

XBOX ONE

VIKINGS

WOLVES OF MIDGARD



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VIKINGS

WOLVES OF MIDGARD

"Time is neither wheel nor arrow, it flows like a river,
with all its whorls and torrents...
Now, it flows towards icy death for all the Nine Worlds."

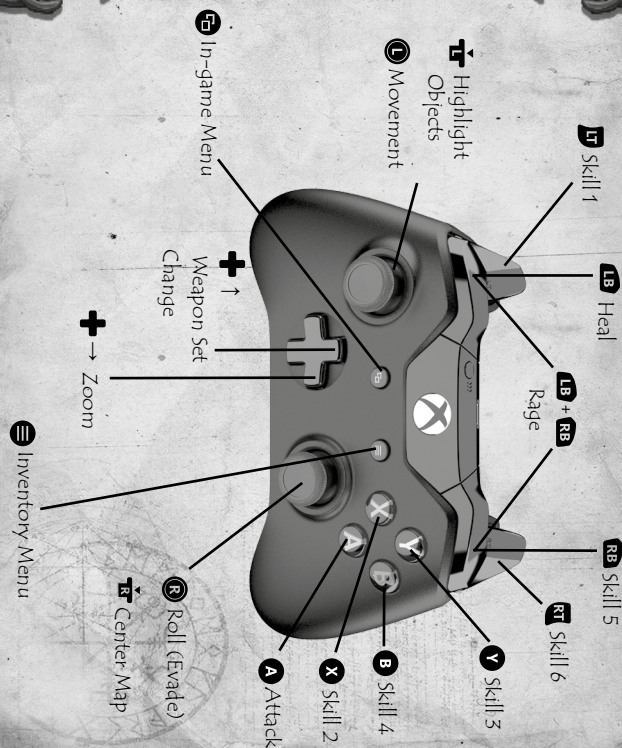
— VALA

WELCOME TO MIDGARD!

In **VIKINGS – WOLVES OF MIDGARD**, you are the leader of a clan of Norse warriors. Your future holds many things, but most important is the fate of your tribe. Will you save their way of life, or will Ragnarok destroy all that is known?

Ragnarok. Legend has it that when the coldest winter descends, the Jötun will return to take their vengeance against the Gods of Asgard. The world is on the road to perdition and the fate of Midgard hangs in the balance. But when the Fire and Frost Giants begin to merge their armies, they encounter the clan of the Ulfang – the Wolves of Midgard. Bloody, but unbowed following the destruction of their village, this notorious band of ostracized Viking warriors are determined to seize their destiny and save the world. As clan chief, you must save Midgard from complete annihilation, and spearhead the charge to vanquish the fiendish creatures of the Fimbulwinter.

GAME CONTROLS



BEGINNING THE GAME

When you first start **VIKINGS – WOLVES OF MIDGARD** you will be given the chance to create a Viking warrior. You can save several warriors, so if you need a change, simply create a new hero!



CREATE YOUR VIKING

Character creation involves choosing the following options:

- Gender
- Beards
- Hairstyle
- Jewelry
- Tattoo
- Clan Symbol
- Worshipped God
- Enable Valhalla Mode (Your character's death is permanent!)

VIKINGS WOLVES OF MIDGARD

Tyr is the one-handed God of war, law, justice, and heroic glory. He lost his hand to the great wolf Fenrir.

Tyr's passive and active Gifts can be used only when wielding a single one-handed weapon (with or without a shield in the off-hand).

Y V ACTIVATE VALHALLA MODE

A Accept

D BACK



Note:

The choice of the God you worship determines which weapon you will use. Learn more about **THE GIFTS OF THE GODS** on page 8.

MAIN MENU

The **MAIN MENU** holds the following options:

- **CONTINUE** (if a save game is present) – Starts the game with the currently selected character at the last saved checkpoint.
- **NEW GAME** – This takes you to the **NEW GAME** screen, where you can start a new adventure.

- **LOAD GAME** – Starts the game at a previously saved checkpoint.
- **MULTIPLAYER** – Take a friend along on an adventurous journey to the shores of Midgard in an epic two player online co-op mode.
- **CHANGE CHARACTER** – Choose an existing Viking, or create a new one.
- **OPTIONS** – Change the way your audio, visuals and gameplay are set up.
- **EXIT GAME** – Exit to desktop.

On the **NEW GAME** screen you can select your preferred difficulty – **VIKING** is recommended for most players, but if you prefer a tougher game then you should select **EINHERJER**, or if you are more interested in the story than a challenge, consider selecting **PEASANT**.

THE GIFTS OF THE GODS

Once you have chosen one of the five Gods, they will bless you with their powers to fight against the harbingers of Ragnarok. You will be able to master up to two weapon types per playthrough.



TYR

Tyr is the one-handed God of War, Law, Justice, and Heroic Glory. He lost his hand to the great wolf Fenrir.



LOKI

Loki is a Jotan, the God of Trickery and a shape-shifter. He is the father of Hel, the wolf Fenrir, and the world serpent Jörmungandr.

Loki's passive and active Gifts can only be used while dual-wielding one-handed hammers, axes, swords, or when fighting completely unarmed.



THOR

Thor is a fierce-eyed, red-haired and red-bearded, hammer-wielding God associated with thunder, lightning, storms, oak trees, strength, and the protection of mankind.

Thor's passive and active Gifts can only be used when wielding two-handed hammers, axes or swords.



SKATHI

Skathi was born a Jotan and is the Goddess of Bowhunting, Skiing, Winter, and Mountains.

Skathi's passive and active Gifts can only be used when wielding a bow.



ODIN

Odin is the one-eyed and long-bearded King of the Aesir, and is the God of Knowledge, Battle, Sorcery, Poetry and the Runic Alphabet. His hall, Valhalla, awaits all heroes slain in battle.

Odin's passive and active Gifts can only be used when wielding a staff.

THE TRIALS OF THE GODS

For a different kind of challenge, speak to **HELGA THE SKALD** in your village and you may be able to enter **THE TRIALS OF THE GODS**!

Withstand waves of monsters and/or tough bosses to earn precious rewards, like equipment and runes, to further enhance your character.

VILLAGE HUB

The **ULFUNG VILLAGE** is where you will equip your character, choose new missions and make friends with the villagers.

There are several people to be found in the village who can perform various tasks. For example, **HILDBRAND THE ARMOURER** will help you create and upgrade your armour, and **VOLUND THE SMITHY** will do the same for weaponry. **FRAKKI THE RUNESMITH** will engrave runes into your weapons and armour to make them even more powerful, and **HELGA THE SKALD** offers fine accessories, like **TALISMANS** with the Gods blessing, **HEALING TOTEMS**, **RINGS**, or **BELTS**. Other buildings, like the **ALTAR**, can be used for upgrading skills and levelling up.

The buildings themselves can also be upgraded to unlock access to more advanced weapons and equipment.

Be sure to investigate the village, as you will need all the help you can get on your adventures!



SWITCH WEAPON SETS

Whilst playing, you can have two separate sets of weapons ready for battle. To swap between these sets, press **UP** on the **D-PAD**.

To set up your weapon sets, enter the **INVENTORY TAB** and press **UP** on the **D-PAD** to change from one weapon set to the other.

EXPOSURE

At some points during your adventures you will come across areas which will harm your character if you are exposed to them for long enough.

A bar underneath your **HEALTH BAR** shows your level of **EXPOSURE**. When this bar fills, your character will start taking environmental damage.

Leaving the area will allow your **EXPOSURE** to decrease. **EXPOSURE** will decrease much faster in a safe area, e.g. near a **CAMPFIRE**.



HEALING SYSTEM

To recover health during the game you will need a **HEALING TOTEM**. The **HEALING TOTEM** uses **HEALING CHARGES** to heal you by an amount set by the level of the **HEALING TOTEM** itself.

HEALING CHARGES can be refilled at a **HEALING ALTAR** – and some enemies may drop **HEALING CHARGES**, too!

As you progress through the story you will find more powerful **HEALING TOTEMS**.

RAGE

Your Viking blood is never far from boiling, and when it does you can enter a special **RAGE MODE**. The amount of **RAGE** you have built up is shown in the bottom left corner of the screen in the **RAGE METER** as a yellow circle that fills up as you spill blood.

Once the circle has filled, press the **RAGE** activation controls (**LB + RB**) to activate **RAGE MODE**.

Whilst raging, the screen will tremble and your character will do more damage. Whilst active, your **RAGE METER** can be topped up by killing enemies. Try and **RAGE** for as long as possible!



At various points throughout the game you will see your **CLAN SYMBOL** appear. This is a **CHECKPOINT** – reaching it will cause the game to save, and you will restart here if you die, or when you choose **LOAD GAME** from the **MAIN MENU**.



ACTIVE SKILLS

As your character progresses you will earn more **ACTIVE SKILLS** with different weapon types. The available **ACTIVE SKILLS** for your currently equipped weapon are shown in the **HOT BAR** at the bottom of the screen, along with your **HEALTH BAR**, **EXPOSURE BAR**, **RAGE METER** and **HEALING TOTEM/CHARGES**.

ACTIVE SKILLS have a cooldown timer after each use that must expire before the skill may be used again. Once this cooldown has expired the **ACTIVE SKILL** may be used again.

There is no limit to the amount of times an **ACTIVE SKILL** can be activated.

ALTAR

The **ALTAR** is a sacred place in the village where a Viking can sacrifice **BLOOD** to the chosen god. Some Altars can also be found during missions, so always keep your eyes open.

Sacrificing the **BLOOD** you have spilt during missions at the **ALTAR** makes your character level up, granting you two Gift Points to access and upgrade the active and passive skills of your worshipped God.



INVENTORY MENU

The **INVENTORY MENU** consists of four tabs:

- Inventory
- Gifts
- Character
- Statistics



INVENTORY TAB

Access the **INVENTORY TAB** to equip your character. Select one of the slots located around your character, and then choose the equipment you would like to place in that slot from the options on the right.

The **INVENTORY TAB** also shows the amount of **GOLD** and other resources you have collected along the bottom of the screen.

GIFTS TAB

The **GIFTS TAB** allows a character to purchase weapon-specific active and passive skills with **GIFT POINTS**. **GIFT POINTS** are gained by sacrificing **BLOOD** at the **ALTAR** in the village.

CHARACTER TAB

View information about your character's current setup - including damage, defence bonuses and any **ACTIVE EFFECTS** your character is experiencing.

STATISTICS TAB

Here is a list of various statistics such as how many enemies you have killed, how often you have rolled and your total playtime.

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