

PC-DRIVE 16

# VÖLGARR

THE VIKING

GAME MANUAL



CRAZY HYIKING  
STUDIOS  
SAITO



# THANK YOU!

You have purchased Völgarr the Viking, a game we here at Crazy Viking Studios have passionately worked on for the past 18 months!

We hope you enjoy playing the game as much as we enjoyed making it! Now, then...

# PREPARE TO DIE...



...a lot! Life in the world of Völgarr the Viking is a hard fought one where only the strongest survive. Even then your odds are not very good.

However, don't be discouraged. The world in which Völgarr lives, while a cruel one, is fair in its demands. Warriors who have a keen awareness of their surroundings and take the time to understand their enemies' behaviors before rushing into battle will be victorious! Patience and practice is the key!



# A LONG TIME AGO...

There lived a greedy, murderous dwarf named Fáfnir, whose greed eventually transformed him into a deadly poisonous dragon. Though a few sought to slay him, generally out of a desire to obtain his treasure, most learned to just avoid him, for he seemed content to stay hidden away with his ill-gotten treasure hoard.

One day Odin received word that Fáfnir was showing an unusual amount of activity, sowing chaos throughout Midgard, and eventually even somehow constructing an imposing tower fortress, complete with a magical barrier that even the Æsir could not directly penetrate. Odin feared that Fáfnir's rising power and influence may eventually threaten realms beyond Midgard, but unfortunately he and the rest of the Æsir were occupied by more immediate threats.

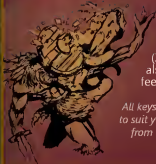
It was then that Odin witnessed the death of the fearless Völgarr the Viking, who fell to overwhelming numbers defending his Homeland, but only after slaying hundreds of his adversaries. Odin realized he had found a solution to the Fáfnir problem. He restored Völgarr's mortal life on Midgard and tasked him with breaking Fáfnir's seal and slaying the beast before he could cause any more

■ trouble.

It is up to you to help Völgarr complete this task, but it will not be easy! Good luck!



## TAKE CONTROL



Völgarr the Viking supports keyboard and gamepad, including DirectInput and XInput (360). XInput controllers also support force feedback (rumble).

All keys and buttons can be remapped to suit your style of play at any time from the Options menu!

### Default XInput Control



**Left Stick/D-Pad:** Movement  
**A:** Jump/Confirm  
**B/X:** Attack/Back  
**L:** Camera Look  
**Start:** Menu (Pause)

### Default Keyboard Control



**ARROW KEYS:** Movement  
**Z:** Jump/Confirm  
**X:** Attack/Back  
**Spacebar:** Camera Look  
**ESC:** Menu (Pause)



## VIKING MOVES

### Jump!



Press the Jump button to have Völgarr leap into the air. You can jump left, right, or straight up by holding different directions before pressing Jump.

*Tip: Once in the air, you will not be able to control your trajectory directly, so look before you leap!*

### Swing Sword

Press the Attack button to have Völgarr attack with his sword. Völgarr can swing his sword while standing, walking, crouching, or even in mid-air!

*Tip: Each swing has a startup time and recovery time, so time your swings to connect with your enemy at just the right moment!*



### Throw Spear



Press and hold Up to aim, then press Attack to throw a spear forward to attack enemies from a distance. It can be thrown from the ground or while in mid-air. **Throw the spear at walls to then use it as a platform!** (Stand back from the wall first, or the spear will just break!)

*Tip: With a certain item (pg. 8), you can charge up energy by holding Up when on the ground to throw a powerful spear that pierces through multiple enemies in a single attack!*

## MORE VIKING MOVES

### Spin Attack

While in the air, press the Jump button to perform this special technique, which extends your jump distance with an upwards boost. You must land or grab a rope before using this technique again.

*Tip: The Spin Attack can completely change your momentum! For example, Jump to the right and then Spin Attack straight upwards or back to the left. Mastering this technique is the key to navigating the dangerous terrain in this world!*



### Downwards Stab



While in the air, hold Down to have Völgarr thrust his sword down beneath him and attack enemies from above!

*Tip: Use this attack with care; if used on an enemy that can survive the attack, you may bump into it and take damage yourself! This move also breaks any spear platforms that are in your way.*

### Dodge Roll

Hold Down and press Jump while on the ground to have Völgarr quickly roll forward. Völgarr can roll right past enemies and then quickly strike from behind!

*Tip: Use this to roll through small gaps and access new areas! But be careful, the roll allows you to pass through enemies unharmed but not through attacks or projectiles!*



### Shield Block



If Völgarr has a shield (pg. 8) it can block incoming attacks, but only if the shield is held out in front. Völgarr moves the shield aside while attacking, so avoid swinging wildly if you want to block.

*Tip: Crouch (hold Down) to block attacks that would normally hit beneath your shield!*

### Rope Climb

Völgarr automatically grabs ropes, vines, and chains if he touches one while in mid-air. Press Up or Down to climb, Jump to leap off, or Attack to swing your sword. Press Left or Right to change Völgarr's facing.

*Tip: Spears can't be thrown while you climb, but you can jump off, throw a mid-air spear, and then use the Spin Attack to return!*



### Slope Slide

Völgarr will slide when standing on a slope. Be careful, they are too steep to climb back up! While sliding Völgarr can jump and swing his sword. You can slow his descent by holding left or right in the opposite direction of the slide.

*Tip: Völgarr can't throw a spear while sliding down a slope unless he jumps first and throws it from mid air!*



## EVEN MORE VIKING MOVES



# ITEMS AND GEAR



# MORE ITEMS AND GEAR



Chests contain gear upgrades for Völgarr, and open if struck by his sword or spears. Their contents are based on what gear Völgarr already has. If he already has all his gear they contain treasure instead (and possibly a special item...).



Found only when a boss is defeated, this chest contains loads of treasure. Mysteriously, they seem to contain more treasure the sooner they are opened!

## Gear

These items help keep you alive. Lose them and the next blow will be your last, but hold on to them to gain new powers!

### Vidr Skjöldr (Wood Shield)



Völgarr starts every new life with a Vidr Skjöldr. This shield only blocks 1 hit - on the next hit it shatters, leaving Völgarr exposed to a lethal blow. Shields block most enemy attacks, but only if in a raised position (such as while not attacking), and not if Völgarr bumps directly into an enemy or hazard.

### Hamarr Skjöldr (Hammer Shield)



Hamarr Skjöldr can block attacks indefinitely as long as Völgarr doesn't lose it by bumping into enemies or hazards. It also gives you a powered spear throw, just hold Up to store energy first! There are some attacks that cannot be blocked, pay attention to which ones they are via experimentation.

### Baldr's Skjaldborg (Baldr's Protection)



This helmet absorbs a single strike from an enemy, if Völgarr has a shield and takes a hit, he loses the helmet instead. Additionally, the helmet increases Völgarr's attack speed.

### Tyr's Völfieldr (Tyr's Flame)



The fire sword is a purely offensive weapon. It deals double the damage of the sword and extends its attack range. Beware! If Völgarr takes a single hit he will lose this weapon, no matter what other gear he has with it.

### Mjölñir's Power



This special power cannot be found in chests, it is hidden in each area. Be sure to search thoroughly; it may even be buried inside a wall! Obtaining this power allows Völgarr to take a hit without losing any gear at all and unleashes a powerful counter-attack, although it only works once before it must be obtained again.

## Treasure

The following items can be collected as treasure to increase your score:



The more treasure you have the greater your score will be. Treasure can be dropped from enemies you defeat. It can also be found in the world and most often in chests left behind by defeated bosses. Whenever you pick up treasure, the value of that treasure item is displayed in small white numbers, and your total collected treasure for that world will appear briefly beneath Völgarr.

# LIFE AND DEATH



# HOME BASE

There are two modes of play in Völgarr the Viking, the path of the Crystal and the path of the Valkyrie. Death and resurrection are handled slightly different depending on the path you are on. The game always starts on the path of the Crystal, and only the most skilled players will be able to reach the path of the Valkyrie.

*Tip: Which path you take also affects which of the 3 possible endings you receive at the end of the game!*

## Path of the Crystal



Odin's power is strong. He has imbued the power of life in crystals from Asgard and has distributed them all over Midgard. Despite Odin's might, his power does not reach everywhere. If Völgarr dies within the reach of a Life Crystal, he is born anew at the foot of the last Life Crystal reached.

## Path of the Valkyrie



On maps without a Life Crystal, Odin's power is weaker. Because of this, he has sent the Valkyrie to assist Völgarr. If Völgarr dies on a map where a Valkyrie is present, the Valkyrie will bring him back to life... provided he has in his possession a special item that will allow her to do so.

After defeating each boss, Odin's power will send Völgarr here to rest and prepare for his next task. Völgarr stores his treasure here as well, adding to the pile each time he returns. He can also see his progress in breaking Fáfnir's seal in the form of trophies obtained from each boss which are displayed in a circle on the back wall.

When you are ready to continue your quest, walk into the light at the bottom right corner of the room.



*Tip: Highly skilled players may also find that there is more to this room than it would at first appear!*



# PAUSE MENU



# PAUSE MENU PART 2



Volgarr the Viking has no Main Menu, the game starts immediately. You can press Esc at any time to pause the game and view the Pause Menu, but you can map any other key or button to do the same. Press the same key to immediately exit all menus and resume

the game, or back out one menu at a time by pressing the assigned "back" key in your control options. You can also navigate the menus with a mouse, and click the [X] in the top-right corner to close the menus.

While on the Pause Menu your current game stats are displayed in the corners of the screen, such as current treasure found in the current world (coin icon), total treasure in your Home Base stash (chest icon), time spent since the start of this world (hourglass – affects boss chest contents), and more.

The main Pause Menu lets you access the following sub-menus:

## Options

*This sub-menu presents many ways to configure the game to your liking.*

### Controls

View and configure the game's controls however you like. Controls are shown in a grid, with game actions on the left side and up to 3 keys or buttons you can map to each action along the top. Select a grid space by clicking it with your mouse or using your directional keys and Confirm button, and then press any key or gamepad button to assign that action to the pressed key

### Advanced Controls

This menu also contains has access to special shortcut actions Up+Attack (convenient for throwing spears) and Down+Jump (convenient for rolling), as well as the buttons for Back and Confirm in menus. You can also reset control mappings to their defaults, disable force feedback/rumble (XInput (360) controllers only), and switch to a different gamepad from this menu.

## Graphics

*This menu gives several options to control the look of the game.*

- **FULL SCREEN** – Check this option to display the game using the full screen instead of just a window.
- **BILINEAR FILTERING** – Check this option to use bilinear filtering when scaling images, which gives the game a more "smooth" look and generally looks better while in motion.
- **HIGH COLOR** – Check this option to use full 32 bit color palette, which is the way the game is intended to be viewed. Un-check it on low-end machines to save on video memory
- **TRIPLE BUFFERING** – Check this option to use Triple Buffering, which helps keep the frame-rate smooth at the cost of some video memory (only used while in FULL SCREEN mode).
- **WINDOW SIZE** – In windowed mode, select a pre-set size for the window, or just drag the edges of the window with your mouse to make whatever size you want! Full screen mode uses your desktop size.

## Sound

*This menu presents two sliders you can adjust with your mouse or left/right buttons to change the relative volume of music and sound effects in the game.*

## Settings

*This menu provides access to a few special settings that don't fit in other categories.*

- **SPEED RUN HUD** – With this selected, the game will display the time for the current world at all times in the bottom-right corner, AND the total time spent playing the game from the beginning. Useful for players going for a "speed run", where they try to complete the game as fast as possible.
- **FAST START** – Select this option and the next time you start the game, the initial loading screen will go by much quicker. However, a brief load time will happen each time you transition to an area you have not yet visited. This is useful on low-end machines where the initial loading screen may take a really long time.
- **IGNORE LEADERBOARD ERRORS** (Steam) – This option will prevent errors popping up informing you that your score could not be submitted to the Steam leaderboards due to network errors, which is useful if you are purposefully playing offline and don't care if your leaderboard score is updated.



# PAUSE MENU PART 3



# GAME WORLDS INTRODUCTION

## Restart World

Select this option to restart at the beginning of the current world. Note that this does not include the mid-way check-point, this starts all the way at the beginning of the entire region (the spot you began right after you last were at the Home Base). This counts as a retry (death) in your end-of-game stats.

This option is only available while on the path of the Crystal. It can be useful to go back and gather more gear in the first part of the world to help you get through the second part. It also resets your gear, treasure collected for the world, and the boss chest timer – the same as dying in a world before reaching a check point on the Crystal path.

## Leaderboards (Steam Only)

This menu allows you to view the Steam leaderboards for the game. You will be presented with the following options:

- **VS. FRIENDS** – This will only show you and your Steam friends in the leaderboards.
- **VS. EVERYONE** – This will show your global rank and everyone else on the leaderboards.
- **VS. TOP PLAYERS** – This also shows everyone, but instead of starting out positioned at your rank, it starts out positioned at the #1 ranked player for each leaderboard.

Once you are viewing a leaderboard list, you can change which leaderboard you are viewing by pressing left or right (or clicking on the name of the leaderboard with your mouse). You can scroll through the list of players for each leaderboard by pressing and holding Up or Down, rolling your mouse wheel, or clicking on a name near the top or bottom of the list to center the list on that name. When you are finished, you can press the Back key or click the "<" symbol in the top-left corner.

## Restart Game

Select this to restart the entire game from the beginning (after confirming your request).

## Quit Game

Select this to quit the game entirely and return to your operating system (after confirmation prompt).

Völgarr must travel to many strange and perilous regions in order to defeat each of Fáfírnir's Seal Guardians – entities whose life force is tied to the magic protecting Fáfírnir's tower, but who also gain great strength and power from this bond. Once all are defeated Völgarr can finally face Fáfírnir himself and complete his quest.



## WORLD 1: JUNGLE OF THE CLAW

This jungle is home to the Lizardmen – violent, agile, and numerous. Fortunately, they are also

stupid and spend most of their time fighting each other. However, recently they became strangely organized and have begun raiding nearby lands.

This is due to Fáfírnir's interference. Selecting a Lizardman pretty much at random, he granted this "Gyr-Gok" great size and strength as one of his Seal Guardians. The tribes quickly unified under this massive creature's rule, transforming the Lizardmen into a dangerous threat to everyone.





## WORLD 2: CITY OF AKRON

Long ago there existed a city of enlightened people who combined magic and technology, becoming far more advanced than the rest of civilization. They became disgusted with the barbarity surrounding them, and used their power to isolate themselves and their entire city deep beneath the sea.

Over the years they evolved into a fish-like race and eventually forgot their true origins. Recently, rebellious youth among them have begun to believe that they were cast out from the land above and denied their rightful place as rulers of the land-dwellers. Lead by a brash young prince who struck a bargain with Fáfnir to unlock the secrets of the advanced technologies of his ancient ancestors and usurp the throne, the Myrmor of the City of Akron are now preparing for invasion...



## WORLD 3:

## THE BLIGHTED LANDS

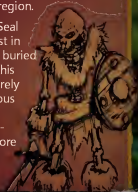
These dead lands reached their current state from the sad tale of one Vyssith, who had an unfortunate fascination with death and necromancy (and a complete lack of empathy for his fellows).

Cast out from his small rural village, Vyssith was soon fending for himself, barely surviving in nearby

crypts by the time Fáfnir found him. Fáfnir offered him exactly what he wanted most – knowledge and power in the art of necromancy.

Within moments of gaining this power, Vyssith slaughtered everyone in his village, partially out of revenge but more out of a fascination with all the ways they could die. Soon all of the surrounding landscape was filled with the stench of death and decay, and none dared set foot in the region.

Fortunately, unlike many other Seal Guardians Vyssith has no interest in conquest, but is content to stay buried in his favorite crypt, continuing his research, and only rarely sending out murderous raiding parties of his undead to nearby villages to fetch him more "research material."





## WORLD 4: FOOT OF THE VOLCANO

A small barbarian cult formed at the foot of a volcano, taking up residence in the ruins of some ancient temples originally built to worship the Viking gods. This cult instead worshipped a god they believed took the form of a fire-breathing serpent.

The leader of the cult saw his control slipping as the cult's numbers dwindled over time... perhaps due to new recruits seeing the grotesque transformation of some of their "high priests" into fire-wielding half-snake half-man abominations.

When Fáfnir approached the cult leader and made his offer, the leader actually declined, for he had a better idea. Instead, he asked Fáfnir to form the pact with his favorite pet snake in his stead.

Through the magic of the Seal the snake grew to enormous size. Now with a physical manifestation of his "fire snake god" to demonstrate, the cult's numbers swelled, and those outside the cult began to believe the snake to be a reincarnation of Jörmungandr. Few knew its true nature, and no one knows the real motives of the cult's hidden leader.



## WORLD 5: SKY KNIGHT ARMADA

Not everyone from the ancient City of Akron wished to become isolated under the sea. A splinter group decided to stay and take to the air instead, and rather than isolate themselves from the world, act as stewards of it.

Using their magic and technology to grant themselves the power of flight, and eventually taking on a bird-like appearance, this group became known as the Sky Knights, protectors of the peace. Chivalrous and noble, and remarkably long-lived, the Sky Knights were respected by all for many years, until a mysterious ailment of unknown origin caused their birth rate to plummet.

Eventually becoming a paranoid and desperate people as their population continued to shrink, the Sky Knights retreated to their castle in the clouds. But their fear only grew, and feeling they had little choice to survive, they enslaved and brainwashed a peaceful diminutive race to act as their servants, who then used small gliders to help them navigate the sky and emulate their beloved masters.

Lead by a great general, once known as the most noble and brave of them all, yet now corrupted by

*(Continued on next Page...)*





*(Sky Knights Continued...)*

a pact with Fáfnir, the once-noble Sky Knights have decided that they will never be safe from the savages that live below, and that the only way to truly protect themselves is to enslave ALL other races as they did with the first.

The Sky Knights have mobilized their air ship armada to begin their grim task...



## WORLD 6: FÁFNIR'S TOWER

Only by defeating each of Fáfnir's Seal Guardians can the way into the Tower be opened, but even then, the Tower is filled with legions of enemies from all the races loyal to Fáfnir. Völgarr will have to make his way floor-by-floor to the top of the tower to face Fáfnir and put an end to his spread of fear and chaos. But perhaps there is another way to the top?



## WORLD 7: ???????

Rumors exist of a secret 7th area that only the most skilled will ever lay eyes on. Will you be the first to find it and unlock its mysteries?

**Triangle Jump:** Sometimes the best way to land on a platform is to actually jump away from it, then use the Spin Attack (aka double-jump) to jump back toward it. Practice combining your jumps in different ways!

**Spin Attack Spear:** If you press the Attack button during the Spin Attack, Völgarr will throw a spear while spinning, even if you aren't holding Up. With practice you can use this to perform two hits at once on a single tough enemy!

**Downward Stab Abort:** You can stop a Downward Stab by pressing Jump again and using a Spin Attack. Use this to safely Downward Stab an enemy that takes more than one hit to kill and avoid falling into them and getting hurt!

**Fast Spear Platform:** Jump and quickly throw a spear toward a wall, and as soon as the spear is thrown, immediately press Jump again to do a Spin Attack. If you are fast enough and aim well, you will land on the spear platform you just barely created, saving a lot of time!

**Retreating Spear:** If you jump in one direction and then press and hold the opposite direction, Völgarr will turn and hold a spear at the ready, and will throw it if you then press Attack, without you needing to hold Up as well! This allows you to easily jump away from an enemy and turn and throw a spear behind you while retreating. You can still swing your sword instead by tapping the opposite direction to turn around, releasing the direction, and then tapping Attack.

**Dodge Roll Tricks:** The Dodge Roll is very valuable for getting through maps more quickly. Not only can you roll past enemies and under gaps with it, but you can roll through gear power-ups and skip the special attack animation (and still kill any nearby enemies from the magical force released from picking up the gear). There's also a secret technique to extend your jump distances using this move...

**Level skip:** Observant players will figure out how to skip past levels they have completed previously, but be warned that you will not be able to get the best ending without playing through from beginning to end!



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