

Game Controls

MOVE FORWARD

MOVE BACKWARD

STRAFE LEFT

STRAFE RIGHT

LOOK AROUND

ATTACK

DEFEND

LOCK ONTO NEAREST ENEMY

DRAW NEXT WEAPON IN CLASS

SELECT WEAPON CLASS (NONE, SWORD, AXE, BASHING)

CROUCH

PICK UP OBJECT/USE WITH OBJECT

THROW WEAPON

JUMP

INVOKE RUNE POWER

PAUSE/OPTIONS

SELECT CAMERA POSITION

Press the **LEFT ANALOG STICK** up, or press the **UP DIRECTIONAL BUTTON**

Press the **LEFT ANALOG STICK** down, or press the **DOWN DIRECTIONAL BUTTON**

Press the **LEFT ANALOG STICK** to the left, or press the **LEFT DIRECTIONAL BUTTON**

Press the **LEFT ANALOG STICK** to the right, or press the **RIGHT DIRECTIONAL BUTTON**

RIGHT ANALOG STICK

R1 button

R2 button

R3 button

L1 button

L2 button

L3 button

□ button

△ button

× button

○ button

START button

SELECT button



RUNE

VIKING
WARLORD



EmuMovies

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WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

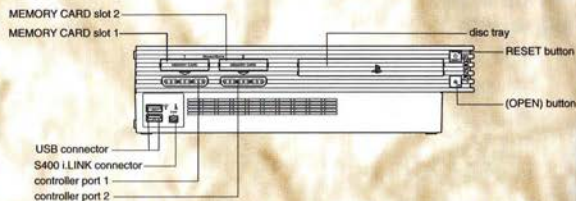
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table Of Contents

GETTING STARTED	02
MAIN MENU	06
WALKING THE PATH OF DESTINY: Controller Setup	06
SAVING A GAME/LOADING A GAME	07
THE WAY OF THE VIKINGS	10
HUD: Heads-Up Display	10
Movement and Exploration	10
Weapons	12
Attacking	12
Throwing Weapons	12
Running Attacks	12
Shields	12
Other Actions	12
Torches	12
Throwing	13
Breaking Things	13
Switches	13
Food and Drink	13
Lessons of the Thane	13
GIFTS FROM THE GODS	14
Runestones	14
Rune Powers	15
CREATURES OF DARKNESS	16
CHALLENGING THE TRIBE	20
Multiplayer Mode	20
Secrets of the Elders	21
ON THE WEB	21
RuneGame.com	21
Human Head Studios	21
Take-Two Interactive	21
TROUBLESHOOTING	21
CREDITS	22



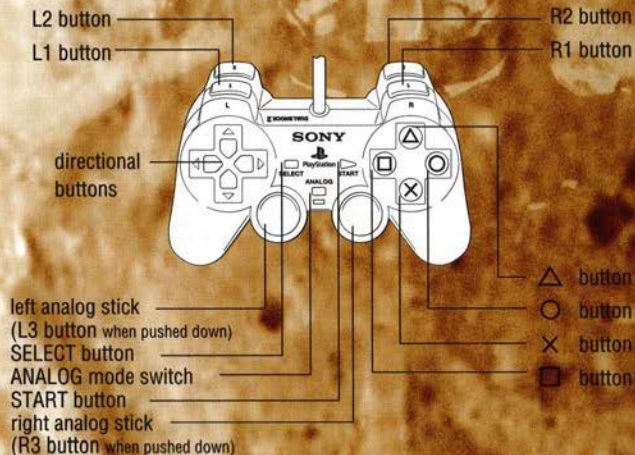
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Rune: Viking Warlord disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Game Controls

DUALSHOCK™2 CONTROLLER CONFIGURATIONS



Introduction

PREPARE yourself for a journey into the world of myth, to a time when the cold steel wielded by the warriors of the north was all that stood between humanity and utter destruction. Here the gods walk the earth to draw mortals into their never-ending games, and each shadowy cavern hides hordes of dark creatures ready to rend the unwary with tooth and claw.

You are Ragnar, a young Viking from the frozen northlands of the mortal world of Midgard. For years you have practiced the ways of the warrior, learning the arts of the blade, axe, and mace. Now it is time for your final tests of manhood, tests that are only the first steps on a path that will take you through all the Nine Worlds in a quest for revenge against both man and god.

Sharpen your sword, strap on your shield, and prepare to discover your destiny. Prepare to enter the world of Rune: Viking Warlord.

Long ago, in the time of gods and myth . . .

The old man and the girl moved slowly up the narrow and rocky pass under the watchful eyes of the sentries. "You see, child," the man murmured, "even here one can sense the coming darkness. They cannot see the armies, but they watch the birds fleeing the northern forests. They do not hear the horns, but they listen to the crash of thunder from beyond the mountains."

A Viking clad in war leathers stepped forward to block their path, axe held at the ready. "Who comes?" he demanded. Behind him, another warrior wielding a short sword lifted a torch, casting flickering shadows across the stones.

The girl stepped between the old man and the Vikings. "He is Bragi," she said, hands on her hips.

"Storyteller to king's stronghold and village longhouse alike, singer of the Saga of Andhrimnir —"

The old man laid a hand on the girl's shoulder and she fell silent. "You must pardon Jun, warrior. She is young and prone to youth's impertinence. I am indeed a skald traveling the land, and we seek only shelter from the night and its dangers."

For a long moment, the Viking stared at the pair from under a knitted brow. Finally he stood aside. "Well met, then. Welcome to Wotankeld." As they passed, he brandished his axe and growled, "No trouble, hear?" Jun glowered at the warrior, but the old man simply smiled, nodded, and moved up the pass.

As they continued around the bend, Jun kicked at a loose stone. Slipping into the shadows, it broke with a crack against the walls of the pass. "Why do you let him speak to you like that?" she complained. "And why are we here? The oddas will be told of great battles and terrible

bloodshed, not inconsequential villages! 'Learn the craft,' you said. 'Seek out the legends!' "

The old man smiled. "Your place for now is to watch, and to listen. In doing so, you will come to understand our purpose." Wotankeld was larger than most Viking villages, built in a rift between the high cliffs that surrounded it. Enormous longhouses sat side-by-side along the streets that took Jun and the old man toward its center. The entire town seemed on edge. A woman passed carrying a bucket of water, but refused to meet their eyes. When a small boy ran up to them shouting a greeting, he was quickly pulled away by his older sister.

They wandered through the settlement until a sudden burst of laughter erupted from between two longhouses. "Finally, something interesting," Jun muttered. Following the noise, she found a crowd of Viking warriors who cheered and bellowed as they watched two men circle in the center of the group. The first was nearly twice Jun's height and moved with the strange grace born only in battle — experience further betrayed by the scars on the mail that protected him. He wielded an enormous broadsword pointed unwaveringly toward his opponent, a younger man wearing only a quilted tunic and carrying a short sword in one hand while a small wooden shield covered his other arm.

As Jun watched, the young man — really little more than a boy — slid to one side, then the other, weapon at the ready, and then darted in to strike. The combatants traded a flurry of blows, until the larger man's broadsword came around in a sweeping arc that cracked the

boy's shield and knocked him off his feet. The collected Vikings roared with approving laughter, and Jun watched as the boy slowly sat up.

She shook her head and walked back to where the old man was waiting. "They may know that the darkness is coming, but if he's defending the village it'll be in deep, deep trouble."

The skald smiled again. "Perhaps," he said, scratching his chin thoughtfully. "Though all too soon that boy will be the one defending not this village, but all of Midgard. . ."

Main Menu

When you first load *Rune: Viking Warlord*, you will be presented with the Main Menu screen and several options:

SINGLE PLAYER: Begin a new journey as Ragnar, or load a journey in progress.

MULTIPLAYER: Challenge up to three friends in arena combat (See **CHALLENGING THE TRIBE** for more information).

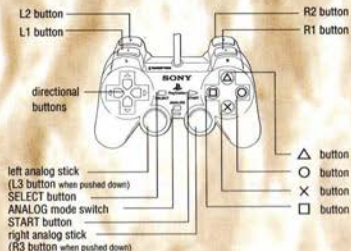
OPTIONS: Adjust sound and gameplay settings.

CONTROLLER SETUP: Select a control configuration for your DUALSHOCK™ analog controller or your DUALSHOCK™2 analog controller.

WALKING THE PATH OF DESTINY

Rune: Viking Warlord allows you to choose from multiple control configurations for playing the game using a DUALSHOCK™ 2 analog controller. To select a configuration, select **Controller Setup** from the Main Menu, then choose from the presented configurations.

DUALSHOCK™2 CONTROLLER CONFIGURATIONS



THE DEFAULT CONTROLS ARE AS FOLLOWS:

MOVE FORWARD

Press the **LEFT ANALOG STICK** up, or press the **UP DIRECTIONAL** button

MOVE BACKWARD

Press the **LEFT ANALOG STICK** down, or press the **DOWN DIRECTIONAL** button

STRAFE LEFT

Press the **LEFT ANALOG STICK** to the left, or press the **LEFT DIRECTIONAL** button

STRAFE RIGHT

Press the **LEFT ANALOG STICK** to the right, or press the **RIGHT DIRECTIONAL** button

LOOK AROUND

RIGHT ANALOG STICK

ATTACK

R1 button

DEFEND

R2 button

LOCK ONTO NEAREST ENEMY

R3 button

DRAW NEXT WEAPON IN CLASS

L1 button

SELECT WEAPON CLASS

(NONE, SWORD, AXE, BASHING)

L2 button

CROUCH

L3 button

PICK UP OBJECT/ USE WITH OBJECT

□ button

THROW WEAPON

△ button

JUMP

× button

INVOKE RUNE POWER

○ button

PAUSE/OPTIONS

START button

SELECT CAMERA POSITION

SELECT button

SAVING A GAME

As you complete each stage of your journey, you will be asked whether or not you would like to save your game. To save your progress, you must have a memory card (BMB) (for Playstation®2) with at least 141 KB of free space on it inserted in **MEMORY CARD** slot 1. If you select "YES", you will be taken to a screen where you can select an empty slot and save your progress. If you select a slot containing a previously saved game, you will be asked whether or not you wish to overwrite the data in that slot. You can then continue on the next section of your journey.

LOADING A GAME

To load a saved game, select "Single Player" from the Main Menu, then "Resume Saved Game." Then locate the saved game you wish to load on the list and press the **× button** to load the game.

“Him?” Jun said incredulously.

“His name is Ragnar,” said the old man. “And he has only begun his walk down the path of destiny.” The pair turned to look back at the young warrior.

Grunting as he climbed to his feet, Ragnar retrieved his sword and threw aside his splintered shield. “Sigard!” he yelled, and his massive opponent turned from where he was being congratulated. “Again!” said Ragnar. The larger man shrugged and collected his broadsword from a friend. Shouting their approval, the assembled Vikings crowded closer. Jun climbed atop a nearby barrel for a better view.

The combat had already begun, Ragnar and Sigard circling warily. Suddenly Ragnar rushed forward and brought his blade up in a violent swing easily parried by his opponent. Ragnar attacked again, only to be blocked by Sigard’s shield.

As Ragnar leapt back, Sigard used the flat of his blade to clout the young warrior on his sword arm. Clutching his forearm to his chest, Ragnar spun — and suddenly came back, his sword arcing under Sigard’s shield and into a gap in the mail on his side. The larger man grunted in pain, and Jun heard a cheer from somewhere in the crowd.

Ragnar closed with a flurry of blows as Sigard kept his shield clutched tight over his wound. Sigard finally managed to bring his broadsword around in a clumsy one-handed swing, and Ragnar dived under the blade and away.

Roaring with rage, Sigard threw his shield aside and rushed forward. For the next few moments, Jun watched Ragnar do his best to stave off a rain of hacking blows that visibly

chipped the edges of his sword.

Finally Ragnar rolled to one side and leapt to his feet. Once again he and Sigard squared off, circling inside the ring of Vikings. Suddenly Ragnar stopped and threw his sword aside. Sigard stood straight and grinned at the crowd. “He yields!” he shouted — as Ragnar stepped forward drove his fist directly into Sigard’s jaw. The massive Viking’s head snapped back, and he wobbled for a moment as his broadsword fell from his hand. Then his eyes rolled and he slumped to the ground.

The assembled Vikings fell silent as Ragnar retrieved his short sword and wiped it clean on his leather leggings. He turned to the crowd before speaking: “I am a Viking warrior. I will never yield.” Jun joined the crowd as it erupted in cheers, the Vikings raising their weapons in salute.

A warrior clad in both leather and mail stepped forward, longsword and dagger strapped to his hips and an enormous axe slung behind him. Boiled and stretched leather had been formed into guards that were strapped over his shoulders and reached almost to the edges of his helm. He raised his hands and waited for

the cheers to calm. Finally he put his hand on Ragnar’s shoulder and spoke. “As speaker for the thane, I declare the holmgang at an end. Ragnar has proven himself through combat, and will be recompensed with three silver marks... once his opponent awakens. With that, the closing of this matter shall be recognized by both gods and man. So say the Laws of Odin.”

“I thank you, Gudrek, and I thank the gods,” said Ragnar, nodding his head solemnly.

“But there is one more matter,” said the thanesman, and Ragnar looked up, puzzled. Reaching into a pouch on his belt, Gudrek withdrew a medallion, a silver disk engraved with crossed sword and hammer inside a ring of runes. Jun noticed that both Gudrek and Sigard wore similar medallions, as did others in the crowd. “Ragnar’s show of courage and ability against this village’s most skilled warrior has this day earned him the greatest honor we can bestow.” Ragnar bowed his head and Gudrek hung the medallion around his neck. “Today he takes his place among the greatest warriors of this tribe. Today he joins the Odinsblade!” As the assembled Vikings cheered again, Jun watched Sigard rise to his feet and angrily push his way into the crowd.



The Way Of The Vikings

HUD: HEADS-UP DISPLAY

As Ragnar journeys through the world of Rune: Viking Warlord, gauges along the edges of the screen will provide you with information about his health and abilities



Health Bloodlust Shield Rune Power



Breath
(This only appears when Ragnar is underwater)

Health: Indicates Ragnar's physical condition; the lower the bar, the closer he is to death.

Shield: How much more damage Ragnar's shield can take before it shatters.

Rune power: The amount of rune power Ragnar can call upon. See page 14 for more information.

Breath: Viking warriors have mighty lungs, but if Ragnar doesn't surface or find a pocket of air before this bar empties, he will suffer the ignominious death of drowning.

Bloodlust: As Ragnar kills his enemies, his bloodlust will rise. When the bar fills, Ragnar will go berserk. While berserk, any damage Ragnar takes will come off his bloodlust rather than his health.

Movement and Exploration

In addition to running and looking around your environment using the basic Movement, Strafing, and Look Around controls, there are several other ways to navigate Ragnar around in his environment:

Jumping and Crouching: When a ledge higher than Ragnar appears accessible, move close to the wall and press the Jump button **X** button. If Ragnar can reach the edge, he will grab hold and pull himself up.

Ragnar can also crouch to get into a tighter area. Press and hold the Crouch button **L3** button, and move about using the Movement and Strafing controls. Note that Ragnar's movement may be slowed by the close quarters, and he will be unable to jump out of danger while crouched.

Climbing: Another way to reach other areas is by climbing some ropes and chains. All ropes and chains are climbable, though not every rope and chain leads to another area. If Ragnar leaps toward a rope or chain that can be climbed using the Jump button **X** button, he will automatically grab hold of it. Once on the rope, pressing forward will make Ragnar climb up the rope, and pressing backward will cause him to descend. To release the rope or chain, press the Use button **U** button while using the Movement and Strafing controls to select the direction you would like Ragnar to move. If Ragnar is falling, he will also automatically attempt to grab hold of ledges he is falling past if you maneuver him close enough.

Swimming: The Movement and Strafing controls can be used normally as Ragnar swims about underwater. To dive deeper, press the Crouch button **L3** button, and to move toward the surface press the Jump button **X** button.



Weapons

Ragnar will discover many weapons that he can pick up and wield throughout his journey — more than a dozen in all. They will fall into three types: Bashing Weapons, Swords, and Axes. Pressing the Switch Weapon button **[L]button** will cause Ragnar to sheath any weapon he is wielding and draw a weapon from another category. By pressing the Draw Next Weapon in Type button **[I]button**, Ragnar will draw the next weapon he possesses of that type. Repeatedly pressing the Switch Weapon button will make Ragnar cycle through all three types and then sheath his weapon. There is no limit to the number of different weapons Ragnar can carry, but he can only carry one of each at a time.

Attacking: When Ragnar is wielding a weapon, pressing the Attack button **[R]button** will cause him to make a single swipe with the weapon. Properly timing a second press of the Attack button will allow Ragnar to make a double swipe with the weapon. Smaller weapons — and practice — will even allow for triple- and quadruple-strokes!

To lock onto the nearest target, allowing Ragnar to strafe in a circle around them, press the Lock onto Nearest Enemy button **[E]button**. A glowing circle will appear around the nearest enemy, and Ragnar will remain trained upon them until they are dead, the button is pressed again, or he moves out of combat.

Throwing weapons: Weapons can also be thrown by pressing the Throw Weapon button **[A]button**, if Ragnar wants to attack from a distance. But beware — his enemies may pick up the weapons and use them against him.

Running attacks: Ragnar's movement affects how he uses his weapons. Practice moving him forward, backward, from side to side, and even jumping in various directions while using his full array of weaponry — combinations of timing and movement will allow for their optimum use.

If Ragnar is swift and sure in his attack, he'll even be able to cleave off the limbs of his enemies. Strike an opponent in the same location repeatedly and you'll see damage accumulate in that area.

SHIELDS

Ragnar is able to pick up and use shields that he discovers, as well as use shields dropped by his enemies. Whenever he has a shield, he will carry it in his left hand. As Ragnar approaches an enemy, he can hold a shield before him to ward off attacks by pressing the Defend button **[R2]button**. But as a shield absorbs attacks, the Shield bar on the HUD will drop; when it is gone, the shield will shatter. If Ragnar is holding a shield, and unsheathes a two-handed weapon, he will have to drop the shield, and pick it up later if desired. Ragnar can only carry one shield at a time.

OTHER ACTIONS

Ragnar can interact with many of the objects he will find in his journey:

Torches: Ragnar can pick up torches using the Pick Up Object / Use Object button **[U]button** and take them along to light his way in darker areas. If the torch burns out, it can be relit from another torch or fire by using the Pick Up Object / Use Object button. A torch cannot be sheathed like a sword, so

Ragnar will have to drop the torch when switching to a weapon.

Throwing: Though weapons can be thrown in combat to deal damage using the Throw Weapon button **[A]button**, the handiest use for throwing weapons and torches is to hit distant (sometimes inaccessible by other means) targets or gongs that may summon nearby creatures or activate devices.

Breaking Things: A warrior's strength is enough to shatter many mundane items. Furniture, barrels, crates — even some walls and doors can be broken by hitting them using the Attack button **[R]button**.

Switches: Watch for switches and plungers that can open doors or activate some of the strange dwarven machinery Ragnar will discover. Press the switch using the Use Object button **[U]button**.

FOOD AND DRINK

If Ragnar has been injured, consuming food and drink will refill the Health bar on the HUD. The resourceful warrior will hunt for animals and forage for fruit along his path, devouring what he finds to regain his strength. Ragnar can pick up and consume any food or drink he finds by moving nearby and pressing the Pick Up Object / Interact with Object button **[U]button**.

Lessons Of Thane

The following are suggestions that may help you navigate Ragnar through the trials and dangers that await him:

PAY attention to what Ragnar is looking at, and you'll find him glancing toward things that might be potentially interesting or dangerous in his general vicinity. If you get stuck, or don't know how to make it past an area or puzzle, follow Ragnar's instincts.

VIKINGS know that the best way to survive a fight is not to be struck by their opponents. Be sure to circle for position before closing in to strike.

REMEMBER that plants, animals, and the environment around Ragnar can be just as dangerous as his enemies.

A **STRONG** Viking may be able to break down walls and wooden barriers, but he will find these bound or made with cold iron to be impassable. Different opponents will have different tactics when they attack and will require different tactics to defeat. Simpler creatures might be conquered by wading into their mass, but larger and smarter enemies will require more savvy.

RAGNAR can use his shield to defend himself as he closes on his opponents, but he cannot attack while hiding behind his shield.

BEWARE the many traps of the underworld: If Ragnar isn't wary, he might find himself caught in a cage, a pitfall, or worse . . .


SOME objects can be used as weapons or thrown. Others will be the key to puzzles Ragnar will encounter. Experiment with everything!

SOME creatures have a natural hatred for one another. In some cases, Ragnar may be able to avoid combat by manipulating his enemies into fighting one another.

Gifts From The Gods

Though Ragnar makes his journey alone, the gods have shown their favor by placing runestones in his path. These runestones are more than mere symbols — they are vessels of power that will imbue Ragnar with a wide range of powerful abilities.

RUNESTONES

Ragnar will find five types of runestones, each of which he can pick up using the Pick Up Object button  button :



LESSER RUNESTONE

Grants raw rune power to Ragnar — the level of rune power in the Rune Power bar on the HUD will rise.



GREATER RUNESTONE

Grants Ragnar full rune power and expands his ability to absorb rune power; the Rune Power bar on the HUD will become larger.



RUNE OF HEALTH

Not only restores Ragnar to full health, but raises his ability to soak up damage; the Health bar on the HUD will become larger.



RUNE OF LESSER STRENGTH:


Raises Ragnar's level of bloodlust, bringing him closer to going berserk.



RUNE OF GREATER STRENGTH:

Causes Ragnar to instantly go berserk; the Bloodlust bar on the HUD will fill, and while berserk, any damage Ragnar takes will come off of the Bloodlust bar rather than the Health bar.

RUNE POWERS

Every weapon that Ragnar discovers can be imbued with rune power to invoke powerful abilities, from the ability to throw an unlimited number of axes for a short period to the power to slam a mace into the ground and damage every enemy in Ragnar's vicinity. Simply press the Invoke Rune Power button  button to invoke the rune power of the weapon Ragnar is currently wielding. The power will remain active until Ragnar either runs out of rune power — as shown in the Rune Power bar on the HUD — or sheathes his weapon. If Ragnar sheathes or throws a weapon while using a rune power, the weapon will be unpowered when redrawn or retrieved, even if done so immediately.

As the warriors of the village followed Ragnar and the high priest toward the circle of runestones at the center of the village, Bragi and Jun joined the rest of the village around a bonfire built a distance away.

"Why can't we watch the ceremony?" grumbled Jun.

"We will be watching more of Ragnar soon enough," said the old man. "For now our place is here, with the villagers of Wotankeld. Listen."

Two nearby women held their children close as they talked. "When Conrack denounced Odin and left the village, I would never have guessed that the Betrayer might find others who shared his madness — let alone enough to conquer Thorstadt!"

"Strangeness abounds," declared the other. "Just the other day Alric spoke to a trader from the banks of the Iving who told of enormous beasts moving through the mountains of Jotunheim. Any who journeyed up in search of them were swept up by the air itself and cast against the rocks!"

Bragi placed his hand on Jun's shoulder, directing her attention toward a boy speaking

to his grandmother. "Sven said that Conrack has spies in every village, and can cast magic spells to make monsters."

"Nonsense," said the old woman. "Everyone in Wotankeld is stout of heart, true to Odin and the Aesir. We have nothing to fear from the Betrayer and his band of fools. They may be monsters in spirit, but they have no magics that can make them anything but sad, misguided men."

Jun looked up at Bragi, remembering what they had seen in the northlands. Villages burned to the ground, broken warriors spiked to strange frameworks and begging for mercy — and monsters. Hideous creatures seared into Jun's memory, creatures who were headed toward Wotankeld. The old woman's faith was strong, but she was dangerously wrong.

She was about to say something when Bragi took her arm and drew her aside. "We didn't travel here to sow fear, young one," he said calmly. "Fear abounds in this land. What we bring these people is a weapon more powerful than their warriors' swords, one they will need all too soon. Hope."

Creatures Of Darkness

From childhood Ragnar has heard tales of the savage beasts and minions of evil that would arise in Midgaard's darkest hours. Now he sets out on a journey that will take him into their very lairs.

DARK VIKINGS

Trading their service to Conrack the Betrayer in return for the promise of wealth, conquest and power, these battle-blooded warriors turned their back on the gods when they conquered Thorstadt, the city dedicated to Odin's son.



BERSERKERS

Massive brutes wielding their longswords with the rage of the bears whose name they have adopted, the berserkers are the first to answer the horns of war. Under Conrack's command, they fight in the front lines of his armies as they cut a bloody swath through the villages of the north.



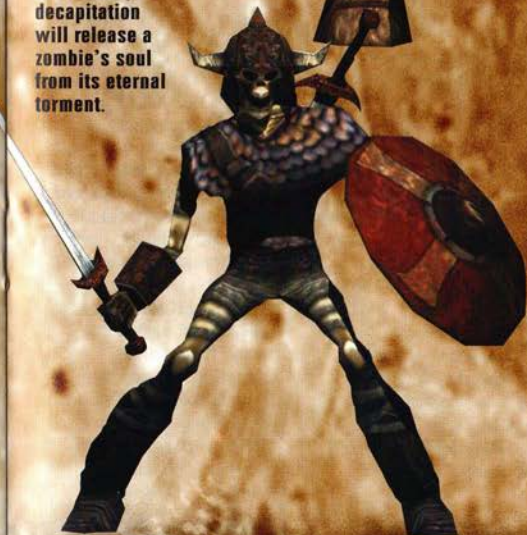
FROST GIANTS

The immortal enemies of the gods, the giants rarely meddle in the affairs of man. But they deal swift and severe punishment to those who intrude upon their homes high in the peaks of Jotunheim, usually with a single blow of their immense axes.



ZOMBIES

Those dishonored souls who particularly anger or amuse Hel are clad in scraps of armor and further transformed into these dark creatures, with the ability to breathe clouds of toxic fumes drawn from the foulest corners of Hel's domain. Cursed to return even from killing blows, only decapitation will release a zombie's soul from its eternal torment.



Though the fire burned low, the villagers remained, listening to Bragi's story. "But Mimir was hampered by the weight of the mountains he held on his shoulders," he said. "So Nidhogg simply tightened his coils even further. 'I am the devourer of corpses, the enemy of Ygg,' hissed the serpent. 'Though you bested Odin himself, I will not be so foolish.'"

Jun listened to the story, but she found herself watching Bragi's audience. They were smiling, their eyes bright, and occasionally she even heard children laughing at Mimir's bumbling companion Bikki or gasping at the evil serpent Nidhogg. The dark rumors, Conrack and his army — too soon those worries would return, but for this brief time Bragi had banished them to a faraway place.

All too soon the story had come to a close. "So it is that Nidhogg lies beneath the rubble-strewn Kjoln Plains," said Bragi with a flourish, "and Mimir sits in a place of honor near the throne of Odin himself. As for Bikki, well, his strange journey home will wait for another day." The audience jumped to its feet and cheered as Bragi took a short bow.

Jun made her way up to the skald as the crowd broke into knots of two and three people. The old man was surrounded by small children, but for a moment he looked up to share a smile with Jun. Accepting a bowl of plums and berries from a woman, Bragi shared the fruit as he and Jun made their way around the fire. "That, my girl," he said, "is the power of storytelling. A short while ago we were strangers. Now we are welcome, from the simple gift of a moment of happiness."

He stopped to gaze into the fire. "We have brought them hope. Now the time has come. The challenge begins, and it begins with Ragnar."



HEL HOUNDS

Hel's darlings, these beasts prowl the corridors of their mistress's realm. When the occasional traveler from the realm of the living finds their way into the underworld, their last moments often include glowing red eyes in the darkness, a guttural growl, and rows of dagger-sharp teeth.



DWARVES

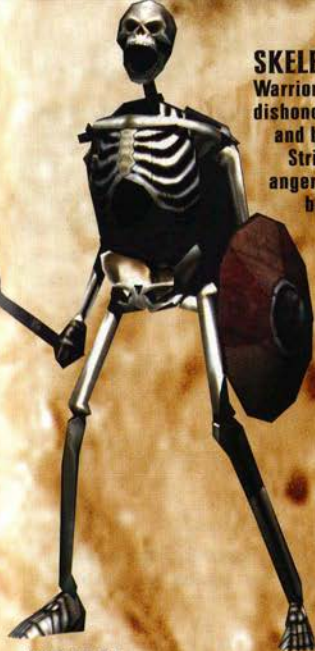
Once the allies of the gods, rumors say that a new and mysterious leader has turned the ancient underground machinery of the dwarves to dark purposes. Their endless hours of toil have also earned the dwarves a strength that more than offsets their size, and they wield finely-crafted weapons that make them formidable opponents in combat.

SKELETONS

Warriors who have died cowards' deaths or dishonored the gods fall into the fiery realm of Hel and become the playthings of its dark mistress. Stripped of their flesh and feeling nothing but anger, they lash out at any nearby creatures in a blind rage.

GOBLINS

Short, squat beasts who dwell in squalor beneath the surface of the earth, goblins live among the many races of the underworld — and are hated by them all. Though they wield little beyond clubs made from scavenged bones, they can nonetheless attack in numbers able to overwhelm even the strongest of warriors.



WENDOL

Some of the fiercest creatures in all the Nine Worlds, these snowbeasts stalk their quarry across the snowy wastes, then leap out to dispatch their prey using claw and fang. Few legends of the northlands tell of the Wendol, as few are lucky enough to survive their first encounter.



Challenging The Tribe

MULTIPLAYER MODE

If you feel your combat skills are honed enough to face other warriors in combat, select Multiplayer Mode from the Main Menu.

You will first be asked how many players will be entering the arena—two, three, or four. Then you will be asked to select the arena of combat. Next, each character will select their warrior. New warriors will be unlocked as you complete the single-player adventure.

Finally, you will be asked to set the victory condition for the battle—either most kills in a set period of time, or the first warrior to achieve a particular number of kills and if you'd like any gameplay mutators in play.

GAMEPLAY MUTATORS

Score Limit

This option allows you to set a goal number of victories before the match will end. Whoever scores this number of victories will win the match. Race your friends to reach the victory goal first!

Time limit

This option allows you to set a time limit for each match. Whoever has the highest score when the time runs out wins the match!

Low Gravity

This option will decrease the gravity during the match so that you float through the air with higher and longer jumps. Be careful, though, as you may find yourself floating to a soft landing just as your opponents are waiting for you.

No Weapon Powers

This option will turn off the runes of power and strength during the match. This is a true test of a warrior's mettle. No magic or influence of the gods...just the cold hard steel of one viking vs. another.

If you thought it was difficult to defeat your enemies, wait until you're facing your friends...

Secrets Of The Elders

Some multiplayer wisdom from the halls of Human Head Studios:

KEEP moving. A Viking standing still is a Viking about to die.

FOR those willing to lay aside matters of honor, unarmed enemies are the easiest enemies to strike down.

IF you're willing to give up a weapon, a thrown weapon can allow for a long-distance attack.

INSIDE the boughs of trees is the perfect place to lie in wait for the perfect opportunity to ambush your opponents.

FIND the Runestones scattered around the arenas. Wise use of their power can mean

the difference between victory and defeat.

GET a shield; even if you aren't using it to actively defend yourself, it will still ward off attacks from one side.

GET rid of your shield before it breaks. Find one in better condition.

IF you are on fire, the flames will go out eventually... but you'll need to find food to drink to keep you alive until they do.

STRETCHED tarps can bounce you to otherwise inaccessible places or items.

WATCH your back — your opponents are just likely to attack from behind as from the front.

On The Web

For more news on Rune, visit the official website at www.take2games.com/Rune. Visit the site's message boards to find other online warriors and share your tales of Viking glory!

HUMAN HEAD STUDIOS

For more information on the team behind Rune: Viking Warrior and their other projects, visit the official Human Head Studios website at <http://www.humanhead.com>

TAKE-TWO INTERACTIVE

To be a part of the online scene, visit the Take-Two Interactive Games website at <http://www.take2games.com>

TROUBLESHOOTING

In the unlikely event that Rune: Viking Warlord refuses to work, contact our Customer Services Department at:
Rune: Viking Warlord Customer Service
9900 Franklin Square Drive Suite A, Baltimore
MD 21236 . ATTN: Tech Support

or call
Phone: (410) 933-8191 Fax: (410) 933-1740
between 9:00 AM - 5:00 PM EST, Monday through Friday, excluding major holidays.

For support via email, write
support@talonsoft.com

When you write, don't forget to include your name, address and telephone number.

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