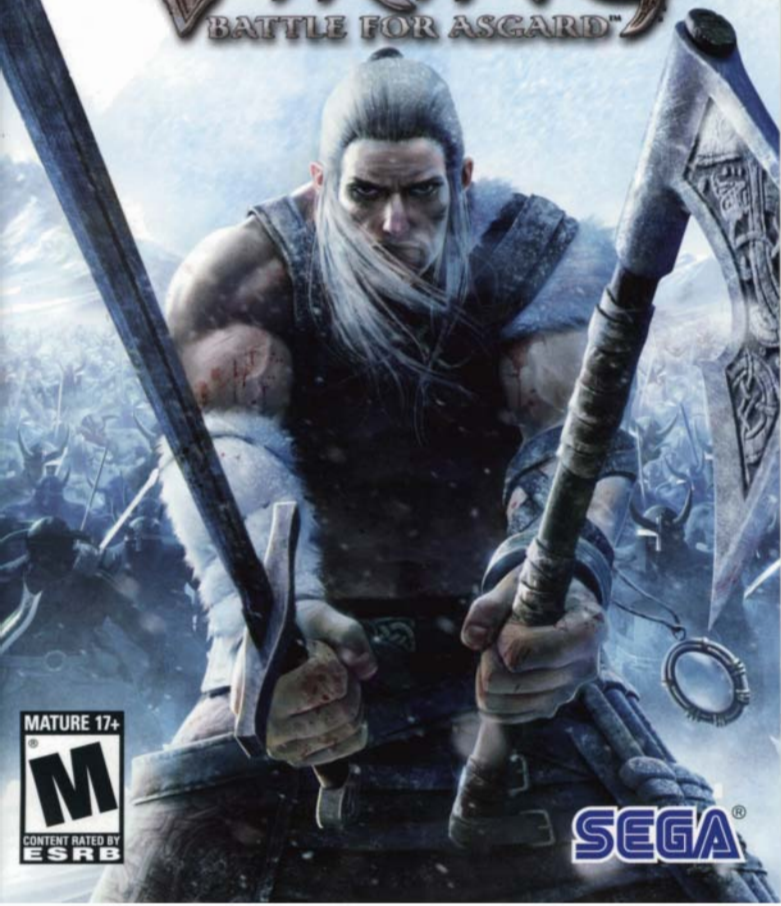




XBOX 360

VIKING

BATTLE FOR ASGARD™



MATURE 17+



SEGA®

⚠ WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Thank you for purchasing *Viking: Battle for Asgard*™. Please note that this software is designed for use with the Xbox 360® video game and entertainment system. Be sure to read this software manual thoroughly before you start playing.

VIKING

BATTLE FOR ASGARD

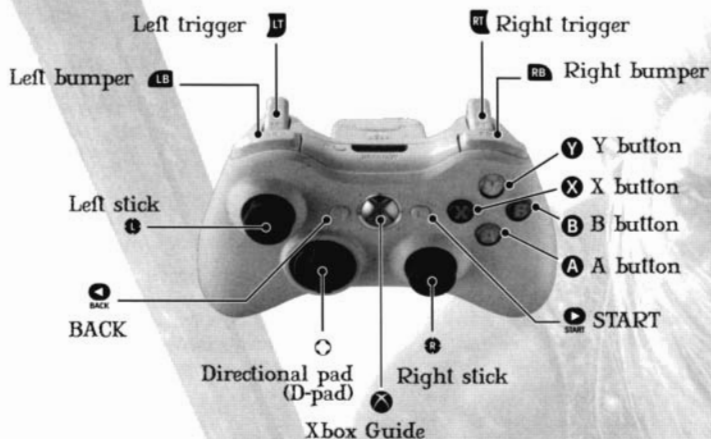
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Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

CONTROLS & COMBAT



The diagram above shows how you use the Xbox 360 Controller to interact with the game. Your combat controls are shown here:

BUTTONS	NORMAL STATE	RAGE MODE
D-pad	Not Used	Not Used
Left Stick	Player movement	Player movement
Right Stick	Camera control	Camera control
A button	FOCUSED Power move (X & A Together, when powered up)	Fast RAGE moves (Press and hold for biggest available)
B button	Focused Activity	Not Used
X button	Slow attack (Press and hold for super strength)	Slow RAGE moves (Press and hold for biggest available)
Y button	Jump	Not Used
Left Trigger	Block	Block
Right Trigger	Magic	Power selection
Left Trigger + Y button	Dodge	Dodge
Left Bumper	Rage mode	Rage mode
Right Bumper	Inventory selection	Inventory selection
START button	Options	Options
BACK button	Open Map/ Inventory/ Messages (Standard play) or Freya Cam (Battle)	Not Used

CONTROLS & COMBAT

ATTACKING

Fast Attacks in *Viking: Battle for Asgard* are swift but tend to do less damage. Slow attacks are much more powerful and can be charged up by holding the **X** button down for a period of time. Enemies will take a lot more damage when hit by a slow move, but you are then at a greater risk of being hit due to the fact that the move takes longer.

If you are a skilled warrior, you can use combinations of moves to chain attacks together to inflict more damage on your enemy.

If you are buffed up with power (see below), then holding down **X** and **A** together will produce a devastating power move.

When you manage to hit an enemy, you will receive a Rage Crystal (see below). These give you access to the more powerful moves you have purchased from the Asgardian Dueling Ring. Once you have acquired moves and have earned RAGE Crystals, holding down **A** switches you between a normal state and RAGE mode.

RAGE MODE

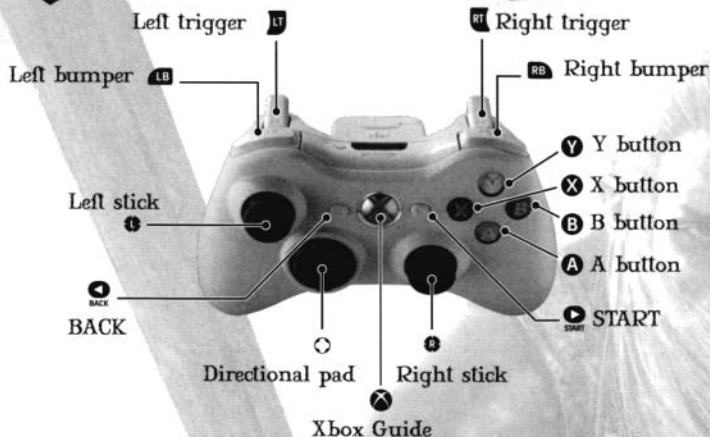
X and **A** act in much the same way as they did before, but the moves you will deliver to your enemy will be selected directly from your purchased (more powerful or advantageous) moves. Rage moves are performed using multiple taps of the relevant button. For example:

- X** = Level 1 Slow Rage Move
- A** x 2 = Level 2 Fast Rage Move
- X** x 3 = Level 3 Slow Rage Move

Either of the attack buttons will work in the manner described above. If you hold down the button, then release, you will use the biggest move available.

In order to inflict further damage on your enemies, particularly at times when there are large numbers of Legion engaging the player simultaneously, you have the ability to use Elemental Magic to bolster yourself and your men. This is only available once you have purchased runes from the Blacksmith in your home settlement. To gain access to this power in the midst of combat, you must hold down **A** and select the power you wish to use. Please see page 10-11 for more information on your elemental magic abilities.

CONTROLS & COMBAT



You can manage your inventory list using the controller, but the combat still doesn't stop! Using **RB** you can bring up information about your inventory and choose to throw either one of your available projectile weapons: Throwing Axes or Flame Pots. These items are only available to you once you have purchased them from a shop.

BUTTONS	POWER SELECTION/ RIGHT TRIGGER	INVENTORY SELECTION/ RIGHT BUMPER
D-pad	Not Used	Change target for projectile weapon
Left Stick	Player movement	Player movement
Right Stick	Camera control	Camera control
A button	Not Used	Not Used
B button	Enable Fire power (Region buff)	Use Health Potion
X button	Enable Ice power (Region buff)	Throw Throwing Axe
Y button	Enable Lightning power (Region buff)	Throw Flame Pot
Left Trigger	Block	Block
Right Trigger	Not Used	Not Used
Left Trigger + Y button	Dodge	Dodge
Left Bumper	Not Used	Not Used
Right Bumper	Not Used	Not Used
START button	Pause	Pause
BACK button	Open Map/ Inventory/ Messages (Standard play) or Freya Cam (Battle)	Not Used

CONTROLS & COMBAT

FOCUSED ACTIVITIES

There are items around Midgard that you will need in order to progress through your journey. Look out for pulsing items in the world including cage doors, poles with prisoners attached and other items. You can interact with them by tapping **Ⓢ**.

TALKING TO PEOPLE

While on your journey through Midgard, there will be many people who wish to give you information. You can identify these people as they are marked with a flashing speech bubble above their head. If you approach such a character and press **Ⓢ**, they will surrender any information they have to you. If this information is useful to you, your map will automatically update so you have a greater choice of tasks to undertake.



THE DARKNESS OF EVIL

Once you leave your home settlement, you will notice a change in the atmosphere in Midgard. This is due to the fact that Hel and her evil forces reside in the world surrounding your settlement. You must turn the tide, warrior! Watch for information regarding your arrival in new regions of Midgard. If you liberate the key targets in each region, the light of Freya will be restored to the region and the darkness will lift, showing the beautiful land of Midgard in its true form. This will be no easy task though, warrior! Never lose your focus!

PLAYING THE GAME

During the game, pressing **□** pauses the game and brings up the in-game menu with the following choices:

RESUME GAME

Press **□** or **△** to resume your game.

OPTIONS MENU

The options screen allows you to customize various aspects of the game to suit your preferences.

Music. Toggle the music ON or OFF

Volume. Adjust the audio volume

Subtitles. Toggle subtitles ON or OFF

Gamma Settings. Customize the screen brightness

Game Camera Controls. Toggle camera inversion ON or OFF

Normal, Invert X Axis

Invert X Axis

Invert Both Axis

Vibration. Toggle vibration ON or OFF

To change an option, move the cursor highlight to the desired field and press **◀** or **▶** on the D-pad to select the desired setting.

SAVING AND LOADING GAME

After you load a previously saved game, you can adjust the basic game options. When you are ready to exit the current level and return to the Main Menu, you will be asked if you would like to save your progress. If you do not save your game at this point, any progress you made since your last save will be lost. *Viking: Battle for Asgard* uses an Autosave system which saves your progress while you play. This means that unless you choose to exit, there is no need to save your game.

EXIT GAME

Discontinue gameplay.

THE VIKING'S JOURNEY

After centuries of bloody and relentless war between Asgard and the Underworld, Hel and her army of undead Vikings, the Legion, have targeted Midgard. Hel despises the Vikings' allegiance to Freya, Goddess of Light, and is determined to steal the souls of the children of Asgard to create her own Valhalla – resting ground for the dead.

Legend tells of a God-killing weapon that can break the chains of Fenrir, the Wolf God, and set off Ragnarok, the apocalypse. When Ragnarok begins, Fenrir will rise into the sky and swallow the sun and the moon, bringing about the long winter and creating a new age. Hel's desire is to rule all things and she is searching for this weapon using her invading forces.

Freya, has called upon you, Skarin, a champion of Midgard cursed by haunting visions, to help her marshal an army strong enough to vanquish Hel and her Legion, ending the war against Men and Gods alike.

Your quest starts in Brighthelm, the last bastion of Viking-kind as Hel's army begins its assault. Only Skarin, blessed with the gift of rebirth from the Goddess Freya, can hope to restore peace to Midgard once again.



HEALTH BAR

The Green Bar at the top of the screen in *Viking: Battle for Asgard* represents your Health. Taking hits from enemies or falling from great heights will lower your Health.

When a confrontation with an enemy has ended, if you have taken any hits, your Health will recover over the next few minutes. In order to refresh your Health more quickly, you have a number of options which will become available to you during the course of playing the game.

POWER BAR

You are the chosen warrior of Freya, the Goddess of Light. She has given you the ability to use the power of Asgardian Gods against your foes, but this strength does not come without a toll. Beneath your Health Bar lies your Power Bar. This is the power you have amassed since last you unleashed it on your foes. The power is taken directly from the slaughtered souls of Hel's Legion, purifying it and turning her power against her.

You can use the power you have amassed in two ways:

ELEMENTAL MAGIC

Hold **W** and watch for the options that appear on the screen. Pressing **X** will trigger your ICE power. Pressing **B** will trigger your FIRE power. Pressing **V** will trigger your LIGHTNING power. If there are any allies in the area around you, they will be empowered with the elemental power you have selected. This power-up will last until your Power Bar drains.

While you are powered up, you can also focus your own elemental power on an individual enemy. When you are facing an enemy, press **X** and **A** together and you will unleash a more powerful attack on nearby enemies. Be aware that while this is a much more powerful attack than the standard power-attacks, it will drain your power much quicker.

BRISINGAMEN (FREYA'S AMULET)

Brisingamen is the amulet given to you by Freya that hangs around your neck, and gives you knowledge of the area surrounding you in the world. There is a visual representation of the Brisingamen amulet at the top right of the game screen (the "radar"), which shows you the position of items, locations and people who are of interest to you during the course of your quest. You are represented by the arrow at the center of Brisingamen.

INSIDE THE BRISINGAMEN

Brisingamen also contains inner magic which will help your quest to free Midgard of the Legion.

Pressing **BACK** on the Xbox 360 Controller gives you access to the ethereal information contained within the Brisingamen.

MAP

This shows the world of Midgard from Asgard, and highlights everything you know up to this point. Use **Y** to move your arrow to one of the icons and you will receive a reminder of the status of this location. Areas which have new information glow with the power of Freya. Areas which offer you nothing new depicted in gray, and enemy areas are highlighted in red. Pressing **X** when your arrow marks a location will make this your waypoint, showing it on the Brisingamen Amulet when you leave the map.



MESSAGES


Sometimes a Warrior doesn't have the time to listen to people's idle chat and sometimes the heat of battle blurs the memory! Use this section of the Brisingamen's inner magic to refresh your memory as to what has happened previously, as well as any conversations you have had in the past.

MOVE LIST

Being a Warrior takes much practice! When you have taken the time to visit the Asgardian Dueling Ring, any moves you master will be recorded here for your future reference. Learn new ways to crush those Legion skulls!

INVENTORY

At any time you can view the items you have collected to help you defeat the dark Goddess, Hel. Dragon Gems, Hugin, Mugin and Mjolnir will bring a fiery end to Legion scum. You can also check the current power level of your mighty weapons as well as the other battle tools you have purchased. On the top of the screen is your gold purse and below are world items you have collected which may be required during the course of your epic journey to Hel's Fortress.

When you need no further information, pressing  on your Xbox 360 Controller will return you to the main game screen.

BATTLE POWER OF BRISINGAMEN

When in battle, Freya will use her divine power to help you to call in your airborne allies by using The Eye of Asgard. This is a view from far above the battlefield, which will allow you to make strategic decisions on how to push the battlefield forward in your favor. The Eye of Asgard replaces the Map in Brisingamen when a battle begins, with the Map returning once the battle is over. Look out for information on the Dragons as you journey through Midgard to make The Eye of Asgard even more useful!

RAGE CRYSTALS

If you have taken Freya's wrath to the Legion scum and cracked their empty skulls together, the rage you have expressed solidifies as crystals under your Power Bar. You have the ability to focus this Rage, re-using your anger and hatred of Hel's Legion to hit them harder still. When you have purchased moves from the Asgardian Dueling Ring, you will need to build up Rage Crystals to execute these moves. Refer to the Move List inside the Brisingamen Amulet for the cost of each move.

The weapon progression in *Viking: Battle for Asgard* is large and varied. During the course of the game, you have access to many different ways to upgrade your character.

WEAPON RUNES

Collecting gold in the game world will give you the ability to buy Runes from the blacksmiths. The Runes are prayers to the Asgardian Gods which give you greater control over your elemental powers.

MOVES

In order to make yourself into a warrior truly worthy of Freya's court, you must study the art of the warrior. When you find the Asgardian Dueling Ring, you will be able to exchange Combat Runes you have purchased from shops for the attention of a ghostly Warrior from Valhalla who will teach you how to use the move you desire. Refer to the section on Combat (pages 4-7) for how to use these moves.

FLAME POTS

Find and liberate the distilleries in your local area and the explosive devastation of the Flame Pots will be available to you in the shop. These items can be thrown in the general direction of a group of enemies and will take many of them down in one massive hit.

THROWING AXES

Also available from shops, these flying blades will cut through Legion flesh like a hot knife through warm butter!

Do not forget, warrior, the Goddess Freya protects you. She will answer any needs you have to, ensure your quest can continue!

ANCIENT ARTIFACTS

LEYSTONES

Midgard is littered with Leystones – giant obelisks placed in the world by the Gods as a representation of themselves to be idolized by Viking-kind. The Leystones' connection to Asgard can be used to teleport you around the world to any other Leystone or Henge that has been previously visited during the course of your journey. Visiting a Leystone and tapping **B** will bring up the map showing the destination of all Leystones currently available. Selecting any one of these by pressing **A** will transport you directly to this point, saving the time you would have taken to cross Midgard on foot.



CHESTS

Vikings and their families desperate to flee the Legion horde have left their treasures scattered around Midgard. The fire in the eyes of the Legion soldiers glints at the sight of gold, and they will attempt to hoard it, despite its worthlessness in the realm of the Underworld. If you find a chest, open it with Focused Activity to see what it holds!



ANCIENT ARTIFACTS

CASH BAGS

Cash bags are sometimes dropped by the hordes of Legion as they patrol the area. Pick them up so you have more money to upgrade yourself to decimate their number further!



URNS

In an attempt to hide their treasure from the invading horde, the village folk of the townships hid their possessions in the water urns scattered around their homes and throughout the towns. Keep an eye out for them and smash them when you see them, the contents may help your war effort.



CHARACTERS

SKARIN

The strongest warrior in his home settlement of Brighthelm, Skarin was shunned from the army of Brighthelm due to incapacitating seizures. His kinsmen concluded this was a curse, and Skarin was treated with extreme caution. The anger of this rejection bubbled inside him as he longed to fight to show his power. Only after he was saved from death by Freya following an encounter with Drakan did he begin to realize that his seizures were a sign of his true inner strength.



FREYA

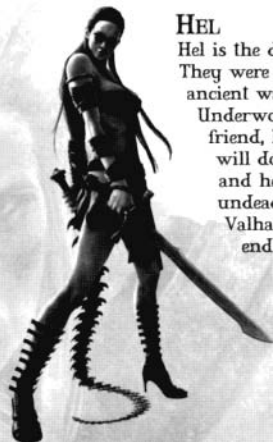
Freya is a principle deity of Asgard. She is the daughter of Odin, the king of the Gods. Midgard is her realm, and the people who live there worship her. Her rule in Midgard has been threatened by the invasion of her Nemesis, Hel, Queen of the Underworld. Freya is powerful if a little unhinged. She will help you where she can, but due to the fact that Asgardian Gods cannot take physical form on Midgard, it is her guidance which will be of most help to you.



CHARACTERS

HEL

Hel is the daughter of Loki, the darkest God of Asgard. They were both cast from Asgard by Odin during ancient wars. Hel became the Queen of the Underworld, forever hating her former ally and friend, Freya. She has sworn revenge on Freya and will do anything she needs to overthrow Freya and her associates. She has raised an army of undead, disgraced warriors who were barred from Valhalla, and plans to bring about Ragnarok to end the time of the Asgardian Gods.



DRAKAN

Just as Skarin is Freya's Harbinger, Drakan is Hel's Harbinger. He is a bitter and twisted warrior who was rejected by Freya, so turned to Hel. Much of his soul is now missing, but his body still remembers its ultimate drive to rid the world of everything that reminds him of Freya's presence and to serve his new mistress. Strong and violent, Drakan would take no greater pleasure than ending the life of anyone who serves Freya, particularly her Chosen One.

FENRIR

Fenrir is the Wolf God and brother to Hel. When Hel and her family were thrown from Asgard, Fenrir was chained to the Tree of Life. Until the chains that hold him are broken, he walks around the tree, watching life grow on Midgard below him. The fires in his heart have mellowed over many years, and he is now an entity which shows no allegiance to any other Gods. His motivations are noble, and he believes in the power of man to do the right thing. Fenrir's curse is that when he is released he will eat the Sun and the Moon, starting Ragnarok. Whoever frees Fenrir will become the ruler of the next age. Fenrir often walks the world of man in his dreams. He takes on human form and interacts as any other man, but has he left any evidence of this on the world of men?

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- Website: www.sega.com/support
- Telephone: 1-800-USA-SEGA

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MATURE

17+

M

Blood
Strong Language
Violence

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Not Rated by the ESRB.

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 **XBOX 360**