

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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®3 FORMAT DISC:

• 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 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.

Thank you for purchasing *Viking: Battle of Asgard*™. Please note that this software is designed for use with the PLAYSTATION®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

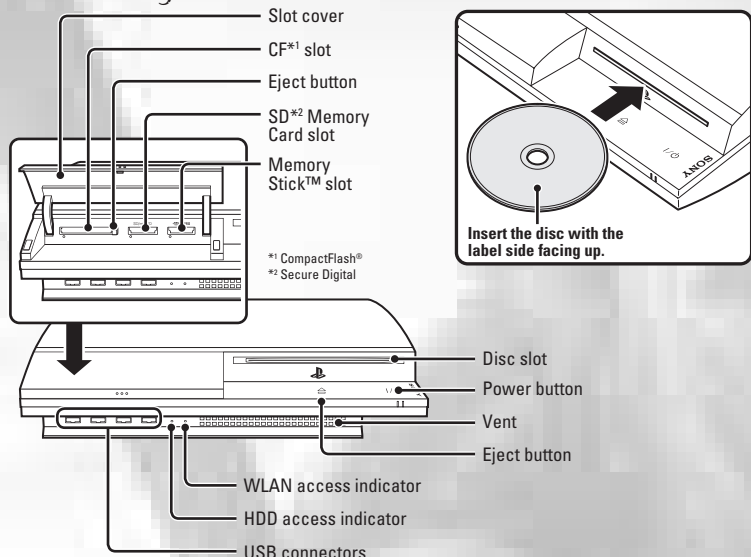


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GETTING STARTED

PLAYSTATION®3 SYSTEM FRONT



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using you system as well as important safety information.

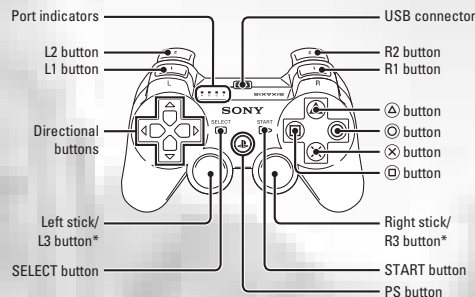
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Viking: Battle for Asgard* disc with the label facing up into the disc slot. Select the icon for the software title under (Game) in the PLAYSTATION®3 system's home menu, and then press the S button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

CONTROLS & COMBAT

USING THE SIXAXIS™ WIRELESS CONTROLLER (FOR PLAYSTATION®3)



•The L3 and R3 buttons function when sticks are pressed.
Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Viking™ Game Controls

BUTTON TO USE:	UNSHIFTED STATE	RAGE MODE
Left stick	Player movement	Player movement
Right stick	Camera control	Camera control
Directional buttons	Not Used	Not Used
X	FOCUSED Power attack (Ⓚ & X Together, when powered up)	Fast RAGE moves (Press and hold for biggest available)
Ⓚ	Focused Activity	Not Used
Ⓛ	Slow attack (Press and hold for super strength)	Slow RAGE moves (Press and hold for biggest available)
△	Jump	Not Used
L1	Rage mode	Rage mode
R1	Inventory selection	Inventory selection
L2	Block	Block
L2 & △	Dodge	Dodge
R2	Power selection	Power selection
L3	Not Used	Not Used
R3	Centers the Camera	Centers the Camera
START button	Options	Options
SELECT button	Open Map/ Inventory/ Messages (Standard play) or Freya Cam (Battle)	Open Map/ Inventory/ Messages (Standard play) or Freya Cam (Battle)

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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 **Ⓚ** 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 **Ⓚ** and **ⓧ** 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 **L1** switches you between a normal state and RAGE mode.

RAGE MODE

The **Ⓚ** and **ⓧ** buttons 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:

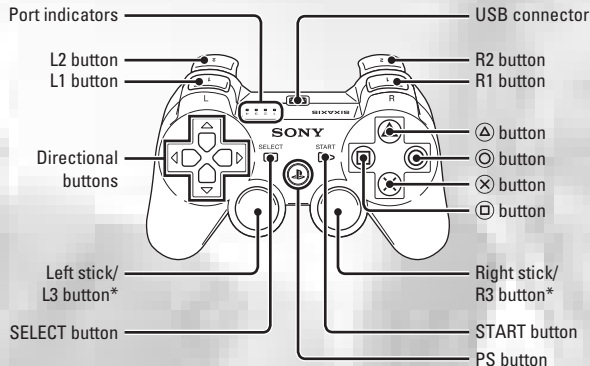
- Ⓚ = Level 1 Slow Rage Move
- ⓧ x 2 = Level 2 Fast Rage Move
- Ⓚ x 3 = Level 3 Slow Rage Move

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

In order to inflict further damage on your enemies, particularly at times when there are large numbers of the 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 **R2** and select the power you wish to use. Please see page 7 for more information on your Elemental Abilities.

CONTROLS & COMBAT

USING THE SIXAXIS™ WIRELESS CONTROLLER (FOR PLAYSTATION®3)



Viking™ Game Controls

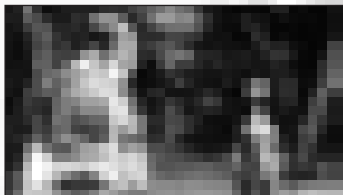
BUTTON TO USE:	POWER SELECTION	INVENTORY SELECTION
Left stick	Player movement	Player movement
Right stick	Camera control	Camera control
Directional buttons	Not Used	Change target for projectile weapon
ⓧ	Not Used	Not Used
ⓐ	Enable Fire power (Region buff)	Use Health Potion
Ⓚ	Enable Ice power (Region buff)	Throw Throwing Axe
ⓐ	Enable Lightning power (Region buff)	Throw Flame Pot
L1	Not Used	Not Used
R1	Not Used	Not Used
L2	Block	Block
R2	Not Used	Not Used
L3	Not Used	Not Used
R3	Centers the camera	Centers the camera
START button	Not Used	Not Used
SELECT button	Open Map/Inventory/Message (Standard Play) or Freya Cam (Battle)	Open Map/Inventory/Message (Standard Play) or Freya Cam (Battle)

FOCUSED ACTIVITIES

There are items around Midgard which need to be collected in order to progress through your journey. Look out for pulsing items in the world – 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 speak to you 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!

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

PAUSE MENU

The Pause Menu contains the following options: Resume Game, Options and Exit Game.

Viking: Battle for Asgard, supports an Autosave system which automatically saves your progress at certain points. When you select Exit Game, you'll receive a confirmation message because any incomplete quests will not be saved when exiting. When you continue your game, however, you will resume at the last autosave point.

If you select Options you will be presented with in-game options which you can customize in the following ways:

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. Toggle camera inversion 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.

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 ruled by the person who initiates Ragnarok. Hel's desire is to rule all things and she is searching for this weapon using her invading forces.

Freya, Goddess of Asgard, 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.

HEAD-UP DISPLAY



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 heights will lower your Health or even be fatal.

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:

Hold **R2** and watch for the options that appear on the screen. Pressing **○** will trigger your ICE power. Pressing **●** will trigger your FIRE power. Pressing **▲** 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.

HEAD-UP DISPLAY

While you are powered up, you can also focus your own Elemental Power on an individual enemy. When you are facing an enemy, press **□** and **⊗** 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 sword, 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 **SELECT** on the PLAYSTATION®3 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 **←↑→↓** 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 are depicted in blue, and enemy areas are highlighted in Red. Pressing **Ⓞ** 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.

HEAD-UP DISPLAY

MOVE LIST

Being a Warrior takes much practice! When you have taken the time to visit the Asgardian Duelling 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; the current power level of your mighty weapons and the other battle tools you have purchased are spread across the middle of this section. View your Gold purse at the top of the screen, and the world items you've collected at the bottom of the screen. These items may be required during the course of your epic journey to Hel's Fortress. When you need no further information, pressing **SELECT** on your PLAYSTATION®3 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, the Map will be reset 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.

WEAPONS

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 blacksmith's. 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 gain 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 on pages 5-8 to learn 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!

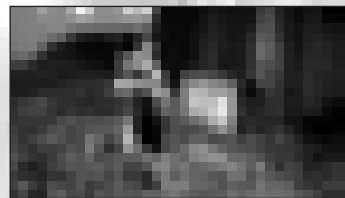
ANCIENT ARTIFACTS

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 Ⓞ will bring up the map showing the location of all Leystones currently found. Selecting any one of these will transport you directly to this point, saving the time you would have taken to cross Midgard on foot.

CHESTS

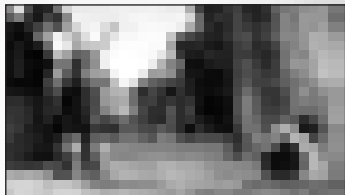
Vikings and their families desperate to flee the Legion horde have left their treasures scattered around Midgard. The fire in the eyes of the Legion soldiers glints at the sight of gold, and they will attempt to hoard it, despite its worthlessness in the realm of the Underworld. If you find a chest,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



ANCIENT ARTIFACTS

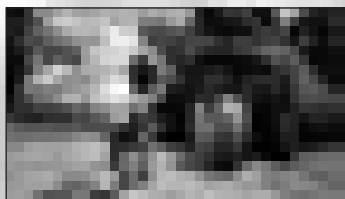
CASH BAGS

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 them 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. Smash these, as 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.

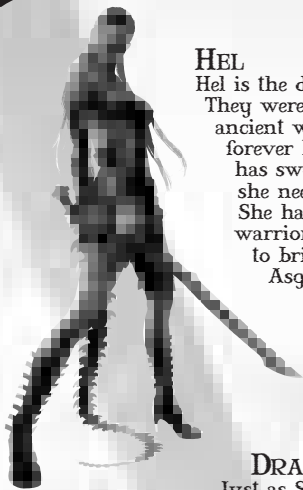


FREYA

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?

LIMITED WARRANTY:

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

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

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