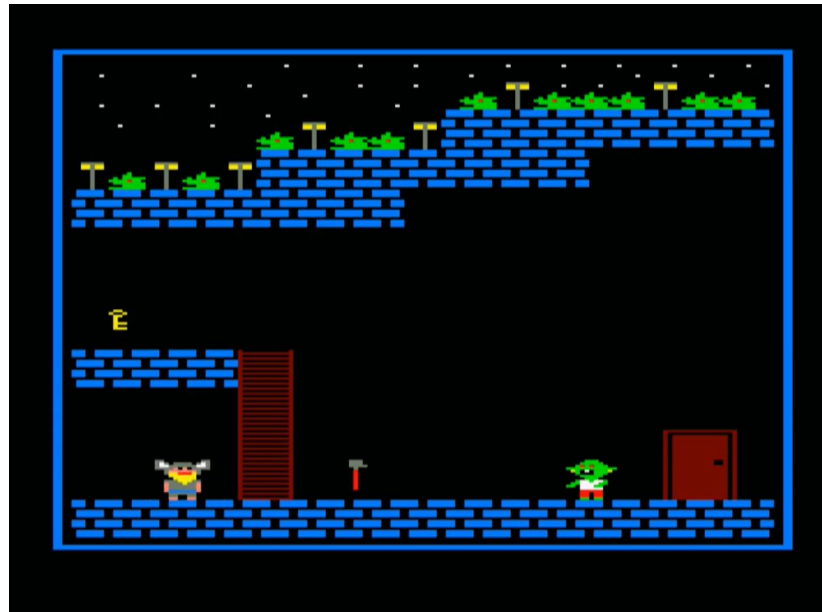
- Back to menu: Esc

3. How to play

If this is the first time that you are playing this game, select CONTROLS to learn how to play. You will see which keys you will need to press to move around. To return to the main menu press ESC.

To begin playing, select START in the main menu. Then you will start playing the first level.

To complete every level the viking must grab the key without bumping into the enemies, otherwise he will die. The tasks that you will need to complete in each level will be different and the difficulty of each level will increase as you complete them.

To kill a troll, grab a hammer and throw it at him. To throw a hammer, make sure that you are facing the troll before you press SPACE, otherwise the hammer of that level will disappear.

To use the ladder, you must press Q (to move up) or A (to move down) and P (to move right) or O (to move left) at the same time. This way, you will start going up or down the ladder as soon as you get near it. If you do not press both keys at the same time, you will need to make sure that you are in front of the ladder before you press Q or A.

If you want to restart the level you just need to press ESC and then you will see the main menu. If you want to continue playing, press CONTINUE.

If you die, press ENTER to restart the level.

4. Storyline

Welcome to the Isle of Man. It is the 11th century, and the trolls have taken over the Peel Castle and have kidnapped Halfdan, the leader of the vikings. As you can imagine, this has not been a pleasant surprise for the vikings.

Your mission is to help the leader of the group escape the castle. You will need to go through each and every room of the castle so as to find the key which opens the door to the next room and eventually leave the castle.

But, watch out! Because trolls expect the leader to try and escape, so they are guarding each room very carefully. If they see that you are trying to find the key, they will not hesitate and they will kill you. However, they have hidden hammers in some of the chambers... so be clever and use them to fight back!

Good luck on your adventure, and beware of the trolls!

5. A nod to Prince of Persia

In our game we have made a nod to **Prince of Persia** in the last level.We have taken as reference the design of one map of the game made for Amstrad CPC.

Therefore, we have created a similar design when it comes to the bricks, the door, the torches and the columns**.**

Screenshot of the original game

Developer company: Broderbund, Microïds

Name of the game: Prince of Persia

Screenshot of our game