GAME BOY ADVANCE

AGB-ALVE-USA

THE LOST VIKINGS™

INSTRUCTION BOOKLET

BLIZZARD ENTERTAINMENT CLASSIC ARCADE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

CONTENT RATED BY ESRB

EVERYONE

COMIC MISCHIEF
MILD VIOLENCE

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THE LOST VIKINGS™



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The Vikings' Story

It was a day that the members of the Viking village looked forward to every year. Everyone in the village celebrated the fall harvest with contests of bravery and skill. The festivities would last throughout the afternoon followed by a grand feast at dusk.



The most anticipated event of the day was the hunt. In this competition, the best huntsmen from the village ventured into the wilderness, to see who could catch the most game for the evening's feast. By noon, all the participants had arrived at the starting point of the hunt, except for three Vikings who lived just outside the village. Since their tardiness was nothing new, the decision was made to start the hunt without them. Upon hearing the horn, which indicated the beginning of the competition, Olaf the Stout™* and his two buddies, Baleog the Fierce™ and Erik the Swift™, rushed into the forest to prevent the others from having too great of a head start.

Meanwhile, the infamous intergalactic zookeeper, Tomator, piloted his spacecraft to Earth through a fiery vortex that appeared high above the fjords of the Baltic Sea. Tomator was sure that he could find adequate specimens for his zoo on this tiny planet. He made preparations to go on a hunt of his own as his ship began its descent.

As Olaf the Stout, Baleog the Fierce, and Erik the Swift walked home from the feast, they were still bragging over their triumphs in the hunt. Eventually they retired to their cottages oblivious to the strange flying object that had appeared directly over their village.

Tomator brought his craft closer to the ground, trying to locate the three specimens that he had previously chosen. He had noticed them earlier, when they appeared to be victors in some primitive ritual of skill and strength. After a few minutes, Tomator's computer located the selected humans and began to teleport his unsuspecting captives aboard his ship.



Erik the Swift was awakened suddenly to find himself being pulled upward out of his bed. Despite his efforts to resist, he was drawn through the top of his hut and into the night sky. Next, Olaf the Stout and Baleog the Fierce experienced similar fates as they were also pulled from their beds toward a strange metallic object in the sky.

With the acquisitions complete, Tomator took his craft out of orbit. Due to a short circuit during the teleportation process, the Vikings materialized in the corridors of Tomator's ship rather than the specimen room. Now the Vikings' only hope to return home is the use of their skills and the strange vortices that can carry them through time and space.

Your story begins with the three Lost Vikings aboard Tomator's ship. Only with your help and expertise can they find their way back home again.

You must guide the Lost Vikings through the complex maze of Tomator's spacecraft. Use Erik's speed, Baleog's weaponry, and Olaf's defensive abilities to help return these poor souls to their village.

** Olaf the Stout, Baleog the Fierce and Erik the Swift are trademarks of Blizzard Entertainment.*

Quick Start

The Lost Vikings™ is a game that involves three Vikings, each with his own skills. You must guide all of them through each level to the exit. It will be necessary to use each of their skills during some point of the game.

1 Make sure the Game Boy® Advance power is off. Insert your *The Lost Vikings* Game Pak into your GBA and turn it on.

2 Press **START** on the GBA to enter the Main Menu screen.

3 At the **START** screen you may choose to start a **NEW GAME** from the beginning or **LOAD GAME** from a **SAVE GAME SLOT**.

4 If you decide to continue a previous game, select **LOAD GAME** and press the **A** Button. Then select the **SAVE GAME SLOT** that you want to load and press the **A** Button. *Refer to Saving the Game section for more details.*

How To Play

The goal of *The Lost Vikings* is to help Olaf the Stout, Baleog the Fierce, and Erik the Swift find their way back home. To do so, they must successfully solve all the levels of the game, going though time and space to many different eras, until they confront and defeat their captor, Tomator.

To successfully complete a level all three Vikings must get to the **EXIT** alive. They will continue onto the next level. At the end of the last level of each era there will be a vortex that will warp the Vikings to the next era.



The Vikings start each level with three health points and no items. These health points can be lost either one at a time or all at once depending on what type of enemy or obstacle damages the character. The health status of each warrior is represented by the three red dots under their picture in the status bar at the top of the screen. This status bar is displayed by pressing **SELECT**.

The active Viking's health is always displayed in the lower left corner of the screen.

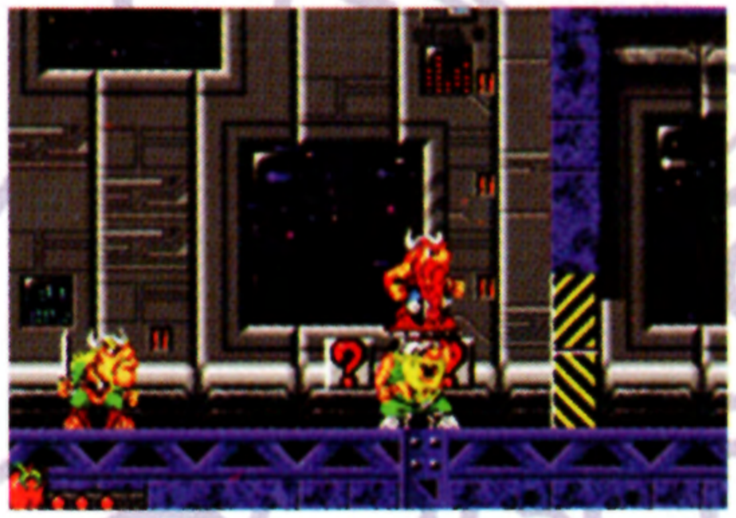
Health points can be restored by eating food that can be found throughout the game.



The Vikings can also use armor to get a bonus health point represented by a blue dot.

To complete the level the Vikings will have to use their skills in many different ways to solve the puzzles. One Viking cannot use his skills alone to complete any of the levels. All the Vikings must use their skills cooperatively.

When the Vikings get to a new level the game will automatically save your progress. You will be able to start this game later by using the **LOAD GAME** menu.







In the early levels there will be hint buttons with '**?**' in them. When a Viking is near one of these you can press and hold the **R** Button and then press the **A** Button to get a hint.

If at any time a Viking has died or you feel that you are stuck in a position making the level unsolvable, you can give up by pausing the game *(see Game Controls Section)* and then selecting **YES**. Doing this will bring all dead Vikings back to life and restart them at the beginning of the level.

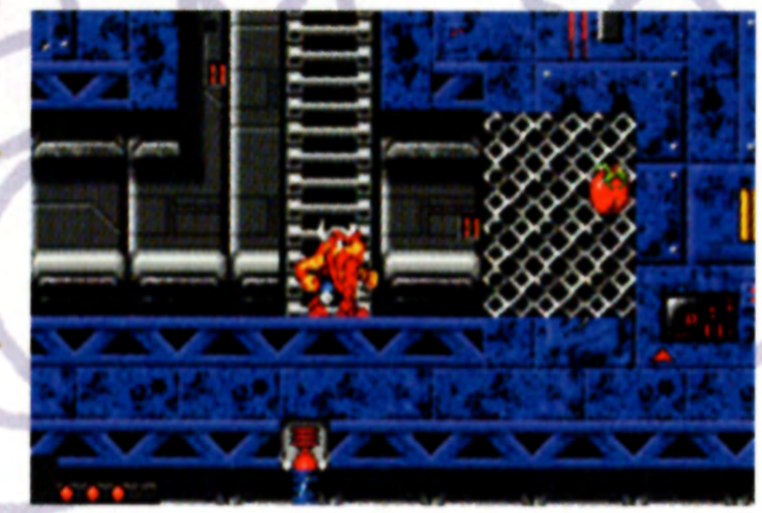


If you decide not to **Try Again** you can start a new game or load a saved game from the **Main Menu**.



There are many hidden places throughout the game. If the Vikings find these places, they are sure to find something valuable.

HINT



Game Controls



Control Pad Left/Right

Moves a Viking **LEFT** or **RIGHT**.

Control Pad Up/Down

When a Viking is on a ladder or an elevator, pushing **UP** or **DOWN** will move the Viking in that direction.

Start

Pressing **START** during play will pause the game. When the game is paused you will be given the option to **GIVE UP?** Choosing **NO** will resume the game. Choosing **YES** will take you to the funeral screen where you will have the option to **TRY AGAIN?** Choosing **YES** will restart you at the beginning of the same level.

HINT { *The **GIVE UP** option is particularly useful if you are in a position that makes it impossible to complete the level. Remember, you cannot complete a level if a Viking has died.* }

Select

This is the inventory mode button. To choose an item press **SELECT**, which will bring down the Vikings' inventory screen, and move the flashing box to the desired item. This can also be used to pause the game. Pressing **SELECT** again will resume the game.

A Button

PERFORMS A PRIMARY ABILITY

Baleog the Fierce will swing his mighty sword. Erik the Swift will jump to great heights. Olaf the Stout will raise or lower his shield. *Refer to Character Profiles for more details.*

R Button held + A Button

Allows a Viking to activate buttons, flip switches and talk to other characters.

B Button

PERFORMS A SECONDARY ABILITY

Baleog the Fierce will shoot arrows with his bow. Erik the Swift will bash his head while running, Olaf the Stout will raise or lower his shield. *Refer to Character Profiles for more details.*

R Button held + B Button

This is the **USE ITEM** button. It allows a Viking to use the highlighted (or currently selected) item that is in that character's supply of items.

R Button or L Button

Either **R** Button or **L** Button will enable the player to switch control to one of the other two Vikings. The buttons will cycle through the Vikings forward and backward.

Items

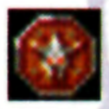
Throughout the course of the game, you will find several different items to assist you.



Food
Heals 1 health point.



Steaks
Heals 2 health points.



Shield
Gives a Viking a bonus blue health point.



Bomb
You can drop them anywhere you like to blow something up.



Smart Bombs
Destroys all enemies on the screen.



Flaming Arrow
Kills an enemy in one shot.



Keys
Used to unlock doors of the same color.



Gravity Boots
Lets a Viking walk in a gravitational field.



Buttons
Used in many places to activate things in the game, like opening doors.



Switches
Also used in many places to activate things in the game, like opening doors.

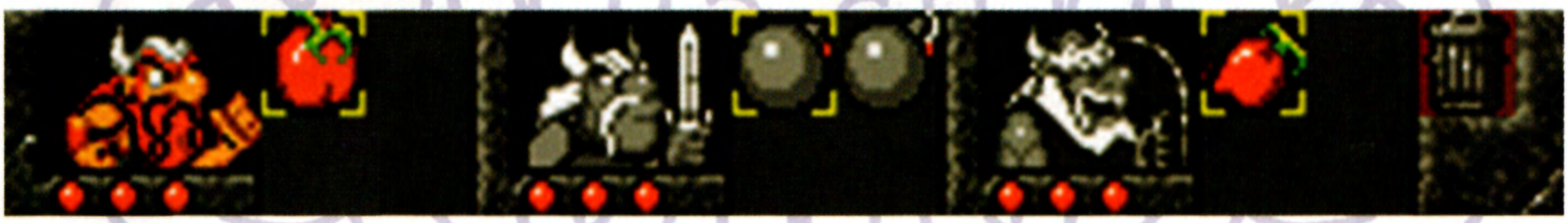


Target
Acts like buttons but must be shot by Baleog to activate.

Inventory Control

Each Viking has the ability to carry up to four items. If a Viking has room in his inventory then he will automatically pick up an item when he touches it. To use an item, press **SELECT** to open the inventory mode and move the flashing box to the desired item. Then press **SELECT** again to close the inventory mode. Once the item has been selected and shown in the lower left hand of the screen, you can press the **USE ITEM** button *(see Game Controls)* at any time to use the selected item.

The Vikings are also able to trade items with each other, but only if they are close to each other. To trade an item you must first switch control to the Viking with the item that you want to trade. Press **SELECT** to open the inventory, move the flashing box to the desired item to be traded. Press the **A** Button to select the item to be traded. Then you can move the item using the **+Control Pad** to move the item to another Viking's inventory. Then press the **A** Button again to confirm the trade. To begin play again, press **SELECT**.





You can also throw away food or bombs by moving them to the trash can.

Saving The Game

The Lost Vikings allows you to continue where you last left off by loading a saved game. The game will automatically save your game at the beginning of each new level you reach. When you create a new game you will pick the memory slot that you will use.

Loading a saved game. Pick **LOAD GAME** in the main menu and press the **A** Button. You will now **SELECT SAVE GAME SLOT** to load. The game will remind you of your progress by naming the slot and showing how far you have come with a percentage.



Options

From the **OPTIONS** screen you can turn the music on and off and turn the sound on and off. To get to the **OPTIONS** screen select **OPTIONS** from the **START** screen. Once in the **OPTIONS** screen you can move the controller down to the option you want to change and press the **A** Button. Select **EXIT** to go back to the **START** screen or press the **B** Button.

The only way to get to the **OPTIONS** screen is from the **START** screen. You will not be able to change any options once you have started the game.

Character Profiles



Erik the Swift

AGE: 19

HEIGHT: 5'8"

WEIGHT: 160 lbs.

SPECIALTY: Scouting, speeding

EQUIPMENT: Running shoes, a strong head

OCCUPATION: Mercenary, track coach, stuntman, pizza delivery boy

HOBBIES: Sprinting, rock climbing

FAVORITE AUTHORS: Dr. Seuss, Friedrich Nietzsche

FAVORITE MOVIES: The Running Man, Running Scared, Run Silent Run Deep, Logan's Run, Running on Empty, Nuns on the Run, Running Brave, Erik the Viking

FAVORITE BAND: Rush

FAVORITE MEAL: Fast food

AILMENTS: Athlete's foot, frequent headaches

FAVORITE PETS: Cheetahs, Jaguars, Falcons

DESIRED BIRTHDAY PRESENT: A football helmet

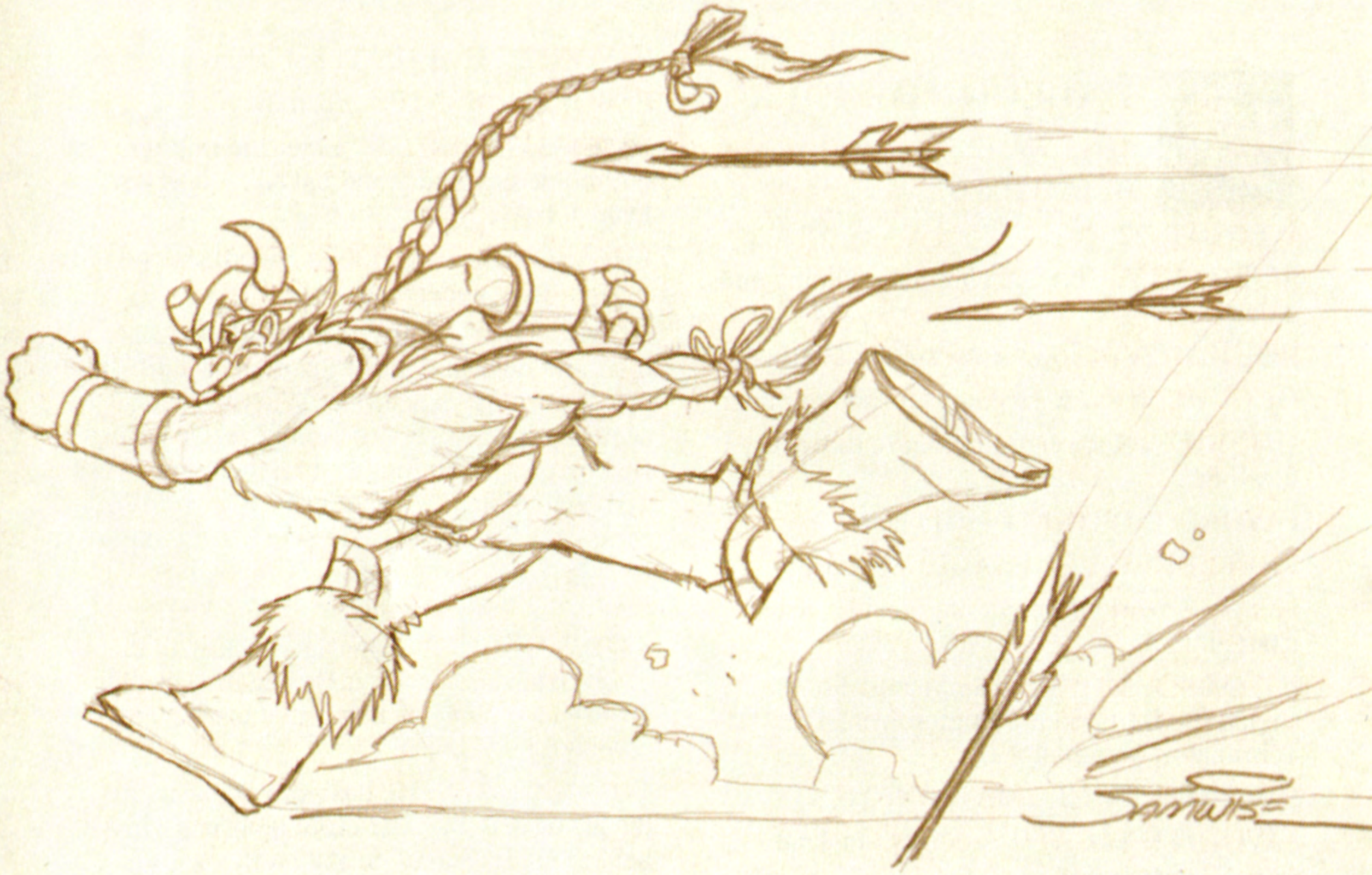
FAVORITE HOLIDAY: Groundhog Day

FAVORITE QUOTE: "It is better to run and jump away from enemies than it is to let them smash you into little pieces." –anonymous

COMMENTS: The tactical genius and self-proclaimed leader of the party. Erik is the swiftest and most agile of the Vikings which makes him an indispensable part of any expedition. His wit and resourcefulness are often key to resolving difficult situations. However, he has a short attention span and gets easily agitated by sitting in the same place too long. In fact, his patience is often times too thin to tolerate his two brothers. Despite these shortcomings, he proves to be a valuable companion on any adventure.

STRENGTHS: Erik is the swiftest Viking, he can outrun any enemy and leap high into the air. He also has a head of stone which he can use to bash open walls.

WEAKNESSES: Erik has no defensive capabilities, which leaves him very vulnerable if he goes out scouting by himself. His speed can also be a liability at times if you are not careful.





Baleog the Fierce

AGE: 25

HEIGHT: 6'0"

WEIGHT: 220 lbs.

SPECIALTY: Combat, chopping, slicing and dicing

EQUIPMENT: Bow, arrows, sword, attitude

OCCUPATION: Mercenary, corporate raider

HOBBIES: Body building, knife throwing, bowling

FAVORITE DRINK: Fruit punch

PREFERRED VEGETABLE: Squash

GOALS: World domination, bowling league champion

FAVORITE MOVIES: Spartacus, Rambo II, Conan the Barbarian, Pumping Iron, The Terminator, Terminator II

FAVORITE EXCLAMATION: Yo!

FAVORITE VACATION SPOT: Iceland

FAVORITE VOWEL: A

FAVORITE HOLIDAY: Labor day

FAVORITE BAND: Aerosmith

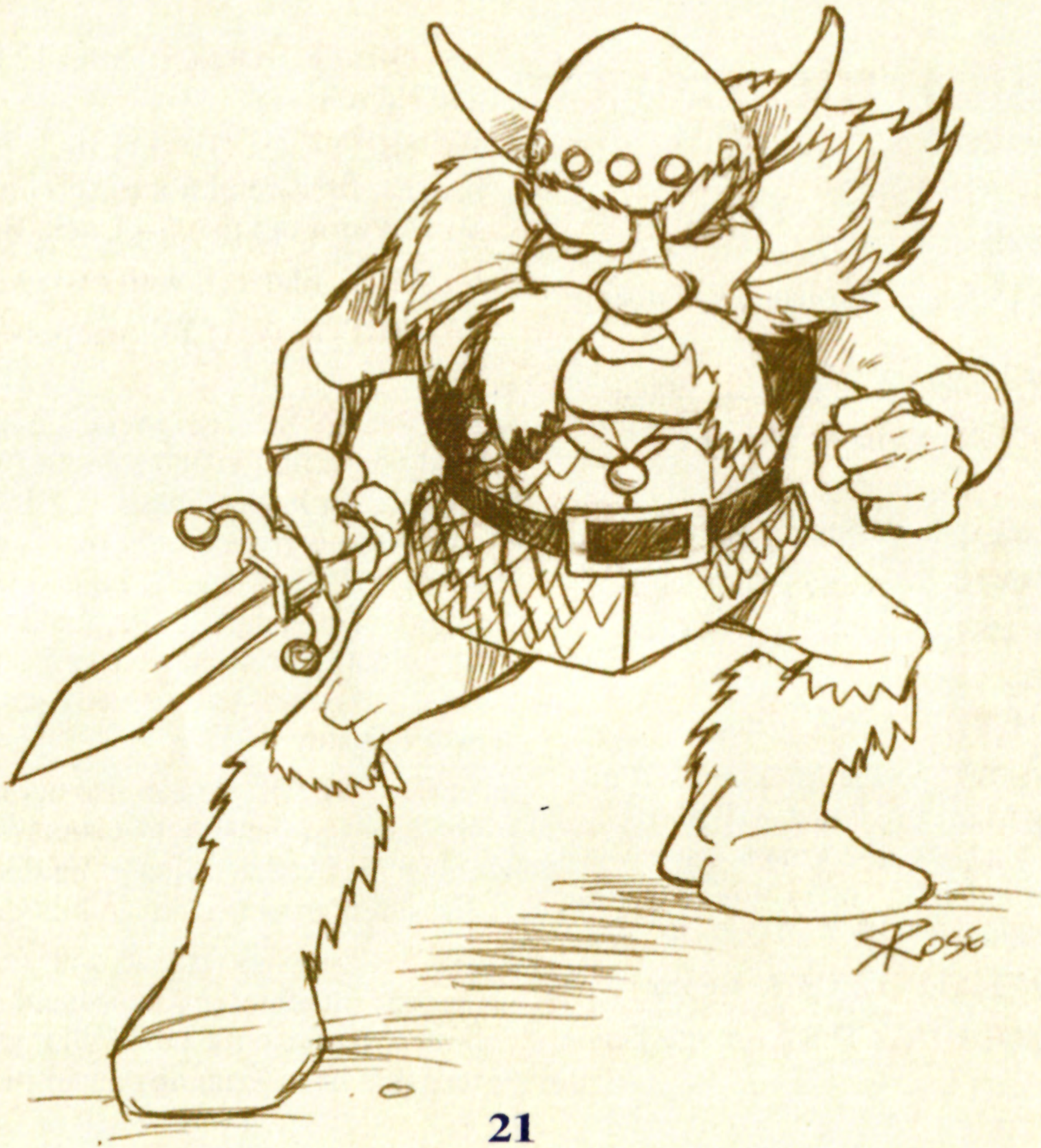
FAVORITE QUOTE: "Enter the mill and you will come out floury and baked" – unknown Danish baker

PRIZED POSSESSIONS: Sword shaped letter opener, long underwear

COMMENTS: Baleog's enormous ego is tolerable only in light of the martial skills he provides to the expedition. When he's not accusing his brothers of being lazy or weak, Baleog can oft be found sharpening his sword and contemplating his strategy for world conquest. Nonetheless, despite his sometimes less than pleasant company, Baleog is a fierce foe to any that stand in the party's way.

STRENGTHS: Baleog can attack with his sword and shoot arrows. He can also use his arrows to activate switches that are beyond the other Vikings' reach.

WEAKNESSES: He has not yet mastered the art of defense. Therefore he usually hides behind Olaf's shield during battles with formidable foes.


ROSE



Olaf the Stout

AGE: 23

HEIGHT: 6'2"

WEIGHT: 320 lbs.

SPECIALTY: Defense, aeronautics, comedic relief

EQUIPMENT: Shield, belly, a silly laugh

OCCUPATION: Mercenary, Winchells' poster boy

HOBBIES: Para-sailing, bungee jumping

FAVORITE FOOD: Meatloaf, doughnuts

ULTIMATE FANTASY: To be a Sumo wrestler

FAVORITE INSTRUMENT: Tuba

FAVORITE MOVIES: Fat Man and Little Boy, Little Big Man, Breakfast at Tiffany's, The Breakfast Club, Naked Lunch, Lunch Wagon, Dinner at Eight, Guess Who's Coming to Dinner, My Dinner with Andre

FAVORITE RELATIVE: Uncle Beorn

FAVORITE HOLIDAY: Thanksgiving Day

FAVORITE BOOKS: ABC-123, Green Eggs and Ham

FAVORITE QUOTE: "Life is just a big banana. Be careful not to slip on the peel and all will turn out fine." – Uncle Beorn

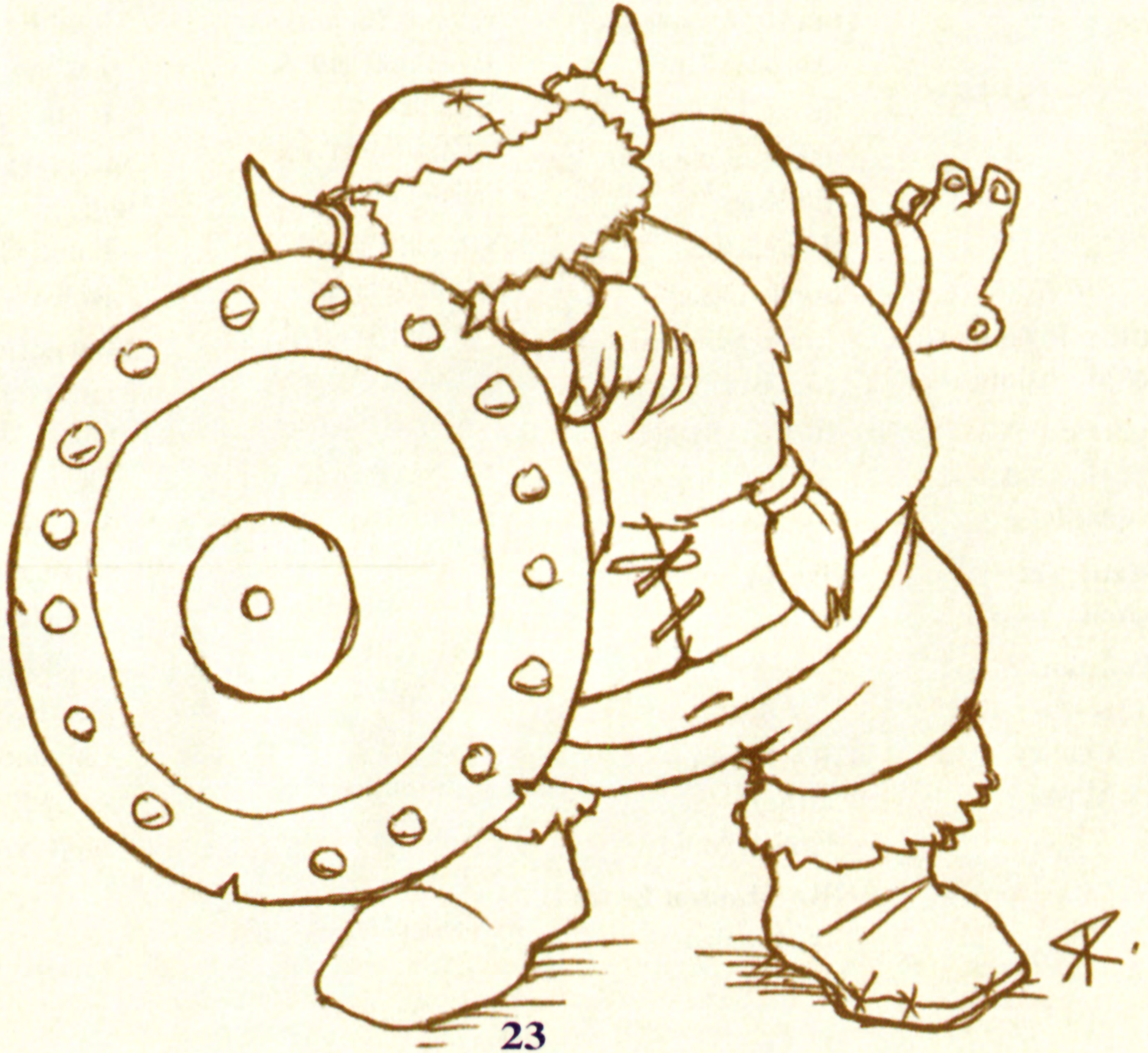
FAMILY: Married, with two children

FAVORITE TOY: Yellow rubber duck named Elvis

COMMENTS: This jovial Viking, with his hardy constitution and steadfast resolve, can be counted on in any situation. His appetite for adventure is rivaled only by his passion for pastries. Unfortunately, he is often seized by unprovoked laughing fits, making extended travel with him somewhat tiresome. His hulking presence is, however, greatly appreciated in the heat of battle.

STRENGTHS: He can use his shield to block enemies and their shots. Can also hold shield above his head and float long distances, which gives him great maneuverability.

WEAKNESSES: Has to wait for Baleog in combat situations and his shield can not always protect him and the other Vikings from certain foes that have jumping capabilities of their own.



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Thanks to:
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