

GAMETEK

2999 N.E. 191st Street
Suite 800
North Miami Beach, FL 33180

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Nintendo®

GAME BOY®

Dragon

VIKING CHILD



GAMETEK

INSTRUCTION BOOKLET

DMG-VC-USA

VIKING CHILD™ GAMETEK®

LICENSED BY



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Safety Tips

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- This is a high precision game. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- To avoid malfunction, do not touch the terminals or let them come in contact with water.
- Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- Store the game cartridge in its protective case when not in use.

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Table of Contents

A Quest for Freedom	1
Preparing for your Quest	3
Viking Child Controls	4
The Playing Screen	8
Odin's World	10
The Guardians of the Eight Domains of Odin	12
What to Look For	13
What to Look Out For	16
Secrets for Success	19
Other Entertaining Products Available from GameTek	20

A Quest for Freedom

The Viking Life

The Viking Child, known to his many friends and family members simply as "Brian," lived in the beautiful Northlands. Here, tumbling waterfalls filled the ever bountiful rivers and streams. Wildflowers adorned the hillsides and majestic mountains defined the horizon for as far as the eye could see.

Warm, long-dayed summers and crystalline snow-white winters completed each year. And Viking Child and his friends grew to be strong and happy.

But one day it happened. The prophets had foretold it. It was even recorded in the Oracle of the Gods. But somehow no one believed it would really happen. Not in a place so filled with wonder and beauty.

But a place so wondrous and beautiful was exactly the kind of place someone as evil as Odin would want to destroy. Odin, son of the Dark Lord Loki, used his black powers to throw the Northlands into total

chaos and to imprison her people in the dark forces of an ever-orbiting astral plane. Only Brian, Viking Child, was left to reclaim the land and lives of the Northlanders.

You are Viking Child

And now, as our quest begins, *you are Viking Child*. You are the one who must travel to the distant and dangerous Western Lands to fight the eight apprentices to the Dark Lord Loki and his son, Odin. You must trek from village to village, through dark forests, across boiling lava fields, even along the ocean bottom — to reach the very domain of these powerfully evil wrong-doers. Once you reach the mountain home, you will confront Odin himself. Only then will you vanquish him. Only then will you be able to see your friends and family again.

Preparing for your Quest

1. Make sure the power switch is OFF.
2. Insert the **Viking Child™** Game Pak as described in your NINTENDO GAME BOY SYSTEM manual.
3. Turn the power switch ON.

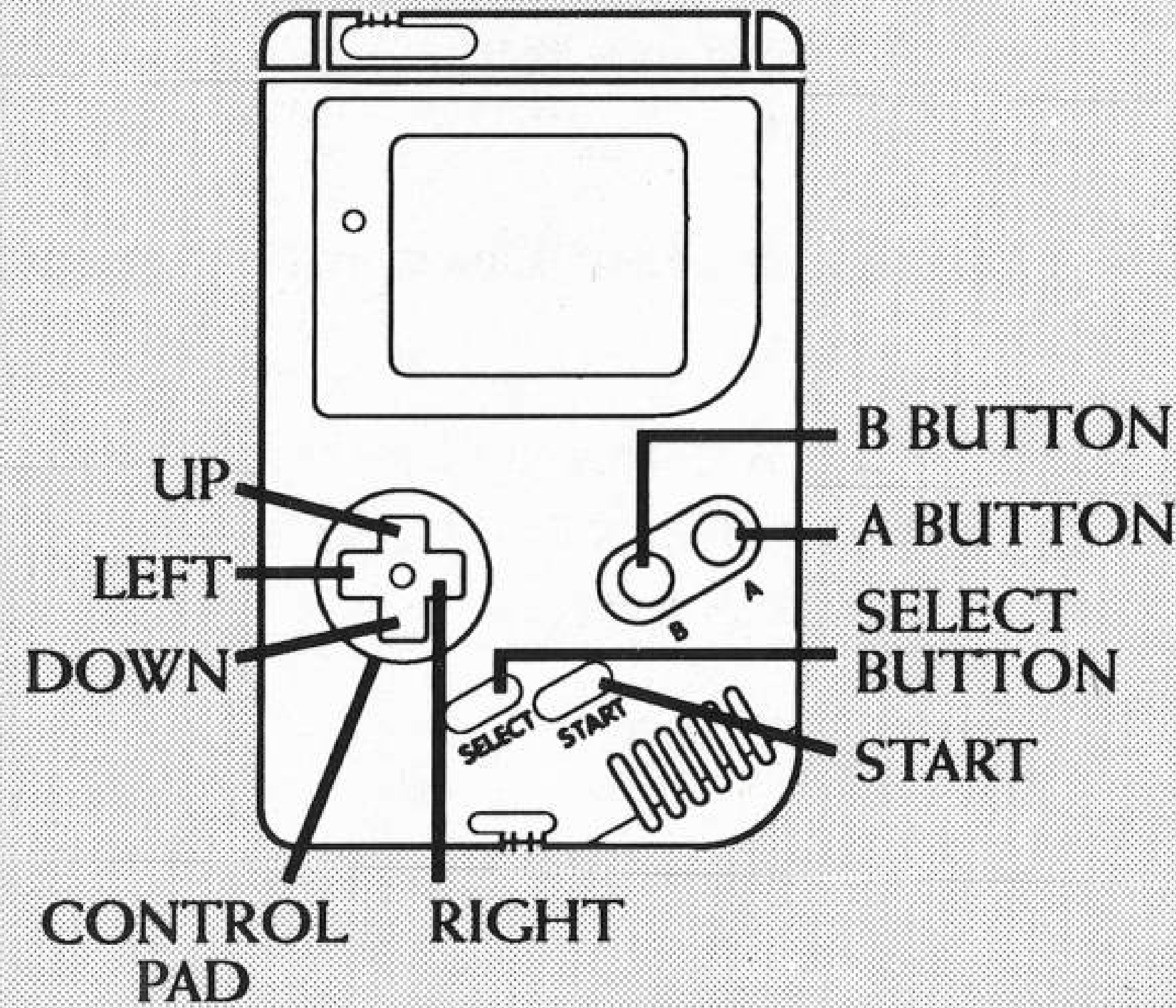
TO START GAME PLAY: Select "START GAME" by moving the control pad UP or DOWN. Then press the START button. Press the START button again when you see the *Odin's World* map of the Western Lands.

TO VIEW HIGH SCORE SCREEN: Select "View High Scores" by moving the control pad arrows UP or DOWN. Then press the START button. If you have been one of the high scorers, your initials will appear on this prestigious list, highest scorers first.

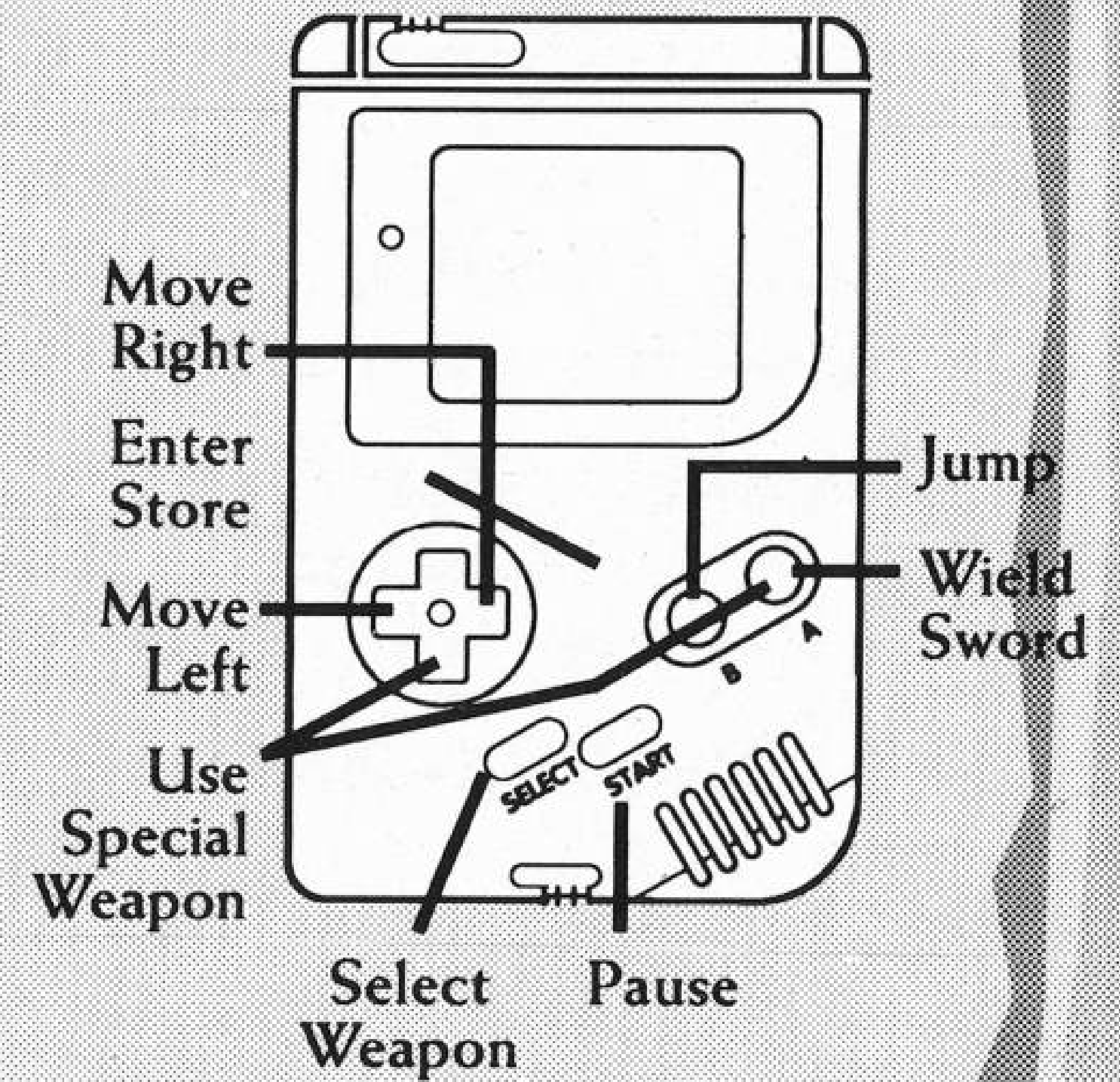
Note: Enter your initials on the High Score screen, by using the arrow controllers on the keypad to indicate a letter or number. Then press the A button to confirm your selection. To leave the High Score screen, press the START button.

Viking Child Controls

Controller Names
Here's what we'll call the controller keys:



Main Controls
What the control keys do:



TO MOVE RIGHT OR LEFT — Press the control pad RIGHT or LEFT.

TO JUMP — Press the B button.

TO JUMP HIGHER — Hold down the B button.

TO WIELD SWORD OR TO USE OTHER WEAPONS — Press the A button.

TO FIRE A SPECIAL WEAPON — Depress the DOWN control pad arrow and press the A button.

TO MAKE A SELECTION — (*When choosing a weapon spell or buying an item.*) Press the SELECT button. Then move the control pad arrows until the desired item is highlighted and press the A button.

TO PAUSE THE GAME — Press the START button.

WHILE IN THE PAUSE SCREEN:

While in the PAUSE screen, here's what the control buttons do:

TO TURN THE SOUND EFFECTS ON and OFF: First PAUSE game, then press the A button.

TO TURN THE MUSIC ON and OFF: First PAUSE game, then press the B button.

TO END THE GAME — First PAUSE it, then press the SELECT button and the UP control pad arrow.

TO RESTART GAME — Hit START button.

Using the Controller in Stores

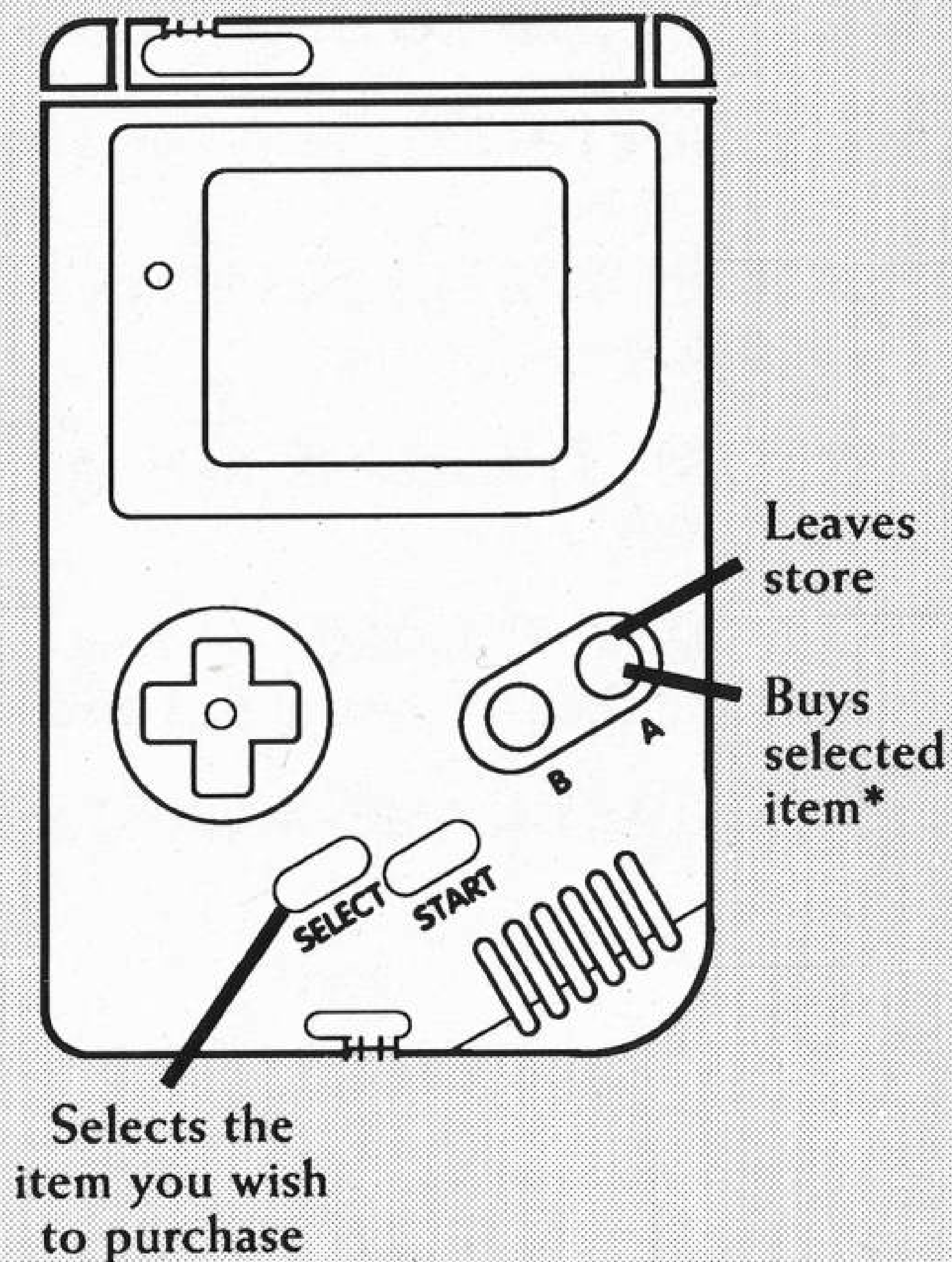
When Viking Child is inside a store, the controls are slightly different. Here's what they do:

TO SELECT AN ITEM — Press the SELECT button.

TO PURCHASE ITEM — Press the A button.

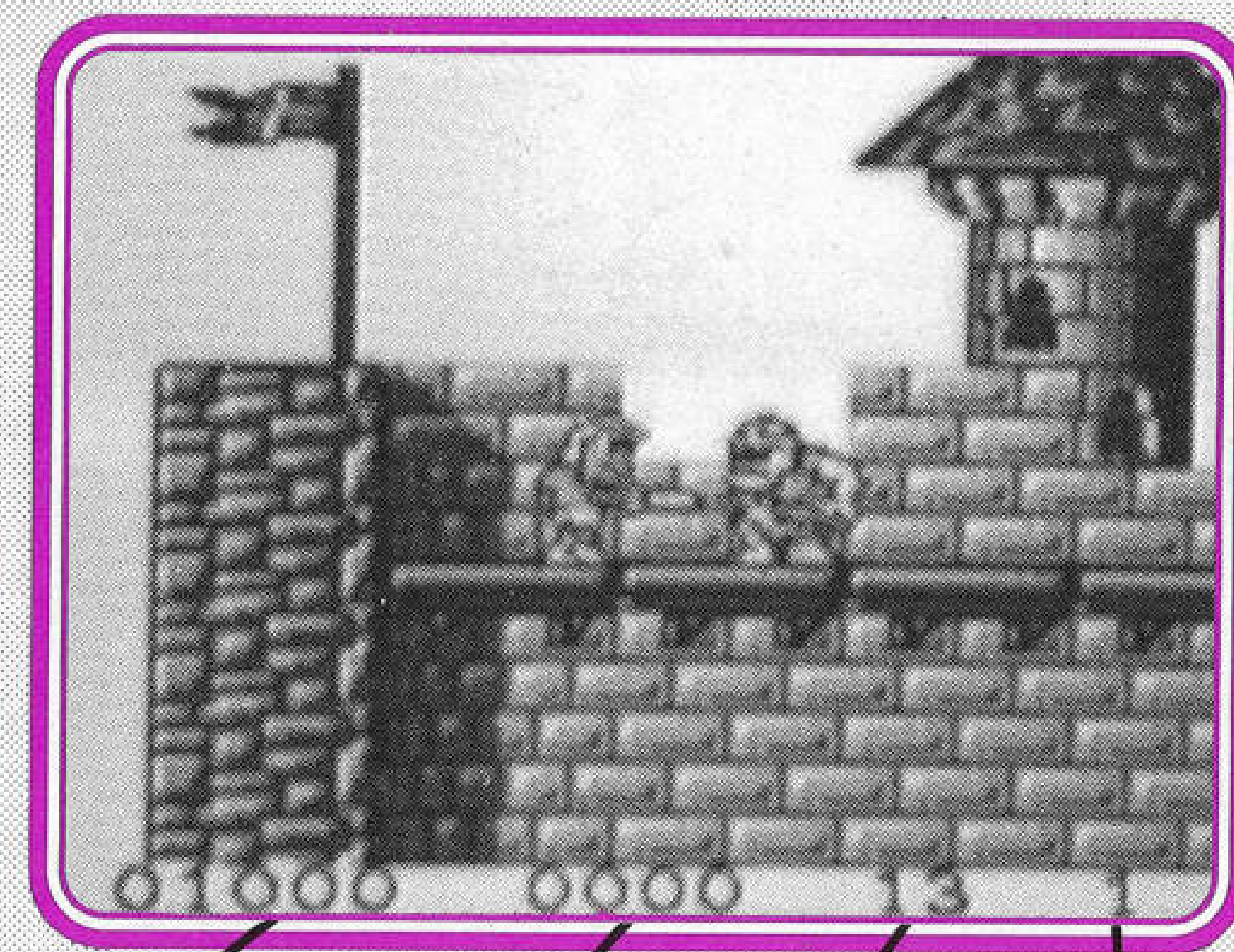
TO RETURN TO OUTSIDE SCREEN — Press the A button on exit.

***Note:** You must have enough cash to buy the item you want.



The Playing Screen

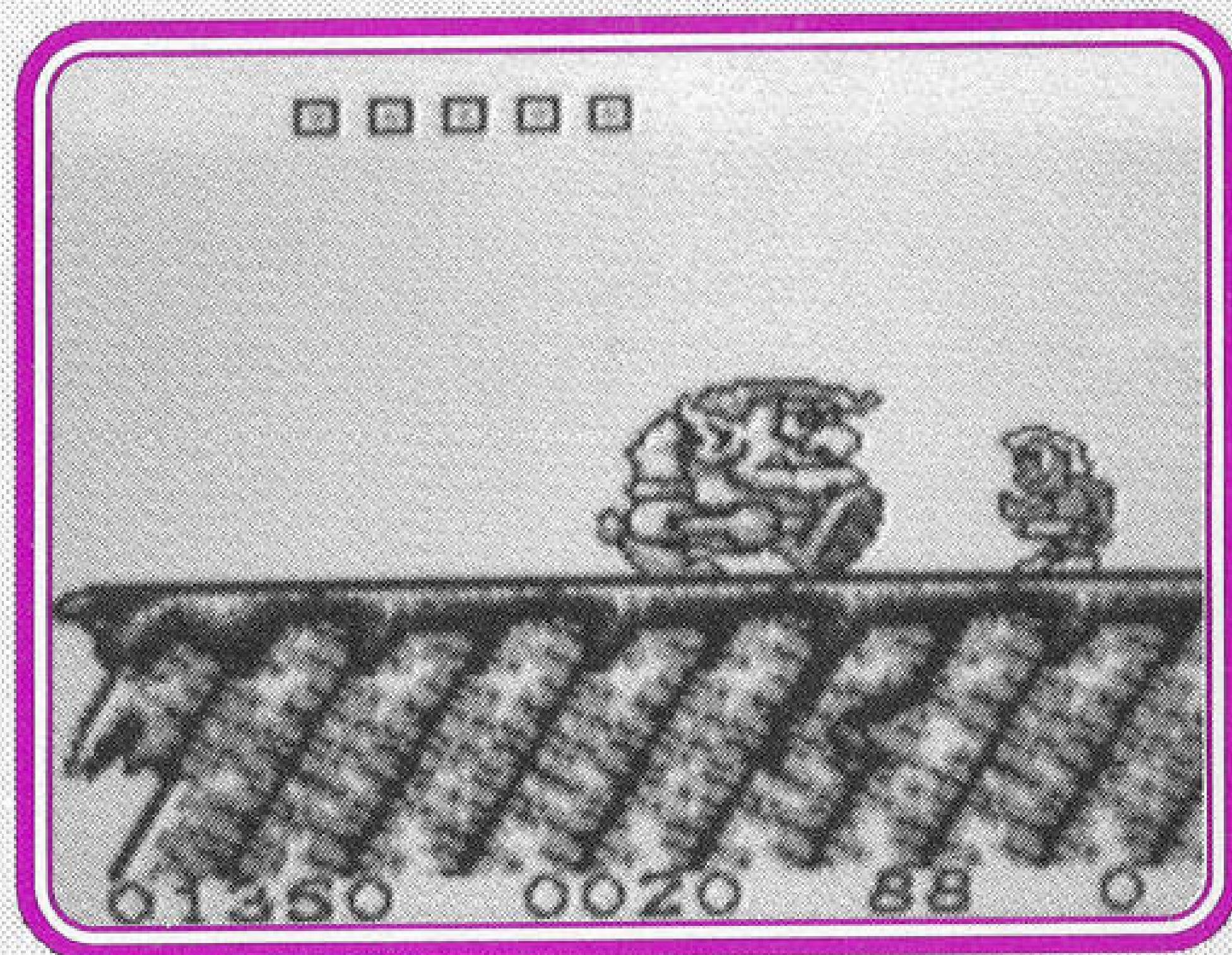
To stay constantly informed of your status with Viking Child — your points, your earnings, your energy and lives - just check out the bottom of the screen. Here's what's what:



Score Money Energy Lives Left

Monster Health Blocks

At the end of each level, when you're up against the monster boss of that level, you'll see his Health Blocks across the top of the screen. Each monster boss starts out with 10 Health Blocks. You and Viking Child must reduce them to zero before you can defeat him and go on to the next level.



Odin's World

Your map of the Western Lands

Young Viking Child must pass through eight beautiful but treacherous terrains before he reaches his final destination: the secluded mountain-top home of the evil Odin.

At the beginning of each quest, you will be shown a map of Odin's World. Study it carefully. You will start at the village, progressing through to the well, the castle, the forest, and farther and farther into Odin's World.

As you're about to leave each domain, you will confront a final foe. These bosses will try their best to keep you from exiting their area alive. And each one will become tougher and tougher to beat. Below are the names of each domain, followed by a list of each area's final boss.

LEVEL 1 The Village

LEVEL 2 The Well

LEVEL 3 The Castle

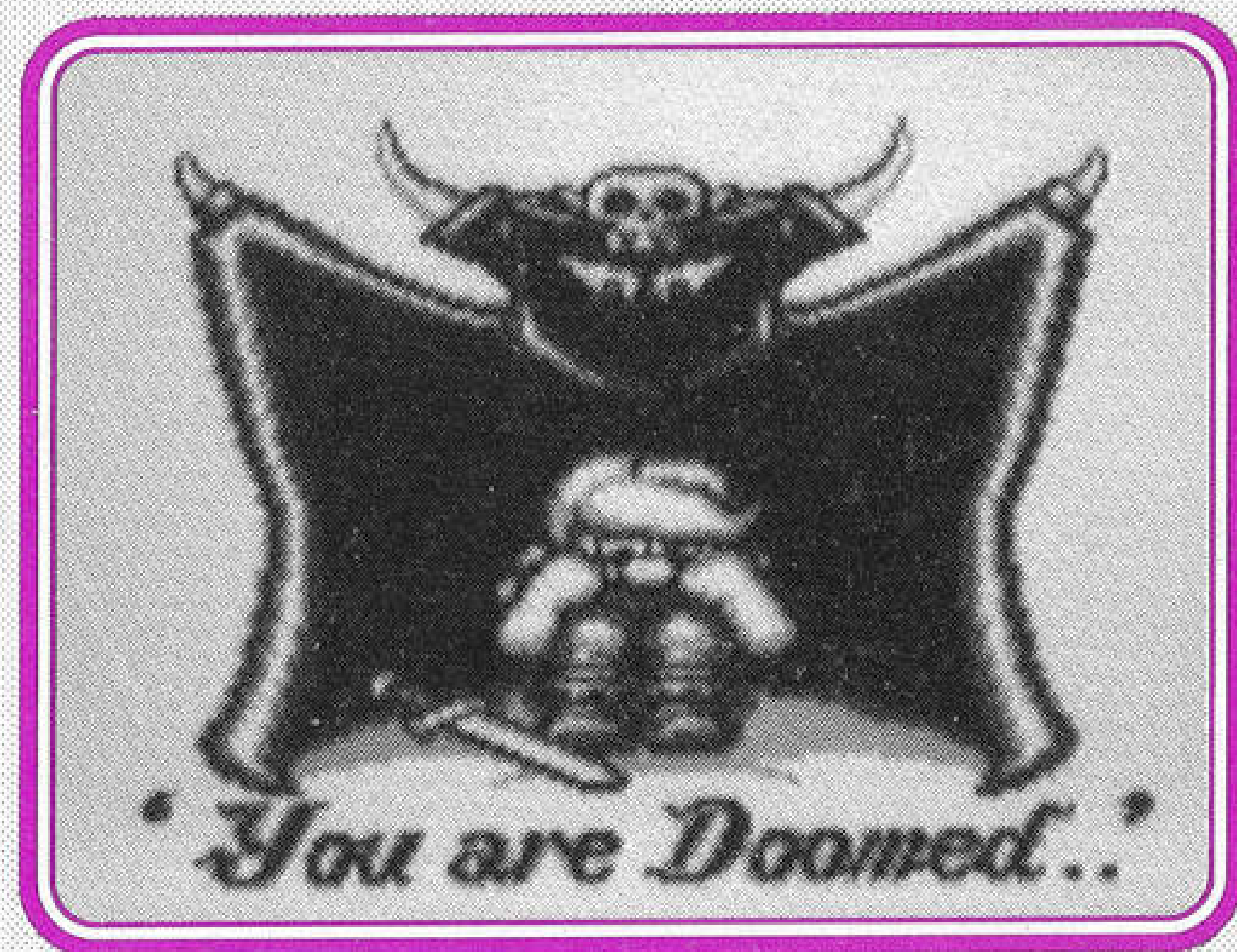
LEVEL 4 The Forest

LEVEL 5 The Lava Fields

LEVEL 6 The Ocean Bottom

LEVEL 7 The Landbridge

LEVEL 8 The Mountain Home of the Evil Odin



The Guardians of the Eight Domains of Odin

Each of Odin's eight treacherous worlds is fiercely guarded by one of his eight evil apprentices. Slaves to his every wish, these guardians will fight until the end to prevent you from venturing further into Odin's World.

But with practice, perseverance and a bit of magic, you will eventually be able to overshadow them, thus saving your people from a most unfortunate fate. Listed here are Odin's eight apprentices to Evil:

LEVEL 1, The Village: **The Giant Frog**

LEVEL 2, The Well: **Giant Boxing Rat**

LEVEL 3, The Castle: **Grumpy Knight**

LEVEL 4, The Forest: **Giant Mushroom Man**

LEVEL 5, The Lava Fields: **Monstrous Lava Man**

LEVEL 6, The Ocean Bottom: **Slimy Serpent**

LEVEL 7, The Landbridge: **Horrible Ogre**

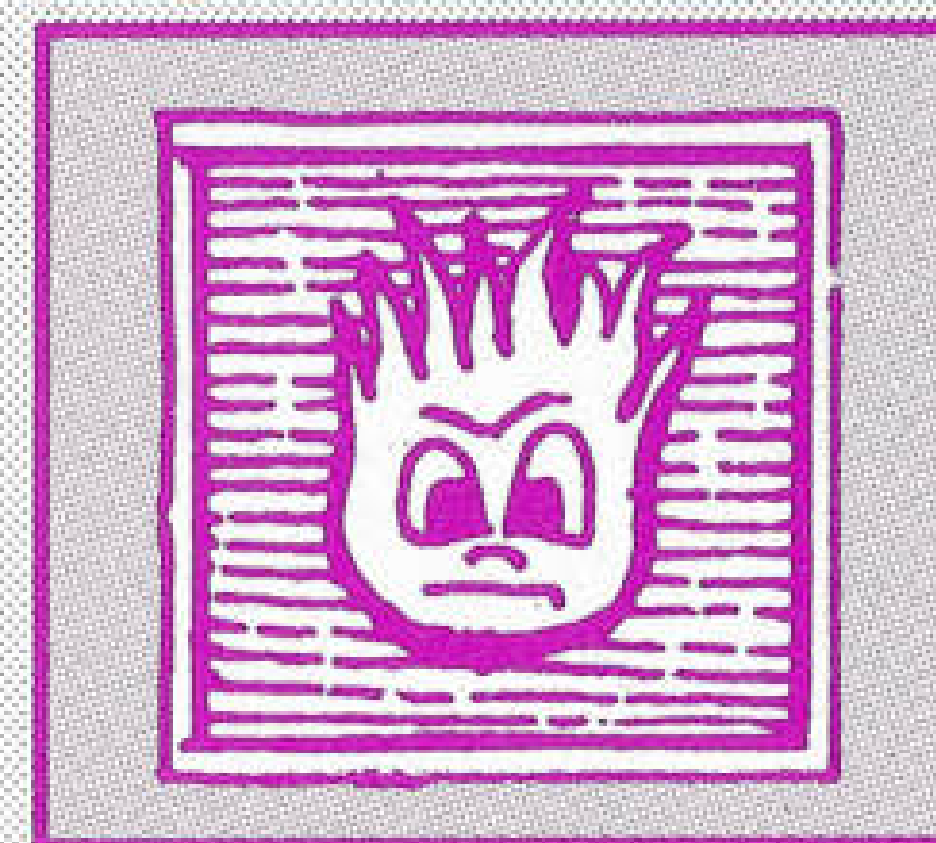
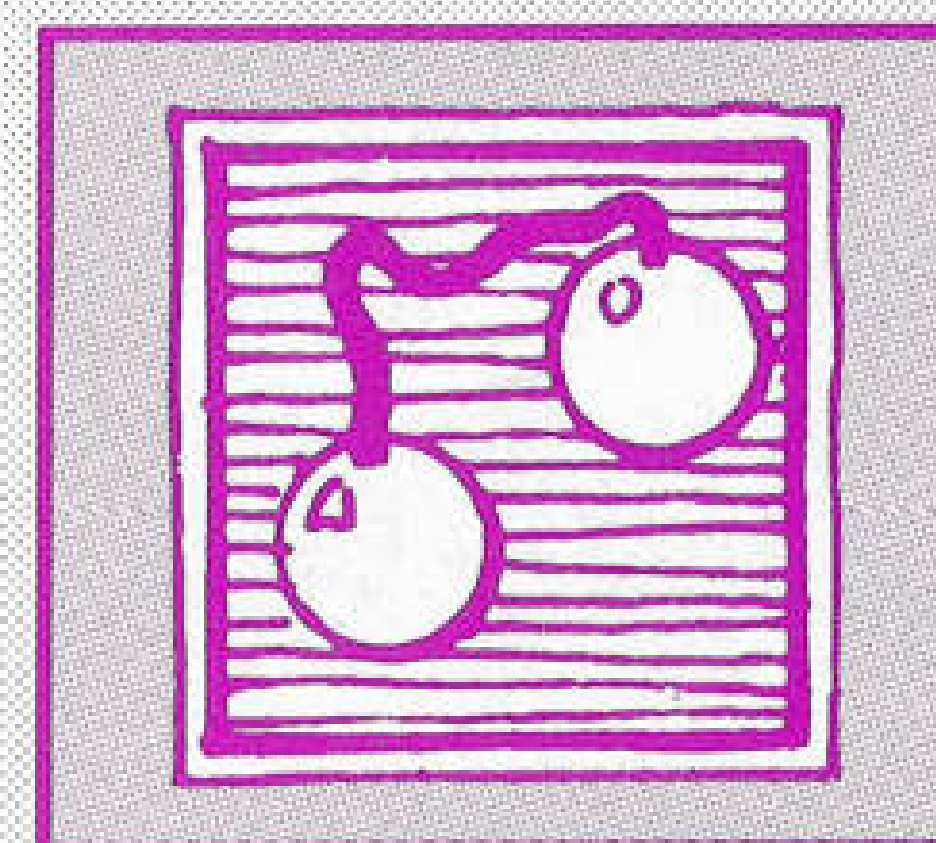
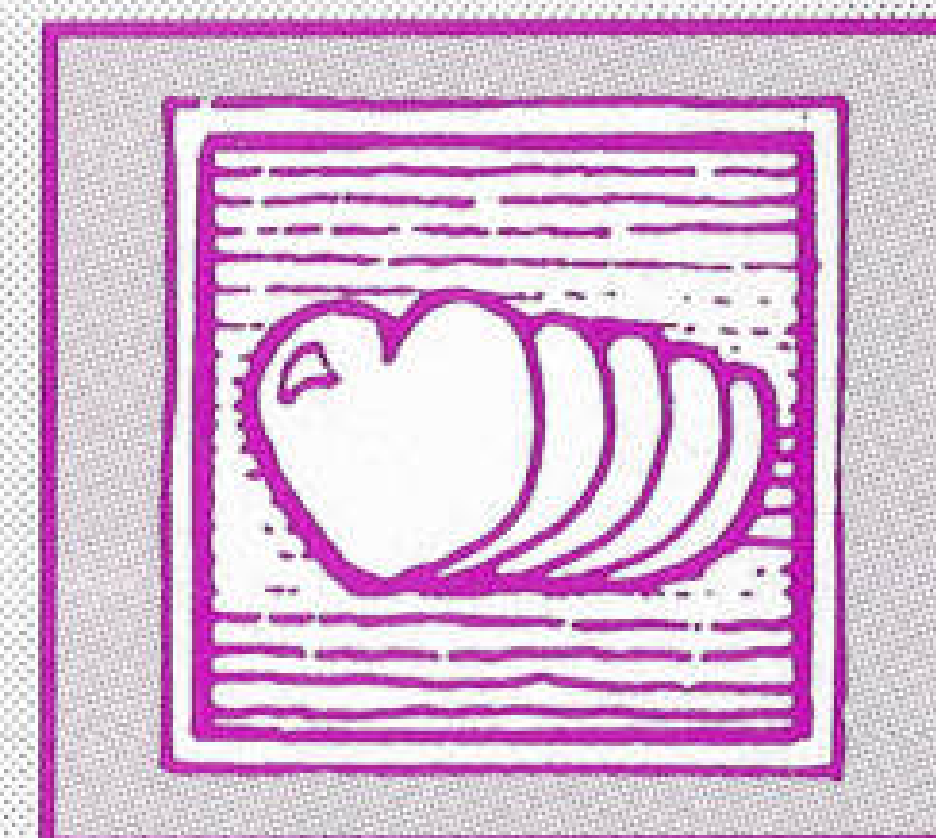
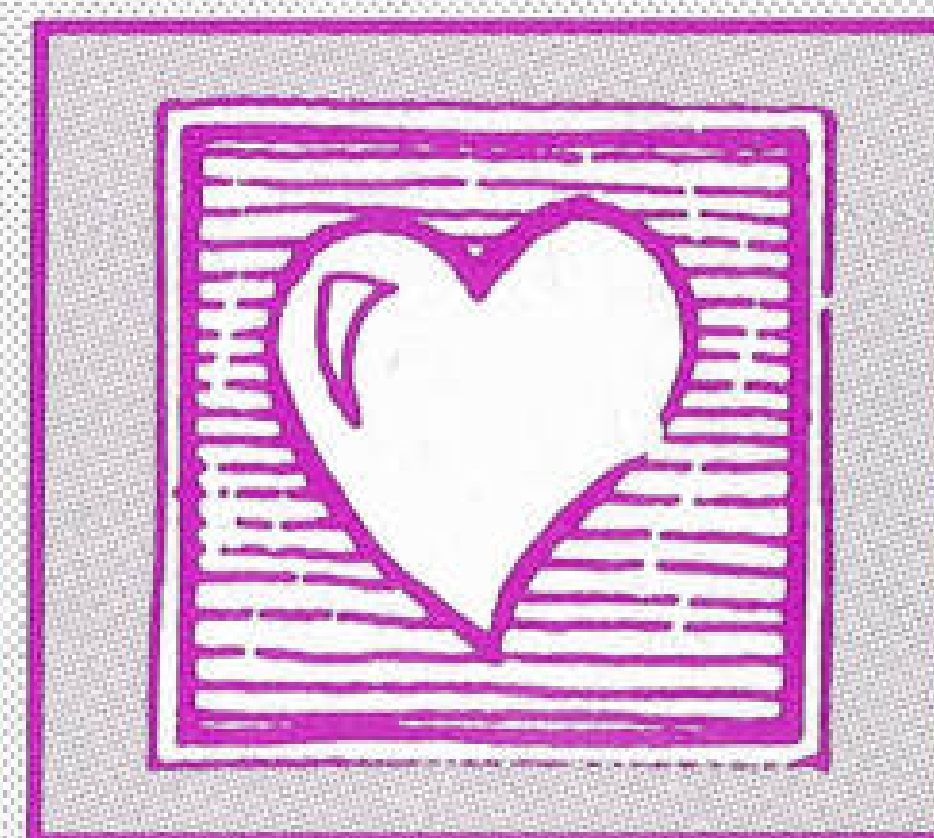
LEVEL 8, The Mountain: **Derek the Dragon**

What to Look For

As you travel on your mission through the treacherous world of Odin, you'll find certain things along the way that will help you. Some will be available in stores for you to buy. Some will be offered as rewards for overcoming a certain obstacle. Others will simply be waiting for you to come along and find them. All are essential for you to win back the land of your people from the monstrous Odin.

Here's what you'll find - and what you should *take*:

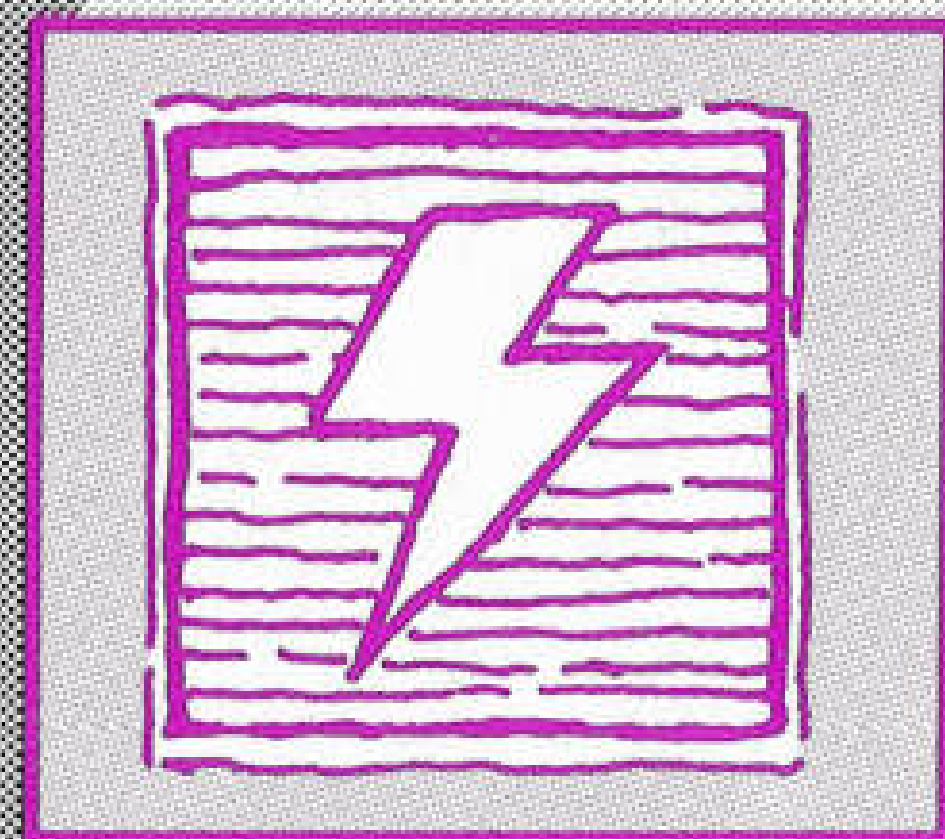
Sweet Hearts — These plump delicious heart candies will replenish your energy — you'll get 20 energy units for every heart you purchase.



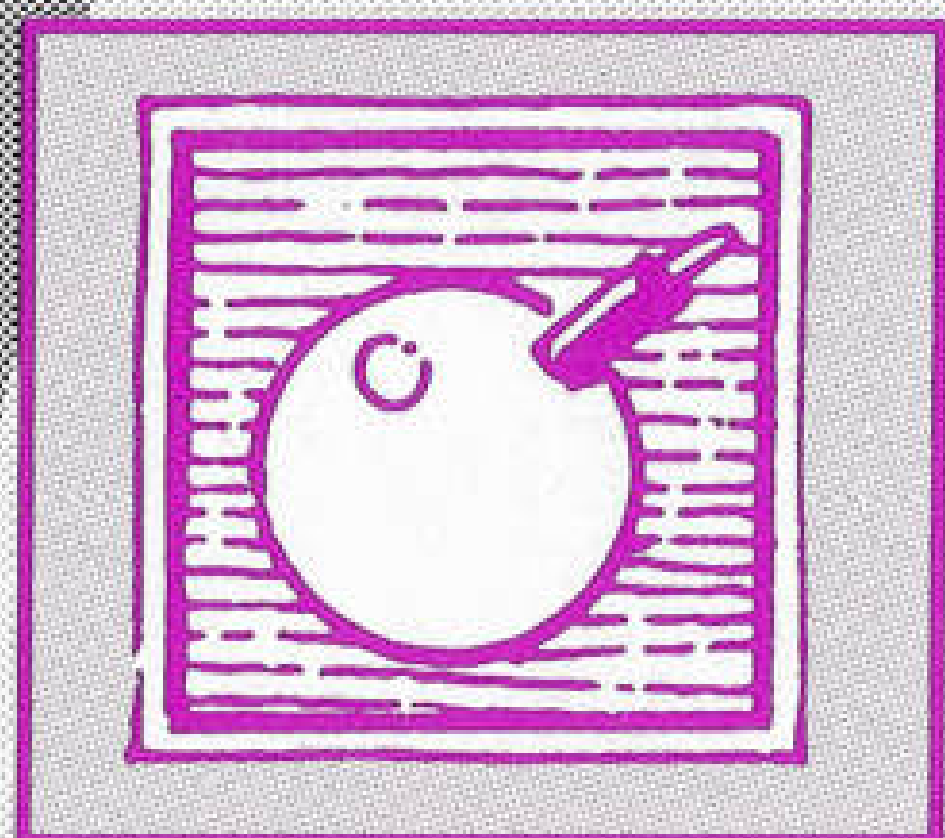
Super Sweet Hearts — These are the ones!!! Just one of these will instantly restore all 99 (the max) of your energy units.

Bonking Bolas — Hurl one of these at one of Odin's burly bosses and watch his Health Blocks bottom out.

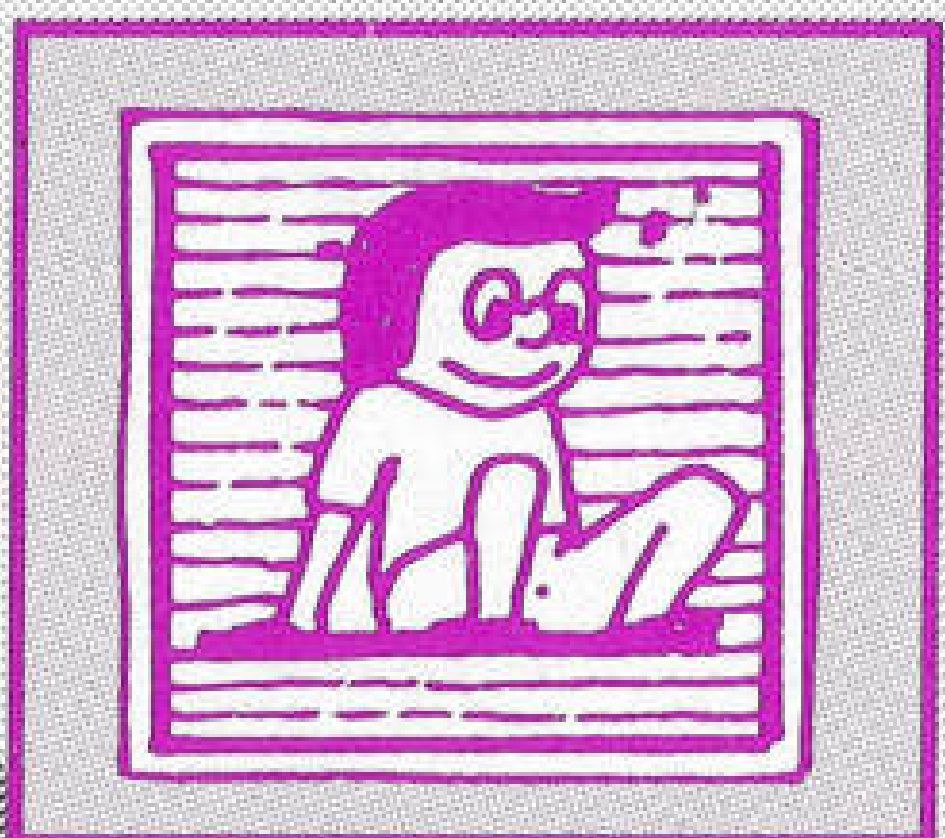
Fast Track Fire Sprite — Not only are these guys hot, they're also intelligent! They can track and home in on your enemy — even if the enemy's moving.



Stun Spell — Here's some good old White Magic. Use this to freeze every enemy on the screen — to give yourself enough time to get out of their way. Sorry. *Stun Spells* don't work on bosses...



Blaster Bombs — Kapow!!! This is the most powerful of all your special weapons. Blaster Bombs will wipe out all the creatures on the screen in one blast. However, it'll take multiple blasts to get rid of the bosses.



Life of Brian — Your best buy: an extra life. Save your money for this one!!!

What to Look Out For

In addition to all of the henchmen, slaves, bosses and other defenders of Odin who are out to do you in, you will also encounter several kinds of *non-living* obstacles. Since they are not alive, you cannot take their lives away. Which means it would probably be best to try and avoid them completely.

Some of these obstacles are naturally part of the terrain. Others have been strategically planted in honor of your journey. Here's what to look out for:

Thorn Bushes — Warped by the very evil that's seeped into the soil, these thorn bushes will riddle you with scratches, quickly draining your life energy.

Spearing Spikes — Sharp as surgeon's knives, these stationary but sturdy spikes will put you in a precarious position.

Hidden Mantraps — Don't get caught in one of these. Just don't.

Branch Spikes — Carved out of live forest limbs, these branch spikes were designed to fool an unsuspecting tree climber. Don't let them fool you.

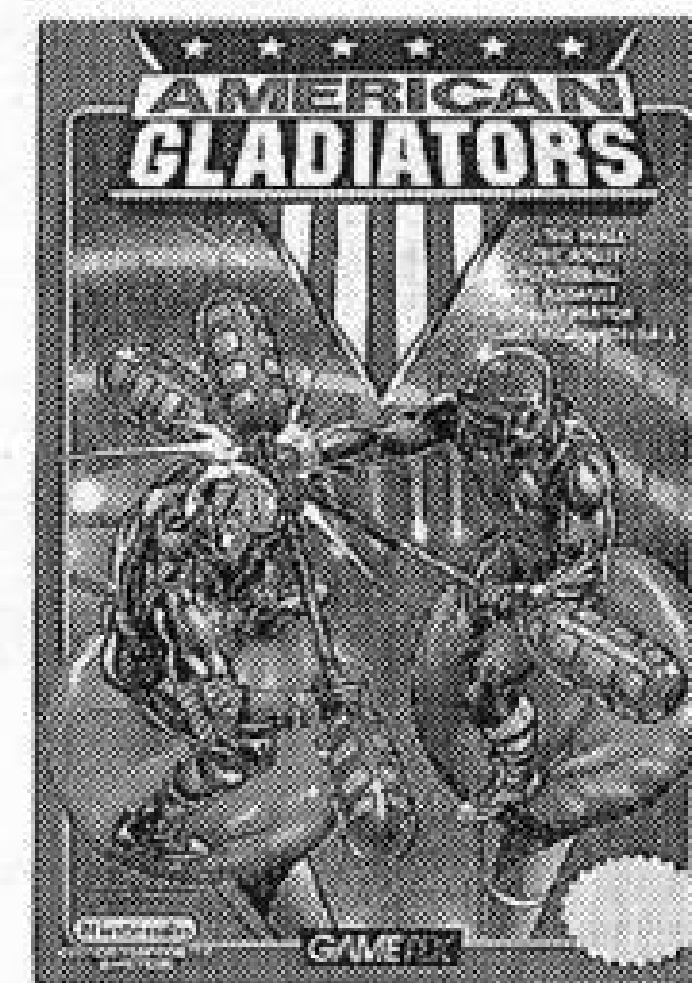
Deep Water — Sure you can swim. But the waters of Odin's Western Lands are glacier fed — and fighting the chill quickly lowers your energy.

Stalagmites — Odin didn't put these here. Nature did. But they're still dangerous and they'll still sap your energy.

Hot Lava — Don't linger or you'll get fried. Race through it as fast as you can.

Secrets for Success

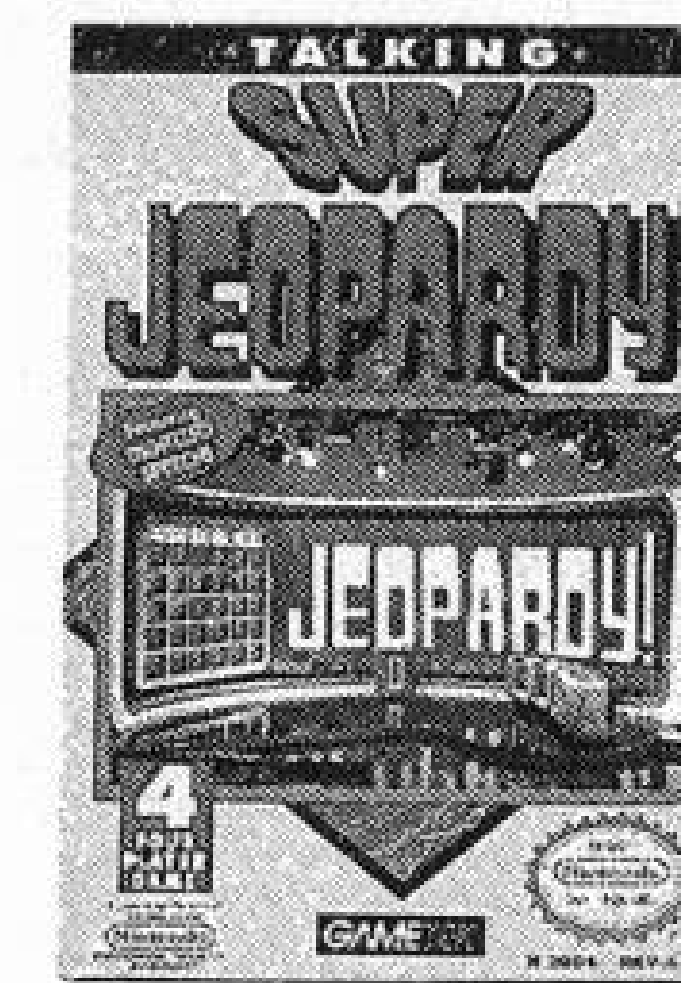
- Don't squander your money. Save it for extra lives — they are the most valuable items you can buy.
- Speed is important. But so is your stash of cash and weapons. So don't race through so quickly that you miss or forget to pick up these valuable items along the way.
- If you want to defeat the Guardians or clear out an enemy in advance of a big jump, don't forget your special weapons! They're crucial at times like these.
- Race through the lava fields as fast as you can. A burn here or there is inevitable. But if you dawdle, you're really going to get fried.
- Every enemy has a unique movement pattern. Study it first (at a distance) before you charge ahead and get hammered, so you know what he's going to do.
- In the final level, take a short rest to prepare for the really important jumps. The extra time you take to get your bearings will pay off in the end.



American Gladiators

Now challenge the American Gladiators—stars of the hit TV show—right in your own living room. 1 or 2 players go against a different Gladiator in each of the 5 events. If you're good enough to go 4 levels of increasingly difficult play, you'll advance to the Eliminator round. So if you think you're good, you better be great ...'cause these guys are "BAD"!

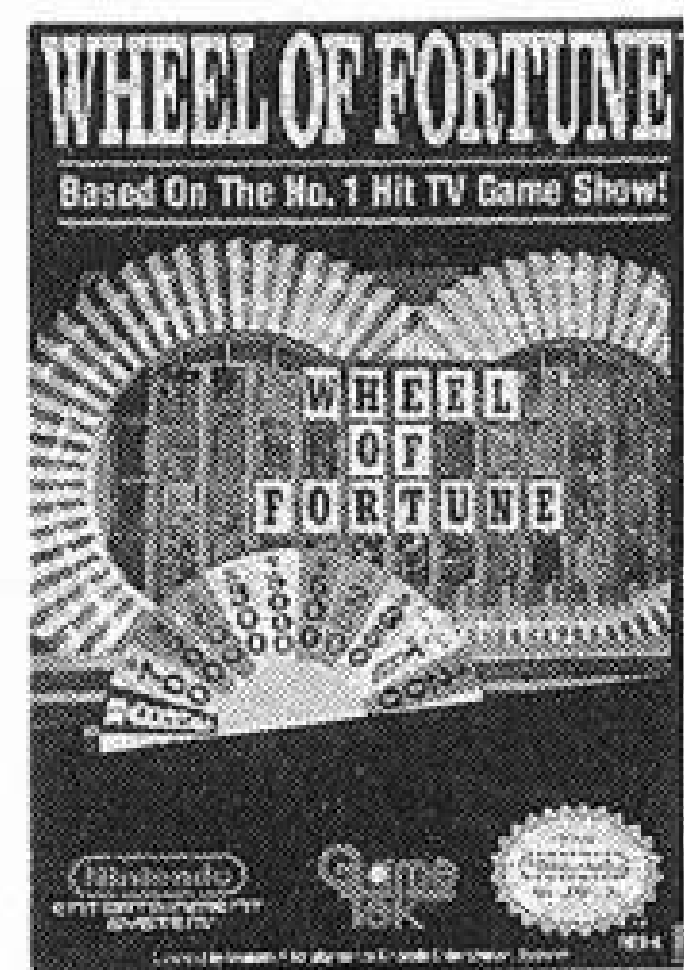
American Gladiators © 1992 Samuel Goldwyn Company.



Super Jeopardy!

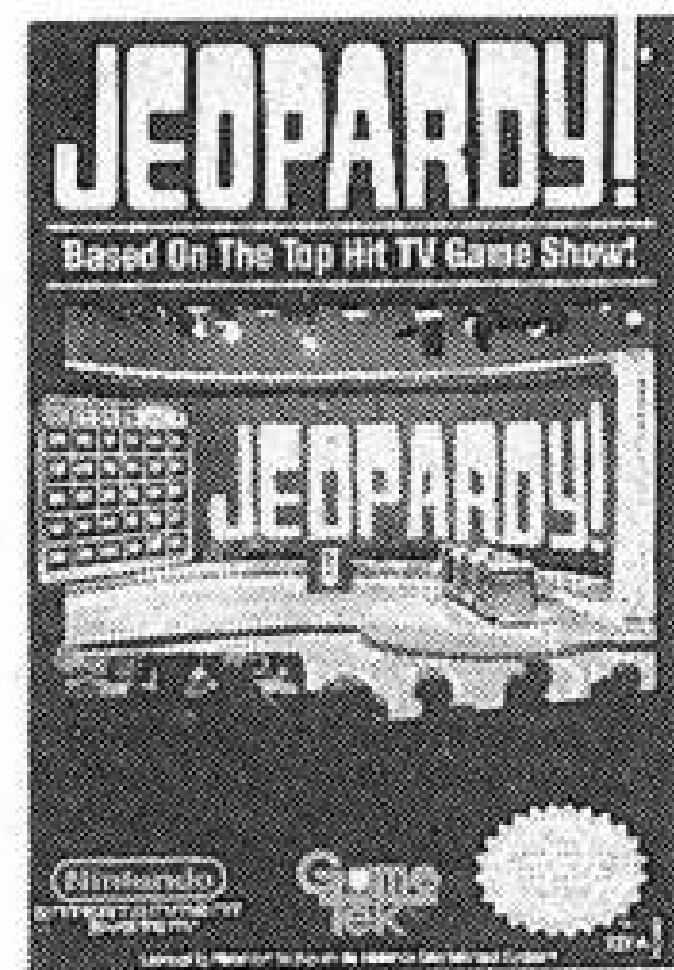
Enjoy the suspense and brain-teasing excitement of the primetime version of America's favorite TV game show. In addition to enhanced graphics and 2,000 new answers, this version speaks to you! To add to the challenge, Super Jeopardy! is 4-player compatible.

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Wheel of Fortune®

The highest-rated game show in TV history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!



Jeopardy!

Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions", this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!



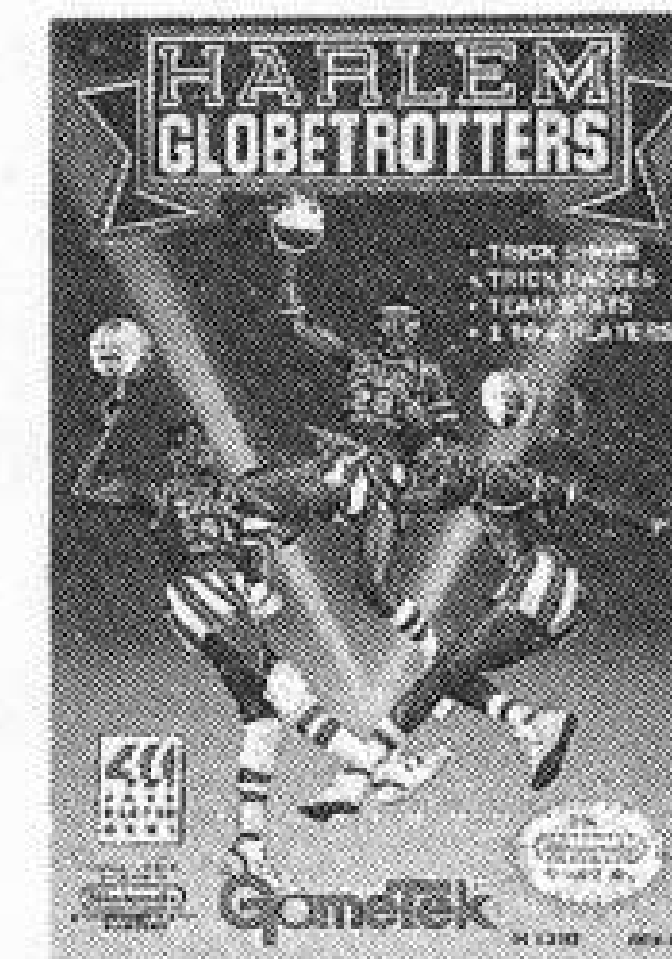
Concentration

Test your skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the gameboard. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!



Family Feud

The whole family gets to pick the most popular answers to some usual and unusual questions! Then, go for the big bucks in the final round. This high-action game plays just like the popular TV game show.



Harlem Globetrotters

All the action and challenge you'd expect from a basketball game, PLUS the incredible trick shots and eye-catching passing that the Harlem Globetrotters have made famous over the past 65 years.

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GameTek would like to thank the following people for their time and effort in creating Viking Child™ for the Game Boy System:

- Programmed by S. Golding
- Graphics by M. Hanrahan, S. Golding and C. Jackson
- Music and SFX by B. Leitch
- Manual Written by Paula Polley
- Package Design by Stephen Curran
- Illustration by David Moses
- Produced by Rod Humble
- Executive Producer Elizabeth Curran
- Manual Design by Bracchi Design, Inc.

ADVISORY READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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