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GENESIS™

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*Interplay™*

# THE LOST VIKINGS™



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

**WARNING: READ BEFORE USING YOUR  
SEGA VIDEO GAME SYSTEM.**

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 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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

THE  
LOST VIKINGS

Interplay™

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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 venture 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 space craft 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*

Olaf the Stout, Erik the Swift, and Baleog the Fierce are trademarks of Interplay Productions.

locate the three specimens that he had previously chosen. He had noticed them earlier, when they appeared to be the 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 acquisition 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 in his 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. With only 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 space craft. Use Erik's speed, Baleog's weaponry and Olaf's defensive abilities to help return these poor lost souls to their village.

## HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

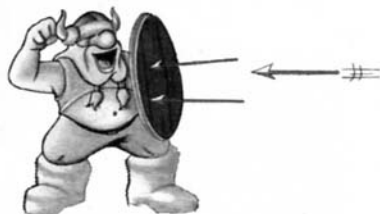
Do not bend it, crush it, or submerge it in liquids. Vikings can swim, but your Sega cartridge can't.

Do not leave it in direct sunlight or near a radiator or other source of heat. Vikings prefer cooler weather.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Do not take your Sega cartridge apart. There is nothing you can do with any of the parts inside and you may offend a few Vikings as well.

If your Sega cartridge gets dusty, use a clean, soft cloth to clean it. Do not use any chemicals to clean your cartridge. Too much dust makes Olaf sneeze, so keep it clean!



Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## 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 power is off. Insert *The Lost Vikings* Sega™ Genesis™ Cartridge in your Sega Genesis System and turn it on.



2. Press **START** on the controller to enter the **START** screen.



3. At the **START** screen, you may choose to start a **NEW GAME** from the beginning or from a saved **PASSWORD** that you have written down. Press **START** to begin a new game.

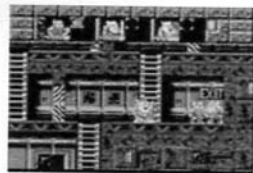


4. If you decide to continue a previous game, select **PASSWORD** and enter your password. Refer to the *Saving the Game* section for more details.

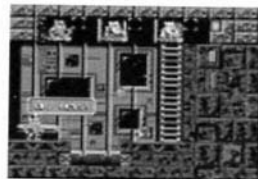
## HOW TO PLAY

The goal of *The Lost Vikings* is to help Olaf the Stout, Baelog 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 through 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 then 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.



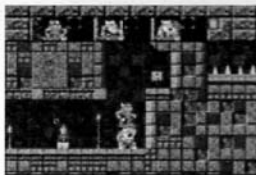
The Vikings start each level with three health points and no items. These health points can be lost either one at a time or all at once depending on what type of enemy or obstacle damages the character. The health status of each warrior is represented by the three red dots under their picture in the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



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



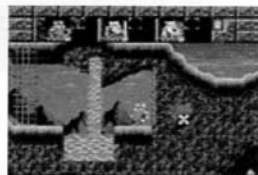
When the Vikings get to a new level you will be given a password. Write this down in the back of this manual. You will be able to restart the game later by using this password.

If at any time a Viking has died or you feel that they 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 to GIVE UP you can get the password by pressing C when you are on the funeral screen.

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



In the early levels there will be hint buttons with '?' in them. When a Viking is near one of these you can press C to get a hint.



*If the Vikings stand around for more than a few minutes the screen will dim. This is to protect your television from being damaged by a stationary image. Just press any button and you will be able to resume play.*

## GAME CONTROLS

(Three-button controller)



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

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

**START + A** Pressing **START + A** during play will pause the game. When the game is paused you will be given the option to GIVE UP? Choosing YES will restart you at the beginning of the same level. Choosing NO will resume the game.

*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.*

**START** This is the inventory mode button. To choose an item press **START** and move the flashing box to the desired item. Pressing **START** again will resume the game. This can also be used to pause the game.

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

**B** 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 the Character profiles for more details.*

**START + C** This is the USE ITEM button. It allows a Viking to use the highlighted item in that character's supply of items.

**A** 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 the Character profiles for more details.*

**START + LEFT** and **START + RIGHT** Either **START + LEFT** or **START + RIGHT** will enable the player to take control of one of the other two Vikings when only two people are playing. In the multi-player game, player 1 starts with control. Pressing **A**, **B** and **C** at the same time will give control to the other player. As in the 1 player game, pressing either **START + LEFT** or **START + RIGHT** will switch control to one of the other Vikings when only two people are playing. *Refer to the Multiple Player section for more details.*

## GAME CONTROLS

(Six-button controller)



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

**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 YES will restart you at the beginning of the same level. Choosing NO will resume the game.

*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.*

**MODE** This is the inventory mode button. To choose an item press **MODE** and move the flashing box to the desired item. Pressing **MODE** again will resume the game. This can also be used to pause the game.

- C** Allows a Viking to activate buttons, flip switches and talk to other characters.
- B** 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 the Character profiles for more details.*
- Y** This is the Use Item button. It allows a Viking to use the highlighted item in that character's supply of items.
- A** 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 the Character profiles for more details.*
- X and Z** Either **X** or **Z** will enable the player to take control of one of the other two Vikings when only two people are playing. In the multi-player game, player 1 starts with control. Pressing **A**, **B** and **C** at the same time will give control to the other player. As in the 1 player game, pressing either **X** or **Z** will switch control to one of the other Vikings when only two people are playing. *Refer to the Multiple Player section for more details.*



## 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.



### BOMBS

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



### SMART BOMBS

Destroys all enemies on the screen.

## ITEMS



### FLAMING ARROW

Kills an enemy in one shot.



### KEYS

Used to unlock doors of the same color.



### GRAVITY BOOTS

Let's 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.

## TWO OR THREE PLAYER GAME

To play the game with 2 or 3 players select **OPTIONS** from the **START** screen. Move to **PLAYER** and move the controller **RIGHT** to change to two or three players. Select **EXIT** to go back to the **START** screen. Select **NEW GAME** or **PASSWORD** to begin the game.

*Note: The 3 player option is only available if you have the Sega Team Player and a third controller.*

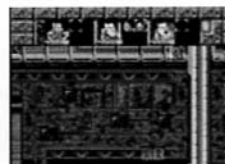
The game starts out with Player 1 in control. The screen will follow whichever Viking he is controlling. The other players control the two remaining Vikings. If Player 2 or 3 gets lost off the edge of the screen he will stop moving and Player 1 will have to come back and get him. If only two people are playing, either player can switch to the other Viking that is not being controlled. Player 1 can give control to the next player by pressing **A**, **B** and **C** at the same time.



*Note: Keep in mind that this game has been designed to be very cooperative, not competitive.*

## 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 the proper Inventory Mode button (see Game Controls) and move the flashing box to the desired item. Then press the Inventory Mode button (see Game Controls section) again to resume your game. You can then press the Use Item button (see Game Controls section) at anytime 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 you want to trade. Press the Inventory Mode button (see Game Controls section), move the flashing box to the desired item to be traded and press **B**. Then move the item to the Viking you want to give the item to and press **B**. To begin play again, press the Inventory Mode button (see Game Controls section).



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 entering a password. The game will give you a password at the beginning of each new level you reach. In case you forget to write down the password at the start of a new level, you can retrieve the password again by pressing **C** from the funeral screen.

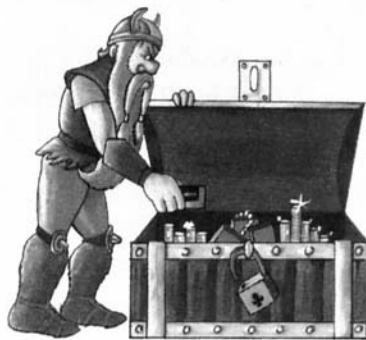


Erik, Olaf, and Baleog want to remind you to write down your passwords on the page provided in the back of this manual. This way you will always know where it is and you will never have to replay levels that you have already completed.



To start the game from a saved password, select **PASSWORD** from the **START** screen. Enter your password by pressing **UP**

and **DOWN**. Then use **LEFT** and **RIGHT** to move to the next letter.



## OPTIONS

From the **OPTIONS** screen you can change the number of players, turn the music on or off, turn the sound on or off and also change from stereo to mono if you do not have a stereo television.

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 **B**. Select **EXIT** to go back to the **START** screen.

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



## CHARACTER PROFILES



**NAME:** 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.

## CHARACTER PROFILES



**NAME:** 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:** *Sparticus, Rambo II, Conan the Barbarian, Pumping Iron, The Terminator*

**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 skill 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 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.

## CHARACTER PROFILES



**NAME:** Olaf the Stout

**AGE:** 23

**HEIGHT:** 6' 2"

**WEIGHT:** 320 lbs.

**SPECIALTY:** Defense, aeronautics, comedic relief

**EQUIPMENT:** Shield, belly, a silly laugh

**OCCUPATION:** Mercenary, Winchell's poster boy

**HOBBIES:** Para-sailing, bungee jumping

**FAVORITE FOOD:** Meatloaf, sprinkled 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*, *The 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.



## PASSWORD LOG



### LEVEL PASSWORD LEVEL PASSWORD

1	_____	16	_____	30	_____
2	_____	17	_____	31	_____
3	_____	18	_____	32	_____
4	_____	19	_____	33	_____
5	_____	20	_____	34	_____
6	_____	21	_____	35	_____
7	_____	22	_____	36	_____
8	_____	23	_____	37	_____
9	_____	24	_____	38	_____
10	_____	25	_____	39	_____
11	_____	26	_____	40	_____
12	_____	27	_____	41	_____
13	_____	28	_____	42	_____
14	_____	29	_____	43	_____
15	_____				

## CREDITS

GAME DESIGN	Silicon & Synapse
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THANKS TO	Scott Bennie & Scott Mills

Additional grunts, groans and  
other sounds provided by  
M.C. Olaf and the 2 Short Crew.

## WARRANTY INFORMATION

**Interplay Productions** warrants to the original consumer purchaser of this Cartridge will be free from defects in material and workmanship for 90 days from the date of purchase. If the Cartridge is found defective within 90 days of original purchase, **Interplay Productions** agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the Cartridge originally provided by **Interplay Productions** and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. **Interplay Productions** disclaims all responsibility for incidental or consequential damages. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### Limited Lifetime Warranty

If the Cartridge should fail after the original 90-day warranty period has expired, you may return the Cartridge to **Interplay Productions** at the address noted below with a check or money order for \$15.00 (U.S. Currency), which includes postage and handling, and **Interplay** will mail a replacement to you. To receive a replacement, you should enclose the defective Cartridge (including the original product label) in protective packaging accompanied by: (1) a \$15.00 check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Cartridges are not available the defective Cartridge will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back up in any Cartridge can only be warranted for a period of one year from the date of purchase.*

**If you have a problem with your Cartridge, you may wish to call us first** at (714) 553-6678, Monday through Friday. If your Cartridge is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Cartridge, with a description of the problem and \$15.00 to:

### WARRANTY REPLACEMENTS

#### Interplay Productions

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Irvine, CA 92714

### NOTICE

**Interplay Productions** reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

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1,632,396/82-205605 (Pending).

