



INSTRUCTION MANUAL



**PLAY ON
SUPER NINTENDO**

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Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.



Thank you for selecting the Dorke and Ymp game pak.



This official seal is your assurance that we here at Piko Interactive have reviewed this product and it meets our high standards for excellence in quality, reliability and entertainment value. Always look for this seal to ensure a great gaming experience!

In Memoriam
Satrio Studt



Super Nintendo games are now being developed in Sweden!

We are used to thinking that Nintendo games are being developed in Japan, USA or England. Maybe sometimes a stumbler from France or Germany, but the fact that *söta bror* (=kind brother, Norwegian nickname for Sweden) would make a game for Nintendo is something few would dream of. But right now, the first Swedish SNES game is being developed in this basement location in Stockholm.

Dorque & Imp will be an elegant platformer with 4 worlds, a plethora of items and countless enemies. The clever Dorque is an apprentice of a rather sketchy wizard, and a showdown between the two is inevitable.

-The end will be fair, says Peter Wahler, who is responsible for the programming.

-To begin with we just thought we should get used to the computer and the technique that goes into making video games, but we caught on so quickly that we decided we dared start making our own game, says Jim Studt, the person responsible for the graphics.

Together with the Tv-Spill Börsern (=Video Game Stockmarket), who today funds their project, they are in the midst of founding their own company, Norse, which marks the beginning of a new softwarehouse. They contacted overseas companies for production and marketing of the game at this spring's convention in England

Cheated by Pc Games

-It's gonna be different now, compared to the PC games i have worked on. We who were involved with Legend of Myra were fooled completely. The publisher "Grand Slam" has yet to pay us a single dime, Jim says. Dorque and Imp consists of 4 worlds, where Dorque sets out to find as many items as the wizard needs to become almighty. 2 of the worlds are completed. When Power Player catches up with the team of programmers, they are already hard at work to finish up the demo that will be shown in England. Peter shows us how far they are come. He has 100,000 command lines which helps him to quickly change the environment on the screen. He is programming in assembler, and can in principal cut and paste artifacts and backgrounds from the pictures that Jim has created in a image software program.

Two other guys are part of the team, one of them for the music. It looks so simple and fun to make a video game. -The truth is that most of the work up till now has been hard. And also you can't see it - only if it's not working, Peter explains. - The hardest part is making colored pictures that can be used in as many places as possible. We always have to remember that the game can't take up too much memory, memory is expensive, Jim explains. Not that many colors afterall.

Why are you making a game for Nintendo and not Sega?

-Nintendo's 256 colors versus Sega's 64, Jim answers quickly, but he does admit he is dissapointed he has to settle with less colors because of memory and time issues.

- There is 2 high thresholds you have to overcome before you start creating games. First you have to obtain Nintendo's programming manuals, which explains how you get started. These manuals are only available at "certified" game developers, and you have to know one of these.

Just as big of a problem is the software that automates the coding. This is business secrets on the highest level, and it's there Peter with his math and info education has done everything from bottom up. These tools can be used over again for future games...

Stockholm-game!

The advantage of starting out on your own is that you learn from your mistakes, find your own and maybe groundbreaking solutions and most of all get new ideas from the development. For Dorque & Imp's graphical world Jim has been inspired by Tolkien's fantasy world, and spiced it with a few nordic elements.

-It may have gotten some viking inspiration. We had the idea of including Odin to one of the worlds, even though Nintendo only allows the use of Greek gods to be used in games on their systems. But we can always rename him.

-We have begun thinking about doing a sequel. It would be fun to make something that has it's story lifted from Stockholm, where you could go our shop here and say hello to us, Peter laughs.

Legacy



There is a rich history behind this wonderful title. Originally titled Dorque and Imp, production started in 1994. On the next page is a translated article from a Swedish gaming magazine called "Superpower" also printed in 1994. Over twenty years have passed, but now you can finally get a chance to play this Swedish masterpiece!

Article can be found at
<http://www.fz.se/artiklar/longform/20140705/dorque-imp>

DORQE & YMP

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Story

In the mountains of old Sweden, there lived a powerful sorcerer. Under his tutelage was a goblin named Dorke.

Dorke eventually grew weary of the menial tasks assigned to him. He longed to acquire the hidden knowledge of his master. After growing jealous of the adorable rabbits, Dorke approached his superior to learn the trade.

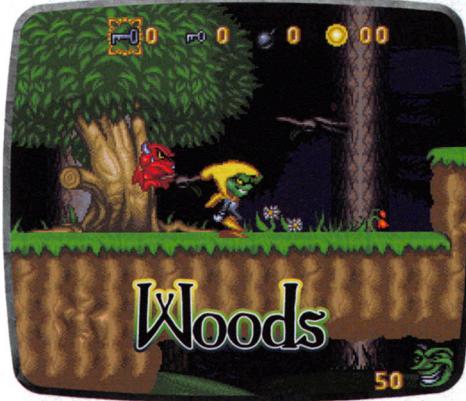
The sorcerer, tiring of his goblin apprentice, sends him off to do some dangerous tasks.



The Sorcerer

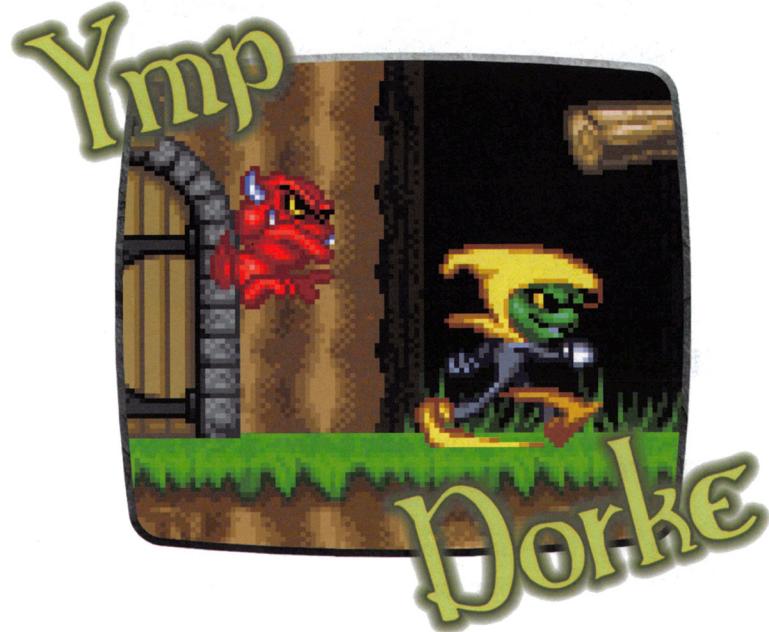


Stages



Characters

A creature summoned by the great sorcerer who will protect and guide his goblin friend.



A goblin with a hatred for bunnies that simply wants to learn magic and have fun.

Title screen



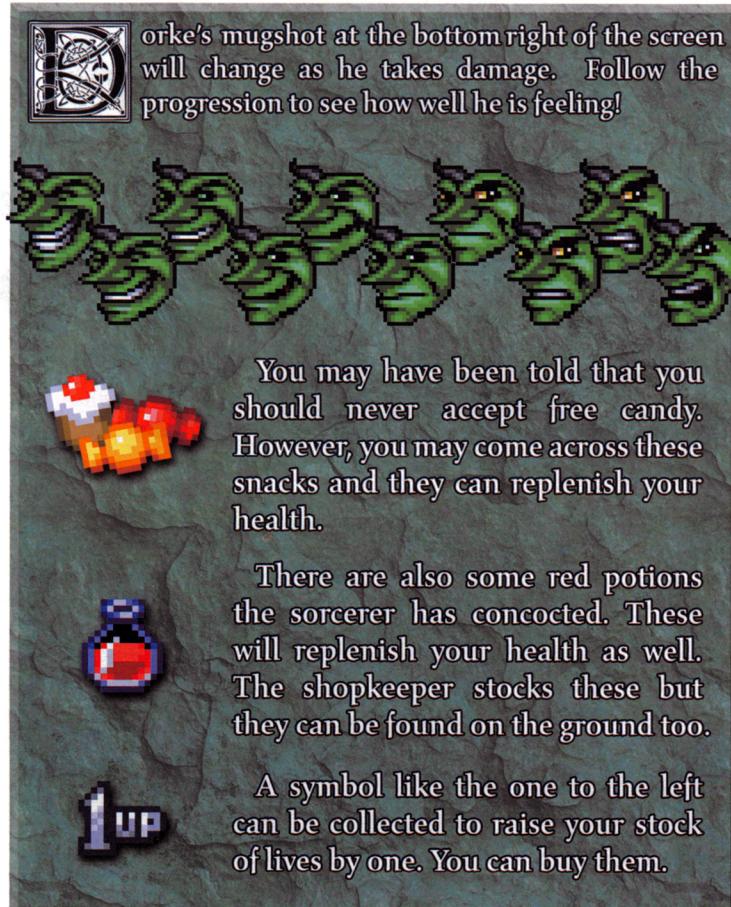
Start Game This starts the game.

Password Here you can enter a password that was obtained from completing a stage.

Control Pad You can adjust the controller button functions with this option.

The music and sound effects can also be toggled off and on from this screen. You can also switch between stereo and mono sound modes.

Health



Dorke's mugshot at the bottom right of the screen will change as he takes damage. Follow the progression to see how well he is feeling!

You may have been told that you should never accept free candy. However, you may come across these snacks and they can replenish your health.

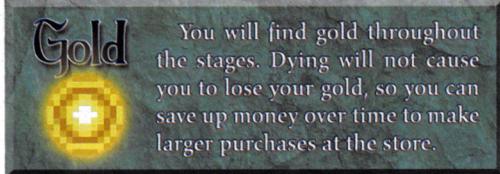
There are also some red potions the sorcerer has concocted. These will replenish your health as well. The shopkeeper stocks these but they can be found on the ground too.

A symbol like the one to the left can be collected to raise your stock of lives by one. You can buy them.

Shop



The shop is a magical place where you can spend the gold coins you locate. Each item is priced differently. To make a purchase, stand under the item and press the B button (Jump). You can purchase the same item multiple times. Be careful though because death will cause you to lose any items except gold.



Game Screen



1. Dorke and Ymp

This is you and Ymp! You can select between chest keys, door keys and bombs with the L/R buttons. The number indicates how many are remaining to use.

2. Inventory

The coins you collect will be shown here.

4. Lives

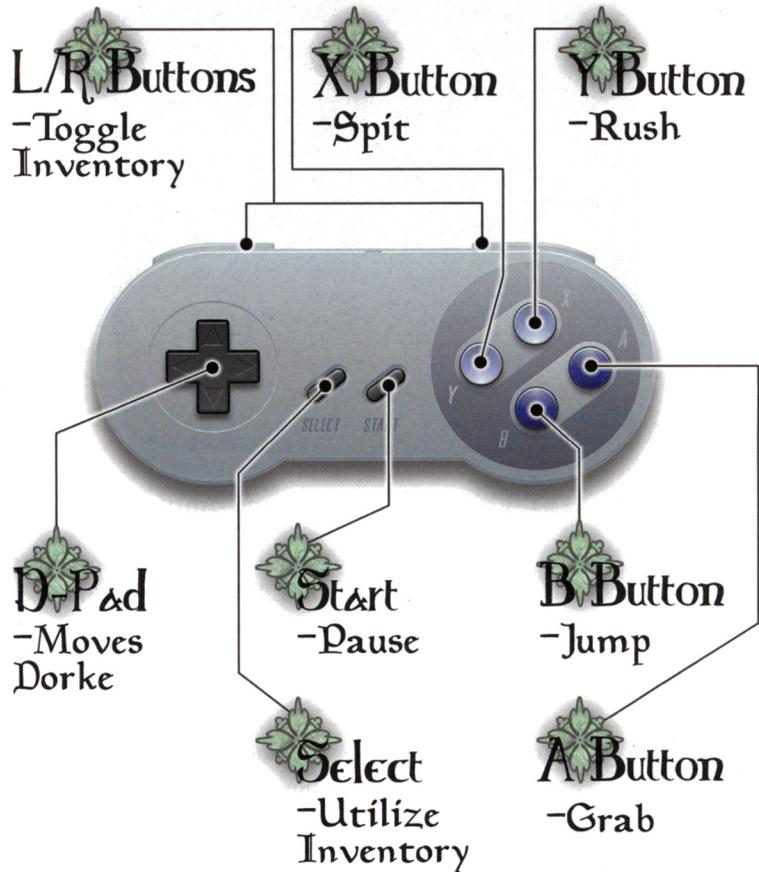
Your remaining lives are indicated here. You will start with 50 and can buy more at the shop.

5. Health

Dorke's face will change in accordance to his current health. Damage occurs from enemies and environmental hazards such as rocks and lava.



Controls



Keys



During your quest to put those cute and adorable rabbits in their place, you can sometimes come across keys. You can also purchase them from the shopkeeper. The small key will unlock treasure chests. Inside these you can find money, bombs and food. The large key is needed to unlock doors. The exit to each stage is locked, so you must find or buy a large key to move on. Some stages have other locked doors too!



You may come across some blocks like you see on the left. To get by these, you can blow them up with a bomb.



Bombs

These bombs can also damage enemies. Dorke is not very bomb-proof either, so some distance is recommended.





Actions continued

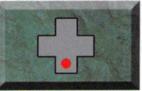


Ledges

You can grapple onto the edge of a ledge. Press UP to pull yourself up.



Ducking



By pressing DOWN you can duck. This may help at times to dodge attacks.



Using Inventory Items



Use the L or R button to choose which item you would like to use and press Select to activate it. The cursor shows you which item is selected.



Actions

Teaming up with Ymp, Dorke has numerous ways of completing the tasks he was given.



Jump



Jumping will allow you to reach new heights. You can also leap across gaps. While rushing, you can jump farther than normal. Dont forget that you can hop out of the way of an attack!



Rush



By holding Y and pressing left or right, Dorke can run! You will move faster and can jump farther. Do not worry about Ymp, his tiny wings will keep up.





Actions continued

A

Grab



Ymp will grab Dorke's hood and hold him aloft for a period of time, slowly floating back to the ground. You can use this to cross long deadly gaps.

TIP: If pressing jump and grab at the same time, Ymp will grab you mid air, allowing you to be a little bit higher up than a regular jump. You might be able to try floating if you can work out a rhythm...



Death

Start → Select

For a lowly creature like Dorke, death is inevitable. Sometimes, you may get stuck in a level. Or maybe you're feeling particularly sadistic. Whatever the reason, you can kill Dorke at your whim by pressing select while the game is paused. This will use a life.

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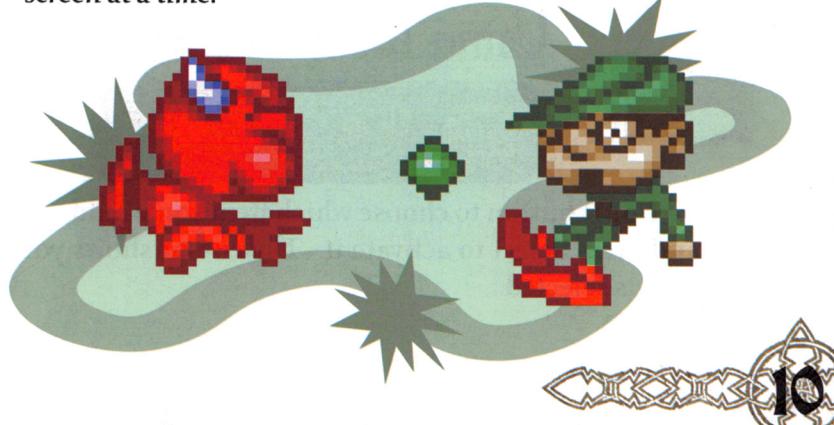


X

Spit

Dorke does not have much attack power himself. But Ymp can churn up some acidic loogies that damage enemies and bounce like stone off a troll's belly.

TIP: Ymp will fire in whichever direction he is facing, so make sure he's looking the right way. You can also take advantage of the fact that they can bounce, but only one spit ball can be on the screen at a time.



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