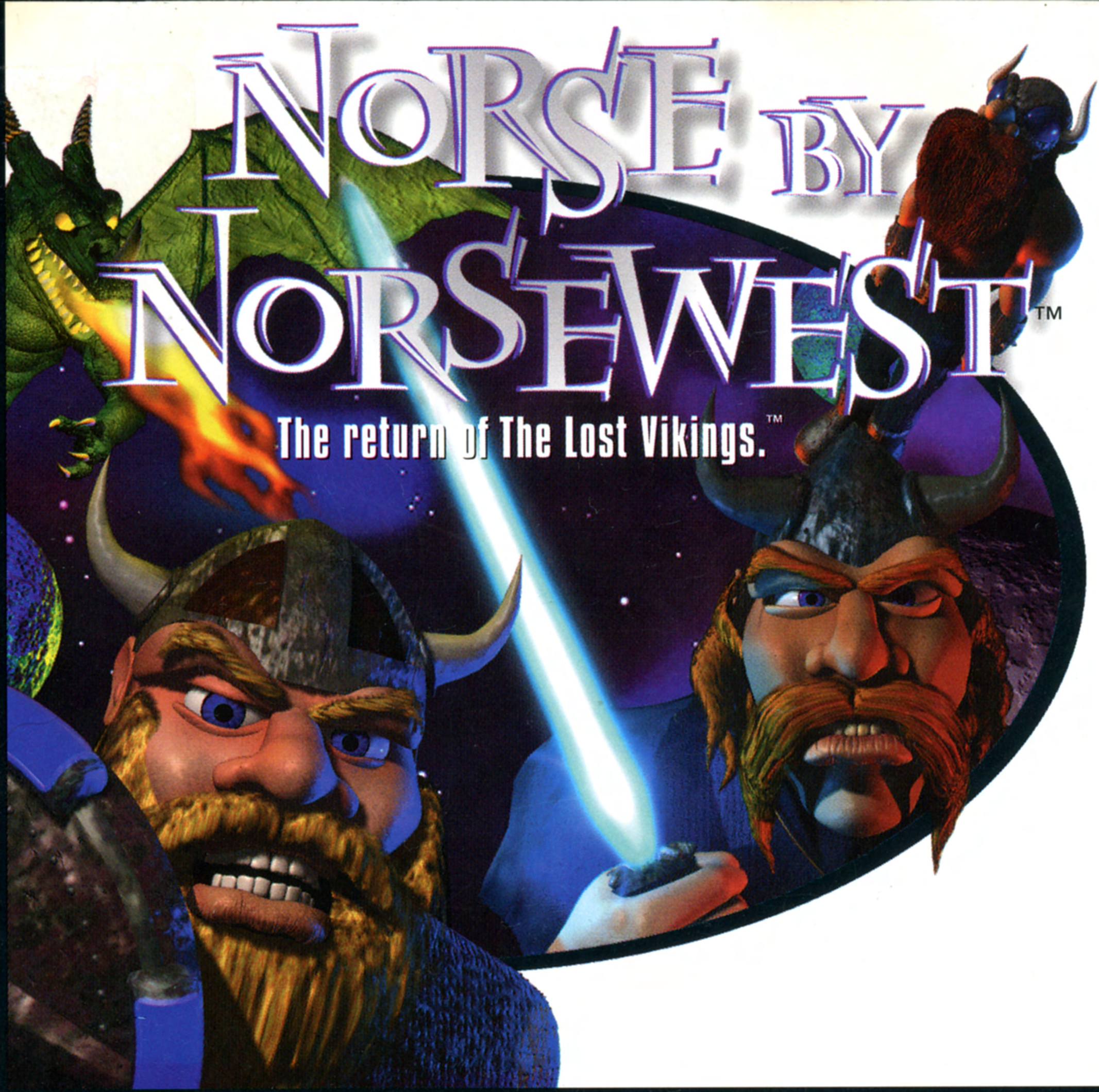
PlayStation™

NTSC U/C

PlayStation™

NORSE BY NORSEWEST™

The return of The Lost Vikings.™



KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00466
MN-PSX-365-0

Interplay™

BY GAMERS. FOR GAMERS.™

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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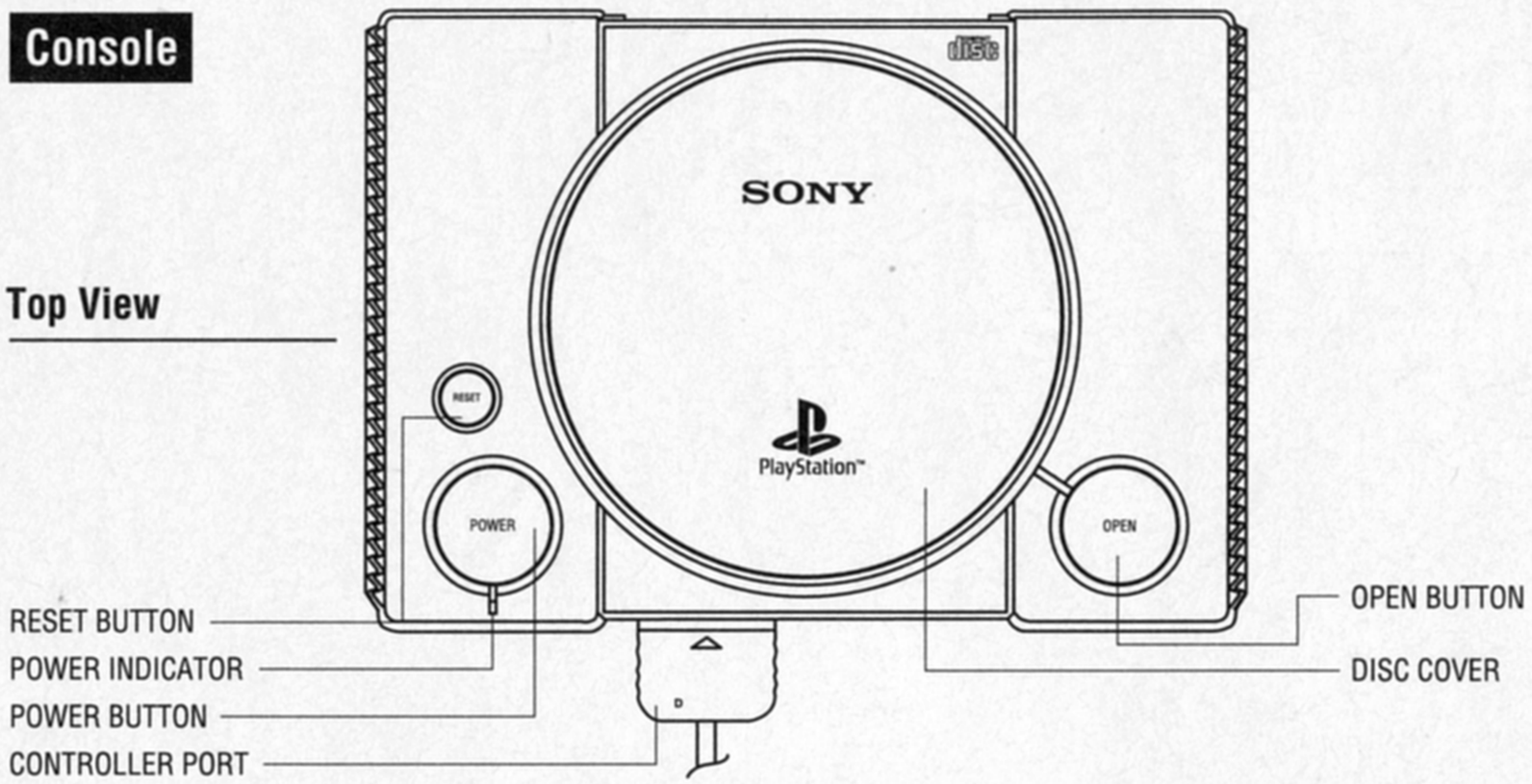
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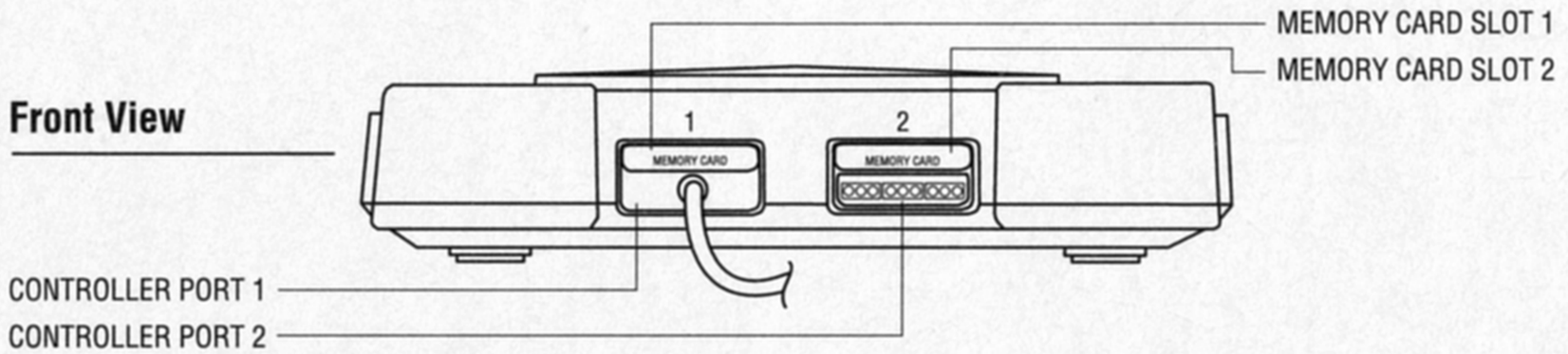
CONTROLS

Console

Top View



Front View

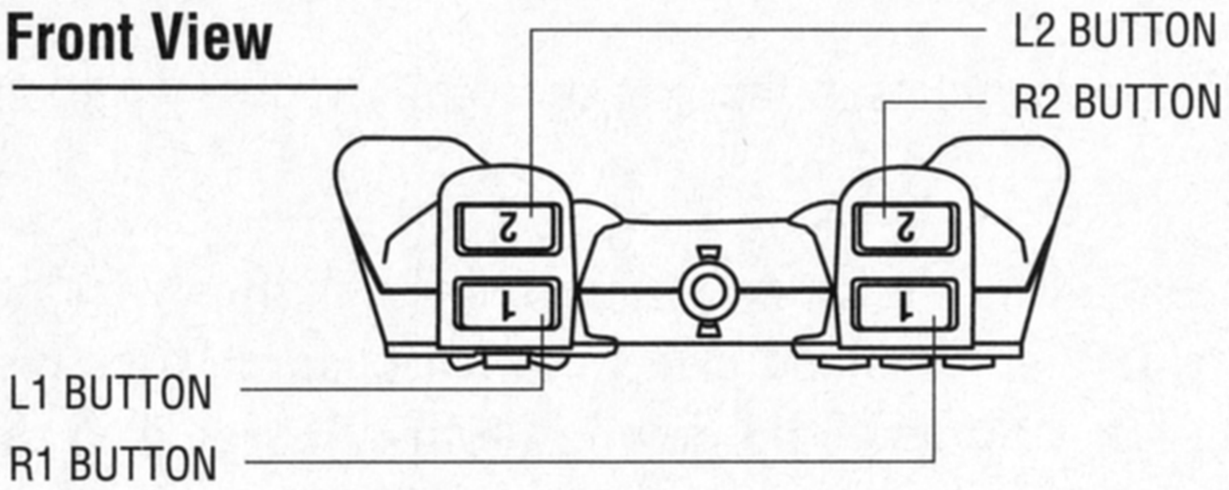


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Norse by Norsewest™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

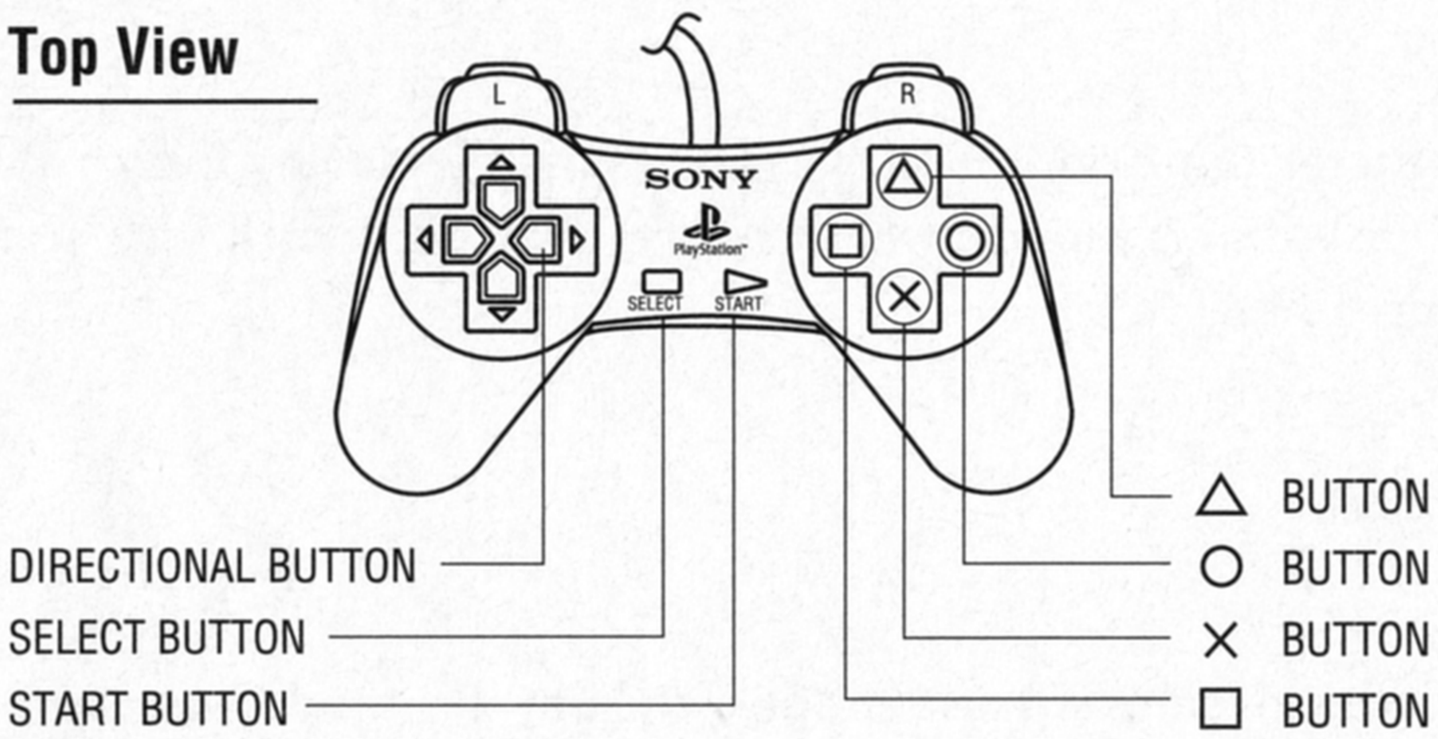
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Controller

Front View



Top View



DIRECTIONAL PAD
Guides the movement of the currently selected character, including climbing ladders. In addition, use the up/down buttons to make Olaf grow or shrink. Use the directional pad to move between inventory items when in inventory mode.

L1 / R1
Cycles through available characters, even in inventory mode.

Control values continued on next page

O

Activates a world item - flip switches, open treasure chests, query help boxes, etc.

X

Primary character function - Erik jumps or swims, Baleog slashes with his sword, Olaf raises or lowers his shield, Fang leaps and clings to walls, Scorch flaps his wings. Tap **X** twice to activate Erik's rocket boots. Hold down **X** while Scorch is in the air to make him glide like a majestic Olaf.

□

Secondary character function - Erik charges (if already moving forward), Baleog punches or grabs with his bionic arm, Olaf farts (yes, he does!), Fang slashes with his claws, Scorch breathes fire.

△

Use a selected item.

SELECT

Enters or exits the inventory/pause mode. While in this mode, use the directional pad to move between the available items. Any item which is highlighted when you exit this mode will be available for use by that character by pressing the **△** button. To swap an item between characters, select an item, press **X**, and use the directional buttons to choose the character to whom you wish to give the item. (**Note**: Characters must be standing together to perform a swap.)

START

Pauses the game. While paused, press **SELECT**, to bring up the option to give up on the current level.

What has gone before...

It's not every day that three Viking warriors find themselves imprisoned aboard an alien spaceship... and it's certainly not every day that three Viking warriors trounce their alien kidnapper and come swaggering home in triumph. It was some time before Olaf, Baleog, and Erik's egos deflated, but eventually life returned to normal in their small northern village.

Or nearly so – for after their wild extraterrestrial adventures, the three brothers found themselves discontented with their former calm Viking lives...

Dissatisfied with his job as senior polar bear wrangler, Baleog the Fierce auditioned for the Nordic Gladiators but stomped out in disgust when he was barred from bringing his own weaponry. It was then that Baleog realized his responsibility to pass on his skills to the next generation of Vikings. He formed Baleog's School of Plunder, with a popular curriculum focusing on Pillaging, Plundering, and Setting Things On Fire. He became famous throughout Scandinavia for a brilliant lecture course entitled *Geat-Crushing In Three Easy Steps.* ("Step One: Select a Geat. Step Two: Aim high. Step Three: Crush.") He then went on a tour promoting his book *Stalking The Wild Geat* and its wildly successful sequel *Just What IS A Geat, Anyway?*

Olaf the Stout decided to pursue his dream of becoming a sumo wrestler and set off in search of the Land of the Rising Sun. He made it as far as the Land of the Noonish Sun before he turned back – not because the journey was too tough but because he couldn't find lasagna anywhere beyond the Mediterranean. Instead, he returned sheepishly home to his family and devoted himself to instructing his children in the arts of swordsmanship, looting, thundering, and making decent goat cheese. Both of his daughters now attend the Baleog School of Plunder – Olaf is especially proud of his eldest, Gerda, who has achieved the rank of Honorary Valkyrie AND can out eat her dad any day of the week. Olaf has appeared on "Lifestyles Of The Large & Bearded" and is busy working on a Combat Frisbee, although the neighbors insist that the idea will never fly.

Erik the Swift's experiences in outer space left him bored with village life. He ended up with the mystic Order of the Leaping Mountain Goat, where he finally learned peace,

enlightenment, and how to eat a tin can whole. In fact, Erik emptied his mind so thoroughly that he then spent months wandering around dazed and confused, sculpting fjords out of mashed potatoes and believing he was an iguana. He regained his memory after several knocks on the head, all self-inflicted whilst attempting to ram open a can of tuna: <<KANG! KANG!>> "Wait a minute! I'm not an iguana at all!" <<KANG! KANG!>> "Heeey, I'm Erik the Swift!" He swiped a ship and hurried home to the village, where he was warmly greeted by his brothers... especially Olaf, who was thrilled to discover that his own journey had NOT been the most ridiculous one in the history of the village, after all.

Early one fine Thor's-Day morning the three brothers set out together in their ship, the Ragnarok. Baleog wanted to do a little light plundering; Olaf felt like fishing. The argument was settled peacefully when Erik wisely sided with Olaf...that is, after Olaf threatened to pick him up by the braids and throw him overboard. After some good-natured brawling on the foredeck, the trio settled down to enjoy the cold, clear morning, and to wait for the sun to rise so that they could bait the fishing lines without sticking hooks through their fingers in the darkness.

Little do our heroes know that a specter from their past is stalking them high above. No, it isn't the Master of the Order of the Leaping Mountain Goat... it's Tomator, their alien captor of years before! Though their last encounter was only a year ago for Olaf, Baleog, and Erik, to the time-travelling Tomator his stinging defeat at the brothers' hands occurred only last week... and he wants revenge.

Fortunately, for an alien evil genius, Tomator is pretty sloppy. Once again, his ship malfunctions just as the three Norsemen are in his grasp... and this time, the Viking brothers are ready. They've grabbed some of Tomator's high-tech equipment and they know exactly what they have to do to get back to their homes and families: find Tomator and beat the snot out of him!

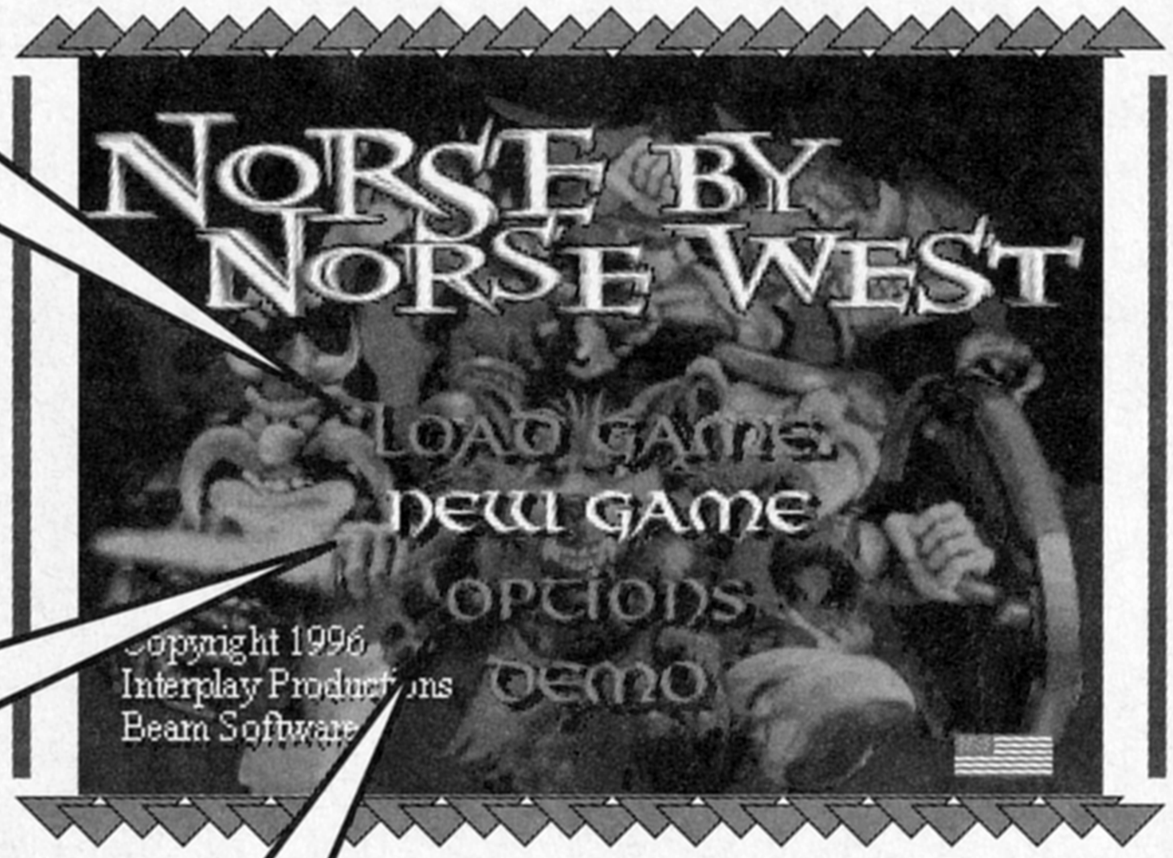
Will the Vikings find their way home across time and space? Will Erik lead his brothers to safety without bonking himself back into thinking he's an an iguana? Will Olaf be reunited with his wife and daughters? Will Baleog ever get a date with Freya, that Valkyrie babe on the"Resume Game" screen? *Stay tuned...*

STARTING THE GAME

After inserting the Norse by Norsewest Sony PlayStation™ CD, several introductory screens will appear. On the screen will appear several options: LOAD GAME, NEW GAME, OPTIONS and DEMO.

LOAD GAME

This will let you bypass the levels you have already completed. Use the directional pad to enter the appropriate password and a new game will begin at the designated level. (You will receive a new password every time you complete a level so be sure to write them down.) Use the directional buttons to scroll the right letters into place. The *UP* and *DOWN* arrows will scroll through the alphabet. The *RIGHT* arrow will move you to the next position in the password, while the *LEFT* arrow will move you back one position. Press **START** or **X** and if the password is correct, you will find yourself on that level.



NEWGAME

This will start you on the adventure of a lifetime.

OPTIONS

Here you will be able to select one or two players, music on/off, sound on/off, change controller button configuration, or bypass Valkyrie screen (no death).

HOW TO PLAY

Your goal in Norse by Norsewest is to guide three Viking brothers - Erik, Baleog, and Olaf - to victory against their alien kidnapper Tomator (AGAIN!) so that they can return home to their Nordic village. Thanks to Tomator's time-travel machine and a mistake on Olaf's part (Baleog and Erik are NEVER going to let him live this one down) the swashbuckling trio have been set adrift in time. The only way for these displaced guys to get home is to find the time-travel machine and hope it takes them home.

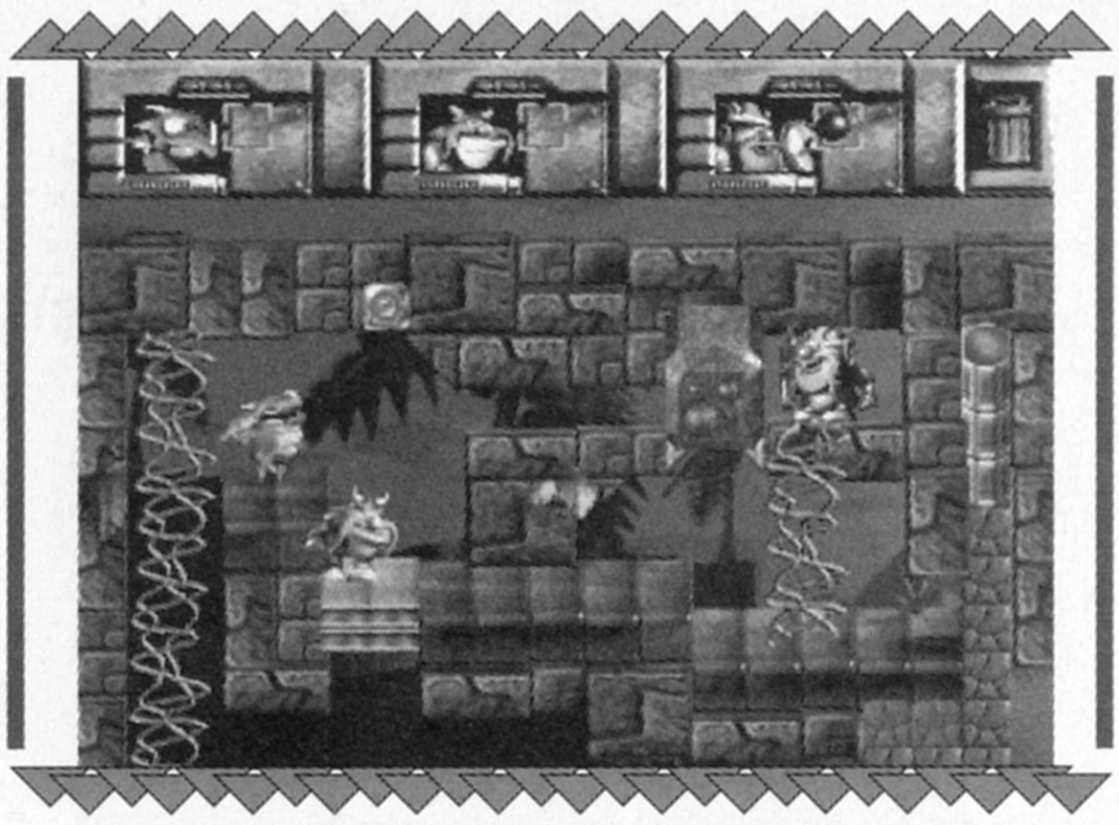
All the Vikings begin each level with no items and three life points (represented by the red bars below each character picture at the top of the screen). If a Viking is injured three times, he will begin the long trip to Valhalla. (**Hint:** you can locate food along the way to restore health points.) Remember: Some actions, such as falling into water and drowning (except for Erik), will result in losing all of that character's health points.

Along the way you will see square "buttons" marked with a question mark. Stand before these buttons and press **O** to activate them. You will find them very useful since they give clues and hints on how to play the game.



Items are picked up automatically when your character touches them. To use an item, select the item and press △ on the control

pad (see "Controls"). Some items will only work in certain places (Example: A key can only be used while standing near the keyhole). Buttons, levers, treasures chests, and anything like that are activated when you stand a character in front of them and press the **O** button.



Along the way you will find 2 new friends, Scorch the Dragon and Fang the Werewolf (or was that Wombat?). During parts of the game, these new friends will replace some of the Vikings. Each character has their own special abilities which you will need to learn (see "Good Guys"). Regardless of which characters you have for any specific level, you will need the abilities of all three available characters to complete a level.

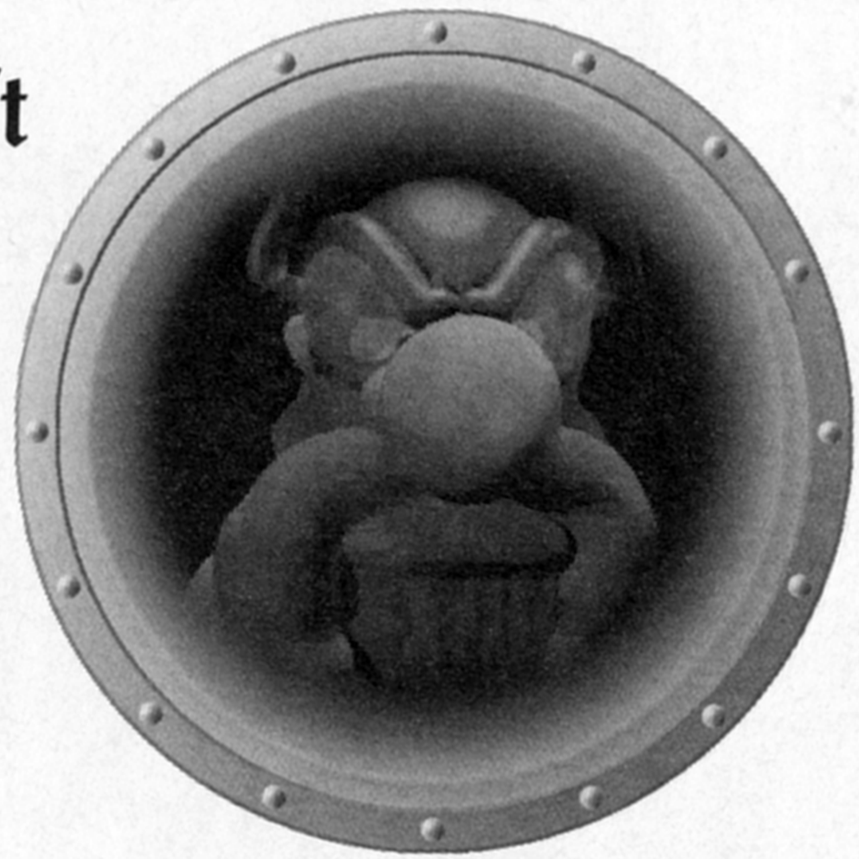
The Vikings depend on each other in other ways too. Keep in mind that they are honor bound to escape together or not at all. You MUST complete the level with all three characters alive. If you lose a character or feel that you've backed yourself into a corner, press the **START** to quit the game. Freya the Valkyrie will appear before the Vikings. Press the **X** and an option to "Try Again" will appear. Choose YES and Freya will restore all the Vikings back to life. Choose NO and the game will end.

At the beginning of a new level you will receive a password - write this password down! The next time that you pop in the CD and play, you can return to that level by selecting LOAD GAME from the main menu and entering the password of the level you desire.

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GOOD GUYS

Erik the Swift



NAME: Erik the Swift

AGE: 19

HEIGHT: 5'8"

WEIGHT: 160 lbs

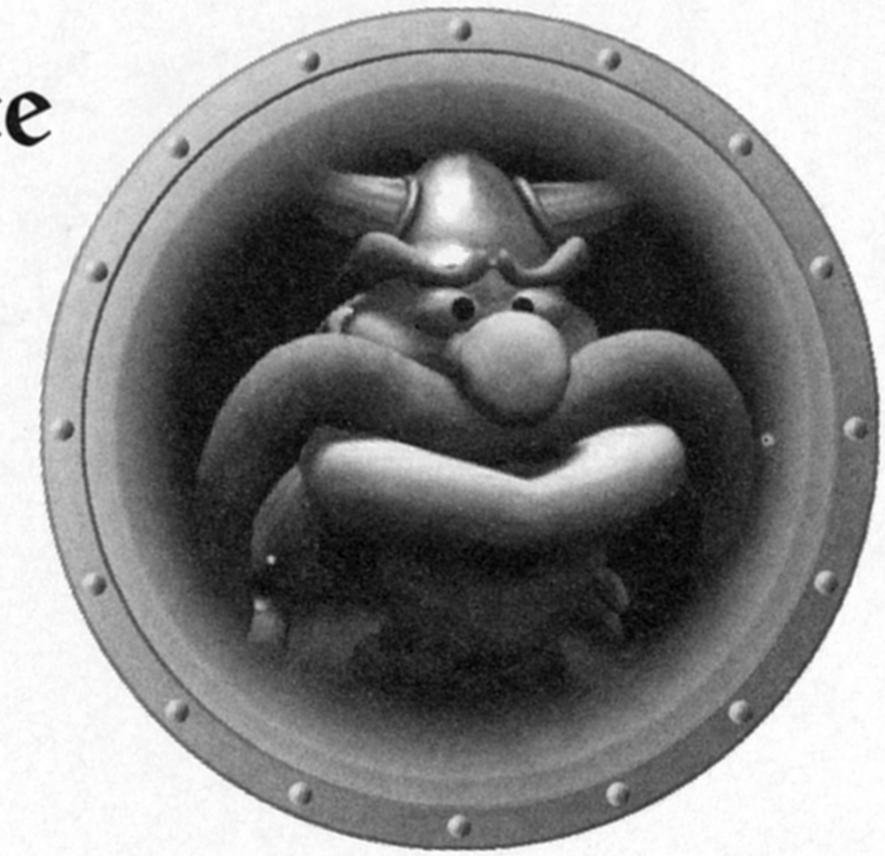
ABILITIES:

Jumping: Push **X** and Erik will jump in the air. If you keep holding **X**, Erik will keep jumping for a little bit longer. While in the air, press **X** again and Erik will activate his rocket boots giving him an extra boost to hurdle large distances or knock out weak ceilings.

Swimming: Erik is the ONLY character that can swim. While in the water, press **X** and Erik will swim in the direction he is facing.

Headbutt: By pressing the □ button, Erik will begin to charge (Head first!) in the direction he is facing. Use this to ram any enemies who get in his way and to break any loose walls.

Baleog the Fierce



NAME: Baleog the Fierce

AGE: 25

HEIGHT: 6'0"

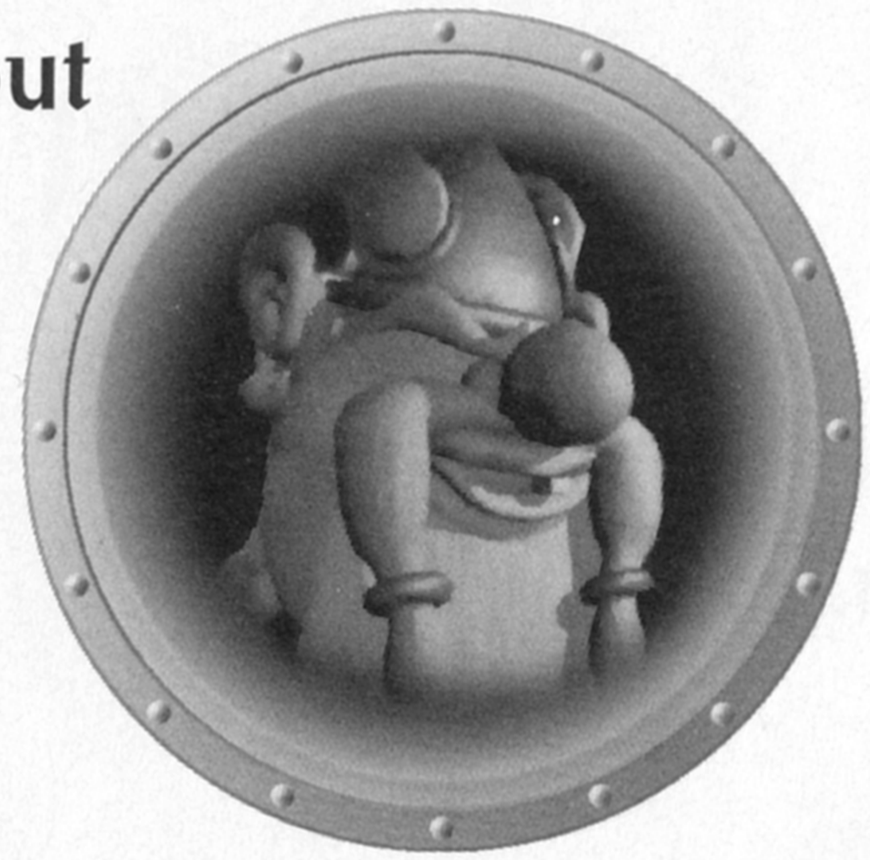
WEIGHT: 220 lbs

ABILITIES:

Energy Saber: Pressing **X** will make Baleog swing his energy saber with great vengeance and furious anger upon any bad guy he happens to hit with it.

Bionic Arm: Baleog can activate his Bionic arm by pressing the □ button and the direction on the directional pad you want his bionic arm to go to. He can use his bionic arm to punch out baddies, knock out target buttons, get items, and grab jewels. Although Baleog can't jump, he can use his bionic arm to swing over a chasm if there is a jewel within reach. When Baleog has a grip on a jewel, the directional pad will control the speed of his swing and how long his arm extends. Press the LEFT and RIGHT arrows on the directional pad to control the speed of his swing. Press UP and DOWN to extend or retract his arm. To release his grip on the jewel, press the □ button again.

Olaf the Stout



NAME: Olaf the Stout

AGE: 23

HEIGHT: 6'2"

WEIGHT: 320 lbs

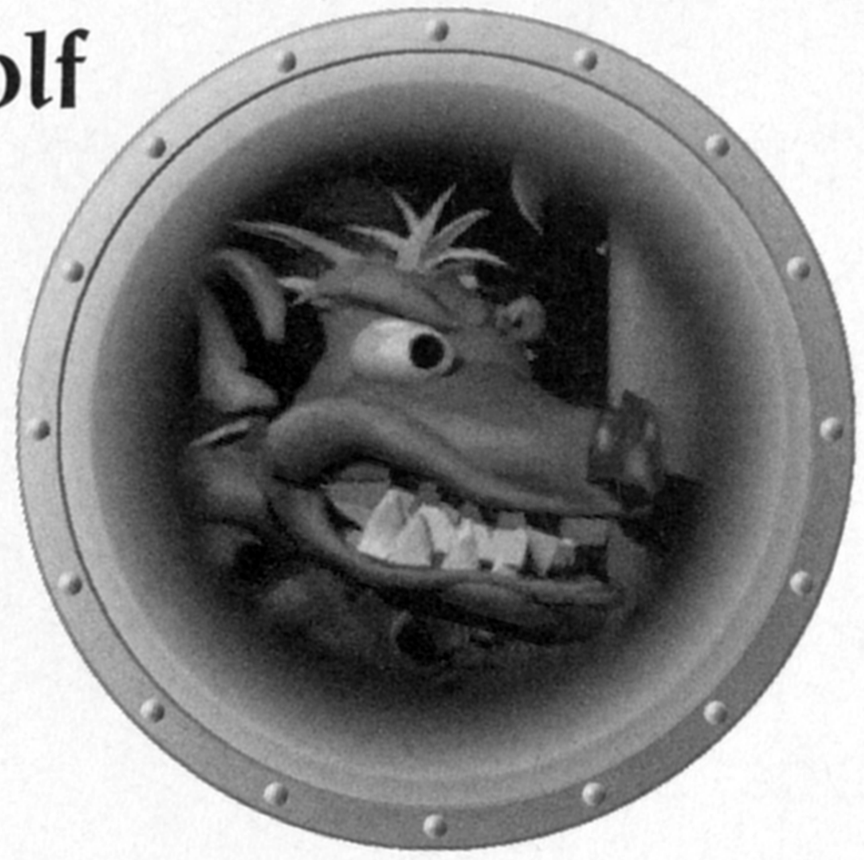
ABILITIES:

Shield: By pressing **X**, Olaf can raise his shield above his head or hold it in front of himself. When lowered, it provides protection in the direction Olaf is facing. When raised it can a) provide protection from dangers above, b) will let other characters stand on top of it, c) allow him to glide down during a fall instead of plummeting to the ground.

Fart: Olaf can emit a thunderous blast from the nether region by pressing □. This can destroy unstable floors, give Olaf an extra lift while gliding, annoys Baleog, nauseates Fang, and generally disgusts any parents watching over your shoulder.

Dwarfing: By pressing the *DOWN* arrow, Olaf will use his Titanium Dwarfing shield to become very small. This allows him to fit in some of the most narrow places that none of the other Vikings can fit in. Push the *UP* arrow to return Olaf to his normal round size.

Fang the Werewolf



NAME: Fang the Werewolf

AGE: 24

HEIGHT: 5'8"

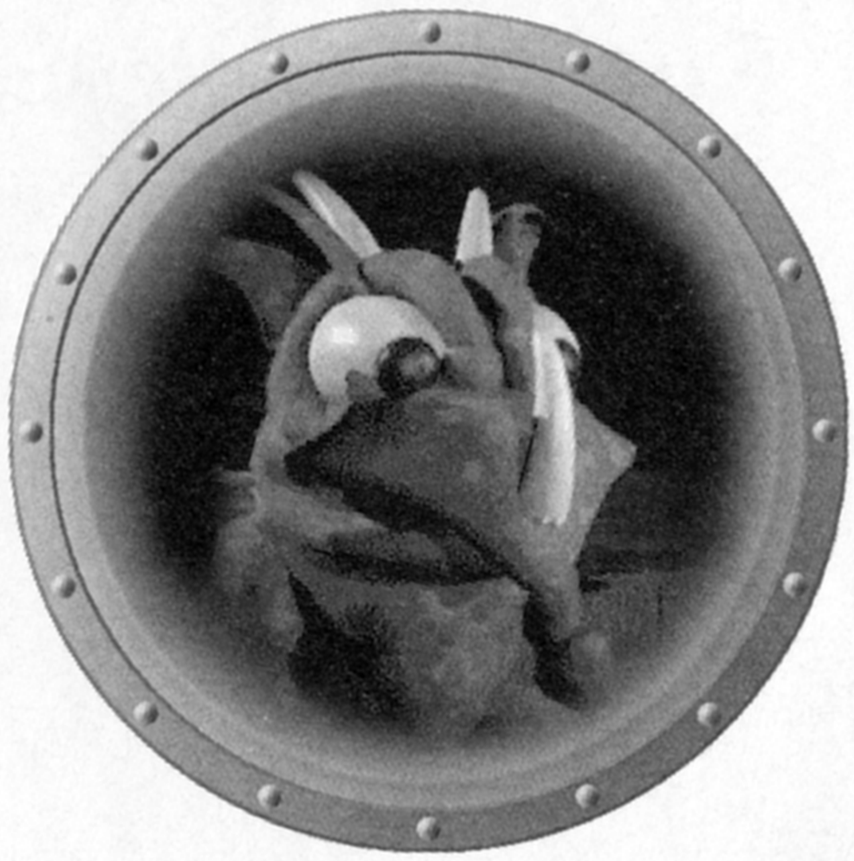
WEIGHT: 260

ABILITIES:

Jumping: Fang can leap into the air by pressing **X**. If he leaps upon a wall, he will automatically cling to it. Be careful though, Fang is a pretty big guy and he tends to slowly slide down walls he has clung to. By pressing **X** while clinging to a wall, he will leap into the air again. (**Hint:** If two walls are close enough, Fang can climb the walls by jumping back and forth between the two.)

Claws: By pressing □ button, Fang will use his razor sharp claws to rip his opponent apart.

Scorch the Dragon



NAME: Scorch the Dragon

AGE: 99

HEIGHT: 6'3"

WEIGHT: 285

ABILITIES:

Jumping: Pressing **X** will make Scorch leap into the air.

Flying: While in the air after a jump, Scorch can majestically flap his wings to fly up in the air by pressing **X** again. Keep pressing **X** again and again to have him fly higher, though he can only flap his wings so much before he needs to land and rest. (**Hint:** Try to master how often to press **X** to get Scorch to fly as high as he can)

Gliding: While in the air, hold down **X** and instead of diving into the ground, he will use his wings to glide.

Fire Breathing: Press the □ button to make Scorch unleash a blazing ball of fire which can torch his enemies into ashes. If Scorch breathes while he is in the air, he will glide for a little while so that he doesn't crash into the ground.

BAD GUYS



BAT
He isn't exactly blind.



SKELETON
This bad guy has a bone to pick with the Vikings.



VAMPIRE
This creature of the night has found a liking for Viking blood.



BLACK KNIGHT
This armored warrior would like nothing better than to cut the Vikings in two.



EVIL DRAGON
Distant cousins of Scorch who don't have the same disposition.



WIZARD
This bad guy likes to zap Vikings by appearing out of thin air and throwing lightning bolts.



PIRANHA
This hungry critter would love to sink his teeth into Erik.



PARROT
This pesky bird likes to swoop down and peck on the Vikings.



PIRATE

These guys would love to swab the deck with any of the Vikings.



PEGLEG

Don't let this one legged, one eyed bad guy fool you. His gun packs a MEAN punch.



JELLYFISH

Another aquatic bad guy who Erik has to watch out for.



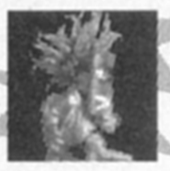
VINES

Baleog, Fang, and Scorch are the only ones who can destroy these mean plants. Be careful, they tend to grow back really fast.



GORILLAS

This ape would rather throw Bananas instead of eating them.



HEAD HUNTERS

This native likes to chuck spears.



V-1000 BOTS

These mechanized hunters are built to fight in the air as well as on the ground. Once they sight their prey, they absolutely will not stop until destroyed.



URQHARTIANS

These hideous aliens originated from a star in the north and do nothing but eat.

OTHER GUYS



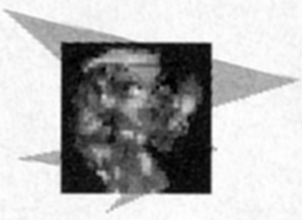
FREYA THE VALKYRIE

This bold and beautiful guardian is one of the Viking's greatest allies. She will revive any of the Vikings who may have fallen or turn back the wheels of time to give the boys another chance.



WITCH

Don't let this little lady's looks fool you. Her cauldron might brew the right stuff to take the Vikings home.



SORCERESS

This up and coming magician is working on perfecting her teleportation spell.



GYPSY

This mystic nomad and her crystal ball might be able to foresee a way home for the Vikings.



WITCH DOCTOR

This doctor won't be able to help the bumps on Erik's head, but he might be able to offer something to the gods to help the Vikings out.

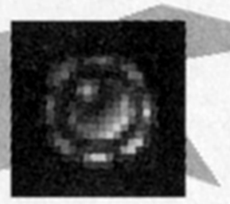


CONROY

This infamous rebel leader is in dire need of a time machine in order to set things right in his time.

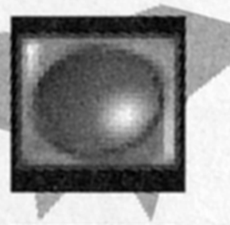
ITEMS

Stuff to get you through the level:



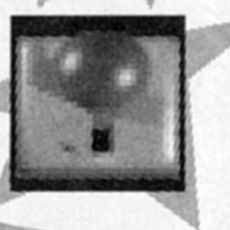
JEWELS

Baleog can use his Bionic arm on this to swing.



BUTTONS

Have various effects on each level; hit **O** to activate them.



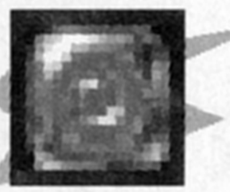
SWITCH

When activated, a new path throughout the level is usually opened. Press **O** to flip it.



QUESTION MARK BOXES

These will give you clues.



TARGET BOXES

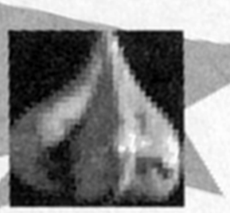
Hitting these has various effects on each level as well.



TREASURE CHEST

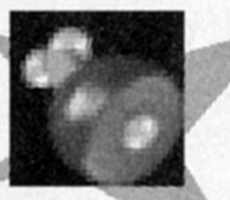
Open these to find surprises.

Stuff to keep you alive:



GARLIC

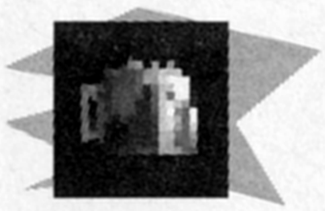
Appropriate in Transylvania, eh?



ROAST

Nothing like a hearty meal after a battle.

Interplay Productions



ROOT BEER
A Viking's best friend.



BANANAS
One a day keeps Valhalla away.

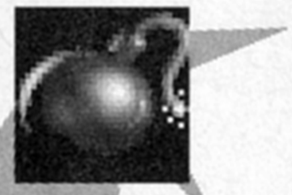


HAMBURGERS
Would you like fries with that?

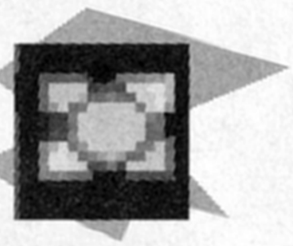
Stuff you can get:



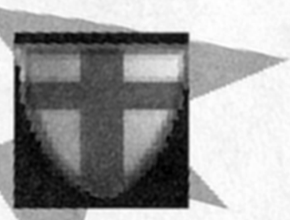
KEYS
Opens the lock which is the same color as the key.



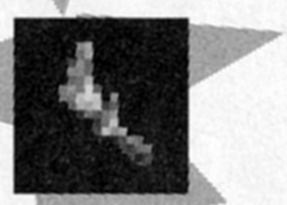
BOMBS
Use and RUN AWAY as it will blow up as most bombs do. Bombs have various uses like destroying unstable blocks an blowing up cannons. They make great presents for bad guys too!



SMART BOMBS
Use this to instantly disintegrate all the enemies on the screen.



SHIELDS
Use to protect a Viking from his next point of damage. This will appear as a blue dot next to red health bar of the Viking.



TORCHES
These will let the Vikings see in certain dark and creepy places.

Thor's Hints

I AM THE MIGHTY THOR! IN MY DAY AS A VIKING, I NEVER NEEDED ANY OTHER VIKINGS TO HELP ME CONQUER SUCH PITIFUL LEVELS! I NEVER EVER GOT HIT AND NEVER NEEDED MORE THAN ONE TRY TO FIGURE OUT SUCH SIMPLE PUZZLES. AND YOU KNOW WHAT... WE LIKED IT!!! NEVERTHELESS, THESE NEW LADS MIGHT NEED SOME ADVICE.

1 This new group of Vikings is a little on the SLOW side when it comes to brains. Take your time and think things out. A rushed Viking usually means a dead Viking.

2 Bah! Who needs teamwork! Well, I've got to admit, these lads work BEST as a team so remember that!

3 I would never even THINK of eating while in the middle of a level, but these guys don't look like they are in the same fighting condition I was in when I was their age. Be sure to stock up on food before any of the lads enter battle. Just in case they get hit a few times (perish the thought!) they have something to give them a boost.

4 I don't know about these lads. I could do everything these guys can do and a lot more! But that's besides the point. Try to keep these guys together. That way, you can use any of their abilities at a moment's notice.

5 Now I may seem like the strict Viking but always remember, you're doing this to have FUN! If for some reason you get frustrated with these pitiful puzzles, play around and experiment. Who knows, the boys might get lucky and find the answer to get past the puzzle.

Keep Track of Your Passwords!

We're giving you enough of a break as it is, allowing Freya to give you the secret passwords. Do you honestly expect us to be your private secretaries as well? BAH! Write down your own passwords. Look, we'll even give you the space to do it. Hmph. Mortals.

Level	Password	Level	Password	Level	Password
2		12		22	
3		13		23	
4		14		24	
5		15		25	
6		16		26	
7		17		27	
8		18		28	
9		19		29	
10		20		30	
11		21		31	

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Tress MacNeille
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Kath Soucie
Jim Cummings

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Cinematics Music
Brian Luzietti

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Music mastering
Tom Baker at Future Disc

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Interplay Productions

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If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your Playstation. The more detailed information you can provide our support personnel, the better service we can provide you. If you have a modem, you can reach us at the following:

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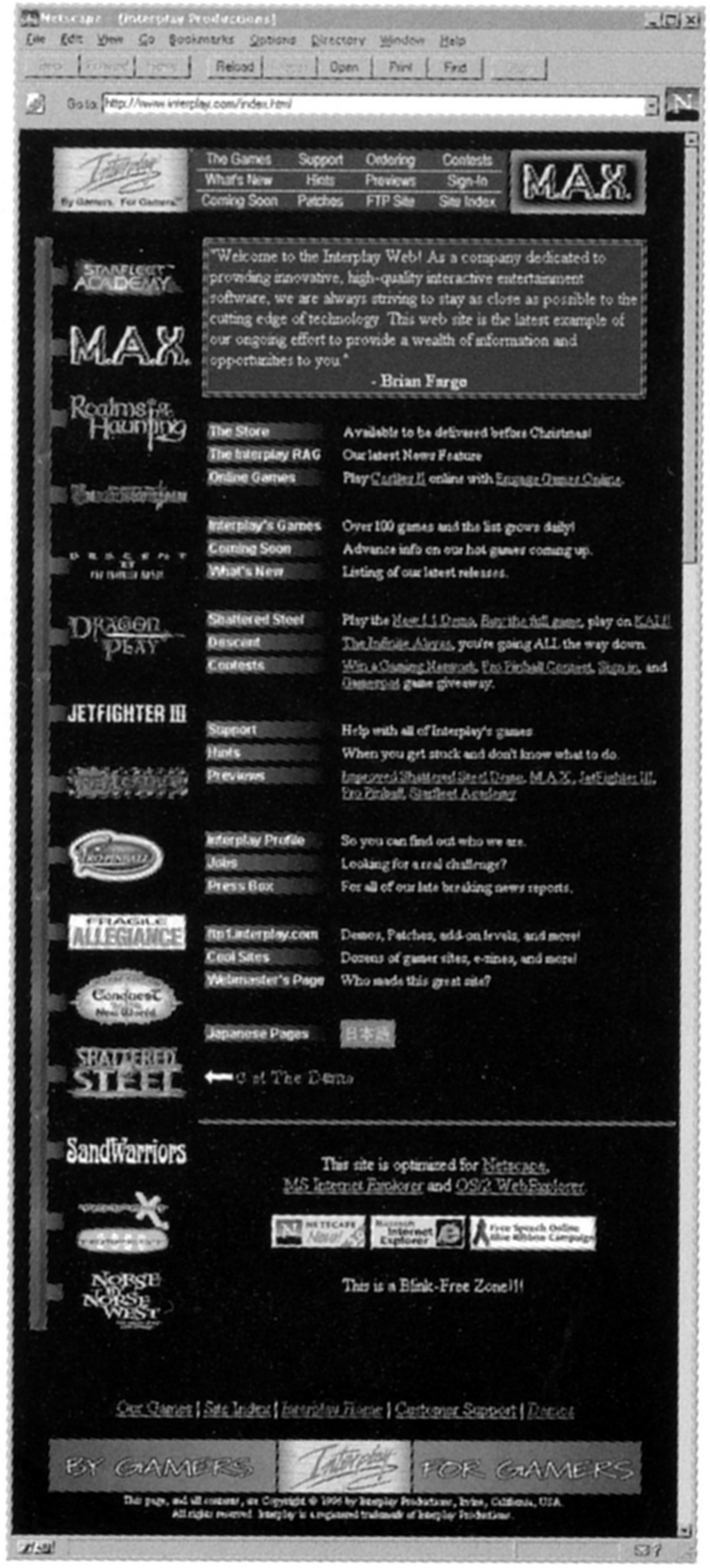
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Brian Fargo



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