

# The Lost Vikings FAQ/Walkthrough

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This walkthrough was originally written for The Lost Vikings on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

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## THE LOST VIKINGS - FAQ/WALKTHROUGH

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### > OBJECT OF THE GAME \*\*\*\*\*

The Lost Vikings is an action/puzzle game, where the object is to combine all three characters and their unique abilities, to guide them safely to the end of each level, solving puzzles and defeating enemies along the way.

In total, there are six worlds in the game -

Tomator's Spaceship ..... [LVKA1]  
Prehistoria ..... [LVKB1]  
Ancient Egypt ..... [LVKC1]  
The Great Factory ..... [LVKD1]  
Wacky World ..... [LVKE1]  
Tomator's Ship Revisited ... [-----] - not yet complete

To easily find the section you're looking for, just press Ctrl + F then enter the numbers in between the brackets above. If you want to find level 2 of Tomator's Spaceship, then input a 2 instead of a 1, and so on...

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### > CHARACTERS \*\*\*\*\*

~ Erik the Swift ~

Erik is the only character who can run or jump, he can also smash through certain walls and damage enemies.

Button configuration for this character:

B - Jump  
Y - Charge (while running)  
X - Use selected item  
A - Press buttons or pull levers  
R - Switch to Baleog  
L - Switch to Olaf

~ Baleog the Fierce ~

Baleog is your fighting character, he can attack with his sword or shoot arrows at enemies from a longer distance. He can also use his arrows to hit switches that are out of reach.

Button configuration for this character:

B - Attack with sword

- Y - Shoot arrows
- X - Use selected item
- A - Press buttons or pull levers
- R - Switch to Olaf
- L - Switch to Erik

~ Olaf the Stout ~

Olaf can use his shield to block attacks from enemies, and he can also use it to glide down long distances.

Button configuration for this character:

- B - Hold shield up/down
- Y - Hold shield up/down
- X - Use selected item
- A - Press buttons or pull levers
- R - Switch to Erik
- L - Switch to Baleog

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> HOW TO USE ITEMS \*\*\*\*\*

When controlling any character, press the Select button to access the menu. Next you can use the directional buttons to highlight the item that you want to use, then hit the X button to use it. Most food items restore health, while keys allow you to open doors - all keys are colour-coordinated.

You can trade items between your characters, but they must both be placed at the same place. Just open the menu with the Select button, highlight the item you wish to trade, press the B button and then move it into another character's inventory.

Each character can carry a maximum of four items at a time. If you wish to throw away an item, to make up some space in your inventory, then just select the item with the B button, and move it to the trash can to the right of the screen.

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> WALKTHROUGH \*\*\*\*\*

NOTE: This walkthrough is simple enough to follow, basically you start with the character whose name is listed on the left side, then just follow the description which explains what you have to do. Next press R or L to switch to the character written below, and follow the instructions there as well.

If you want to play through the game successfully while using my guide, you'll need to follow each level strategy exactly as it is written, without skipping any parts.

~~~ TOMATOR'S SPACESHIP ~~~

- ~~~~~
- > Tomator's Spaceship
  - > Level One - Intro

[LVKA1]

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ERIK > The first level is fairly straight forward. First controlling Erik, ヲヾヾヾ jump over the gap ahead, collecting the piece of fruit on the other side, then climb up the ladder and move right towards the exit. Once there, press the R button to switch to Baleog.

BALEOG > Head through the doors to the left, to where you'll encounter the ヲヾヾヾ first enemy. You can kill the Alien by either using your sword or bow and arrow - it only takes one strike with either weapon. Next move down the ladder and to the right where you'll see Erik, then press the R button to switch to Olaf.

OLAF > Your third party member will start on a ledge, where you'll see a gun ヲヾヾヾ firing rays below. These rays can be blocked with the shield, so move down off the ledge and face towards the gun, so that you're blocking the rays. Next move forward and climb down the ladder, then continue to the right where you'll meet up with the other vikings.

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> Tomator's Spaceship  
> Level Two - Destroy the Computer! [LVKA2]  
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ERIK > First of all, jump up to grab the fruit (Erik is the only character who ヲヾヾヾ can reach it), then move through the doors and climb the first ladder. Next you'll see two electric walls, one on each side. Moving into either of these walls will result in instant death, so go up to the red button to the right of the ladder, then press the A button to turn off the electricity.

Next grab the fruit to the left, then press the A button to talk to the red alien to the right (this is a friendly one). Once you've finished here, move back down the ladder and press R to switch to Baleog.

BALEOG > Move to the right, past the first ladder and into the second area ヲヾヾヾ where you'll encounter an alien, defeat it, then climb the second ladder you see. You'll find another alien up here, defeat this one as well, then push the red button and grab the two bombs to the right. Next climb back down the ladder.

Continue to the right where you'll find an elevator, and there is also a piece of fruit to the right of it. Stand on top of the elevator, then push down to go to the middle floor, then down again to reach the bottom floor.

On the ground floor, you'll see another electric wall, but the button to turn it off is on the other side of the wall. You can use Baleog's arrows to hit the switch by pressing the Y button, then continue ahead to where you'll find a computer. You will need to destroy this by using one of the bombs you found, make sure a bomb is selected in the menu above, then press X to drop it. Keep a safe distance from the bomb, so that you don't get caught in the blast, then after the explosion, talk to the red alien to the left and collect the piece of fruit behind him.

Now head back to the elevator, move up to the top floor and press the L button to switch back to Erik.

ERIK > Move forward, and on towards the elevator where you'll find Baleog, ヲヾヾヾ then press the L button to switch to Olaf.

OLAF > Same as Erik, move to the right and onto to the elevator, then go down ヲヾヾヾ (with all three vikings abroad) to the middle floor. There is some meat

hidden halfway between the top and middle, so just walk into the left wall as the elevator is going down.

Now on the middle floor, move to the left, and down the ladder, then flip the switch for the gravitational device (the thing with the arrows pointing up). Step into the device, and let it take you up to the next floor. Move to the left, to where you'll encounter an alien. As long as you're facing towards the alien, it will not be able to get past your shield, so stay here for now.

BALEOG > Follow the same path as Olaf, then defeat the alien with your bow and  
~~~~~ arrow, while standing behind your viking friend.

OLAF > With the alien out of the way, continue moving further ahead up to  
~~~~~ where you'll see a gun. Stand just over the ladder, while blocking its rays with your shield.

BALEOG > Move towards Olaf, who will be protecting you from getting harmed,  
~~~~~ then climb down the ladder, but only climb halfway down it, as below is another ray gun, you'll need Olaf to protect you here as well.

ERIK > Before moving Olaf down the ladder, you should first get Erik up to the  
~~~~~ same point where Baleog is, then remain here.

OLAF > Move down the ladder, and face towards the ray gun.  
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BALEOG > Move onto the ground, then turn to the right. You'll eventually see a  
~~~~~ second ladder, climb down, but as before don't go all the way to the bottom, because of the ray gun.

ERIK > Same as Baleog.  
~~~~~

OLAF > Turn to the right, and head towards the other two vikings, and again  
~~~~~ use your shield to block the attacks from the ray gun on the right of the screen.

BALEOG > Move to the bottom of the ladder, then pass through the black and  
~~~~~ yellow doors. Defeat the alien, then climb down the ladder to where you'll encounter another alien. Once you've taken care of him, continue to the right where you will see the exit.

ERIK > Go though the same path as Baleog, and on towards the exit.  
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OLAF > Move towards the exit.  
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> Tomator's Spaceship  
> Level Three - The Teleport Stage [LVKA3]  
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BALEOG and OLAF > Move onto the elevator to the right.  
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ERIK > Join the other two on the elevator, then press down to reach the lower  
~~~~~ level. Below, you will see a wall blocking the passage way ahead, so run up to the wall, and hold the Y button to charge into it. Your characters will now be allowed to pass through.

BALEOG > Move to the right and climb the ladder, and to the right you'll see  
???????? an electric wall with a switch on the other side. Shoot your arrow  
at the switch to open the wall.

OLAF > Move up the ladder, and turn to the right. After you pass through the  
?????? black and yellow doors, you'll see a teleporter, so step inside it and  
press the A button to be teleported to another area.

You'll now find yourself in an area with a keyhole to the left and a locked  
door beyond that, there is also a gap in the floor to the right. Press the B  
button to hold up your shield, then move to the right and fall through the gap,  
moving to the far right, so that you'll land on top of the teleporter, where  
you can grab the red key. Next move straight to the bottom and enter the  
teleporter.

You'll now be back where you were before, so move to the left towards the  
locked door, and insert the red key into the keyhole.

BALEOG > Go through the teleporter, and then turn left towards Olaf. You'll  
???????? eventually come up to another locked door, so this time you'll need  
to fire an arrow at the switch on the other side.

ERIK > Follow the same path you took as both Olaf and Baleog, by climbing up  
?????? the ladder and entering the teleporter. Now move to the left, passing  
Baleog and Olaf, until eventually you come up to another wall blocking the  
pathway. This time you'll need to charge and smash through it. Once that's  
done, move onto the elevator.

BALEOG > Move onto the elevator.  
????????

OLAF > Move onto the elevator and press down to descend. At the bottom, move  
?????? through the doors, and stop just as you come up to the first ledge  
above. Next hold up your shield.

ERIK > Move through the doors, and jump onto Olaf's shield, then jump onto the  
?????? first ledge above.

There is an enemy on the ledge to the right, so avoid this one, and jump onto  
the ledge to the left. As soon as you land onto the left ledge, the enemy will  
begin to fire at you, so quickly jump again to the next ledge to the left, and  
grab the yellow key. There is also a explosive device to the right - these can  
be used to defeat all the enemies in the screen.

Jump down to the ground, and use the yellow key on the keyhole to the right of  
Olaf, opening the doors towards the next pathway.

OLAF > Hold your shield down and move to the right, where you'll encounter  
?????? another enemy. Stop here for now.

BALEOG > Move to the right towards Olaf and defeat the enemy with your sword.  
????????

OLAF > Now climb the ladder, and make sure the two enemies are to the left of  
?????? the screen when you reach the top, then face towards them.

BALEOG > Climb the ladder, then standing behind Olaf, fire your arrows at the  
???????? two enemies, and move on towards the exit.

ERIK > Move to the right, climb the ladder and on towards the exit.

~~~~~  
> Tomator's Spaceship

> Level Four - Gravity Boots

[LVKA4]  
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ERIK > Move to the left and jump over the gap (avoid contact with the aliens  
?????? below). Next climb down the ladder and turn right, where you'll  
eventually come to somerotating spikes on the ground, jump over them, and move  
onto the elevator. Press up to ascend, if you stay on the elevator, you will be  
electrocuted, so jump onto the ledge to the right as the platform is moving up.  
Next press the button to switch off the power to the electricity.

BALEOG > Climb down the ladder to the right, and defeat the two aliens. There  
???????? is a piece of fruit to the far left, collect it, then move to the far  
right and climb the ladder. Now stand on top of the elevator - the same one  
Erik ascended on before jumping onto the ledge.

OLAF > Move onto the elevator with Baleog and press down. Next move to the  
?????? right with your shield lowered, and stop when you see the rotating  
spikes. A machine on the other side will be firing laser beams at you.

ERIK > Jump off the ledge and move to the right towards Olaf. You'll need to  
?????? get the yellow key above the machine, so stand behind Olaf, and jump  
across the rotating spikes just after the machine has fired one of it's beams,  
grab the key then quickly jump back across the rotating spikes. If you do get  
hit by one of the beams, use the fruit found to the left of the aliens to heal  
yourself.

BALEOG > Move to the right and climb the ladder (before the rotating spikes)  
???????? and defeat the alien above.

ERIK > Climb the ladder and use the yellow key on the keyhole to open the  
?????? doors ahead. On the other side of the doors is a teleporter - step into  
it.

BALEOG > Move right and into the teleporter.  
????????

OLAF > Just after blocking a shot from the machine, turn left and climb the  
?????? ladder. Next move towards the teleporter and rejoin Erik and Baleog.

After you've teleported, move to the right, where you'll see a gravitational  
device. Walk through it, but keep your thumb on the right button as you ascend  
through it, or you will be electrocuted above. When you get in-between the two  
gravitational devices, stand below the boot, and hold up your shield.

ERIK > From the teleporter, move to the right, through the gravitational  
?????? device, and jump onto Olaf's shield. Next jump up and grab the boot -  
this will stop you from ascending in the gravitational devices. Use the item on  
Erik, then run to the right, jumping over the blue enemies and their beams.  
When you reach the end of the path, you'll see a red button - press it to turn  
off the gravitational devaices, and then pass through the black and yellow  
doors towards safety.

OLAF > Lower your shield and move to the right towards the blue enemies, stop  
?????? facing towards them and switch to Baleog.

BALEOG > Move to the right, up towards where you last left Olaf, and defeat  
the three enemies with your bow and arrow. Now continue on towards  
the exit.

OLAF > Move right towards the exit.  
the exit.

~~~ PREHISTORIA ~~~

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> Prehistoria  
> Level One - It's a Dinosaur! [LVKB1]  
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BALEOG > Move to the right and climb the wooden ladder, then defeat the blue  
dinosaur at the top - it will take two hits.

OLAF > Move right and again climb the ladder, then move up and over the slope,  
to where you'll encounter a snail, stop here.

BALEOG > Head towards Olaf and kill the snail, while shielding yourself from  
its attacks with the help of Olaf, then continue forward towards  
another blue dinosaur and defeat it.

ERIK > Move right, ignore the ladder and jump over the water to the right. On  
the other side is a red key. There is also an explosive device to the  
right, to get it you'll need to jump through the hidden gap in the wall. Next  
jump back across the river and climb the ladder, following the other two  
vikings. Head towards the right of the screen, then fall down the gap and jump  
across the water to the left, to where you can collect a yellow key.

OLAF > Go right and drop down the same gap as Erik, then stand facing the wall  
to the right - there is a snail on the other side.

ERIK > Jump back across the water and charge into the wall where you left Olaf  
standing. With Olaf in the right place, the snail will not be able to  
harm your party.

BALEOG > Move forward and fall down the gap, then while standing behind Olaf,  
shoot two arrows at the snail.

OLAF > Climb down the ladder to where you'll encounter a snail below, then  
face towards and block its attacks with your shield.

BALEOG > Follow Olaf down the ladder and defeat the snail with your sword or  
arrow.

OLAF > Move to the left of the screen, and stand facing the door blocking the  
passage way, there will be a dinosaur and snail on the other side.

ERIK > Climb down the ladder to rejoin the other vikings, then move up to  
where Olaf is standing and use the red key on the red keyhole - this  
will open the door ahead.

BALEOG > Bring Baleog forward and use your weapons to defeat the enemies.  
the enemies.

ERIK > Move through the open door, jump and grab the piece of meat while  
running downhill, then use the yellow key when you see the keyhole,

opening the next door ahead.

BALEOG > Go left, through the open door, until you come to a raised bridge.  
ㅍㅍㅍㅍㅍㅍㅍ Shoot an arrow at the switch to lower the bridge. Move across the  
bridge, then shoot an arrow at the second switch to lower the next bridge, and  
move on towards the exit.

OLAF > Move towards the exit.  
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ERIK > Move towards the exit.  
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> Prehistoria  
> Level Two - Inside the mountains [LVKB2]  
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OLAF > There is no access to the right, as the door is blocking the way, so  
ㅍㅍㅍㅍㅍ climb the ladder to the very top, you can collect the two pieces of  
fruit on the left. Next move to the far right until you come to a gap. Ignore  
the large item to the right of the magma, as there is no way back if you glide  
down to get it. Instead, hold your shield up, and fall between the ledge and  
the magma, then when you've fallen past the first magma surface, move slightly  
to the left and glide to the bottom where you'll find a blue key. Grab the key  
and use it on the keyhole to open the door below.

BALEOG > Move through the opened door and defeat the blue dinosaur coming  
ㅍㅍㅍㅍㅍ downhill with two strikes.

OLAF > Move down the ladder, turn right and past Baleog. Ignore the second  
ㅍㅍㅍㅍㅍ ladder you see and move downhill to where you'll encounter a caveman.  
Stop here with your shield facing towards him.

BALEOG > Head towards Olaf, and defeat the caveman while standing just behind  
ㅍㅍㅍㅍㅍ him with your bow and arrow. You won't be able to harm the caveman  
while he's rolling, so wait for that moment when he begins running towards you,  
then release your arrow.

ERIK > From the beginning, run through the door, and climb the second ladder.  
ㅍㅍㅍㅍㅍ In the area above you'll see a red key, grab this while jumping to  
avoid the fireballs emitting from the right, then move back down the ladder.  
Now go to the right, and just before the lavaflow, use the red key on the  
keyhole to lower the bridge.

OLAF > Move across the bridge, climb the ladder to the next area above, and  
ㅍㅍㅍㅍㅍ face towards the dinosaur.

BALEOG > Cross the bridge and climb the ladder, then defeat the dinosaur.  
ㅍㅍㅍㅍㅍ

OLAF > You'll need to get hold of the yellow key to open the door ahead, so  
ㅍㅍㅍㅍㅍ stand at the top of the slope, with the shield placed above your head.

ERIK > Cross the bridge and climb the ladder, then jump onto Olaf's shield.  
ㅍㅍㅍㅍㅍ Next jump to get the key on the ledge above to the left, and drop back  
down towards Olaf. Don't use the key to open the door just yet.

OLAF > Lower your shield, and move towards the locked door, as there is a  
ㅍㅍㅍㅍㅍ caveman on the other side.



ERIK > Now use the yellow key on the keyhole to open the door.

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BALEOG > Place yourself just behind Olaf, and get ready to fire two arrows at the caveman when he stops rolling.

OLAF > Climb the ladder to the left of the open door, then move on to the left where you'll encounter a snail.

BALEOG > Take the same path as Olaf, and defeat the snail.

????????

OLAF > Climb the next ladder to the top level, but make sure the enemies above are on the right side when you face towards them. Now quickly switch to Baleog.

BALEOG > Climb the ladder and defeat the dinosaur and caveman.

????????

OLAF > Move to the right where you'll find the exit, but there is also a snail here, so stop and defend.

BALEOG > Move towards the exit and defeat the snail.

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ERIK > Follow the same path you took as Baleog and Olaf, and head for the exit.

~~~~~  
> Prehistoria

> Level Three - In the Treetops [LVKB3]

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OLAF > Climb the ladder above from where you start this level, then move to the right, where you'll encounter a snail. Stop here.

BALEOG > Climb the same ladder as Olaf, and defeat the snail to clear the path ahead.

OLAF > Move a bit further along the bridge, to where you'll encounter a caveman.

BALEOG > Again move towards Olaf, and defeat the caveman with your bow and arrow.

OLAF > Move to the right, and glide down off the edge to the far right, then climb the first ladder you come across. Climb this ladder quickly, as there is a snail to the left, which will shoot at you on sight. When you reach the top of the ladder, make sure the caveman is on your right side.

BALEOG > Follow the same path as Olaf and defeat the caveman.

????????

OLAF > Move to the right and climb the next ladder, then climb another ladder slightly to the right to reach the very top level. Here defend yourself against a caveman and a snail.

BALEOG > Again follow the same path as Olaf, and defeat the two enemies.

????????

ERIK > Now as Erik, you'll need to make your way to the highest point in this  
???? level, to where you last left your party. Once there, jump to the far  
right, onto the opening of a waterfall (where there is also an item), then jump  
again to the far right, where you'll find a blue key.

Next climb down the ladder, and drop down to the left, where you'll see a blue  
keyhole to the right of a raised bridge. Use the blue key here to lower the  
bridge.

OLAF > Climb back down the ladder, and move right across the lowered bridge.  
???? Next drop down to where you can see a caveman, but try to get him on  
the right side, against the wall.

BALEOG > Follow the same path you've just taken as Olaf, and drop down to the  
???? left of him. From here defeat the caveman and drop down towards the  
exit.

ERIK > Move towards the exit.  
????

OLAF > Head for the exit.  
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~~~~~  
> Prehistoria  
> Level Four [LVKB4]  
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BALEOG > First climb down the ladder to the right, then move to the right of  
???? the screen, to where you'll encounter a dinosaur - defeat it.

OLAF > Climb down the ladder, move to the right and climb the ladder just  
???? before the lava flow. When you reach the top, make sure the snail is on  
the left side.

BALEOG > Climb the second ladder and defeat the snail to the left. Now look to  
???? the right and you'll see two rocks hanging from the ceiling. Fire  
two arrows at each of them, to make them fall onto the lava flow and create a  
path across it.

Now climb back down the ladder and move across the newly-formed bridge, on the  
other side you'll encounter a dinosaur while going downhill, so defeat it.

OLAF > Climb down the ladder and move across the bridge to the right, then  
???? climb the two ladders at the end. Next face the direction of the fire  
statue, so that you're blocking its fireballs with your shield.

ERIK > From the start of the level, make your way to where you last left Olaf.  
???? Next smash into the wall to the right of the fire statue - there is a  
switch and a raised bridge on the side.

BALEOG > Bring Baleog up the two ladders, then shoot an arrow at the switch to  
???? lower the bridge. Now move across the bridge and drop down to where  
you'll find another ladder.

ERIK > Follow the same path as Baleog.  
????

OLAF > Turn away from the fireballs (after one has been fired), rejoin your  
party and climb down the ladder. Now move a little to the left where  
you'll encounter a caveman.

BALEOG > Climb down the ladder and defeat the caveman, there is a small cleft  
in the ground - a good place to shoot your arrows from. Next continue  
to the left where you'll discover a lava flow, lower the bridge by shooting an  
arrow at the switch.

OLAF > Bring Olaf towards the lowered bridge, and stop when you see the  
caveman coming towards you.

BALEOG > Defeat the enemy and move on towards the exit.

OLAF > Head for the exit.

ERIK > Rejoin your party at the exit.

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> Prehistoria  
> Level Five [LVKB5]  
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OLAF > Start off by moving to the right and across the bridge. Halfway across  
you'll encounter a snail - stop here and defend.

BALEOG > Move towards the bridge and defeat the snail.

ERIK > Run over the bridge, downhill, and then charge into the wall.

OLAF > Move to where the wall once stood, and drop down to the area below with  
the caveman and fire statue on the right side. Try to force the caveman  
against the right wall as much as you can, then quickly switch to Baleog.

BALEOG > Drop down towards Olaf, and stand to the left of him, from here  
defeat the caveman with your bow and arrow. Next move to the left,  
collect the red key and move downhill, to where you'll see a keyhole - but  
don't use the key yet.

OLAF > After blocking a fireball with your shield, immediately turn left and  
head towards Baleog. Next stand over the edge with the spikes below  
(there's a caveman on the other side of the bridge).

BALEOG > Use the red key on the keyhole to lower the bridge and release the  
caveman, defeat it with the protection of Olaf.

OLAF > Move across the bridge, another caveman will come downhill and towards  
you.

BALEOG > Defeat the second caveman.

ERIK > From where you smashed into the wall, drop down into the area below,

~~~~~ avoiding the fireballs, and move to the far left. After the bridge, charge into the wall, to create a path forward.

OLAF > Continue through the smashed wall and drop down onto the ledges. When you've reached the lowest level, walk to the right, and drop down again to an area where you'll encounter a snail and a dinosaur. Stop here.

BALEOG > Make your way towards where you last left Olaf, and defeat the two enemies.

OLAF > Continue moving to the right, until you come to some magma with bubbles emerging out of it. There is also a snail on the other side of the lava.

BALEOG > Defeat the snail with two shots from your bow.

OLAF > Once a bubble has emerged out of the water, step into it, and it'll take you above. When you see an opening to the left, step out of the bubble and into the gap, then move to the far left. You'll next come up to a wall with a key and a fire statue on the other side, wait here.

ERIK > Make your way to where the bubbles emerge out of the lava, and ascend into the same opening as Olaf. Next smash into the wall where you last left Olaf, and then grab the yellow key while avoiding the fireballs.

Now climb down the ladder to the right of the smashed wall, jump over the spikes and use the yellow key on the keyhole - the door to the right will now open - Grab the blue key here.

Now jump back across the spikes, up the ladder, and back into another bubble. Next jump into the first opening to the right, then climb down the first ladder and use the blue key to open the door to the right. Climb down the next ladder and smash into the wall to reveal a passage way above. If you wish to get the explosive device beyond the wall, you will need to move quickly, grab the item and immediately turn back, or you will be trapped inside.

OLAF > Turn back towards the bubbles and ascend. Pass through the first opening to the right, and climb down the second ladder you see. You'll encounter a caveman here, so defend.

BALEOG > Just above the lava, step into a bubble, then pass through the first opening to the right, and climb down the second ladder. Defeat the caveman at the bottom of the ladder, then climb the next ladder to find the exit.

OLAF > Head for the exit.

ERIK > Make your way back up to the bubbles, then take the same path as your party to find the exit.

~~~~~  
> Prehistoria  
> Level Six - The Swamp [LVKB6]  
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OLAF > Head forward and climb the first ladder, and make sure the dinosaur is on your right side when you reach the top.

BALEOG > Climb the ladder and defeat the dinosaur.

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OLAF > Move a little forward, to where you'll encounter a snail.

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BALEOG > Follow Olaf and defeat the snail. Next you'll come up to a swamp with many bubbles emerging out of it. You will need to use the rising bubbles to make your way across the river. First, as Baleog, step into the first bubble that ascends to your right, then when it is about to burst, move slightly to the right so that you'll land in the next rising bubble. Continue this until you reach the dry land to the far right.

ERIK > Now bring Erik to the starting line for the bubble challenge. This is slightly easier with Erik, since he has the ability to jump.

OLAF > Bring the final member of your party to the other side of the swamp. Next climb the ladder, then just to the right of the red keyhole, hold up your shield.

ERIK > Climb the ladder, jump onto Olaf's shield and use it to jump to the higher ground above. Next move to the far right where you'll find a red key.

OLAF > Lower your shield and move a little to the right, so that you're right next to the locked door.

ERIK > Move back down to the next level below, and use the red key on the keyhole to open the door ahead.

BALEOG > Climb the ladder and defeat the red dinosaur, next use the ladder to the right of the opened door, then climb a second ladder slightly to the right. Quickly defeat the blue dinosaur at the top of this ledge.

OLAF > Climb your way up to where you last left Baleog, then climb the next ladder on the edge of the screen, to where you'll encounter a snail on the left.

BALEOG > Climb the ladder and defeat the snail. Next continue moving to the left, to where you'll encounter another red dinosaur, defeat this one with two strikes, then make your way to the left edge of the screen. Climb the ladder to the highest level, and defeat the next red dinosaur. There is a yellow key above, but it's out of reach for Baleog.

ERIK > Climb those ladders and make your way to the far left of the screen, to where you last left Baleog. Then above the ladder, jump to grab the yellow key.

BALEOG > Move to the right edge of where you're currently standing, then fall down onto the right ledge (time your fall, as you don't want to run directly into the red dinosaur). When you've landed quickly defeat the dinosaur, then climb down the ladder and defeat the dinosaur below.

OLAF > Move to the far left of the screen, climb the ladder, turn right and glide down onto the right ledge. Continue moving forward until you come to a locked door with a yellow keyhole on the other side.

ERIK > Jump onto the ground above the locked door (you may need the help of Olaf, drop down to the right and move underneath the ground towards

the yellow keyhole - use the key here.

OLAF > Move a little forward, to where you'll encounter a snail.

~~~~~

BALEOG > Move to the right and defeat the snail, then continue moving forward,  
~~~~~ defeat the last two red dinosaurs and head for the exit.

OLAF > Move on towards the exit.

~~~~~

ERIK > Run towards the exit.

~~~~~

~~~~~  
> Prehistoria

> Level Seven - Draining the Volcano [LVKB7]

~~~~~  
OLAF > Move forward, towards the red fire statue, while blocking its fireballs  
~~~~~ with your shield.

ERIK > Charge forward and into the red fire statue and destroy it. This will  
~~~~~ release a caveman from its hiding place, but it won't get very far with  
Olaf in the right place. Now quickly take Erik back down the slope.

BALEOG > Move up the slope and use your arrows to defeat the caveman.

~~~~~

ERIK > Move back up the slope, then into the small chamber you've opened and  
~~~~~ collect the red key inside.

OLAF > Climb the ladder up to the next level and stand facing the fire statue  
~~~~~ to the right.

ERIK > Follow Olaf up the ladder and smash into the fire statue again, this  
~~~~~ time releasing a dinosaur.

BALEOG > Climb the ladder, turn to the right and defeat the dinosaur.

~~~~~

ERIK > Charge into the wall to the right again, and this time you'll find a  
~~~~~ large piece of meat.

BALEOG > Now climb the next ladder up to the level above, then turn to the  
~~~~~ right where you'll find another ladder - but do not go beyond this  
one, or you'll be hit by one of the fireballs emitting from the volcano.  
Instead climb the ladder up to a small ledge above, and to your left you'll see  
a creature locked inside a cage. Shoot three arrows at the keypad to open the  
gate.

ERIK > Climb the two ladders up towards Baleog and jump to the left towards  
~~~~~ the released creature, then talk to him - he'll now stop the fireballs  
being thrown from the volcano ahead. Now climb back down the ladder, move to  
the right and jump over the volcano. When you reach the other side, insert the  
red key into the keyhole to drain the volcano.

OLAF > Head for the drained volcano, jump inside it, then move to the right  
~~~~~ and climb down the ladder. At the bottom you'll find a caveman, fall

down onto the path he is on, but try to trap the caveman against the wall to the right (or the edge of the screen).

BALEOG > Move into the drained volcano, then climb down the ladder towards  
~~~~~ Olaf. Next stand to Olaf's left and shoot two arrows towards the  
caveman.

OLAF > Now turn left, to where you'll see a lava flow, and move into one of  
~~~~~ the bubbles emerging out of it. Next turn left when you see an opening.  
Hold your shield above your head so that you can block the fireballs falling  
from above, then push the block to the left into a hole - revealing a path  
forward.

BALEOG > Move into a bubble, and then take the path to the left, avoiding the  
~~~~~ fireballs (it may be a good idea to place Olaf in the centre of this  
area, the shorten the distances). Next climb down the ladder and on toward the  
exit.

ERIK > Follow the same path you've taken as Baleog, getting past the fireballs  
~~~~~ will be easier because of his speed, then go for the exit.

OLAF > Climb down the ladder to exit the pre-historic era.  
~~~~~

~~~ ANCIENT EGYPT ~~~

~~~~~  
> Ancient Egypt  
> Level One - The Quicksand Stage [LVKC1]  
~~~~~

OLAF > Move downhill and climb the first palm tree, then hold up your shield  
~~~~~ and glide to the other side of the quicksand. Next move uphill, to the  
point where you'll encounter a scorpion, it'll launch fireballs into the air,  
so hold up your shield to defend yourself.

BALEOG > Go towards the first palm tree, then climb it to the top. You'll  
~~~~~ notice two coconuts on the other side of the quicksand, so fire two  
arrows at each of these coconuts to make them fall into the quicksand (but not  
sink). Fall down onto the coconuts to get across the quicksand and approach  
the scorpion.

Next stand side by side with Olaf and defeat the scorpion - it'll takes three  
strikes with either your sword or arrows.

OLAF > With the scorpion out of the way, continue moving forward until you  
~~~~~ reach some more quicksand. Climb the palm tree before it and glide to  
the other side, then do the same again, but watch out you don't get hit by the  
scorpion's attacks as you're gliding to the ground. Once you reach the ground,  
hold your shield up to protect yourself.

BALEOG > Move downhill and towards the quicksand, climb the palm tree and  
~~~~~ shoot the coconuts down to create another path for yourself. Now  
climb up the next palm tree and perform the same action again. When you reach  
the scorpion, defeat it while standing side by side with Olaf.

ERIK > Jump over the first quicksand pit, then climb the second palm tree and  
~~~~~ jump to grab the bomb. Continue moving forward, then jump over the next  
two quicksand pits, and grab the red key above the middle palm tree. Now

continue ahead and stop when you reach the red keyhole.

OLAF > Move forward a little, and lower your shield. Place Olaf in front of  
the four blocks - there is an jumpin' Egyptian on the other side.

ERIK > Use the red key to open up the path ahead. With Olaf in the right  
place, the Egyptian will not be able to harm your characters.

BALEOG > Move towards your party members and defeat the Egyptian with three  
arrows. Next, make your way into the tomb, and you'll eventually come  
up to a ladder, with two Egyptians above and a yellow key to the left of them.  
Climb the ladder and defeat the two Egyptians - you can use the bomb to make  
things easier.

ERIK > Bring Erik into the tomb and past the ladder.

OLAF > Finally bring Olaf into the tomb and climb the ladder. Next push the  
block to the left and into the gap below (your party members will be  
trapped if you don't bring them up to the ladder). Now stand facing the fire  
statue so that you're blocking its attacks.

ERIK > Climb the ladder, then time your jump towards the fire statue to grab  
the yellow key, then quickly jump back across the gap (if you fall into  
the gap you will not be able to get out). Now climb back down the ladder, and  
use the yellow key on the keyhole to the right, after this you'll reach the  
exit.

BALEOG > Climb down the ladder and turn towards the exit.

OLAF > Turn away from the fire statue just after blocking one of its attacks,  
then climb down the ladder and head for the exit.

~~~~~  
> Ancient Egypt  
> Level Two - Inside the Tombs [LVKC2]  
~~~~~

OLAF > Move to the left, and place yourself with the shield facing towards the  
small grey blocks.

ERIK > Charge into the grey blocks to the left to open up the path ahead.

BALEOG > Move to the left and shoot three arrows at the Egyptian, while  
standing behind Olaf. Next continue moving to the left, until you see  
a red button above the spikes. Stand over the small squares in the ground (but  
not over the spikes) and fire an arrow at the switch to the left. You'll then  
fall onto a small ledge below.

OLAF > Continue moving to the left, and fall down the gap opened up by Baleog.  
From the small ledge, fall down to the lower ground and stand facing  
the fire statue to the left.

BALEOG > Just like Olaf, move onto the lower ground, and towards the right. In  
the hallway you'll encounter three Egyptians in total, defeat them  
all with your sword. Next continue to the far right, and stand side by side  
with the red button (but don't press it yet!).



ERIK > Follow the same path you took as Baleog, then stand side by side with  
~~~~~ him at the red button, but again do not press it yet.

OLAF > Turn away from the fire statue after blocking an attack, then when you  
~~~~~ reach your party members, press the red button to open up the path  
below. Next drop down into the gap and move slightly to the left, to block the  
path of the advancing Egyptian.

BALEOG > Drop down into the hole, and defeat the Egyptian with three shots  
~~~~~ from your bow (It's best to shoot the arrows when it jumps because  
you're on a slope). Next continue down the slope to the left and stop when you  
reach the spikes.

ERIK > Fall down into the gap then make your way to the left. Next jump onto  
~~~~~ the middle platform in between the two spikes.

BALEOG > Shoot an arrow at the red button to the left, this will open up the  
~~~~~ path to the left, however it'll close up again in just a few short  
seconds, so quickly press the L button to switch back to Erik.

ERIK > Before it closes again, jump through the open wall (you can be killed  
~~~~~ if you're caught underneath the falling wall), then flip the red switch  
on the other side to create a path across the spikes for your party.

BALEOG > Move across the spikes, then press the red button and move through  
~~~~~ the open wall (again, don't stand below it when it falls). Next climb  
down the ladder to the left, where you'll encounter two Egyptians at the  
bottom, defeat both of these, then move a little to the right where you'll  
encounter a third Egyptian, defeat this one as well.

OLAF > Go down the small slope to the left and press the red button to pass  
~~~~~ through the wall. Next climb down the ladder to the ground level, and  
make your way to the far right, where you last left Baleog. Continue moving to  
the right, where this time you'll encounter a scorpion. Remember to hold your  
shield up to block its attacks from the air.

BALEOG > Move towards the scorpion, then defeat it with three arrows.  
~~~~~

OLAF > Put your shield back down, then continue to the right, where this time  
~~~~~ you'll encounter a fire statue. Stand facing the fire statue, to the  
right of the ladder.

BALEOG > Move towards the ladder, climb it and you'll find yourself at the  
~~~~~ exit.

ERIK > Follow the same path taken as Baleog, and head for the exit.  
~~~~~

OLAF > Just after blocking an attack from the fire statue, climb the ladder  
~~~~~ and exit the level.

~~~~~  
> Ancient Egypt  
> Level Three - Acid [LVK3]  
~~~~~

OLAF > First, hold your shield up and drop into the gap to the left, then

~~~~~ glide into the gap to the right, where you'll see a switch. Now flip the switch to make two objects appear above the spikes to the right.

ERIK > Jump over the spikes to the right, and press the red button on the ~~~~~ opposite side to create a path for Baleog. Next flip the switch that you'll find just slightly to the right, which will operate the moving platform.

BALEOG > Move over the spikes and drop into the gap to the right, below the ~~~~~ moving platform. Next talk to the friendly Egyptian to the left. Climb down the ladder, continue to the left and climb down a second ladder. You'll encounter an Egyptian here - defeat it.

OLAF > From the switch, move to the far left. You'll eventually see a green ~~~~~ acid falling from the ceiling. Here you need to hold up your shield, and glide to the ground level, moving left and right to dodge the acid (your shield will not protect you here). When you reach the bottom, head right towards Baleog.

ERIK > Jump onto the moving platform to reach the higher ground above. Next ~~~~~ you'll see blocks falling from the ceiling, so make your way to the left, wait for the blocks to fall to the ground and continue moving a little further onwards, until you reach the next ladder.

Climb the ladder up to the highest level, then charge into the wall to the left. Inside you'll find a red key, pick it up and make your way back towards the friendly Egyptian. Next climb down the ladder and insert red key into the keyhole to the left.

In the next area you'll see three switches and a red button. You need to flip the first and third switch, then press the red button to open up the path to the exit. If you get the combination of switches wrong, then you'll be hit by a block falling from the ceiling.

BALEOG > Climb the ladder and head left towards the exit.  
~~~~~

OLAF > Same as Baleog.  
~~~~~

~~~~~  
> Ancient Egypt  
> Level Four - Matching the Symbols [LVK4]  
~~~~~

ERIK > Move down onto the small ledge below, then jump over the spikes ahead, ~~~~~ to the other side. You'll see a red button on the other side of the spikes, press it to create a path for Baleog and Olaf.

OLAF > Go across the path and continue to the right. Stop when you reach the ~~~~~ next spikes and stand facing the block ahead.

ERIK > Jump onto the ledge above where Olaf should be, then jump onto the ~~~~~ block ahead with the chain holding it, and then quickly jump onto the fire statue to the far right. This action will bring the block down a little, and the fireballs being blocked by Olaf.

BALEOG > Move forward and across the spikes, then when you reach Olaf, shoot ~~~~~ an arrow at the chain to make the block fall onto the switch below, thus removing all of the spikes. The fire statue will also stop emitting

fireballs.

Next move to the far right, and look below the fire statue where you'll see a ladder. Climb down the ladder, then when you reach the bottom, defeat the Egyptian with three strikes of your sword.

ERIK > Drop down onto the ground below, then go down the ladder to where you  
~~~~~ last left Baleog. Next charge into the grey wall to the left to open up  
the path ahead.

OLAF > Move to the right and down the ladder below the fire statue, then move  
~~~~~ to the left, to where you'll find another ladder, use it than stand  
facing the wall to the right.

ERIK > Climb down the ladder to the left, then charge into the wall to the  
~~~~~ right, with Olaf preventing the Egyptian from escaping from the small  
chambre.

BALEOG > Climb down the ladder to the left, then defeat the Egyptian in the  
~~~~~ area to the right. In this small chanber, you'll see a block with  
four symbols depicted onto it - remember these, as you'll need to use them  
soon.

ERIK > Now charge into the wall to the left, opening up another path.  
~~~~~

BALEOG > Move out of the chamber and towards the left of the screen, where  
~~~~~ you'll encounter another Egyptian - defeat it, then climb the next  
ladder to the area above, where you'll see two red buttons. Pressing either the  
these buttons will change the symbols seen next to them, so what you need to do  
is match the symbols with what you saw on the block in the small chamber (eg.  
the bottom left symbol on the block was a picture of some scales, so this is  
where the same symbol should be in this area). Match the two bottom symbols but  
do not climb the next ladder up with Baleog.

OLAF > Head towards the red buttons, where Baleog is, and go up to the top  
~~~~~ floor. Hold your shield up to protect yourself against the falling  
blocks, then match the symbols to the right and left to what was previously  
seen on the block. Once that is done, climb down the two ladders and press the  
red button to the left. If the symbols are correct, then the wall will open up  
towards the exit.

BALEOG > Climb down the ladder and turn towards the exit.  
~~~~~

ERIK > Head left and go for the exit.  
~~~~~

~~~~~  
> Ancient Egypt  
> Level Five - The Serpent [LVKC5]  
~~~~~

ERIK > Firstly, move to the right and grab the bomb. There is a serpent just  
~~~~~ ahead, burrowed into the ground, and the only way to defeat it is to  
drop the bomb on top of it and quickly run back to avoid being caught in the  
blast.

Once the serpent has been taken care of, run forward and charge into the grey

wall. Next you'll see a ledge moving up and down, and there's also a red key below it. You'll need to obtain this red key by jumping into the pit, below the ledge, grabbing the key then quickly jumping back out to avoid being squashed by the descending ledge.

Now jump onto the ascending ledge, then jump towards where you'll see the red keyhole to the right, but watch out for the spikes above.

OLAF > Move towards the right of the screen and then onto the ledge when it is  
γγγγγγ at the bottom of the pit, then move towards the keyhole and stand facing the wall ahead - you'll see a mummy on the other side.

ERIK > Use the red key on the keyhole to open up the path ahead.  
γγγγγγ

BALEOG > Move forward, onto the ascending ledge, then towards your party  
γγγγγγγγγγ members. The mummy will not take any damage from arrows, so you'll need to get up close to it (stand side by side with Olaf) and strike it three times with your sword.

OLAF > Continue on the path to the right, until you encounter another mummy.  
γγγγγγ

BALEOG > Follow Olaf, and again defeat the mummy with your sword.  
γγγγγγγγγγ

OLAF > Continue moving to the right just a little more, and stand facing the  
γγγγγγ grey blocks ahead, with the third mummy on the other side.

ERIK > Run forward and charge into the grey blocks.  
γγγγγγ

BALEOG > Move forward and defeat the third mummy. Next continue to the right,  
γγγγγγγγγγ and drop off the edge onto the ledges below. Here you'll find two more mummies, one on the small ledge to the right, and the other on the lower ground. Drop down onto the small ledge first (when the mummy is walking to the right) and defeat it with three strikes of your sword, then drop down onto the ground level, and defeat the mummy here as well.

Next climb down the ladder on the ground level, towards where you'll find the exit, but there is a wall blocking the path ahead.

ERIK > Follow the same path taken as Baleog, climb down the ladder and head  
γγγγγγ towards the blocked exit.

OLAF > With Olaf you'll need to backtrack to the beginning of this level,  
γγγγγγ where you'll find a ladder leading downwards. When you get near the bottom of the ladder, you'll see another mummy waiting for you. To avoid contact with it, you'll need to move off the ladder when you're halfway down it, then hold up your shield to glide to the far right, where you'll see another ladder hanging from the ceiling, press up to grab onto it.

Continue gliding to the right, onto the third than fourth ladder (watch out for the acid in-between), then when you reach the fifth ladder, climb it to the top and grab the blue key to the right.

Now climb down the ladder and continue gliding towards the right of the screen, until you reach your fellow party members and a blue keyhole. Insert the blue key into the keyhole to open up the path to the exit.

~~~~~  
> Ancient Egypt

> Level Six - Tetris, Viking Style!

[LVKC6]  
~~~~~

BALEOG > First move to the right, defeat the Egyptian, then continue moving on  
~~~~~ and climb the ladder. Fight off another Egyptian when you reach the  
top, then move to the left and climb the mini-ladder onto the small platform.  
Ahead you'll see a rotating ledge surrounded by spikes. Move onto the ledge as  
it begins moving away from the platform you're standing on, then quickly move  
to the other side as you approach it.

Now climb up another ladder that you'll see to the left, and wait for the  
moving ledge to descend down to the ground, then drop onto it. Let it take you  
up, and move into the opening that you'll see on the right side, then defeat  
the two Egyptians here.

If you continue moving to the right you'll see an elevator, but it's not  
operating. There is also a red keyhole here.

OLAF > Move to the right, climb the ladder and use the rotating ledge to reach  
~~~~~ the other side. Now climb the next ladder to the left of the screen,  
and drop onto the ledge when it's near the ground. As you're ascending, you'll  
see an opening to the left side, move off the ledge and into the gap, then hold  
your shield up to glide to the bottom, but keep to the right side or you'll up  
up on those spikes. Now press the red button here to open up the wall to the  
right.

ERIK > Follow the same path you've just taken as Olaf, until you get to the  
~~~~~ ledge moving up and down. Jump onto the ledge, then quickly jump again  
into the open wall to the left. Next jump to grab the red key hanging over the  
spikes, then move back onto the ledge, and this time jump through the opening  
to the right.

Keep moving to the far right until you see an elevator, then insert the red key  
into the keyhole to the left of it. The elevator will now work so move Erik  
onto it.

BALEOG > Move onto the elevator with Erik and go down to the bottom level.  
~~~~~ Move to the left and defeat the mummy with your sword, then climb one  
of the ladders up to the next level and defeat the two mummies here as well.  
You'll next find another two mummies on the top floor, defeat these and then  
move back to the elevator.

ERIK > With the path clear, climb the ladders until you reach the top level,  
~~~~~ then jump to grab the blue key that you'll see in the centre. Once  
you've obtained it, go back to the elevator and ascend to the middle level.

OLAF > Drop onto the moving ledge, ascend and move through the opening to the  
~~~~~ right. Continue moving forward and rejoin your party members on the  
elevator.

ERIK > Use the elevator to reach the top level, then insert the blue key into  
~~~~~ the lock to the left to open up the path ahead.

Next jump and climb the ladder above, and drop into the large area ahead.  
Immediately large blocks will begin to fall from the ceiling, so you should try  
to dodge these and make your way to the top (4 blocks high). Once every block  
has fallen, and you've survived, move to the left then push the large block

into the gap, and onto the switch down below. Now make your way back to the elevator.

OLAF > Climb down the ladder and move a little to the left, where you'll encounter the last jumpin' Egyptian.

BALEOG > Follow Olaf down the ladder and defeat the Egyptian by firing three arrows at it. Next continue to the left, where you'll come to the exit

OLAF > Move towards the exit.

ERIK > Climb down the ladder and move towards the exit.

~~~ THE GREAT FACTORY ~~~

~~~~~  
> The Great Factory  
> Level One - The Pounders [LVKD1]  
~~~~~

OLAF > Ahead you'll see three pounders to the right, Olaf will be able to hold up the thin pounders by raising his shield, but the thick pounder will squash him even if his shield is raised. Firstly, move towards the right and place yourself underneath the first pounder with your shield raised.

ERIK > Move pass Olaf, then pass through the second pounder as it is rising, then wait between the second and third pounders.

BALEOG > Same as Erik.

OLAF > Move through the second pounder, remember he'll be crushed by the thicker one even with his shield raised. Next place yourself under the more agile third pounder.

ERIK > Pass through the third pounder. Next look at the two air vents in the ceiling above (they're blue), then jump into the air vent on the right, and press up to receive a bomb - you'll need this later on.

BALEOG > Bring him through the third crusher, then to the right of the blue air vents you'll see a red button. Fire an arrow at the red button (while standing on the top of the slope) to stop the pounder ahead from operating.

OLAF > Move to the right and down the ladder. Next continue moving forwards, until you reach a platform moving in and out of the wall. Stand next to it with your shield raised.

ERIK > Go right then down the ladder, then jump onto Olaf's shield. Next jump onto the platform when it moves out of the wall, then quickly jump to the left and onto the ledge.

To the right you'll see a cyclops machine, and a red button next to it. You'll need to jump onto the same level as the cyclops machine when it is moving to the right, then jump over it and press the red button, then immediately jump back over the machine towards safety. Once done, go back down to the ground

level.

BALEOG > Move down the slope and down the ladder, then continue to the right  
where you'll find another ladder. Climb down this ladder a little,  
then move into the blue air vent on the left side. When you reach the other end  
of the air vent, you'll see two cyclops in an open area, defeat these by firing  
three arrows at each of them.

Now move into the next air vent, then go up, then right into another open area.  
You'll see a third cyclops machine here, defeat it.

ERIK > Follow the same path you've just taken as Baleog, until you get to the  
second air vent. Instead of going right towards Baleog, this time move  
up a little more and go left, into an area where you'll find an explosive  
device.

Go back into the air vent and head towards where you last left Baleog. On the  
right side of this area you'll see four grey blocks above a ladder. Drop the  
bomb onto the grey blocks (the one you got from the air vent earlier), then  
climb down the ladder. Next use the explosive device to the robot (Baleog's  
weapons will not harm this one). Then climb the ladder at the end of this area  
and collect the red key.

BALEOG > Go back into the air vent, and head back towards the ladder on the  
far right side of this level. Climb down the ladder, then fire an  
arrow at the red button on the other side of the poulder.

ERIK > Same as Baleog, move back into the air vents then down the ladder. Next  
move onto the conveyor belts ahead and pass through to the left (while  
avoiding the pounders), then insert the red key into the lock to open the path  
to the exit.

BALEOG > Pass through the pounders and move on towards the exit.

OLAF > Climb down the ladder, hold up your shield, then pass through the  
pounders and head towards the exit.

~~~~~  
> The Great Factory  
> Level Two - The Magnets [LVKD2]  
~~~~~

ERIK > First of all, you'll notice a large magnet beyond the blocked path.  
Press the A button to enter the crane operator, then press the B button  
to turn on the magnet. Next move the magnet to the right and pick up the box,  
then drop it onto the switch to open up the path ahead.

Now move through the open path, and then you'll find another crane. Press the A  
button again to operate this one.

OLAF > Move to the right, and then drop down into the gap between the crane  
operator and the magnet.

ERIK > Turn the magnet on to lift up Olaf, then move him to the right over the  
red button and the electric wall, then release him and quickly switch  
to Olaf.

OLAF > Press the red button as you're falling and quickly switch back to Erik

?????? before you hit the electricity.

ERIK > Turn the magnet back on to lift Olaf back up, then move him to the left  
?????? and drop him into the new path you've just opened. Next move into the  
gap and to the right towards where you'll see a seesaw-type thing, with some  
springs above it. Stand on the right side of the seesaw (with it raised).

OLAF > Move onto the left side of the seesaw and raise your shield.  
??????

ERIK > Jump onto the left side of the seesaw to hurl Olaf into the air. Now  
?????? quickly switch to Olaf.

OLAF > Move onto the left spring after being flung by the seesaw, then bounce  
?????? onto the right spring and go into the blue air vent on the right side.  
Inside you'll find an explosive device, collect this and then continue moving  
up the springs until you get to the top. Once there, use the explosive device  
to defeat the aerial machine, then move towards the left of the screen where  
you'll find a third crane.

BALEOG > From the beginning of this level, move forward and then onto the left  
???????? side of the seesaw.

ERIK > Jump onto the right side of the seesaw (make sure it's raised) to throw  
?????? Baleog into the air.

BALEOG > Move onto the left spring, and then bounce your way up to the very  
???????? top. Next move to the left towards the third crane, and press the A  
button to enter it. Next turn on the magnet to lift up Olaf, again make sure  
his shield is raised, and then move him onto a small platform to the left of  
the electricity.

OLAF > Keep your shield raised, then glide down through the diagonal spikes.  
?????? When you reach the bottom, go up to the red button below the spikes,  
and press it to turn off the electricity, allowing your party members to pass  
through. Now go towards the left of the screen, where you'll find the exit.

BALEOG > Get out of the crane and head for the exit,  
????????

ERIK > Jump onto the bottom spring, and bounce up towards the upper level,  
?????? then move towards the exit.

~~~~~  
> The Great Factory  
> Level Three - Wires, Potions and Large Grey Blocks [LVKD3]  
~~~~~

ERIK > Firstly you should take notice of the three machines in the background,  
?????? and the one a little beyond the elevator - they all have a symbol  
depicted on them. Now you should move onto the elevator ahead and descend to  
the lower level. Once there, to the left you'll see knives moving in and out of  
the ground and ceiling. Make your way to the left, dodging the knives, and  
collect the wire at the end of the path.

Next head back through the knives and use the elevator to go back to the middle  
level. Once there, move off the elevator.

OLAF > Use the elevator to go down to the bottom level, then go back up, but



?????? this time go into the blue air vent on the right side of the wall (do this to make sure the lift ends up at the middle level). In the open area at the end of the air vent, you'll encounter an indestructable robot, use your shield to defend yourself here.

BALEOG > Descend in the elevator then immediately move into the right wall.  
?????? Walk past the robot that is attacking Olaf (you cannot defeat it) and move into the air vent on the opposite side. While in the air vent, move up, then you'll encounter a cyclops in the next open area, defeat it with three arrows (while inside the air vent) and next collect the flaming arrow at the entrance to the next air vent.

This flaming arrow can be used to defeat the indestructable robots in this level. Highlight it in your menu, then select it with the X button. Now go back towards Olaf and defeat the robot with one of these flaming arrows.

Continue forward through the air vent. You'll eventually get to another open area with a robot, again use one of the flaming arrows to defeat it and keep going on. When you go up in the last air vent, you'll find a tool kit, pick this up and head back towards Olaf and drop onto the elevator when you come out of the air vent.

OLAF > Move back through the air vent and drop onto the elevator. Now ascend  
?????? to the middle level and raise your shield. Next ascend to the upper level (with Baleog still aboard), where you'll encounter a flying machine dropping spikes down below.

BALEOG > When the flying machine moves to the left, you should hurry up and  
?????? move on towards the right of the screen, and drop onto the ledge above the spikes. Ahead is a conveyor belt, which you cannot get onto because of the flames above it. You'll need to put out the flames by firing an arrow at each of the red labels above the flames, then move onto the conveyor belt.

Quickly fire a flaming arrow at the cyclops to defeat it, then collect the blue potion at the end of the path. Now move back across the conveyor belt and onto the elevator. Descend to the middle level, and give the tool kit to Olaf, then move off the elevator.

OLAF > Move back up to the upper level, and use the rotating ledge to get  
?????? across the spikes, remember to keep your shield raised to protect yourself against the flying machine. Now glide through the gap, diagonally across the spikes where you'll see a red button and another elevator. To the left of the elevator is a piece of broken machinery, use the tool kit to fix this and it'll produce a grey block at the near end. Pick up this block, and then press the red button to turn off the electricity above, then head back to where you first started in this level.

You'll notice that the three machines here all have symbols depicted on them (of the three items you've collected in this level), so have Olaf use the grey block on the machine on the right.

BALEOG > Baleog should have the blue potion, use this on the machine to the  
?????? left.

ERIK > Now have Erik use the wire on the machine in the center. When all three  
?????? items have been used, pick up the battery that appears to the far right, and use it on the machine to the right of the elevator to open up the path towards the exit. Now go for it.

BALEOG > Go towards the exit.

????????

OLAF > Move right towards the exit.

????????

~~~~~  
> The Great Factory  
> Level Four - The Long Glide Down [LVKD4]  
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ERIK > Jump onto the bricks, over the spikes ahead, and keep moving on until  
????? you reach the end of the path. The flying machine above may hit you  
once, so try to do this quickly. When you do reach the end of the path, drop  
down into the gap below, and then jump up onto the ledge to the right, so that  
the red button comes into view. Now press the R button to switch to Baleog.

BALEOG > Fire an arrow towards the right, and as soon as you do, press the L  
????? button to switch back to Erik. This will make the camera follow the  
arrow through to the red button.

ERIK > Once the path has appeared over the spikes, switch to Olaf.  
?????

OLAF > Move down the ladder, then face towards the robot to the right.  
?????

BALEOG > Move a little to the right, where you'll find a bomb. Next go back  
????? and climb down the ladder and place the bomb to the right of Olaf  
(but not too close to him) to defeat the robot. A little more to the right  
you'll see a red button, and a gap through which you can fire an arrow, hit the  
red button to open the path above.

Now move onto the elevator to the left (just next to the ladder) and go down.  
While you're descending, you see a gap in the right wall with bricks on the  
other side. You'll need to destroy these bricks by firing four arrows at them  
(keep moving up and down to get to the gap). Once that has been done, descend  
once more until the elevator comes to a halt, and defeat the cyclops to the  
right. To the right you'll find four more bricks, destroy these and move back  
to the elevator.

OLAF > Climb the ladder back up to where you began this level. Now raise your  
????? shield to defend yourself against the flying machine, and move towards  
the far right, then drop down into the gap. Next turn to the left and drop down  
the gap that was opened by Baleog, and glide to the left when you see the  
spikes, then right, then left again.

When you reach the ground, you'll see another flying machine ahead, with a red  
button below it. Avoid the flying machine and drop down towards the red button,  
then press it to turn off the electricity to the left (allowing Baleog to move  
down in the elevator). Now turn to the right and drop down to where you'll see  
a red keyhole with the exit on the other side of the blocked doorway.

BALEOG > Descend down to the ground level, and move to the right where you'll  
????? find the exit, with Olaf on the other side.

ERIK > From the ledge, drop down into the gap below, and you'll fall onto a  
????? spring. To the left you'll see floating platforms moving to the left  
and right. Jump onto the first one, then keep moving up until you reach the  
first conveyor belt. Jump onto this conveyor belt on the right side, then



you'll see more electrical equipment. You'll need to destroy this device as well, and to do so, place yourself just a little over the edge, over the electrical device, and drop the bomb onto it. This will clear another path further ahead.

Move back onto the moving platform, then when it reaches its lowest point, drop safely onto the ground.

OLAF > Raise your shield and move off the moving platform, and safely to the ground. Now lower your shield, and move a little into the opened path, where you'll encounter a robot. Stand facing it.

BALEOG > Move to the right and pass Olaf and the robot, then pick up the bomb on the other side of the elevator. Now place that bomb next to the robot to destroy it. Next move onto the elevator but do not ascend yet.

OLAF > Move onto the elevator.

~~~~~

ERIK > Move onto the elevator and ascend to the top level. Next move to the left and through the pounders and conveyor belts, until you reach the end of the path. You'll soon see two grey blocks in the ground, so drop your one remaining bomb onto these blocks and move a little to the right so that you're not caught in the blast. Next drop down into the gap you've created, after the ray gun has fired one of its beams.

OLAF > Raise your shield and move to the left from the elevator, through the pounders. Next drop down into the gap after the ray gun has fired. Slightly to the right you'll see a spring and a moving platform. Move onto the spring to get onto the platform, then face to the right to block the beams from the ray gun.

BALEOG > Drop into the gap, then use the spring to get onto the platform. Don't worry about the beams because Olaf's shield will be protecting you. Next fire two arrows at the two switches in the left wall to open up the path above, then move onto the ledge and towards the exit.

ERIK > Jump onto the platform then head towards the exit

~~~~~

OLAF > Move onto the ledge to the left for the exit.

~~~~~

~~~~~  
> The Great Factory

> Level Six - The Heavy Bar

[LVKD6]

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OLAF > Start by moving onto the right side of the seesaw.

~~~~~

ERIK > Jump onto the right side of the seesaw, then the left to hurl Olaf into the air.

OLAF > Hold your shield up to make this part easier, then move onto the lowest spring to the left, then bounce to the spring to the right. You'll see an explosive device between the second and third spring, collect this then use it immediately to destroy the flying machine (also make sure its in the screen).

Continue going up, then when you reach the sixth spring on the right side, move slightly to the left to grab the red key, then move back onto the sixth spring. You'll next need to get onto the ledge to the right (where the keyhole is), and you'll need to lower your shield to bounce higher, make sure you do this when the flying machine is moving towards the left side of the screen, so that you don't get hit by the falling spikes. Also pressing the B button when you touch the spring can make you bounce higher.

Now use the red key on the keyhole to open up the path ahead, then walk past the elevator and onto the conveyor belt. Now hold up your shield and drop down into the first gap that you come across, and glide to the right to avoid the spikes. Next keep your shield raised and drop into a second gap, then move to the left where you'll see a crane. Wait here for now.

BALEOG > Move onto the right side of the seesaw.  
????????

ERIK > Same as what you did with Olaf, lower the right side of the seesaw by jumping onto it, then jump onto the left side to throw Baleog into the air.

BALEOG > Move up the springs until you get to the opened doorway, and move onto the elevator to the left of the conveyor belt. Descend, then look to the right wall, you'll eventually see a gap through which you can fire an arrow. Do this to break the chain on the other side, releasing a heavy bar. Continue to descend in the elevator until you reach the ground level.

OLAF > Enter the crane, then move the magnet to the left and pick up the bar. Next drop the bar through the electrical beam, but make sure Baleog is not directly below it or he will kill him.

ERIK > Run and jump onto the first spring to the left, and bounce up towards the open doorway. Jump over the where the elevator was (if you fall, you'll have to start again) then move onto the conveyor belt and jump over the gap which Olaf went down into. Continue moving to the right, through the three pounders, and drop into the gap at the end of this path. After bouncing up the spring, move onto the ledge to the right.

Now jump onto the conveyor belt above to the right, then immediately jump onto the one to the left. To the right you'll see two bricks on top of an electrical bar, these bricks will break as soon as you step onto them, so you should quickly jump onto the ledge on the opposite side and make your way to the very top. There is a flying machine at the very top, which can be difficult to get past. Once you've reached the ledge to the right, grab the blue key and drop down into the gap on the right side.

Bounce off the spring at the bottom then onto the ledge to the left, where you'll find yourself directly above the exit. Continue moving to the left, where you'll soon see a crane, enter it and pick up the bar to the left (the one that Olaf dropped down) then drop it onto the electrical beam to create a path for Baleog.

Move out of the crane and head back towards the right, then use the blue key on the keyhole and move on towards the exit.

BALEOG > From the elevator, move towards the right and across the bar. When you reach a blue ladder, climb it, and then shoot an arrow at the switch in the wall to the right, this will open up a gap above you. Now move right towards the exit.

OLAF > Drop through the gap to the right of the crane, then move on towards  
the exit.

~~~~~  
> The Great Factory

> Level Seven

[LVKD7]

~~~~~  
ERIK > Enter the crane, and move the bar above to the right.

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OLAF > Climb the ladder to the right of the crane, then move onto the bar.

~~~~~

ERIK > Move the bar that is carrying Olaf back to the left.

~~~~~

OLAF > Move onto the spring to the left, then bounce onto another spring to  
the left. Next continue moving directly up until you reach the second  
crane.

ERIK > Get out of the crane and climb the ladder, then jump onto the bar and  
then onto the spring. Now make your way up to the top level, where you  
last left Olaf. Next run and charge into the wall to the left (there's little  
space to run, but you should just be able to do it).

OLAF > Raise your shield, and glide to the far left, across the electrical  
beam, and then to the right where you can grab a red key. When you  
reach the ground, glide back onto the springs and bounce back up to the top  
level. Once there, enter the crane and move the bar to the left.

ERIK > Jump onto the bar.

~~~~~

OLAF > Move the bar carrying Erik to the far right.

~~~~~

ERIK > Jump towards the ledge to the far right, and collect the two bombs to  
the right of the machine. Now turn back towards the crane and carefully  
make your way back to where this level begin.

OLAF > Exit the crane, then glide down to the ground level. To the left of the  
crane at the bottom, you'll find a red keyhole, use the red key here to  
open up the path ahead.

ERIK > Move through the open path, and place one of the bombs on the ground,  
where you'll notice that the detail is just a little different.

OLAF > Drop through the gap created by the bomb, then move down to where  
you'll see a robot and face towards it to block its attacks.

ERIK > Follow Olaf through the gap and towards the robot, then drop your last  
remaining bomb next to the robot the defeat it.

OLAF > With the robot out of the way, raise your shield, and turn to the  
right. Move onto the conveyor belt and pass through the pounder. You'll  
end up on a ledge slightly to the right, so next glide into the blue air vent  
in the wall, then go up and collect the explosive device. Now pass through the

next two pounders down to the left, and glide down into the gap, and move to the right. When you see the cyclops at the bottom, use the explosive device to destroy it. Next use the elevator to reach the top level and press the red button to open up the path for your party members.

ERIK > Move onto the conveyor belt and through the pounders, and rejoin Olaf  
γγγγγγ on the elevator.

BALEOG > Same as Erik, head towards Olaf on the elevator, and descend to the  
γγγγγγγγ ground level.

ERIK > Move to the right, avoiding the knives moving in and out of the ground  
γγγγγγ and ceiling, and then wait by the seesaw.

BALEOG > Move through the knives, and then place yourself on the left side of  
γγγγγγγγ the seesaw.

ERIK > Jump onto the righth side of the seesaw to hurl Baleog into the air  
γγγγγγ

BALEOG > While in the air, move onto the platform to the right. Next shoot two  
γγγγγγγγ arrows through the gap in the right wall, to hit the labels that  
will destroy the burners, clearing the path for the exit. Now move off the  
platform and head towards the exit.

ERIK > Move right towards the exit.  
γγγγγγ

OLAF > Move through the knives, and head towards the exit.  
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~~~~~  
> The Great Factory  
> Level Eight - The Furnace [LVKD8]  
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ERIK > Get onto the elevator to the left, and ascend to the top level. Next  
γγγγγγ jump and enter the blue air vent above, then turn to the left where  
you'll find a torch, pick this up and ride the elevator back down to the ground  
level. Now move to the far right to where you'll see a blue keyhole and the  
exit, but to the left of it is a furnace. You need to use the torch on the  
blue part of this furnace to light it up. Once that is done, do not go near  
it or you will lose some life.

Now backtrack to the elevator, and climb the ladder just to the right of it.  
Move through the pounders to the right then jump over the spikes, then you'll  
eventually see a machine, a grey block and a crane. Enter the crane, and use  
the magnet to pick up the grey block, then drop it into the machine, and it'll  
produce a tool kit. Pick up this tool kit, and head back to the left and climb  
back down the ladder, then move onto the elevator.

BALEOG > Move onto the elevator.  
γγγγγγγγ

OLAF > Also move onto the elevator, and ascend to the top level.  
γγγγγγ

ERIK > Just below the air vent, you'll notice a machine. Use the tool kit here  
γγγγγγ to fix it, and it'll open up a gap just to the right of the elevator.

BALEOG > Drop into the gap, and move slightly to the right so that you don't  
 bounce back up off the spring. Next defeat the cyclops to the right,  
 then continue on and defeat another cyclops when you go downhill.

OLAF > Drop into the gap, then move into the blue air vent to the right of the  
 spring. When you come out of the air vent, face the robot and block its  
 attacks.

BALEOG > Move back to the left and go down into the same air vent as you did  
 with Olaf. Next move past Olaf and the robot, and collect the flaming  
 arrow at the entrance to the next air vent. Select the flaming arrow from your  
 menu, then destroy the robot.

OLAF > Go back into the air vent, then head to the far right. Place yourself  
 on the left side of the seesaw and raise your shield.

ERIK > Drop down into the gap, and move to the far right. Jump onto the right  
 side of the seesaw to launch Olaf into the air.

OLAF > Move onto the spring to the right, then bounce onto the spring to the  
 left, then finally move onto the ledge on the right side, where you'll  
 find an explosive device. Use the explosive device right away to defeat the  
 flying machine. Next glide to the far left, and place yourself just below the  
 moving platform, with your shield raised.

BALEOG > Head towards the seesaw, and move onto the right side of it.

ERIK > Jump onto the higher side of the seesaw to launch Baleog into the air.

BALEOG > Move onto the spring to the right, then bounce to the far left and  
 onto the moving platform. There will be a gap in the left wall,  
 through which you'll need to shoot an arrow to break the chain. The heavy block  
 will then fall onto the switch below, opening up the path ahead.

Now move off the platform and onto Olaf's shield (he should be directly below  
 the platform). Next move into the passage way to the left, defeat the cyclops  
 and collect the blue key. Now backtrack towards the elevator.

OLAF > Move off the ledge and back towards the elevator.

ERIK > Move back onto the elevator and descend to the ground level.

BALEOG > Once on the ground level, move to the far right and on towards the  
 furnace. Next fire an arrow at the furnace (it must be a flaming  
 arrow) to destroy it. Now use the blue key to open up the path for the exit.

OLAF > Head towards the exit.

ERIK > Turn to the right and go towards the exit.



~~~~~  
> Wacky World

> Level One - Inflating the Vikings

[LVKE1]  
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OLAF > Go up to the pump to the right, and press A to inflate yourself. Next  
~~~~~ float up to the right, where you'll find a second pump, press B to  
deflate yourself here, then stand facing the green monster, so that you're  
blocking its attacks.

BALEOG > Move up to the pump and inflate yourself, then move to the right and  
~~~~~ deflate yourself when you reach the second pump. Stand side by side  
with Olaf and defeat the green monster.

OLAF > You'll next see a platform moving up and down to the left, inflate  
~~~~~ yourself by the second pump when the platform begins to descend, and  
float up into the gap above the moving platform. Once you've grabbed the red  
key in the gap, press B to deflate and drop back down onto the platform, then  
quickly move to the right and back to the second pump.

Again use the pump to inflate, but this time go up to the right side, where  
you'll find a red keyhole. Quickly use the red key here to open the path to the  
right, then move into it to grab the blue key, then raise your shield and drop  
back down to the second pump, and make your way down to the ground level.

To the right of the spikes on the ground level is a blue keyhole, use the key  
here to open up the path ahead.

Next continue moving to the right, where you'll find the next pump. Inflate  
yourself here and go directly up, until you see another pump on the second  
ledge above. Inflate yourself here as well but this time move slightly to the  
left and into the gap where you'll find a switch, flip it, then raise your  
shield once you deflate to land safely. This switch will operate the platform  
to the right, so inflate yourself again when it is descending, move onto the  
platform and grab the yellow key in the gap above.

Next move onto the lower ground to the far right, where you'll find the yellow  
keyhole. Use the key here to open up the path to the next area.

In the next part you'll see another pump, plus a narrow gap ahead with spikes  
on the ground and ceiling. You'll need to inflate yourself by the pump, and  
immediately move to the right, then quickly deflate when you're about halfway  
to the other side. When you've safely landed on the other side, use the next  
pump to float directly up, then move into the gap to the left, where you'll  
find a red keyhole. Stand here facing towards the left.

BALEOG > Drop down to the ground level, to do this safely just fall onto the  
~~~~~ ledge to the left (where the meat is) and drop down to where the very  
first pump is. Now use this first pump to get across the spikes, and follow the  
same path you previously took as Olaf. when you reach the keyhole, fire two  
arrows at the red labels to the left to take out the burners.

OLAF > Move a little to the left, but do not go onto the conveyor belt. When  
~~~~~ the green monster comes forward and begins to attack, switch back to  
Baleog.

BALEOG > Move to the left and defeat the green monster with three strikes of  
~~~~~ your sword, then grab the red key on the other side of the conveyor  
belt. Next move back across the belt and use the red key on the keyhole to make  
the lift move up and down.

ERIK > Make your way up to where you last left Olaf and Baleog, but also grab  
ㄗㄗㄗㄗㄗ the bomb in the gap to the right of where you found the yellow key.  
Whne you've made your way up to where the red keyhole once was, jump onto the  
lift, then jump to the right where you'll see eight blocks. Place the bomb  
here, then jump onto the right side, but don't get caught on the spikes above.

When the bomb has exploded, move into the opened path, where you'll find  
another pump to the far left. Inflate yourself here and move to the right and  
into the gap where you'll see a red button, press this to remove the blocks in  
the ground below, then deflate yourself and grab the blue key. Next go back to  
the lift and use the ledges to the right to get to the next lift, above this  
one you'll find a blue keyhole and the exit. Use the key and move into the gap  
to the right.

BALEOG > Follow the same path as Erik to get to the exit, but you will need to  
ㄗㄗㄗㄗㄗㄗ use the pump to get onto the second lift, it's far below the exit.

OLAF > Head towards the exit.  
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~~~~~  
> Wacky World  
> Level Two - Three Switches on Each Side [LVKE2]  
~~~~~

OLAF > Move to the right and drop into the gap below, then raise your shield  
ㄗㄗㄗㄗㄗ to create a path for Baleog.

BALEOG > Move over the gap to the right, using OLaf's shield to stop you from  
ㄗㄗㄗㄗㄗㄗ falling into the hole, then climb the ladder. Next drop onto the  
elevator to the left, when it reaches its lowest point, then shoot six arrows  
at the switches on the walls (3 on each side) to open the wall above the  
switches, to the right. Once the wall has been open, fire three arrows at the  
green monster to clear the path for Erik - don't worry about getting hit,  
because the enemy will miss every time.

ERIK > Climb the ladder to the right, then jump onto the same platform as  
ㄗㄗㄗㄗㄗ Baleog. Next jump through to the path above the switches to the right,  
and grab both the the bomb and the red key. Next move back down the elevator  
and give the bomb to Baleog (this is vital). Now head towards the red keyhole,  
but do not insert the key yet.

BALEOG > Move off the elevator and climb back down the ladder. Next stand to  
ㄗㄗㄗㄗㄗㄗ the left of the red kehole, above the red and white striped boxes.

ERIK > Insert the red key into the lock to make both party members fall  
ㄗㄗㄗㄗㄗ through the ground. Now quickly switch to Olaf.

OLAF > With your shield still raised, glide to the right to avoid the spikes  
ㄗㄗㄗㄗㄗ and fall directly down onto the spring below. Next bounce off the  
spring and head to the right, through the spikes and grab onto the ladder. Now  
glide off to the right, ignore the telporter, head uphill and fall down onto  
another spring when you reach the next few spikes, and bounce towards the exit.

BALEOG > Now that you've fallen through the gap, you should have landed on  
ㄗㄗㄗㄗㄗㄗ four blocks. Drop the bomb onto these four blocks to blow another  
hole in the ground, but move Baleog to the left so that you don't lose a life.  
Now drop through the gap.

Next you'll see a conveyor belt moving to the left, towards an electrical beam and a switch, there is also a green monster below. First of all shoot an arrow at the switch to turn off the electricity, then move onto the conveyor belt when the green monster is moving to the right, when the monster starts to come uphill, defeat it with three strikes of your sword.

Next fire an arrow at the chain to the right (after going downhill) to make the block fall onto the switch below, then drop into the same gap yourself, first moving onto the ledge to the right, then dropping down to the left of the electrical beam. Finally use the teleporter to the left, and make your way towards the exit, where you'll find Olaf.

ERIK > Beyond the ladder to the right, jump onto the conveyor belt, then make your way up to the top ledge to the right, where you'll find a blue key. Now down below, you'll see bubbles raising up and then bursting, you need to drop through this gap just as a bubble moves past the ledge you're standing on, then when you land on the next raising bubble, quickly move onto the ledge to the left. Now make your way down to the water (from which the bubbles are rising out of) and move to the right, where you'll eventually find the exit. Insert the blue key into the keyhole to enter the next level.

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> Wacky World  
> Level Three - Working Together [LVKE3]  
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BALEOG and OLAF > Move both party members onto the spring to the left and continue to bounce up until you reach the upper level. Stop when you see the spikes with the switches below.

ERIK > Jump onto the spring to the right and make your way towards the switches below the spikes. Next flip the first and third switches (the left and right ones) and you'll see two blocks appear above the spikes.

BALEOG and OLAF > Move both characters onto the second block from the left.

ERIK > Now turn off the left switch to complete the path for the other vikings, the first block on the left will vanish, but some blocks 3 and 4 will appear.

OLAF > Move across the spikes with your shield held down, drop over the edge and collect the two bombs. Come to a halt when you see the enemy.

BALEOG > Follow the same path as Olaf, then defeat the monster with your sword.

ERIK > Drop onto the ascending elevator to the right, and let it take you down. When you see the bar to the right, jump onto it and collect the blue key, then jump onto the next ledge where you'll find another three switches. Again flip the first and second switches to create a path halfway across the spikes above.

BALEOG and OLAF > Move both characters onto the second block, just in front of the glove.

ERIK > This time flip the middle switch to complete the path for both Baleog

?????? and Olaf.

OLAF > Raise your shield and move through the glove, then drop over the edge  
?????? and continue moving to the right until you see four green/purple  
blocks. Drop one of your bombs onto these blocks. Now, with your shield still  
raised, drop into the gap that was created by the explosion and quickly press  
the red button as you're descending. Next glide to the right to avoid the  
spikes and place yourself onto some safe ground, to the left of the rising  
bubbles.

ERIK > Head towards the right of the screen, and jump onto the first spring  
?????? you see. Next jump onto the spring high up to the left and then bounce  
to the far right, where you'll encounter more spikes.

BALEOG > Continue moving to the right, then drop onto the elevator when it  
???????? reaches its lowest point and make your way towards the last three  
switches. First of all, flip the second and third switches (middle and right).

ERIK > Move onto the second block from the left.  
??????

BALEOG > Now again flip the third switch.  
????????

ERIK > Move onto the third block from the left.  
??????

BALEOG > And finally flip the first (left) switch to complete the path for  
???????? Erik.

ERIK > Next jump into the elevator to the right, and descend to the ground  
?????? level.

OLAF > Glide across the water and get into the elevator with Erik, then ascend  
?????? to the top level. Once there, move to the right and raise your shield.  
Now glide through the electrical beams, manoeuvring left and right to dodge  
them. When you reach the ground level, collect the red key and press the red  
button to open up the passage to the left.

ERIK > Descend to the middle level.  
??????

BALEOG > Move into the elevator with Erik and descend to the ground level.  
????????

ERIK > Move into one of the bubbles that emerge out of the water to the left,  
?????? then use the blue key to open up one of the doors to the exit.

OLAF > Move across the elevator and use the ascending bubbles to reach the red  
?????? keyhole. Once the door towards the exit has been opened, move onto the  
ledge to the left.

BALEOG > Use the bubbles to reach the exit.  
????????

OLAF > Raise your shield, then drop into the narrow gap to the right and glide  
γγγγγγ diagonally to the left, then right, and then continue to glide straight  
down until you reach a pump. Inflate yourself here and float through the spikes  
to the right, then deflate and glide again to the pump to the bottom-right.  
Continue this mehod until you reach the springs to the far right of the screen,  
then bounce up to the higher level, collect the yellow key on the ledge to the  
left, and finally enter the teleporter to the right.

You'll next be teleported to an area close to the exit, where you'll also find  
a green monster - lower your shield and defend here.

BALEOG > Move onto the revolving platform to the left, then shoot an arrow at  
γγγγγγγγ the target, which will open up the doorway to the left. Next use the  
springs to bounce up to the next level above (grab the piece of fruit above the  
third spring as you may lose a few lives here), and defeat the to green  
monsters that come towards you.

Continue to the left and again use the springs to get up to the next level, and  
defeat another two green monsters. When you reach the blue platform, you'll see  
three targets in the wall to the left, so fire an arrow at each of these to  
clear the path ahead. Next move uphill, collect the blue key and enter the  
teleporter.

You'll no be in the same area as Olaf. Defeat the green monster in front of  
him, then use the blue key on the blue keyhole, just in front of the exit.

OLAF > Use the yellow key on the yellow lock.  
γγγγγγ

ERIK > Jump over the gap to the right, then drop onto the first spring and  
γγγγγγ bounce over the spikes and continue on towards the right of the screen.  
When you reach the second conveyor belt, jump onto the spring ahead and make  
your way to the conveyor belt above to the right. While on the belt, jump over  
the eight-balls being fired by the machine, then jump onto the spring to the  
left, and finally make your way through the left passage.

When you jump onto the yellow/blue blocks, they'll break instantly, so quickly  
off them and make your way to the right, where you'll soon find a red key. Once  
the key has been found, drop down onto the conveyor belts and run to the left,  
jumping over the spikes and then eventually a large gap, and enter the  
teleporter.

Now that you've rejoined your party members, you can use the red key on the one  
remaining lock and head for the exit.

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> VERSION HISTORY \*\*\*\*\*

Version 0.8 - 10/15/07 - Halfway through Wacky World, and improved the rest of  
the walkthrough (103KB)

Version 0.7 - 08/07/07 - Completed the Great Factory part of the walkthrough,  
and I've now started on Wacky World (90KB)

Version 0.6 - 07/28/07 - Walkthrough is complete for three of the game worlds,  
and the first two levels of the Great Factory are  
finished (65KB)

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CONTACT >

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> CREDITS \*\*\*\*\*

- CJayC, SBAllen, GameFAQs and all its contributors.
- Neoseeker
- Silicon & Synapse (now known as Blizzard Entertainment)

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THE LOST VIKINGS FAQ/WALKTHROUGH BY kidalpha\_  
\*\*\*\*\* FIN <

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