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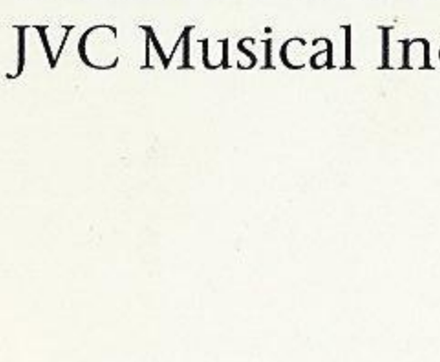
WARNING
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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or any one in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.

- Do not bend it, crush it, or submerge in liquids.

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- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.

- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



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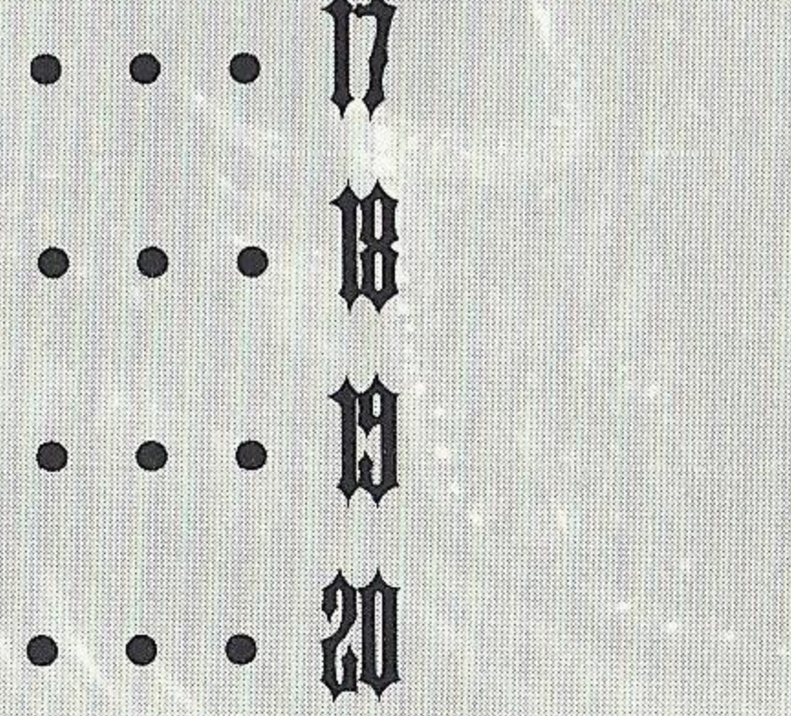
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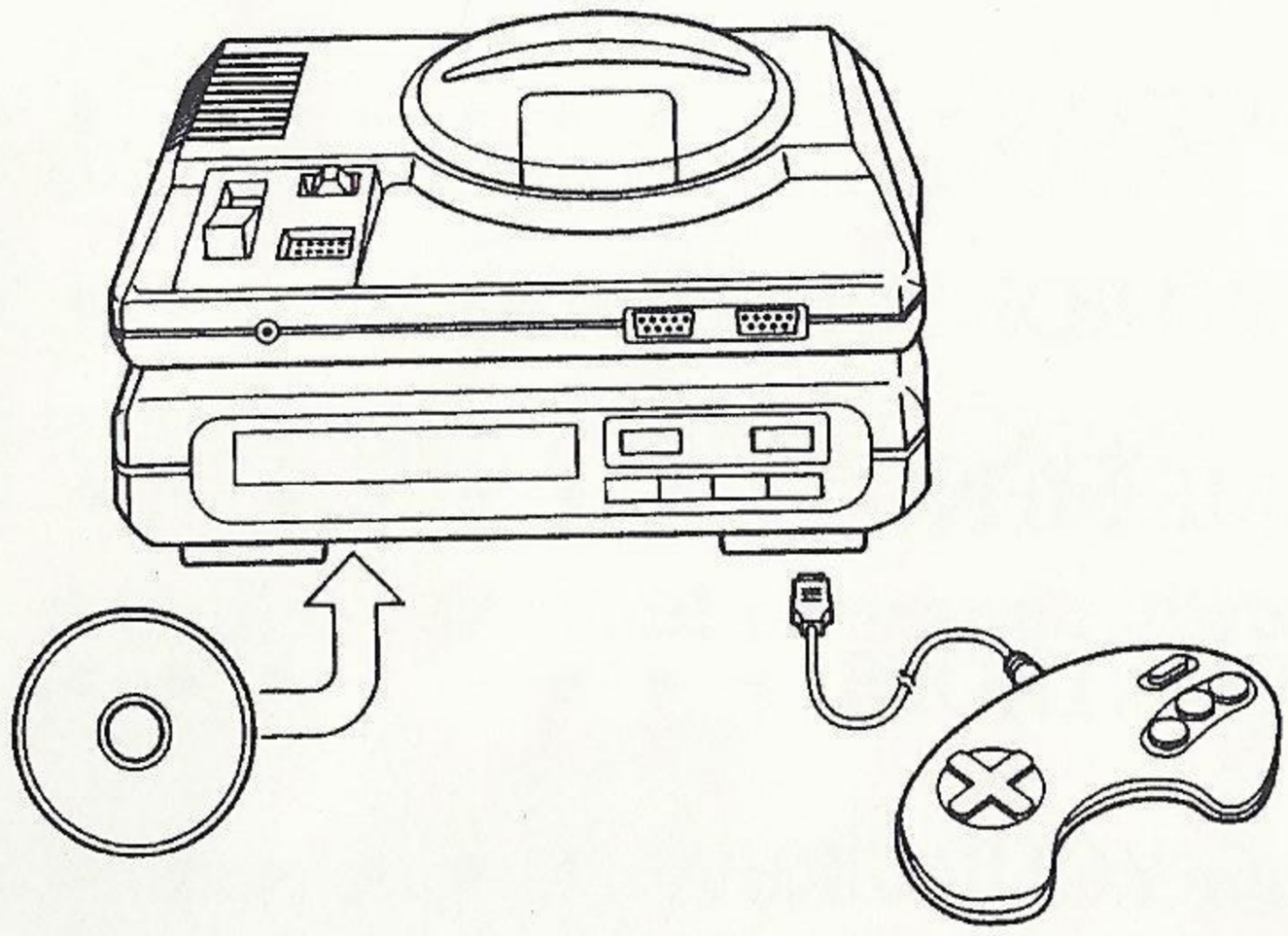
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GETTING STARTED

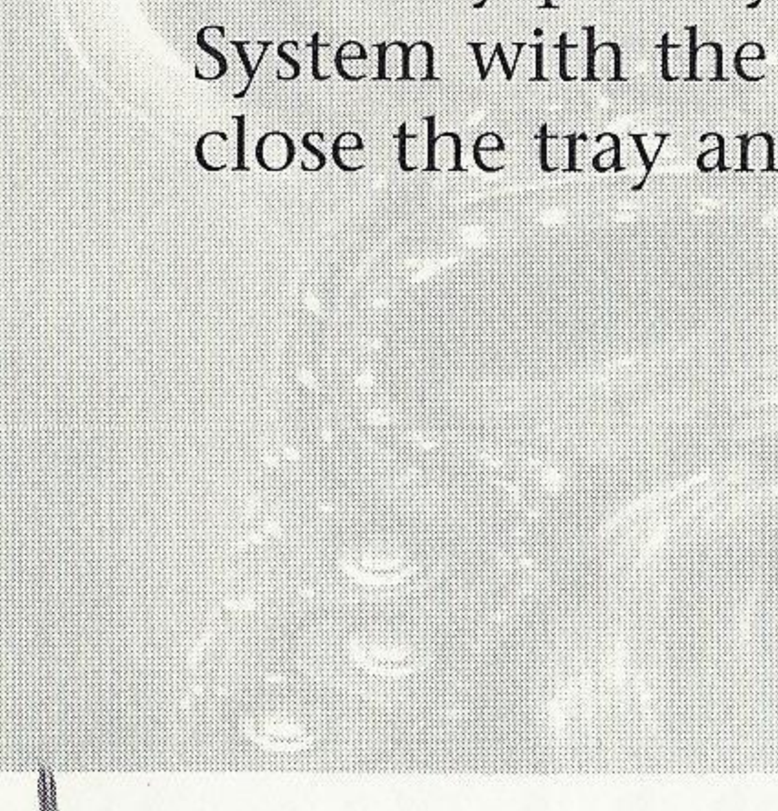


1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.

2. Make sure there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the Reset Button and the disc tray will open.

4. Carefully place your *Heimdall* CD game disc in the Sega CD System with the label facing up. Press the Start Button to close the tray and begin play.



INTRODUCTION

In ages past, Odin, the God King of all Valhalla, and Asgard created the Viking people.

The gods loved their creations, and contact between them was frequent. Then one day that all changed. According to Norse legend, the Age of Ragnarok was coming, and universal war would soon be upon them. Convinced that the upcoming battle was too much in favor of the gods of goodness, Loki, god of evil, stormed into Valhalla and walked off with Odin's sword, Frey's spear and Thor's hammer.

When the gods awoke, their weapons were gone—cast down to earth where, during the age of Ragnarok, the gods could not retrieve them without becoming mortal.

But Frey, one of the oldest and wisest gods, had a plan. Forseeing that one day the Gods would have need for the Vikings, he cast upon them a great warrior to lead the Vikings on a mission of great importance at the Battle of Ragnarok.

Here we join the story . . .





GAME CONROL SUMMARY

MOVE CHARACTER:
Press the Directional Pad LEFT, RIGHT, UP OR DOWN.

SELECT A CHARACTER, COMMAND, OR ITEM IN A GAME MENU:
Press the A Button.

CALL UP COMMAND SCREEN:
Press the START Button.





MAIN GAME MENU

Press the START Button to bypass the title and story screens and reach the Main Game Menu. To make a selection in the Main Game Menu, press the Directional Pad UP or DOWN to cycle through the selections, and press the A Button to toggle through the various options under those selections. From here you can select the following:

Restart
Select this to restart the game.

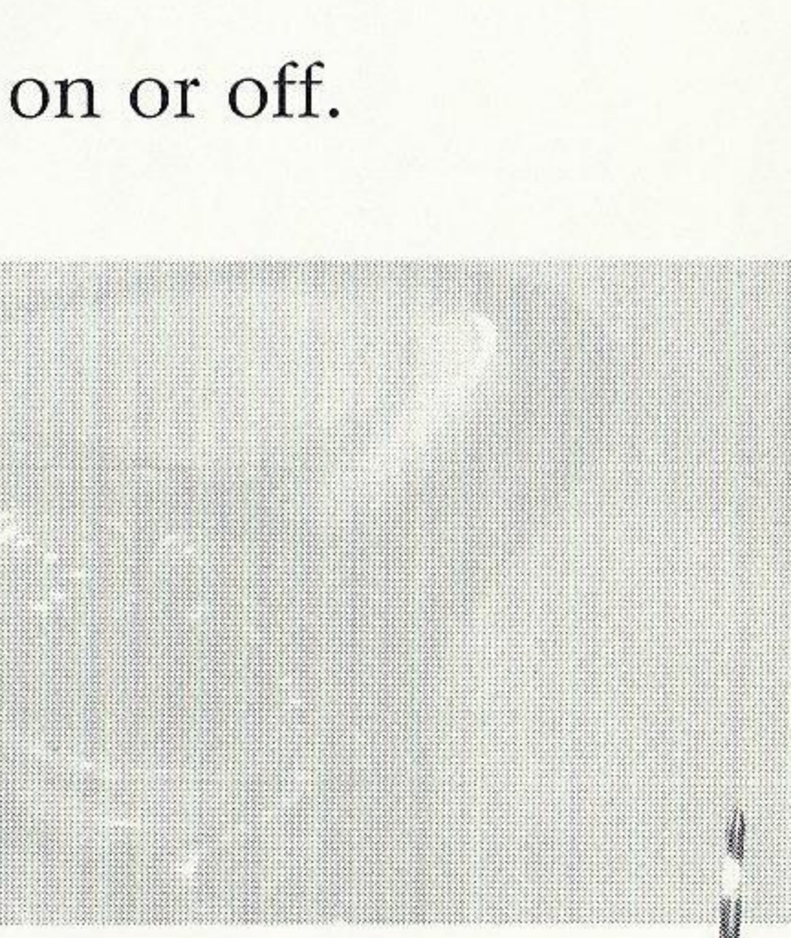
Begin Game
This lets you bypass the Sub Games and begin play from the Map Screen.

Sub Games
Here you can engage in Viking training with some ax throwing, pig catching and sword fighting.

SFX On/Off
This lets you play with the sound effects on or off.

Music On/Off
This lets you play with the background music on or off.

Abort
This lets you discontinue play.



SPECIAL CONTROLS

Ax Throwing Controls
Press the Directional Pad to position the cursor over target and press the A Button to throw the ax.

Pig Chasing Controls
Press the Directional Pad to move character and press the A Button to tackle the pig.

Boat Fighting Controls
Press the Directional Pad to move character. Press the B Button to swing sword; press the A Button to jump.

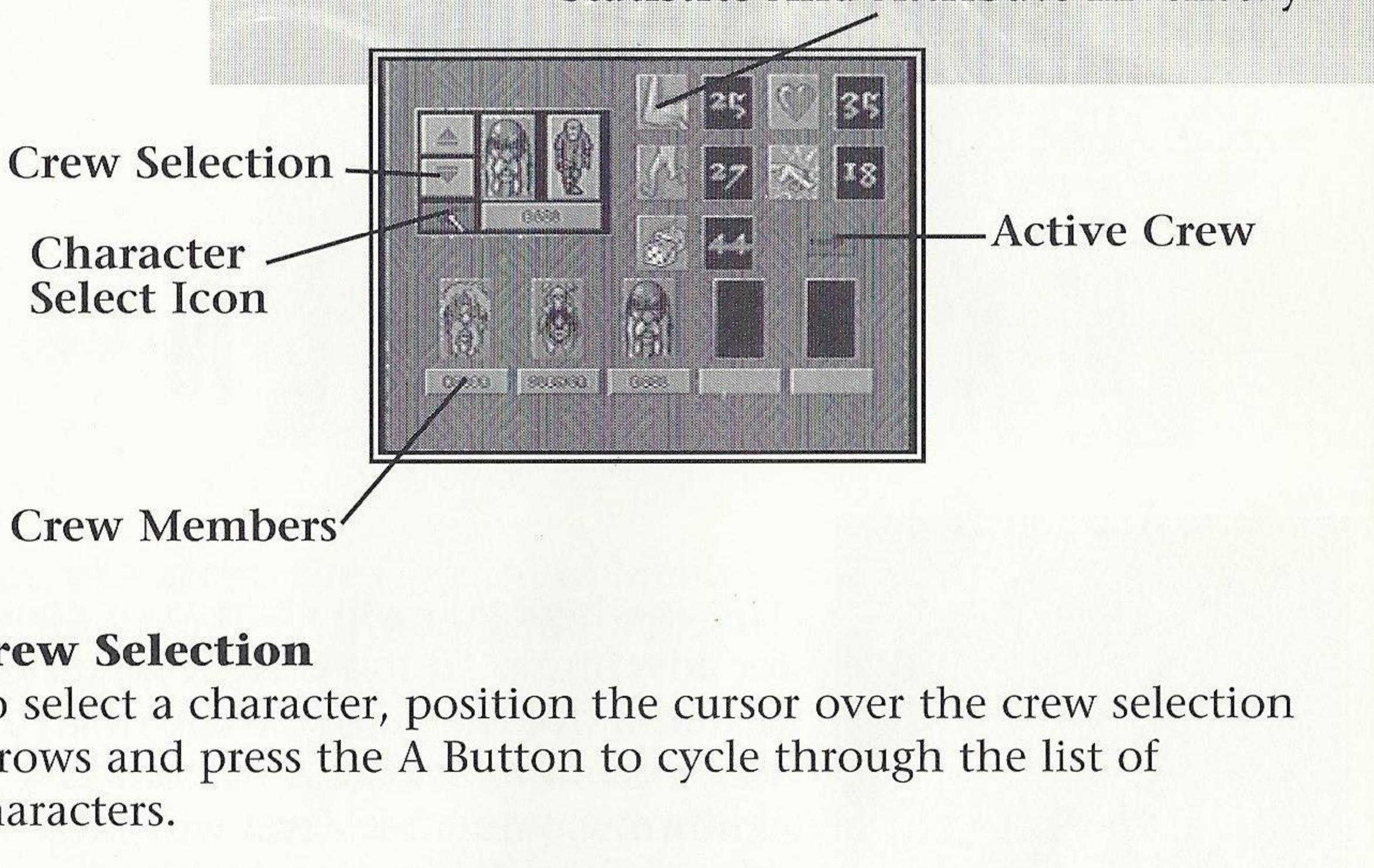






CHOOSING YOUR CREW

Before your quest begins, you will be asked to select your crew. The number of characters available to you is determined by your success in the Sub Games. Among these people will be members of various professions—warriors, wizards, thieves, rangers, etc.



Crew Selection
To select a character, position the cursor over the crew selection arrows and press the A Button to cycle through the list of characters.

Character Select Icon
To choose a character, position the cursor over this icon and press the A Button.

Crew Members
This displays a picture and name of your crew members.

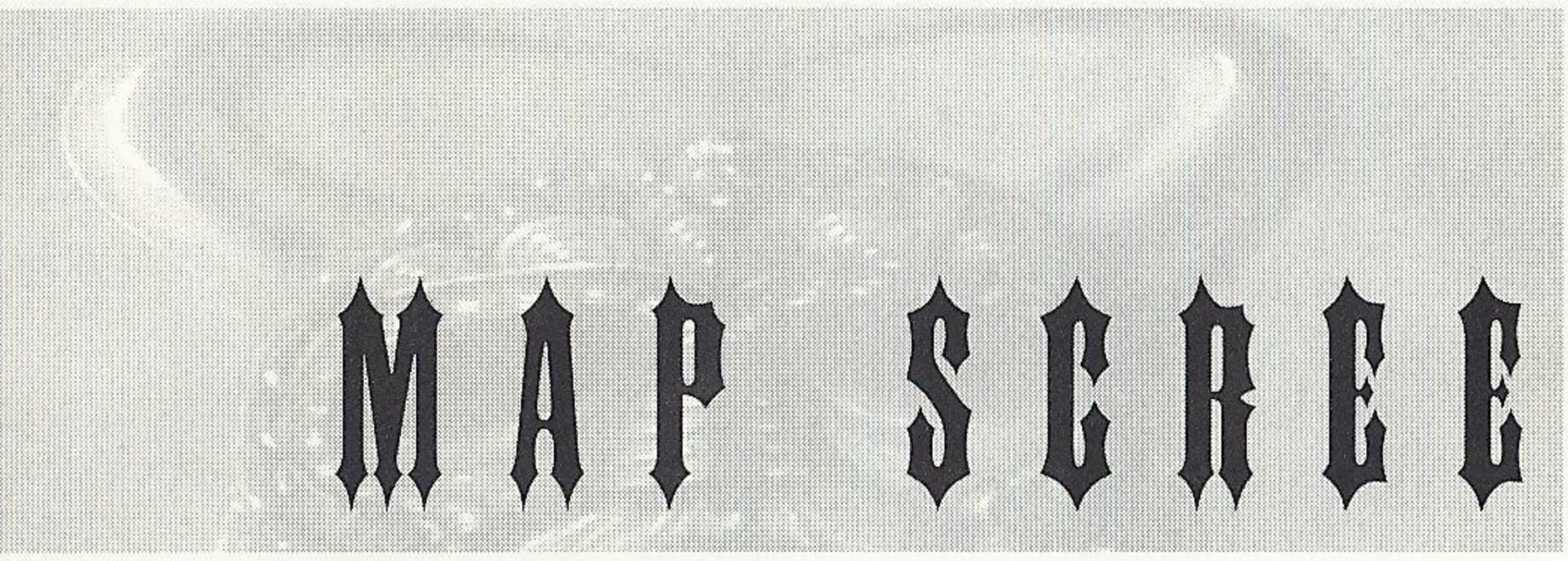
Statistics And Attribute Inventory
This displays each crew member's statistics and attributes: Strength, Agility, Luck, Health, and Magic.

Active Crew
This displays the members of your crew. To enter all your selections (five max.) click on this icon.



CONFIRM COMMAND MENU

To make a selection in the Confirm Command Menu, press the A Button to select either the YES icon (thumbs up) or NO icon (thumbs down). This menu will appear each time you enter a command, such as travel to an island, engage in battle, etc.

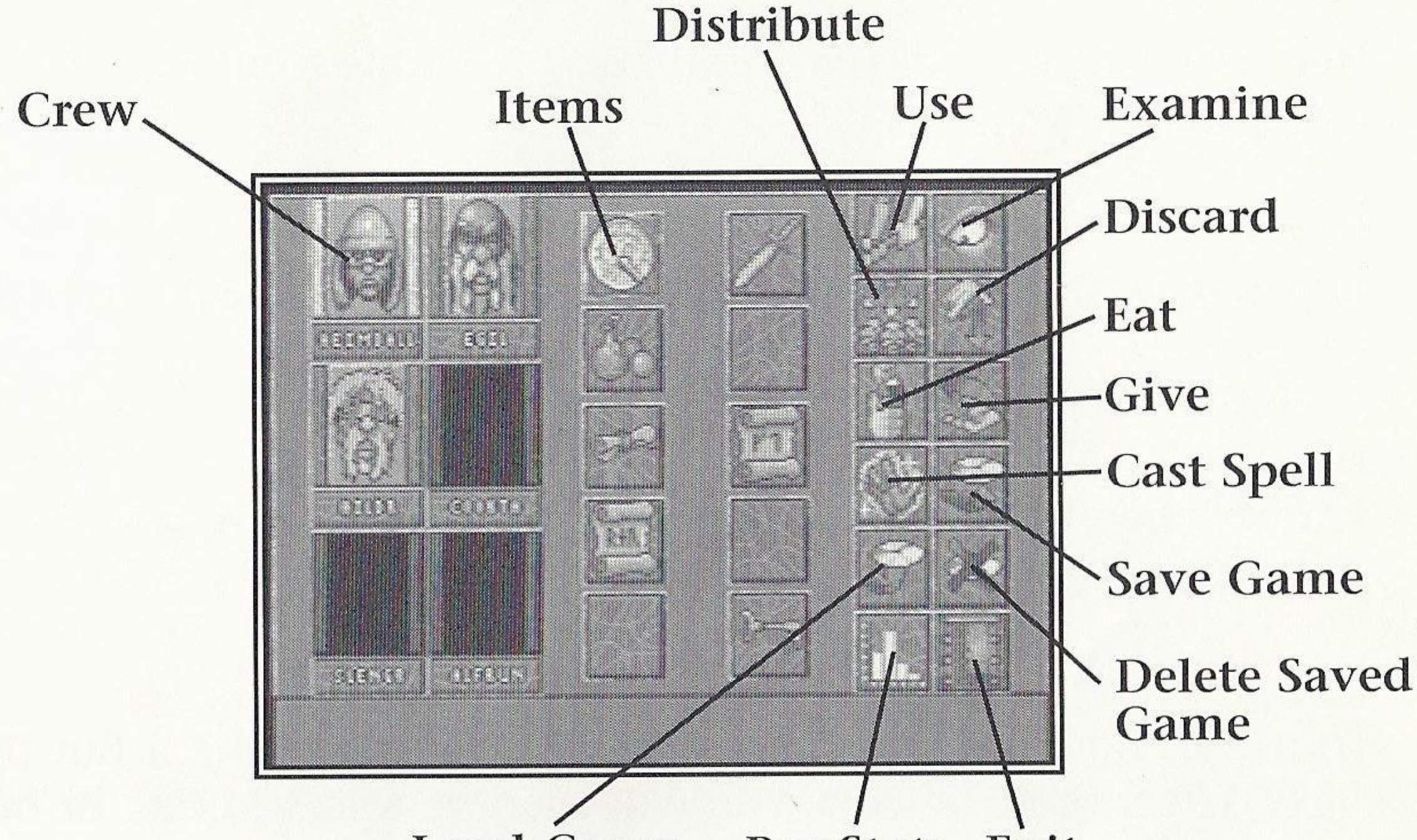




This is where you will chart your course for adventure. To travel from island to island, move the cursor to the desired location and press the A Button. The Confirm Command Menu will then appear and ask you if you wish to disembark. If you attempt to travel to a far away island and don't have the means (food supplies, etc.) to successfully make the trip, you will not be allowed to sail to that island.



COMMAND MENU



You can access the Command Menu at any time during the game by pressing the START Button. Press the A Button to make all selections on this screen.

If you access the Command Menu from your boat (i.e. from the World Map) any dead characters will have their pictures and names shaded, and you will not be able to take them to an island with you until they have been resurrected. You can, however, take and give items to them.

If you access the Command Menu from an island any characters that have been left on the boat will be totally shaded, preventing you from exchanging objects with them. If a character with your party has been killed during your trip, he will be shown as half shaded. You will still, however, be able to exchange items with him.

Here is a summary of the commands available from the Command Menu:

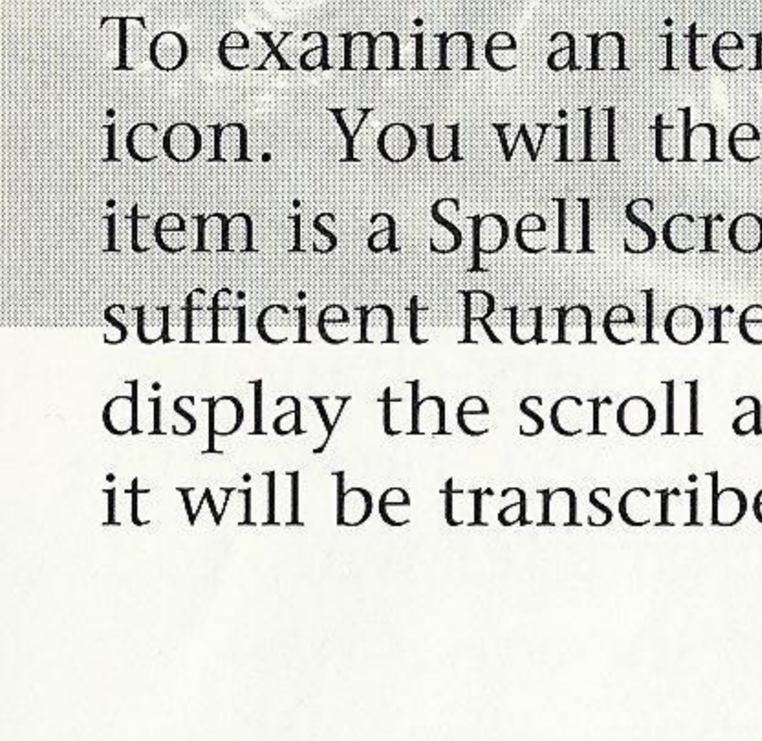
Crew
This displays the names and pictures of the members currently in your crew.

Items
This displays the various items each character has in his possession.

Use
To use an item, place the cursor over it and press the A Button. Next, select the Use icon. You will then be told whether or not the item is usable. If that item is not usable you will be informed as such. If the item is usable, you will return to the action and be able to see the effects of that command. For example, to unlock a door, simply stand in front of a locked door, access the Items Screen and select the Use icon. If you are using the correct key the door will unlock. If you are not using the correct key you will be informed as such.

Examine
To examine an item, simply select it and click on the Examine icon. You will then be given a brief description of the item. If the item is a Spell Scroll and the character who examines it has sufficient Runelore to decipher the spell (see "Using Spells") it will display the scroll as a set of runes. If you decipher the scroll then it will be transcribed.

Distribute
To move an item from one character to another you must select the item, click on the Distribute icon, then click on the character you wish to give that item to. That character will receive the item only if he has enough spare slots in his Item Inventory.



Discard
To remove an item, select it and click on the Discard icon. If you discard an item it will be lost forever, so be careful not to discard important items needed to complete your tasks.

Eat
To eat or drink an item, repeat the above procedure by selecting the Eat icon. If the item you wish to consume is inedible (an ax for example), you will be informed as such. If the item is edible the bonuses will be added to your stats and the item will be removed from the list.

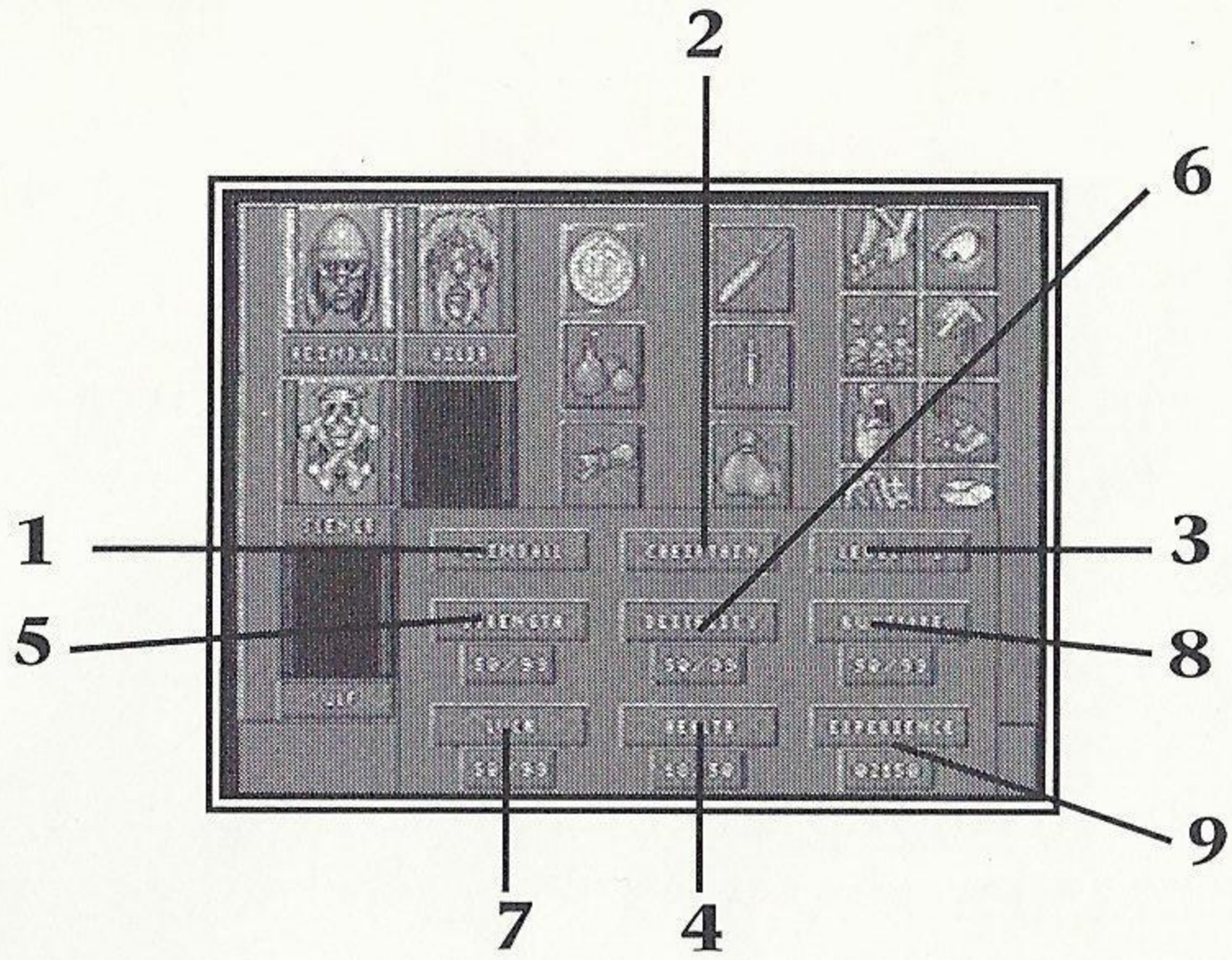
Give
To give an item to another character, select the item, select the Give icon, and select the character you wish to give that item.

Cast Spell
If the spell you cast is one that needs to be cast on a character, simply select the spell, click on the Use Spell icon and then click on the character you wish to cast that spell upon. If the spell is one for getting past obstacles and solving puzzles, you will return to the game and the effects of the spell will be executed. You cannot, however, access a Combat spell from the Items Screen.

Save/Load Game
Select this icon to save and load a game.

Delete Saved Game
Select this to delete a saved game.





Bar Stats

This displays your characters' attributes and current status. Status ratings range from 0 (poor) to 99 (excellent). You can access the Bar Stats Screen from the Command Menu by selecting the bar stats icon (last icon in the left-hand column).

1. **Name**
2. **Class**
3. **Level**
4. **Health**
5. **Strength**
6. **Dexterity**
7. **Luck**
8. **Runelore**
9. **Experience**

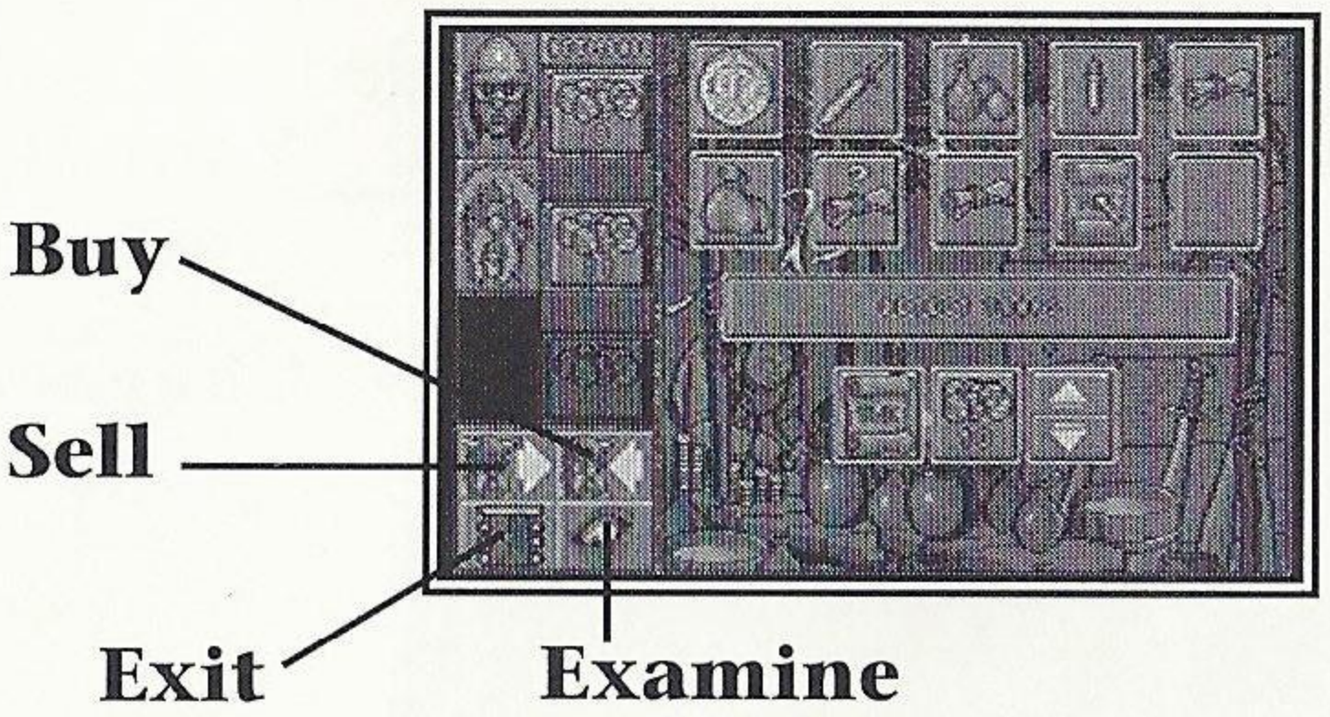


Exit

Select this item to return you to either the World Map or the game, depending on where you access the Items Screen from.



SHOP SCREEN



Many of the islands contain shops where you can go to buy and sell your items. When you enter a shop you will be shown your currently selected character in the top left corner.

If you wish you can select a different character by clicking on the character's name. In the box below their name is a list of the items carried by that character. Below that is a box showing how much gold the character is carrying. Below that is a list of the following options:

Buy
To buy an item from a shop, select the item and then click on the Buy icon.

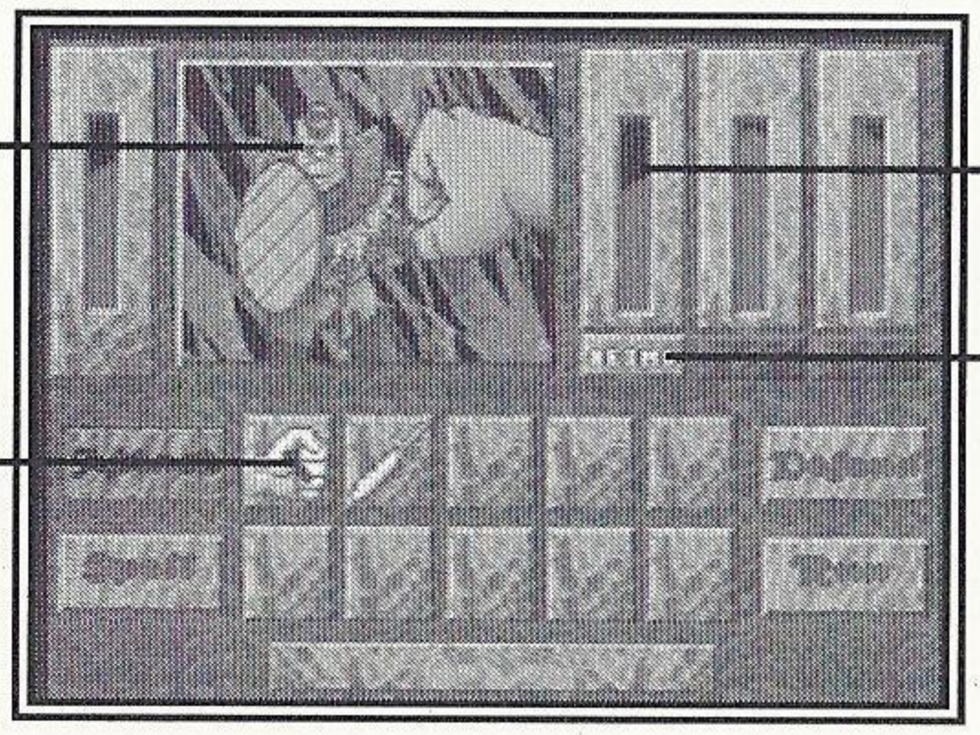
Sell
To sell an item to the shopkeeper, click on the item, then click on the Sell icon. The chosen item will then be removed from your list and given to the shopkeeper, and your new gold amount will reflect the sale.

Examine
For a brief description of any item in your inventory, click on an item and then click on the Examine icon.

Exit
Select this to exit the shop.



COMBAT SCREEN



To engage in combat, simply walk up to your opponent. The Combat Screen will then appear. The following is a list of what appears on the Combat Screen.

Characters
This displays the members of your crew available for combat. To select a different character to fight with, press the C Button.

Fight Screen
This is where the battle takes place.

Your Health Meter
Your character's health is measured as a red bar. When the bar reaches the bottom, that character is dead. If you defeat your opponent the battle is over and you can search for the treasure. If one of your party dies, his panel will be shaded over and he can take no further part in the game until resurrected. Combat continues until either your opponent is dead, your entire party is dead or you choose to run and avoid battle.

Items/Weapons
The Center panel shows the weapons and spells that your character can use. Each character can use his fists, and then any weapons shown with the appropriate icon. To review all the items your character is carrying, click on the arrow beside the main name panel.



FIGHTING

Once combat has begun you have four options:

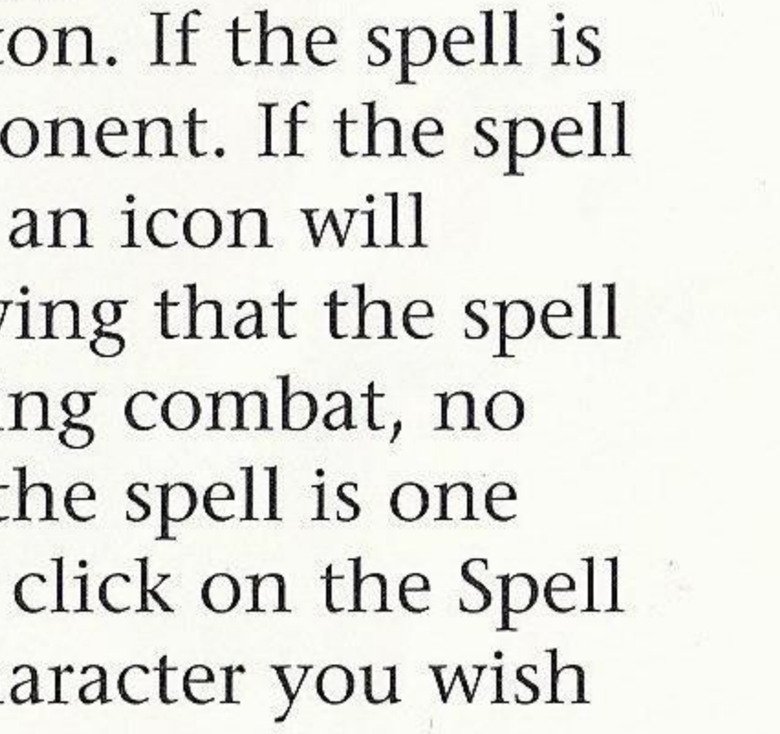
Run
Press the START Button to flee from your opponent. You will not be able to run away from all your opponents. Your ability to flee from an opponent will depend on your status/attribute rating in comparison to his rating.

Defend
Press the B Button to block your opponent's strike. When your opponent begins his attack you will have a short amount of time to block it (the exact amount of time will depend on the strength of your opponent). As your opponents become more powerful you will need to be quicker with your defense moves.

Attack
To use a weapon, first select the weapon and press the A Button to activate it. If you time your attack you will have a better chance of striking your opponent. To do this, attack just as your opponent begins his attack.

Spell
To cast an Attack or Defensive spell on your opponent, select the spell you wish to cast and press the A Button. If the spell is an Attack spell it will be cast against your opponent. If the spell is a Defensive spell, such as "Wall of Energy," an icon will appear in the box above your energy bar showing that the spell is active. Even though you can still be hit during combat, no energy will be lost while the spell is active. If the spell is one that is cast on a party member, you must first click on the Spell icon and then click on the panel above the character you wish to cast the spell on.

Death
When your entire party is wiped out the game is over.



CASTING SPELLS

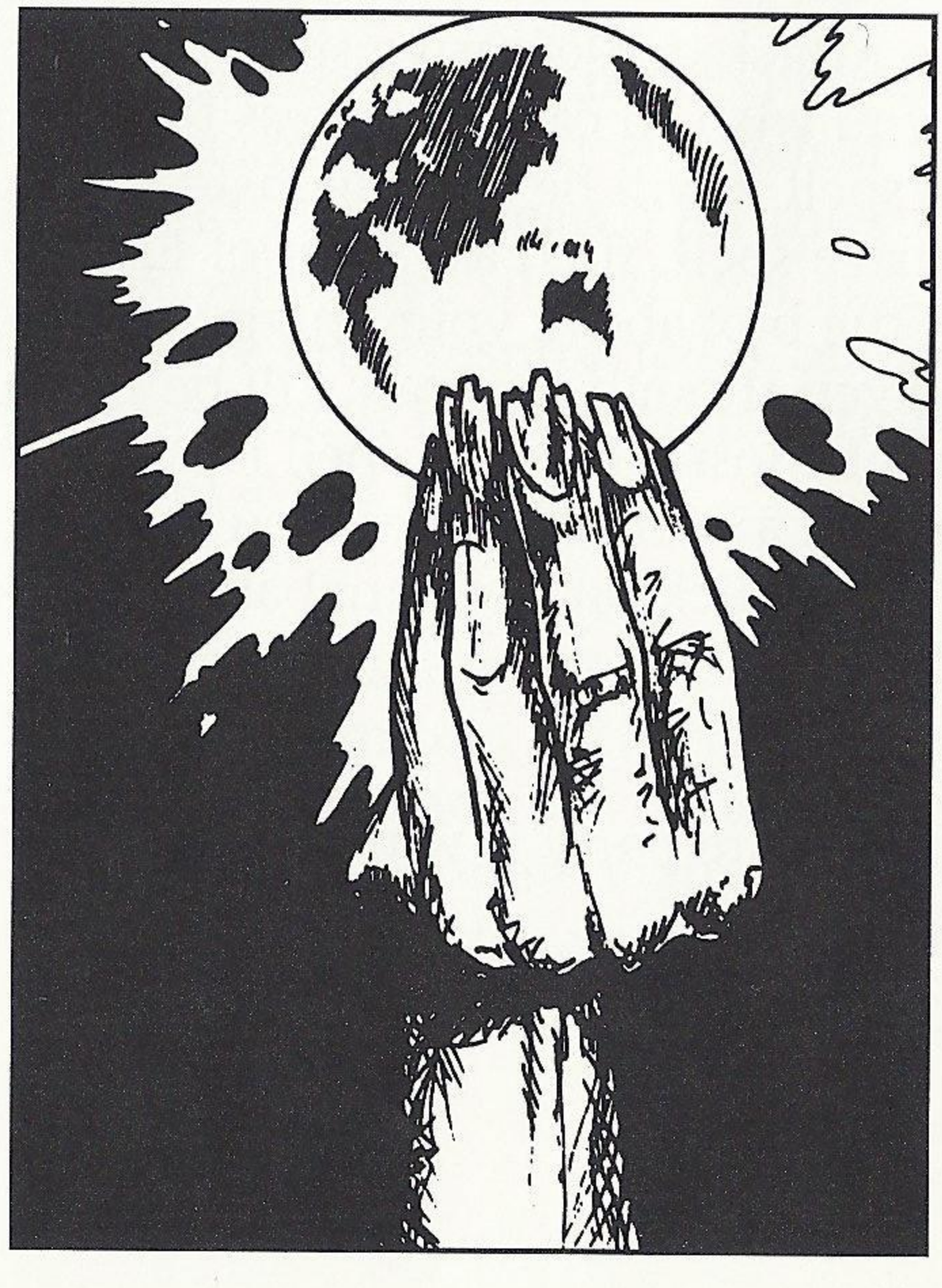
A character's magic ability is determined by his RUNELORE or magic rating—a value ranging from 0 to 99. Runelore ratings increase by collecting special points, level advancement, etc. Each spell has its own Runelore rating which determines the Runelore a character needs to decipher and cast spells. For example, the spell "Decipher Traps" requires a Runelore rating of 10 to decipher it. If a character with a Runelore less than 10 tries to decipher the scroll containing the spell he will only be shown the runes. If his Runelore rating is sufficient, the scroll will be translated and you will be able to cast that spell. Once a scroll has been translated it still may only be cast by somebody with a sufficient Runelore rating.

Spells come in three categories:

1. Combat Only—can only be used in combat situations.

2. Rooms Only—can only be used when in one of the rooms.

3. Universal Spells—used in both combat situations and rooms (for example, "Energy Replenish 1").



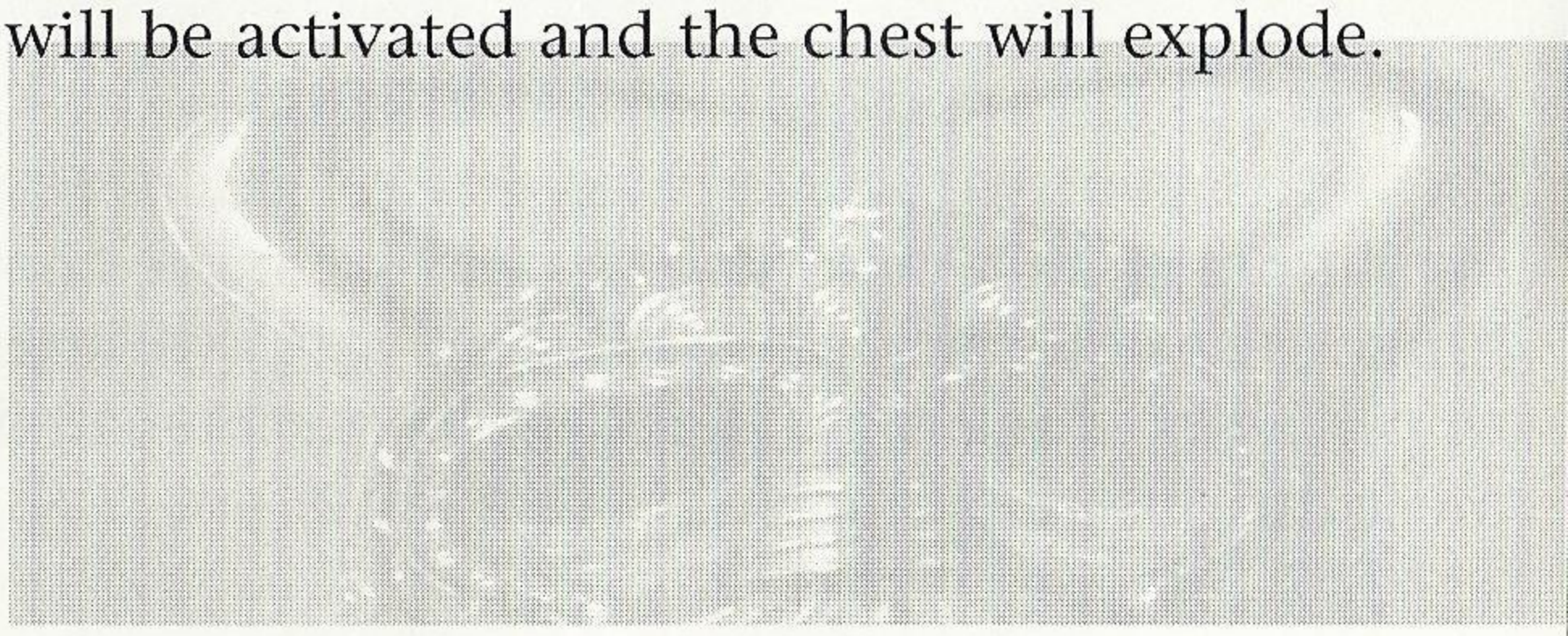


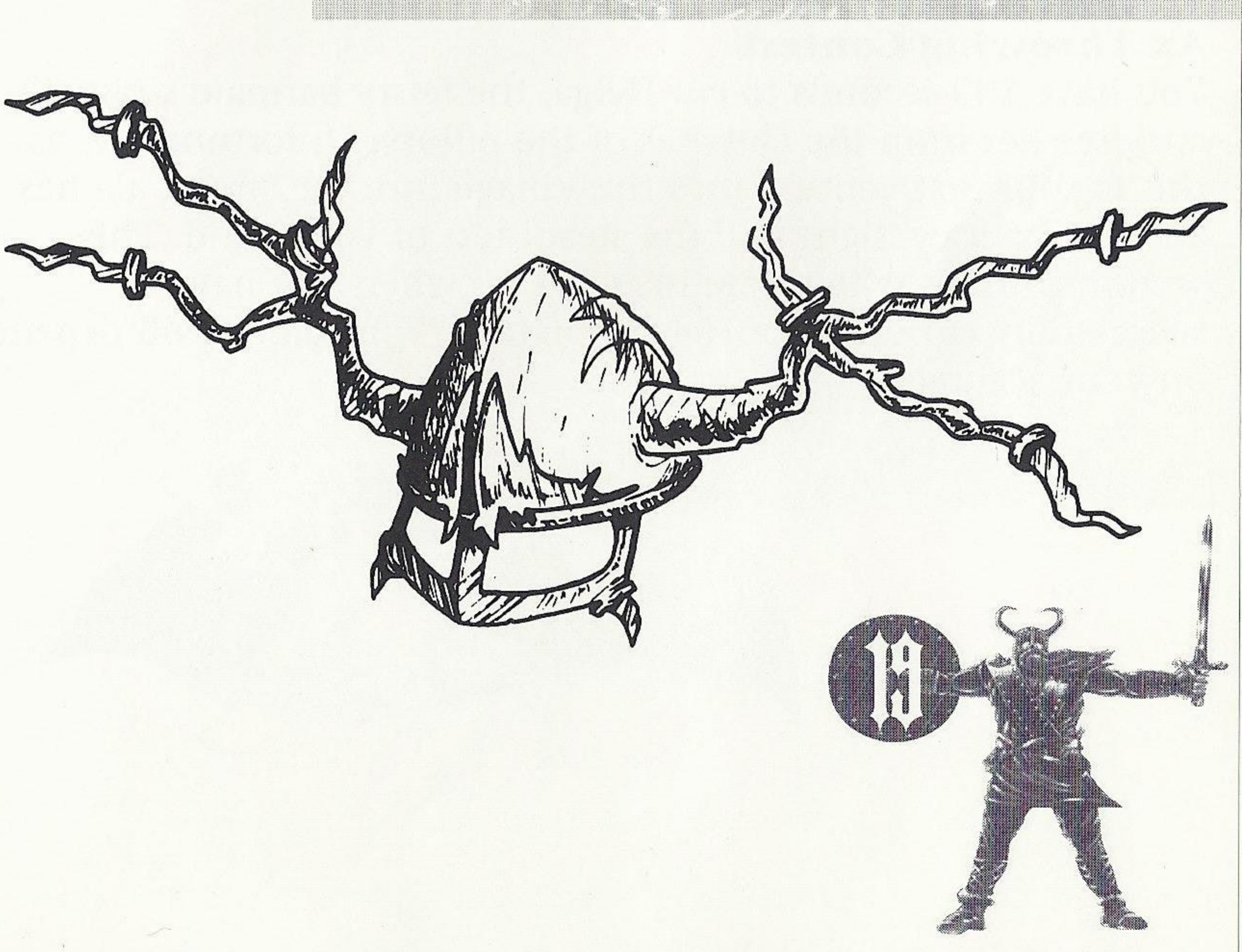
CHEST TRAPS

During the game you will encounter a number of chests. Sometimes these chests contain useful items, such as gold or scrolls. Be careful—chests can sometimes be traps.

When you approach a chest you will be asked if you wish to open it. If you select YES you will then be asked if you wish to cast a "Disarm Trap" spell on it. If you have sufficient Runelore and a "Disarm Trap" spell you will be able to cast the spell to disarm any traps related to the chest. If you do not have sufficient Runelore or are not in possession of a "Disarm Trap" spell then you will be told so.

If the chest contains a trap and is opened without being disarmed, the trap will be activated and the chest will explode.





CHAPTER 1

This part of the game is used to determine your character's attribute score. This score is needed to:

1) Determine your personal attributes to be divided between several categories, including—Strength, Dexterity, Health, Luck, etc.

2) Select your team of followers. Before you begin your journey, you must first select five additional crew members to accompany you. You can also select your team of followers from a list of 30 men, depending on your Attribute score. For example, you may only have a choice of 21 men because your score is too low.

Your attributes are determined in the following three-stage test And the better your score, the better the selection of crew members (30 maximum) available to you. By having more characters to choose from, each with his own specialized skill (wizards, warlords, shipwrights, thieves, rangers), the better prepared you will be to meet the different challenges that await you.

Ax Throwing Contest

You have 100 seconds to cut Helga, the feisty barmaid's pigtails—and free her from the clutches of the pillory. Unfortunately, as this is your first venture into the Village Inn, the strong ale has affected your eyesight and the steadiness of your hand. This section finishes when time runs out, or when you have successfully cut off all of Helga's pigtails. Your rating will depend on your accuracy.



Pig Wrestling

After leaving the village inn you will be taken to the local pig farm to wrestle wild boars. To make your dirty task even harder, the boars have been greased. There's also a time limit: 100 seconds. Beware—if you corner the boar it will wait, charge and knock you over. Your score in this section is determined by your speed in catching the pig.

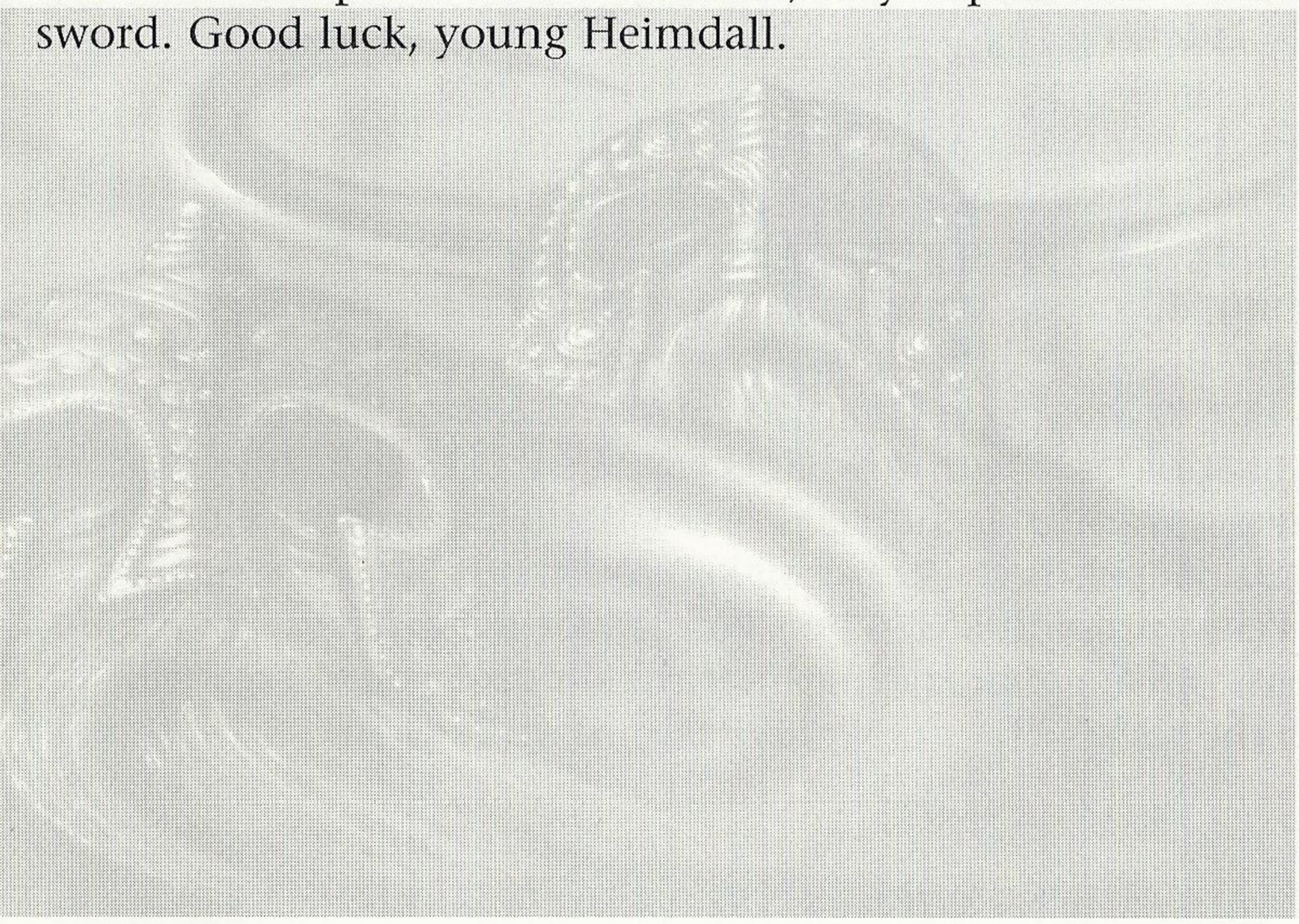
Boat Fighting Test

Here Heimdall finds himself down on the harbor where all the Viking longboats are moored. On one of the boats is a sack containing a hoard of gold coins. To collect these coins you must run from the starting point to the bow of the boat where the sack is tied. But to reach the sack you must fight your way past several armed guards and return—with the sack—to your starting point. As with pig wrestling, this section is played against the clock. Your score depends on how quickly you can recover the sack of coins. Your turn will end when you are either knocked overboard, hit by one of the guards, the timer runs out or you successfully recover the sack.



CHAPTER TWO

After gaining your attribute scores in Chapter One, you will begin Chapter Two. Here, as Heimdall, you will face the major quests of the game—and put all your new-found skills to the test. The age of Ragnarok is almost here. And as "the chosen one," it's up to you to explore the World of the Vikings, and ultimately recover the Gods' weapons: Thor's hammer, Frey's spear and Odin's sword. Good luck, young Heimdall.



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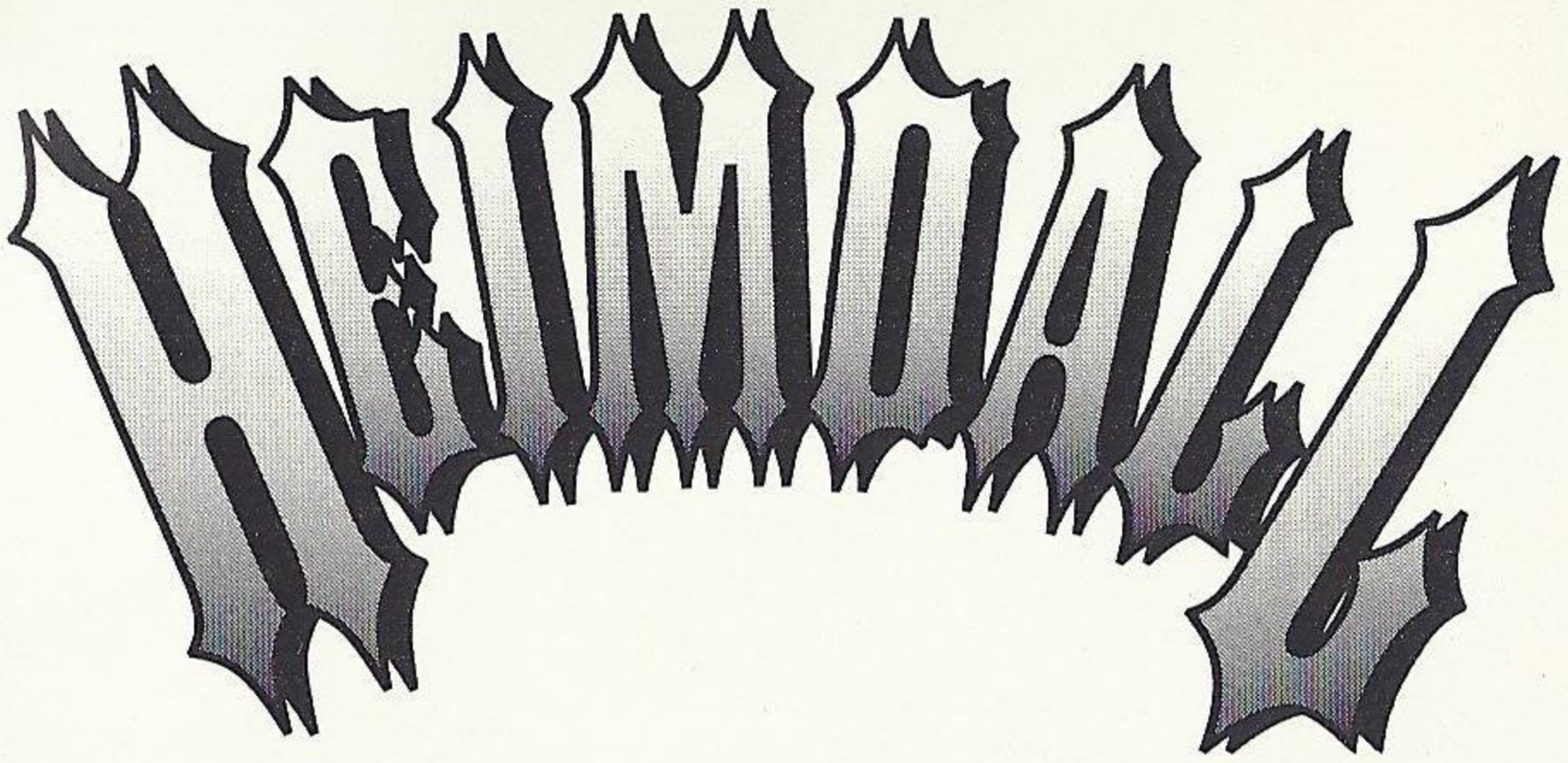
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