

THE THOR TRILOGY

Instructions, Hints, Tips and Cheat Mode!

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The objective in each volume of the Thor Trilogy (*Caves of Thor*, *Realm of Thor*, *Thor's Revenge*) is to collect the three mystical Symbols of Virtue: The Heart Symbol (♥) for courage, the Female Symbol (♀) for compassion, and the Male Symbol (♂) for strength. In designing the Thor Trilogy, we decided to introduce a few new objects in both volumes after *Caves of Thor*, like "Monster Confusion Spells" and "collapsing bridges". This would give players new challenges to look for in the sequels.

General Hints

- ★ It's a good idea to save your game (press the letter "c") before entering any new level. To restore a game quickly you can press the escape key [ESC] and quit the game and return to the main menu, then press "1" to begin the demo screen, then press "c" to continue where you saved previously.
- ★ A shot will travel 20 spaces off the current playfield view, which means you can shoot monsters, etc. even when they're off the screen!
- ★ In volumes II and III you should not get food objects (which increase health) unless your maximum health indicator shows that you can use it. A food object (♠) will give you 40 points of health, but if your "Max" is only 10 to 20 points higher than your current health it would be a waste to get the food object. Try first to increase your "Max" by finding a "Max Health Increaser", which adds 120 points to your "Max". For example, at the beginning of *Realm of Thor* don't get the food objects until you go up the passage a little farther and get the "Max Health Increaser", then go back for the food.
- ★ Travelling through water can be quite tricky at first. Basically, you can guide your "man" by hitting the cursor keys as the current pushes you along. By holding down a direction key you can even go against the current. A better way to go against the current is to quickly tap two direction keys at once to zig-zag your way in a general direction. Explore all water areas, some water areas hide level exits, some have keys and other objects, but some are also traps!
- ★ Both the food objects and the "Max Health Increaser" can be shot and destroyed, so be very cautious when shooting monsters with food nearby or you'll destroy precious food by accident.
- ★ Levels with a red floor (rather than grey) contain a Thor Beast on them.

Scoring, Etc.

- ★ Points are accrued as follows: Monsters are worth one point, generators are worth ten points, the Thor Beast is 100 points, and each coin is two points. Coins also add five points of health when you find a virtue.
- ★ You lose health very slowly as time passes. Monsters who attack you will delete one point per second. Walking through lava will knock off 20 points without shield, and just one point with the shield!
- ★ Collect the "Mysteries" to get various objects. The "Mysteries" follow specific patterns, depending on which volume you are playing. In *Caves of Thor* they follow this pattern: potion, generator (gen), food, gen, coin, gen, shield, gen, coin, gen...repeat. In the last two volumes they follow this pattern: potion, gen, food, gen, max increaser, gen, shield, gen, coin, gen...repeat.

Secret Cheat Mode

A special "cheat mode" is available in all of the Thor games that will start your game with extra keys, health points, potions and the shot rebounder. Use this mode for practice or to give younger children a chance to play. To activate this mode simply press the dollar sign key (\$) from the demo screen instead of pressing the [ENTER] key to start the game. A message will flash indicating that the secret cheat mode is in effect.

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