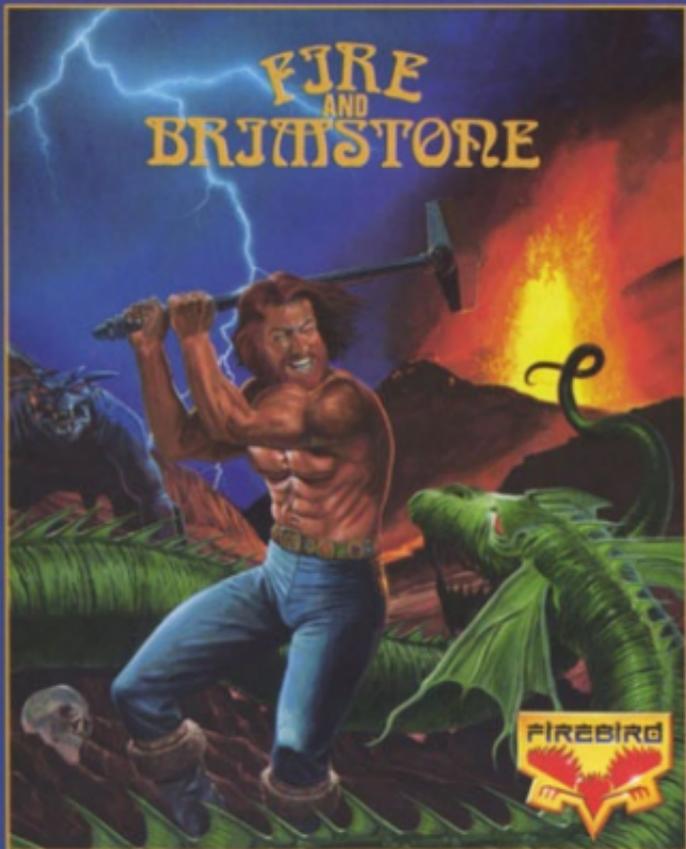


# FIRE AND BRIMSTONE



FIREBIRD



## WHAT TO DO IF MY GAME FAILS TO LOAD

In the vast majority of cases a loading problem is not a problem with the software but either an incorrect loading procedure or a hardware fault.

*So, if my game fails to load, what should I do?*

1. If you have an Amstrad, Spectrum, Commodore 64, or an IBM PC compatible, make absolutely sure you have typed in the correct loading instructions. Just one digit typed incorrectly will prevent the game from loading.
2. If you have followed the correct loading procedure and the game still refuses to load, it may well be a hardware malfunction. The most common problem is a misalignment of heads in the tape/disk drives. This also includes the ST and Amiga. One test is to load the game on a friend's machine or ask the software store from which the game was purchased to test the game.
3. Alternatively, it may well be that a virus has been transferred from another game. This could only occur on Atari ST, Commodore Amiga or IBM PC and compatible machines. Statistically, viruses seem to be quite prevalent on the Amiga. If the problem is a virus, then the monitor may display "Readwrite error", or "Software failure", or some other irregular message. To eliminate the virus, a virus killer can be purchased from any good software store. Having eliminated your virus, make sure that any new virus cannot multiply by switching off the computer for at least half a minute before re-booting with any other disk you wish to use. Pirated copies of games are an incredibly popular source of computer viruses, so it always pays to own original software.

**IN THE UNLIKELY EVENT OF THERE BEING A SOFTWARE FAULT YOU MUST RETURN THE COMPLETE PACKAGE WITH THE RECEIPT TO THE PLACE OF PURCHASE. UNFORTUNATELY GOODS CANNOT BE REPLACED BY MICROPROSE UNLESS PURCHASED FROM THE COMPANY DIRECTLY. IN THE EVENT OF ANY DIFFICULTY PLEASE CONTACT THE MICROPROSE HELPLINE, TELEPHONE NUMBER (0666) 504399**





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## WHAT TO DO IF YOU HAVE DETAILS TO GO

By Robert L. Green, author of *How to Write a Novel* and *How to Write a Screenplay*

By Robert L. Green

2. If you have a deadline, you may find it helpful to have a partner to help you. This can be a friend or a professional editor. They can help you stay on track and provide feedback.

3. Another tip is to break your work into smaller, manageable chunks. This can help you stay motivated and avoid feeling overwhelmed. You can also try to write during your most productive hours of the day. Finally, don't be afraid to ask for help. There are many resources available to help you with your writing, including workshops, classes, and online communities.

**FIRE AND  
BRIMSTONE**

UNLESS PURCHASED FROM  
DIFFICULTY PLEASE CONTACT

FOR MORE INFORMATION  
CONTACT US AT 1-800-555-1234

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FIRE & BRIMSTONE  
THE NINE WORLDS OF THE  
NORSEMEN





## FIRE & BRIMSTONE

**F**ire & Brimstone is the wondrous story of a journey into the very depths of evil - it is the tale of one man's historic quest to quench the flames of hell for ever.

The Norse kingdom is threatened by the iniquitous Hel, goddess of Niflheim, and purveyor of devilry, whose influence is permeating upwards from her inferno through the other eight worlds of the Norsemen. She aims to spread her godforsaken power until she controls all.

Thor is a man with a mission. A god with a goal. He has been selected by his fellow gods to attempt the near impossible - to travel through the Norse worlds until he reaches the source of Hel's wickedness. In the depths of depravity, he must extinguish the roaring satanic flames by destroying Hel herself.

The journey will be long and arduous. Hel has sent evil creatures to meet you, delay you, and kill you. A variety of traps and pitfalls await you. The rewards of success are your liberty. The consequences of failure are death.

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## THE NINE WORLDS OF THE NORSEMEN

The nine worlds of the Norsemen were divided into three levels, descending into the Earth, and supported by the roots of the giant ash-tree, Yggdrasil.

On the highest level were the worlds of the gods and goddesses, and it is from here, in **Asgard** that Thor starts his journey to the Land of the Dead. **Asgard** was the world of the warrior gods, and Thor was its defender. Although Thor was a feared warrior, he was also god of law and order, entrusted with the defence of the Norsemen's homes and farms, and so it was he who became responsible for the overcoming of the forces of evil and the destruction of Hel. Thor was a colourful character. He loved feasting, drinking and fighting, his wild red hair and beard matching his fiery temper. But he was never usually angry for long. He forgave people quickly - but Hel was an exception. He could show her no mercy. No mercy at all.

**Alfheim** and **Vanaheim**, also on the highest level of the Norse kingdom, were home to the Elves and fertility gods. These usually friendly places have already become infected with the evil plague of creatures released by Hel in her attempt to corrupt the kingdom, threatening the helpful Light-Elves of **Alfheim** and the Vanir, or fertility gods, of **Vanaheim** with whom Thor's people are now at peace.

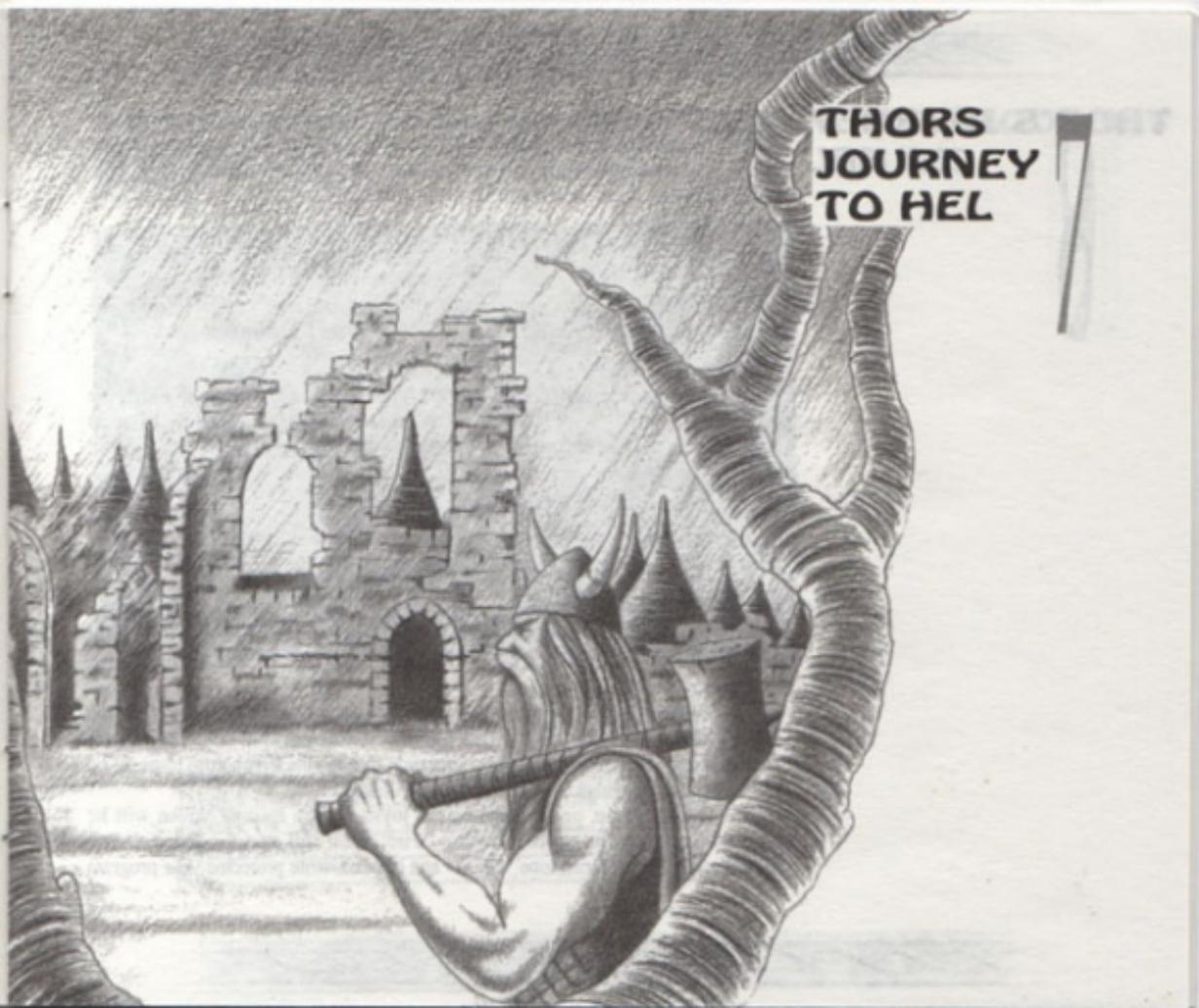
Below **Asgard** was the Earth, or **Midgard**, the world of humans and Giants. The Giants are, with very few exceptions, hostile to Thor and the gods. Cheating and fooling Thor are their favourite pastimes, resorting quickly to physical violence.

**Nidavellir**, also on the second level, was an area of caves and holes belonging to the Dwarfs. Greedy, cunning, and often downright evil, the Dwarfs hoarded gold and jewels in their caves. Nearby was **Svartalfheim**, where the troublesome Dark-Elves lived.

On the lowest level was **Muspell**, a world of raging fires present since before the world was created, and **Niflheim**, the Land of the Dead, a gloomy place of ice, snow and eternal darkness. It is the home of Hel, the controller of the monsters Thor will meet, and the source of all evil in the kingdom.



**THORS  
JOURNEY  
TO HEL**



# THOR'S JOURNEY TO HEL

**F**ire & Brimstone is the tale of Thor's journey to the deepest, darkest Norse world of all - Niflheim, home of Hel. Our hero has beaten baddies and destroyed devils before, using brute strength, cunning and a little luck. But this mission is the hardest yet. He needs your help.

## LOADING INSTRUCTIONS

### Atari ST

Turn off the computer and remove all unnecessary peripherals. Insert the Program disk and switch on the computer - the program will then auto-load.

### Commodore Amiga

If your computer has KickStart in ROM, insert the Fire & Brimstone disk at the Workbench prompt - the program will then auto-load. Otherwise, load KickStart as normal, insert the Fire & Brimstone disk at the Workbench prompt and the program will then auto-load.

### Saving High Scores

In order to save your highest scores, you will need to un-write protect your program disk before loading the game.

## GETTING STARTED

Thor starts his adventure by leaving Asgard, the home of the Gods, to travel through four worlds in his search for Hel. Once he is successful in killing Hel, he must return back to Asgard safely.

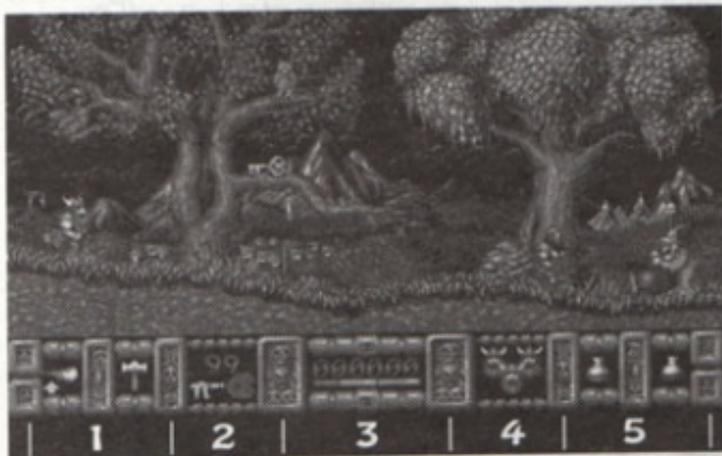
His journey will be hampered by a variety of nasty creatures, sent to block his path by Hel. Thor has a variety of weapons available to him - but his greatest one is your cunning. It's up to you to guide him safely through the treacherous traps set by Hel, blasting bats, whacking wizards and gobbling goblins.

To start the game, press 'Fire' on the joystick. The loading screen will be replaced by the credits screen. Pressing 'Fire' again will start the action. If you have played "Fire & Brimstone" before and have un-write protected your program

disk, the game will start at the beginning of the last level you reached. Alternatively, press the Space Bar on the keyboard when the credits screen is displayed, and you will be able to select any level you have previously played.

**The Screen**

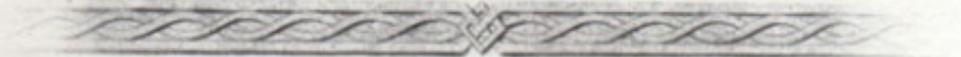
## THORS JOURNEY TO HEL



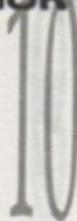
### CONTROLLING THOR

*Thor is controlled by moving the joystick in the following ways;*

- Joystick Left .....Walk to the left.
- Joystick Right.....Walk to the right.
- Joystick Up.....Jump.
- Joystick Down.....Crouch.
- Fire .....Fire Weapon.



## THOR'S JOURNEY TO HEL



### THOR'S WEAPONS

Thor has two weapons available to him at the start of the game - a fireball and a mace. As he travels towards Niflheim, other weapons will become available to him - a magic ice-ball and Thor's hammer, Mjollner. These alternative weapons may be picked up whenever you see them, but Thor can only carry two at once. when he picks up a third, he must exchange it for a weapon he is already carrying. Each has its own characteristics in some situations, and each flies through the air along its own trajectory.

The weapon currently in use is indicated by the arrow at the bottom-left of the screen (section 1 in the screen diagram). You may toggle between the weapons by pressing the space bar or any 'letter' key.

### HEL'S CREATURES AND TRAPS

The creatures which Hel has sent to meet you are various, with only one thing in common - almost all are deadly, and any contact with them will quickly reduce Thor's energy. If it is reduced to zero, he dies.

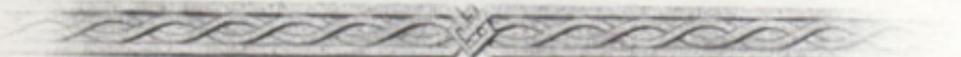
Many of them will attack Thor on sight; others will wait quietly for him to approach, hoping to catch him off guard. Some are heavily armed; several will trick and deceive our hero by speed of movement. It's usually best to blast them before they can attack !

Thor's journey is also impeded by tricks and traps set by Hel. Some are static, needing to be jumped, avoided or solved. Some may spring at him, before you see them. Beware the obvious and engage the unusual. Be as cunning as your enemy !

At the end of each of the worlds Thor must pass through to reach Hel, she has put one of her deadliest traps. Savaging Triffids, mutant gravestones, fire-spitting statues and fire-breathing Dragons all await him. If he succeeds in reaching Niflheim, the most cunning trap of all, personally guarded by Hel awaits.

### THOR'S MAGIC POTIONS

With such an arduous task, Thor will need the assistance of his fellow Gods.



## THORS JOURNEY TO HEL

They have helped pave his way by leaving magic potions at various points along the way. They can be collected and saved for use at a later date, or used immediately. Only two can be held at any one time. If Thor attempts to collect a third, one of the potions which he has been holding will be cast immediately.

Hel sees Thor's attack on her as a challenge, which she feels sure she will win. But she wants as stiff a test as Thor can set her, and is even prepared to reward Thor for his skill. If he manages to kill certain creatures, he will be rewarded by a potion from Hel.

*The four types of potion available are colour-coded;*

- Blue ..... Builds a magic bridge over certain obstacles.
- Gold..... Gives Thor extra high jumping ability.
- Red... Fires a bolt of lightning, killing (or damaging) all the enemies on screen.
- White ..... Lights up dark rooms.

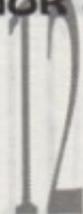
The potions currently in Thor's possession are shown at the bottom-right of the screen (section 5 of the screen diagram). Potions are cast by pressing one of the keys on the cursor pad (casts potion on the left) or one of the keys on the numeric pad (casts potion on the right).

### THOR'S HEALTH

Thor has four 'lives' in which to complete his mission, each spare one of which is represented by a portrait in section 4 of the screen diagram. Each 'life' is not necessarily lost immediately when Thor is hit. For each life, his state of health is shown numerically (in section 2 of the screen diagram), with a maximum value of 99, and graphically by the Health Bar (in section 3 of the screen diagram). When Thor is hit his state of health worsens; the numeric display decreases in value and the Health Bar shrinks.

The effect of a hit on Thor's state of health depends upon the offending object. Enemy creatures, their missiles and contact with various items have different effects.

## THOR'S JOURNEY TO HEL



Thor can improve his health during the game by collecting food, in the form of fruit found at strategic points. Beware, as not all fruit is good for you - some is positively unhealthy!

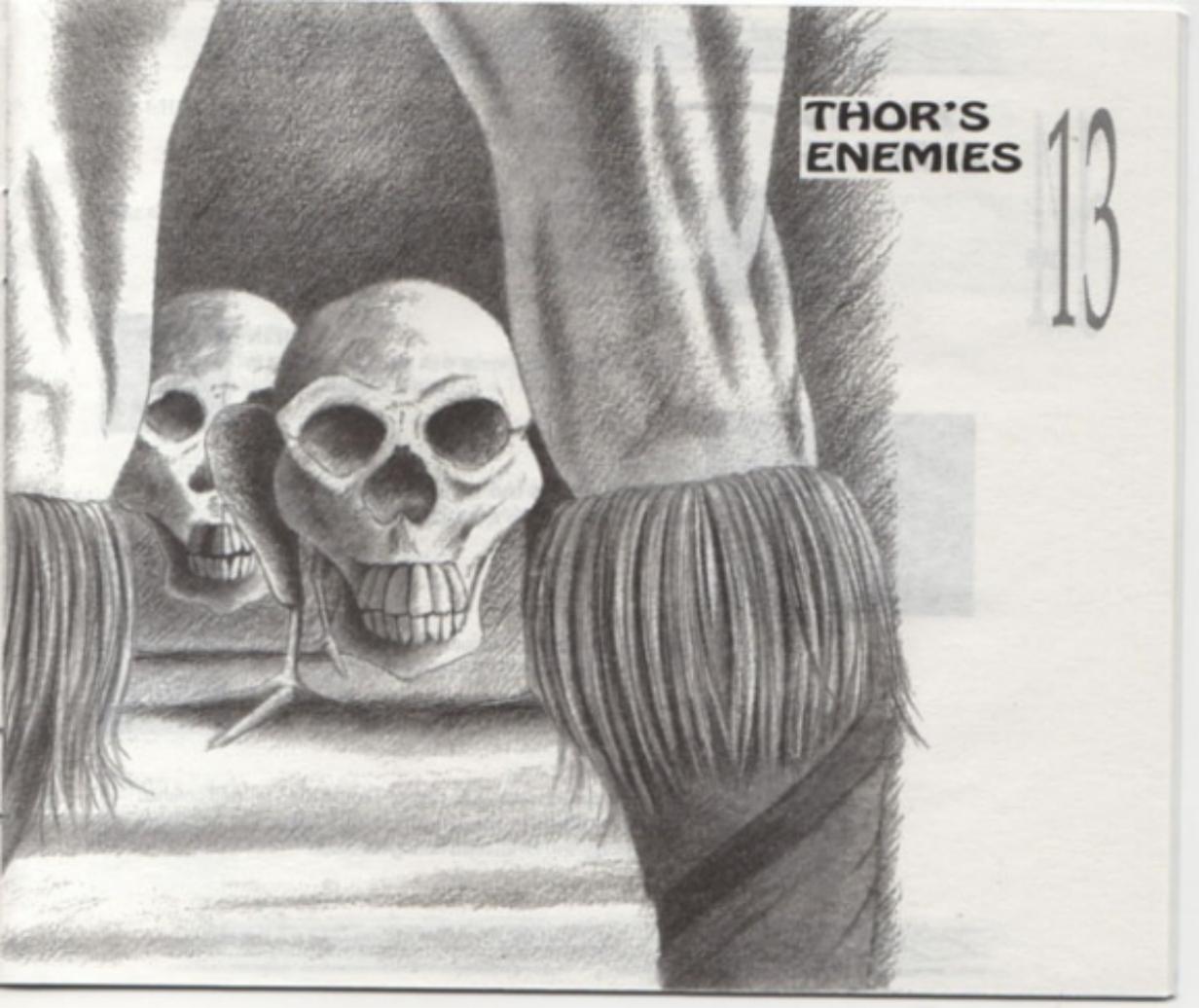
### THE KEY TO SUCCESS

In each world there are four key-parts which Thor must collect if he wants to progress through the Norse kingdom. On each level, one of these parts will be in a hidden room. Once the key is fully assembled, Thor will have access to the following world. If he reaches the end of a world and defeats Hel's special monster without having collected all four key-parts, he will have to retrace his steps until he finds the missing parts.

### THOR'S TREASURE

Thor's fellow God's have hidden a variety of magical treasure troves throughout the Norse worlds to help anyone who undertakes a mission of such danger. When discovered, each treasure will benefit the finder in some way. The treasures and their effects are:

- Book.....There is one book in each world, which gives Thor temporary magical powers, extra lives or lots of bonus points.
- Chalice .....These give Thor temporary magical powers and bonus points.
- Ankh .....These give Thor an extra life.
- Watch.....These give Thor temporary invincibility.
- Orbs, Chests, Rings, Cups and Jewels all give Thor bonus points.

A black and white illustration featuring two human skulls resting on a wooden ledge. The skull in the foreground is more prominent, showing its teeth and eye sockets. A hand with a thick, muscular forearm is visible on the right, holding a fringed strap that frames the skulls. The background shows a dark, shadowed area, possibly a cave or a dark interior. The overall style is reminiscent of classic comic book art.

**THOR'S  
ENEMIES**

13

# 14 THOR'S ENEMIES



To help Thor in his attempts to survive the attacks of Hel's evil creatures, each are pictured and described for him here.



## FLYING WITCH

An airborne sorceress, hell-bent on bombing blood-rocks as she passes Thor.

## GOBLIN

A sword bearing sprite with an impish interest in Thor's demise.



## MINI-SKULL

Mini-skulls are cross bones, angry at Thor's presence and a little jumpy at his approach.

## BLUE TROLL

Snoozing until disturbed, his actions may then make Thor as depressed as he is.



## RED KNIGHT

The red knight will attempt to engage Thor in hand-to-hand combat. Thor may be helped by waggling the joystick left to right furiously. Thor's energy will be affected during the battle.

## THOR'S ENEMIES

15

### POT-WITCH

She stands stirring her pot, occasionally firing magic bolts, which hurt Thor or cast spells on contact with the ground, slowing him down, speeding him up, or reversing the joystick controls.



### TREE-STUMPER

This trunk terror pokes its head out from the tree-stump which is its home to breath fire at Thor.



### SAVAGING TRIFFIDS

Vicious vegetation with many heads which spit deadly bullets.



### GRAVE-GHOST

Creeps through the air towards intruders with a frightening leer.



### CUPID

No love is lost between this winged demon armed with arrows and Thor.

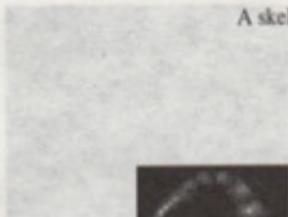


## THOR'S ENEMIES



### JAWS

A carnivorous creeper with a healthy appetite.



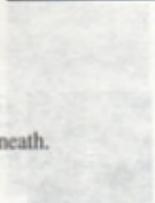
### GRIM REAPER

A skeletal-faced figure of death, firing bubbles of blood from the point of his scythe as he floats ominously around.



### SPIKER

A barbarous beast set on stabbing Thor as he walks beneath.



### PULSE-MOUND

A blue mound of 'flesh' which fires fatal green eggs skywards.



## THOR'S ENEMIES

### BLUEBIRD AND REDBIRD

These omnipotent creatures fly across the sky, swooping savagely Thor.



### EYE-BALLS

Five eyes bouncing are best avoided.



### OGRES

Armed with a club, they'll stroll up to Thor and try to bash him on the head.



### MUTANT GRAVESTONES

One of Hel's most fiendish traps, three gravestones which spring to life in an attempt to squash Thor before he can reduce them to rubble.



### WIZARDS

Using their magic powers to appear suddenly, they will mystically follow Thor, firing lightning bolts as they do.



## THOR'S ENEMIES



### MAGGOT-OSTRICH

Flightless creatures careering relentlessly towards Thor, causing catastrophe on contact.

### RED-SMILER

Beware the friendly grin, as it belies the vicious streak of the smiling satanist.



### FROG

Attacking amphibians with homicidal hops.

### BABY-SPIKER

The infant form of the savage Spikers.



### BOULDERS

Lethal lumps of spherical stone, rolling across the landscape until Thor approaches, when they will turn towards him with potentially dire consequences.

### MAGGOT-DROPPER

A bird-like fiend with a deadly cargo of maggots.



## THOR'S ENEMIES

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### MAGGOTS

Sent from the skies, they stay squirming on the ground, and must be avoided at all costs.



### SUPERNATURAL WATER-DROPS

A single drop falls from the roof, quickly mutating into many, small wandering droplets with life-ending characteristics.



### FLYING DEMON

Armed with a catapult, rocks are shot with dead-eye accuracy at Thor.



### FACE-BAT

A vampiric visage spitting blood-thirsty blobs.



### SKULL-CREATURE

Cranial cavities which bounce menacingly towards Thor.



## THOR'S ENEMIES



### SKELETON

These bones are after Thor's skin, attacking from any direction, but easy to kill.



### CATERPILLAR

A crawling creepy firing triple bolts of phlegm.



### MASKED MAN

Intelligently avoiding all that Thor throws at him, he'll fire back in a flash.



### CAVERN GUARDIAN

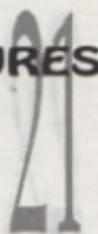
A horrendously huge skull statue firing fireballs from its eyes, blobbing blood from its horns and bouncing boulders from its mouth.



### DRAGON

A fire-breathing monster which guards three eggs. If shot, the eggs hatch into baby-dragons, causing the dragon to die.

THE  
ADVENTURES  
OF THOR



## THOR THE THUNDERGOD

Thor the Thunder-God was the most popular of the Norse Gods, loved by the Norse people for his simple outlook on life and his reputation for feasting, drinking and fighting. Huge and strong, his flame beard and hair accentuated his colourful character, making him a feared battle opponent and a respected friend.

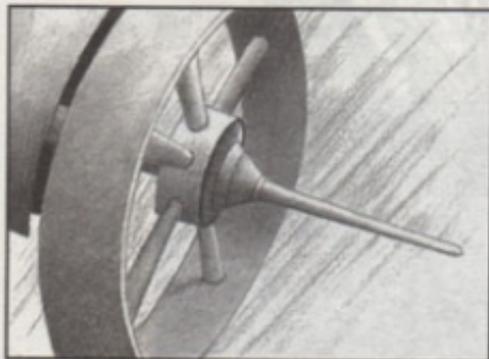
Thor's father was Odin, the first God to exist. Odin was reknowned for his spite and anger, making him unpopular with ordinary folk, appeased by warriors and worshipped by kings and nobles. All were wary of Odin, who often used his powers in unworthy ways. As God of battle, Odin caused wars on Earth by flinging down his spear, deciding who won as he pleased. He was intelligent, constantly seeking wisdom, but unpredictable.

His eldest son, Thor, was unlike his father in many ways. Odin stood for war and destruction, whereas Thor was God of law and order, entrusted with the safety of Asgard and its people. Thor's responsibility extended to his role as Keeper of Oaths. People swore oaths on Thor's oar-ring, making them responsible to him for upholding their word.

When Thor raced across the skies in his chariot, the hooves of the giant goats which pulled him were heard as thunder by people on Earth. He controlled the thunder and lightning, and sailors prayed to him for good weather.

Thor's most famous magical power came from his hammer, Mjollner. When he threw it, legend says that a thunderbolt struck the Earth. Its powers were not only destructive and deadly. Mjollner also had protective and supernatural powers, and people wore copies of it as jewellery to keep them safe and bring good luck.

Thor was married to Sif, a generous but vain goddess of fruitfulness and plenty. She had flowing hair of pure gold, which reminded people of a field of ripened corn. Thor and Sif lived together in a great hall in Asgard, called Bilskimir, from where they travelled on many adventures through the Norse kingdom.



## THOR'S LESSON

23

Once, when Thor was on his way to visit Utgard, with his friend and fellow God Loki, they stayed with a very poor family, who could afford nothing better to eat than vegetable soup. Thor took pity on them, and killed his goats so that they may have a feast. Thor took care to save the skin and bones of the animals so that he might bring them back to life the following day. Unknown to Thor, the couple's son took one of the thigh-bones and snapped it, in order to suck on the marrow. When Thor waved his hammer over the remains in the morning and brought the goats back to life, one of them was lame. The son owned up, and Thor took the boy and his sister as servants.

As they neared Utgard they stumbled across a great hall with a huge door. Inside the main hall they found a smaller room in which they sheltered for the night. Their sleep was continually disturbed by rumbling and roaring, and when they left at dawn, they discovered a snoring Giant outside. The hall was in fact the Giant's glove, and the smaller room had been its thumb.

When the Giant awoke he offered to lead them to Utgard, and when they agreed he took a bag containing food from Thor's party and strode off ahead. When they eventually caught up with him, he had fallen asleep. The bag was sealed and they couldn't get at their food.

Thor and his friends tried to sleep, but again the Giant kept them awake. Thor took his hammer and smacked the Giant over the head with it. Surprisingly, the hammer had no effect. Thor continuously thumped the Giant's head, but when he woke up the Giant only complained that he thought that an acorn had dropped on his head.

The next day, the Giant again strode ahead, telling Thor that he was off to prepare a welcome for them in Utgard. But when they arrived, the gates were closed and they had to sneak through the bars, before eventually finding the hall of the King of the Giants, Utgard-Loki. He ridiculed Thor and his friends for their foolishness and weakness, challenging them to beat the Giants at anything Thor chose.



## THOR'S LESSON

Thor was sure that he could out-drink anyone, so Utgard-Loki gave him a drinking horn. As much as he gulped, Thor could not drain it.

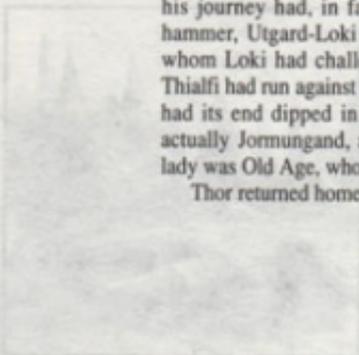
Loki was sure that could out-eat anyone, so a huge table was laid with food and he and Logi the Giant began eating at opposite ends. They met in the middle, but Logi had eaten all the bones and dishes, as well as his food, and was declared the winner.

The boy, Thialfi, was sure that he could out-run anyone, but the Giant who opposed him finished the race before Thialfi had got half-way.

Embarrassed, Thor attempted some easier tasks. He tried to lift up the King's cat, but couldn't even get a paw off the ground. He wrestled an old lady, but she swiftly brought him to his knees.

Humbled and ashamed, Thor returned to the gates of Utgard. There, the King admitted that he had tricked him. The Giant whom Thor had first encountered on his journey had, in fact, been Utgard-Loki. When Thor had hit him with his hammer, Utgard-Loki had been protected by a magic, invisible hill. The Giant whom Loki had challenged was really Fire, which eats everything in its path. Thialfi had run against Thought, the fastest thing in the world. Thor's drinking horn had its end dipped in the Ocean, which was impossible to drain. The cat was actually Jormungand, a huge serpent whose tail encircled the Earth, and the old lady was Old Age, who overcomes everyone in the end.

Thor returned home, his pride dented, but his lesson learnt.



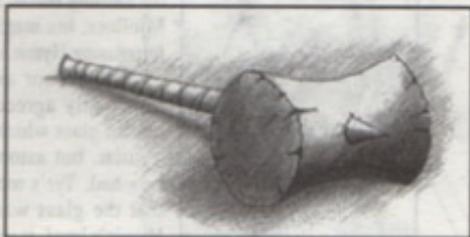
**T**hor's magic Hammer, Mjollner, mysteriously disappeared one day, leaving Thor distraught and the Gods worried. An emergency meeting was called, at which Loki offered to go in search of the mystical weapon. Freya, the goddess of love and beauty, offered to lend Loki her falcon skin so that he could fly swiftly to find it.

He discovered that Thrym, a frost giant, had stolen Mjollner, and was willing to return it if Freya agreed to be his bride. Freya refused, and was so upset that she shed gold tears. Loki teased her as usual, encouraging the Gods to send her to Thrym, but Heimdall, who disliked Loki, hatched a plan.

He suggested that Thor dress up as a bride and pretend to be Freya, travelling to Thrym's hall in an effort to recover the hammer. Loki, enjoying the commotion, dressed as a bridesmaid and went along for the fun.

Thor and Loki arrived at the hall to discover that the wedding feast was prepared. The two Gods tucked in to a huge meal, eating everything placed before them, and the Giants became suspicious. Thor explained that he was so excited to be marrying Thrym that he hadn't eaten for days.

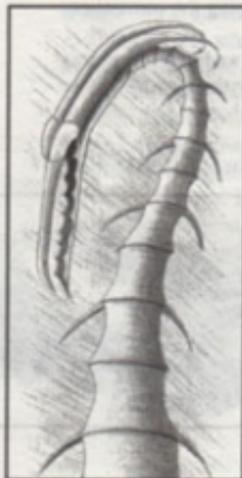
Thrym was pleased at this news, and placed Mjollner on the "bride's" knees to bless her. Thor grabbed the hammer, whipping off his disguise. The Giants fled in fear, but Thor, reunited with his prize weapon, used all his might to slay Thrym, returning victorious to Asgard.



## THOR GOES FISHING

**T**he favourite pastime of many Norse gods was drinking huge quantities of ale. Sometimes, they drank so much that Asgard ran out of ale, and they had to search for supplies. Aegir, a Vanir God, brewed the best ale, and the Gods called on him to restock after a huge feast. Aegir didn't have a pot large enough to hold ale for all the Gods, and so Thor was elected to get him one.

Thor's fellow God Tyr had as his father-in-law Hymir, a Giant. Tyr's mother had a huge cauldron, so Thor and Tyr went to see her. As they knew Hymir disliked Gods, they went in disguise. Tyr's mother fed them well, and between them they ate two whole oxen, annoying Hymir who complained that they would have to go hunting for more food.



Thor and Hymir went fishing the following day, and the Giant cheered up as he caught two whales. Thor used one of the ox heads as bait, casting his line far into the ocean as he could. He hooked something, and struggled with his rod. Suddenly the huge serpent Jormungand rose above the waves, snatching the bait and nearly capsizing the boat. In the ensuing battle, Thor managed to whack the serpent with Mjollner, his magic hammer, seeing off the serpent and impressing Hymir.

When Thor asked to borrow the cauldron, Hymir reluctantly agreed, provided that Thor could smash a certain glass which the Giant had. Thor threw the glass at a pillar, but astonishingly, the pillar and not the glass smashed. Tyr's mother took pity on Thor, and explained that the glass was magic, but if he threw the glass at Hymir's head, it would smash. When he did so Hymir was forced to hand over the cauldron.

**T**hor's father, Odin, owned a magnificent horse, Sleipnir. Whilst riding one day in Jotunheim, Odin was confronted by Hrungnir the Giant, who wanted to challenge him to a race on horseback. Hrungnir's horse, Gullfaxi, was a good match for Sleipnir, and they raced side-by-side for miles.

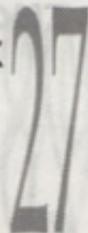
They were so enthralled with the race that, before they realised it, they were leaping the walls of Asgard, the home of the Gods. Hrungnir thought that he had been trapped, but Odin offered him a drink and warned the other Gods not to harm the visitor.

Hrungnir relaxed, drinking more and more until he became uncontrollably noisy, causing a nuisance. Thor became angry, and wanted to attack the Giant, but Hrungnir was unarmed, and accused Thor of being a coward.

They arranged to meet for a duel at a later date, and when the time came the enemies faced each other, prepared to fight to the death. Thor hurled Mjolnir at the Giant, who used a huge whetstone as a shield. The hammer shattered the whetstone, scattering sharp flints. One of the shards pierced Thor's head, sending him reeling, but the Giant was killed outright as the hammer, unstoppable by the whetstone, struck him full in the face.

But from that day on, the chip of whetstone in Thor's head gave him terrible headaches.

## THOR'S HEADACHE



## THOR'S CLUES

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**B**efore you start your journey, the other gods have offered various clues about each of the worlds you will visit. You may, however, choose to ignore their advice and explore the worlds on your own.

Also, in each of the worlds, the gods have hidden a magic book. These have been hidden in the most unlikely place, so that Hel's creatures cannot remove them.

### ALFHEIM

- Most of the creatures in this kingdom may be considered fair game. Some are more rewarding than others.
- All stone structures should be investigated very carefully, as some have something worth finding.
- On a magic bridge, shoot over the moon for a novel response.
- Some parts which do not appear accessible at first can be reached using magic.

### VANAHEIM

- Height can help defeat the Grim reaper.
- Don't hang around once the skull is on the move.
- Certain towers can be entered by unlikely means. These lead to adventure elsewhere, but beware, many paths within are fraught with danger.
- The gravestones are safe once on the ground, but beware their weight when in the air.
- On your return journey, a statue blocks your path. You can triumph over this statue with the help of eight ghosts.

### NIDAVELLIR

- Head-hunting statues could bring magical rewards.
- If a problem seems unsolvable, a solution may be found later than you think.
- The quicker you get past the water droplets the better. If things get too wet, go back and try again when things have dried out.
- The juggling demons require critical timing in order to survive their deadly balls.
- The rolling stones are larger versions of the demons' deadly balls.
- At the end of the world, find a suitable position for ducking and diving, and choose the right weapon for reaching the weak spot.

### MUSPELL

- A prize awaits you overhead, allowing you a bridge over initial problems.
- You cannot fight fire with fire.
- Before entering Niflheim, you will need a weapon against the icy wastes and a couple of magic potions to allow you to solve Hel's puzzles.

**"Fire & Brimstone" was programmed for Firebird by  
Vectordean.**

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