

The Lost Vikings II Guide

by Shinobi_razor

Updated to v1.1 on Sep 8, 2006

```

  _____
  | _            ( _____ ) ( _____ \| _____ /          I I I I I I I I I I   I I I I I I I I I I | | | | | | | | | |
  | ( \          | _____ ) ( _____ \| _____ /          I : : : : : : I   I : : : : : : I |
  || (          | ( _____ ) || ( _____ \| _____ /          I : : : : : : I   I : : : : ~ : I |
  || |          | |          | | | ( _____          | |          II : : : : : : II   II : : : : ~ : II |
  || |          | |          | | | ( _____          | |          I : : : : I       I : : : : I   |
  || |          | |          | | | ( _____          | |          I : : : : I       I : : : : I   |
  || ( _____ / \ | ( _____ ) | / \ _____          | |          I : : : : I       I : : : : I   |
  | ( _____ / ( _____ ) \| _____          ) _ (          I : : : : I       I : : : : I   |
  |                                                     I : : : : I       I : : : : I   |
  |                                                     I : : : : I       I : : : : I   |
  | _            _          - _          - _          - _          - _          I : _____   I : ~ : ~ : I   |
  | \ /          | _____ /          | | \ | | _____          | I _____   I : ~ : ~ : I   | | | | | | | | | | | | | |
  | \ /          _ | _          | \ _ | _          | \ | | _____          | I : ~ : ~ : I   | I : ~ : ~ : I   |
  | _____          I I : ~ : ~ : I   | I I : ~ : ~ : I   |
  || -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ I : ~ : ~ : I   I : ~ : ~ : I   |
  || N|o|r|s|e| |B|y| |N|o|r|s|e|w|e|s|t| I : ~ : ~ : I   I : ~ : ~ : I   |
  || -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ -+ I I I I I I I I I I   I I I I I I I I I I |
  | _____

```

```

++++
+                               VERSION, CONTACT, LEGAL                               +
++++

```

- versions:
- [1.1] -- August 9, 2006 -- Changed ASCII art
 - [1.0] -- June 30, 2006 -- Uploaded (incomplete)

contact (questions, comments):
 Shinobi Garth -- shinobigarth@gmail.com

legal (approved sites; may not necessarily exist on said site):
<http://www.gamefaqs.com>
<https://www.neoseeker.com>
<http://www.lup.com>

Lost Vikings II: Norse By Norsewest Walkthrough (c) shinobigarth, 2006.

"Lost Vikings", "Norse By Norsewest", the names of the characters and all other related elements are (c) and/or registered trademarks of Blizzard Entertainment.

```

++++
+                               TRANSYLVANIA                               +
+                               1437 AD                               +
++++

```

- 1. STRT
- Erik
- Baleog
- Olaf

This is the first level in the game. In fact, it isn't really even a

level. If you can't figure out what to do to beat it, just go outside and get some fresh air, look up at the sky, and ask God to give you a brain. Or else never play this game again.

Moron.

=====

2. ST3W

-Erik

-Baleog

-Olaf

First real level. But it's a synch. First, send Baleog down to deal with the bat creature. Either lightsaber (TM) or stretchy-arm punch him. Dont forget to grab the bat wing he drops.

Then, bring down Olaf and go up past Baleog to find a fireball shooting trap thingy, so block it. Then send the other two guys down the ladder and stop. Now bring Olaf down the ladder and put up his shield to block the fire coming down. This is just to get you used to blocking with Olaf.

Now obviously just send the other two dudes past, and up the ladder to the witch lady with the cauldron (grabbing the eyeball on the ground as you go), leave Baleog there and have Erik jump across the gap and grab the mushroom and give it to the lady.

Bring up Olaf and wallah. You will have given her all three ingredients for her cauldron (each level, you will need to grab three special items which is required to progress onto the next level, but dont worry, I will make sure you know where they are).

=====

3. K3YS

-Erik

-Baleog

-Olaf

Start off by bringing Olaf up the ladder next to you, put his shield up, and glide him down to the ledge below where there is a skeleton waiting to meet you, and block.

Then have Baleog go to the edge he's on and he should be able to hit the skeleton with his arm.

Now have Olaf shrink and go under the ledge and grab the silver key. Bring him back through, drop down to the area below, unlock the gate, grab the eyeball and down the ladder to meet another happy skeleton man.

Dispatch him with Baleog, then bring Erik down and past them to find another gate. Jump Erik over the middle and grab the red key and the mushroom, then drop down the other side and unlock the gate.

Bring Olaf through past Erik, up the ladder and block the fireball trap.

Then bring the other guys past him and find a gold key up high and another damn gate. Either grab it with Erik or you can use Baleog's stretchy arm to reach up and get it.

Next, bring Olaf up, give the key to him, shrink him and bring him through the small hole, and unlock the gate. Bring Olaf back and up the

next ladder, and find a Dracula/bat enemy.

Send Baleog (I get tired of typing his name out so I will now refer to him as "Bal") up to take him out with two hits (NOTE: you can send Bal up solo if you feel brave. the Dracula guy isnt really hard, but if you feel better with Olaf's shield, that's fine.) Once dead, he drops the bat wing. Bring it and the other two ingredients to the witch who is just past here. Fin.

=====
4. TRSH

-Erik
-Baleog
-Olaf

First, use Erik to run ahead and bash down the wall in front of you. He uses his mighty viking helmet to charge and cause walls to fall. You'd think he would get serious migranes, wouldn't you? Then, have Olaf go ahead past him, past the elevator-looking thing (which is, in fact, an elevator) and shrink through the hole. This is the first of many, many times that the vikings will split up in a level (as opposed to taking the same route like before). Anyway, glide down the hole and he will pick up three onions and an eyeball. The onions are a type of food which restores 1 hit point if one of the guys get hurt. Olaf should not be hurt now, so don't worry. However, at the bottom is a silver key you need to get Olaf through, but you have already used up all 4 of his inventory slots, and you can't use up an onion since he isn't hurt! What is a viking to do?! Easy, just go into inventory, select an onion, and move it over to the trash can located right next to Olaf's inventory. This will permanently get rid of the onion, but dont worry, you shouldn't need it anyway and you had to do that otherwise Olaf couldn't pick up the key! Afterwards, shrink fatboy and bring him off the ledge. Now back to Bal and Erik. Bring both down the elevator to the bottom and have Bal punch the target button above their heads which opens the gate. Now, take Bal down the ladder, right, pwning the skeletons along the way and you'll see a mushroom up above at a diagonal angle. You need to shoot his arm up diagonally in just the right spot to grab the mushroom. Keep trying, it take a few tries to find the right spot.

Now bring Olaf down and right, and find another ladder. Up that you'll find another fire trap. Park him there and let him block the fire for a while.

Then bring Bal up the ladder and have him chill out with Olaf for a minute.

Now, Erik needs to jump up and bash the blocks above him which just like when he runs on the ground, will destroy them. Jump up and down through the hole, grabing the batwing and the red key, open the gate, and have him meet up with the other guys. Now, have him again jump and bash the ceiling to break them, jump him up to the ledge right above them, then up to the next ledge, where an elevator will be waiting. Send the lift down, then jump back onto the ground and drop off your stuff at the witch. Now just bring the other guys up there and you're on to the next level.

=====
5. SW1M

-Erik
-Baleog
-Olaf

Yay! The first swimming level! Ok, just to be clear, Erik is the ONLY,

and I mean ONLY viking who can swim. Bal is buff and has a huge metal arm, so he's out, and despite that Olaf is fat (which tends to float) he is carrying a huge shield (which tends to not float), so dont go expecting them to be able to do the backstroke. Also, the other 2 party members whom you will meet later can't swim either (oops, I spoiled the surprise, as if the title graphic of the game didnt spoil that one already...)

Ok, firstly, Erik needs to go swimming. Jump him in the pool, grab the eyeball, and go through, jumping out the other side. There's a button to press which brings the bridge down for the other 2 guys. Run Erik right, past a gap and onto a floor of breakable blocks (and no, Erik can't break them).

Bring Olaf through, to the gap, and here you will need to raise his shield, step off the ledge and fart, which will give him sudden elevation (not to mention relieve some of his pressure!) and over to the breakable blocks where you will get him ready to block the fire trap below, then fart, breaking the block and sending him and Erik down.

Now get Bal over, so bring him to the gap, swing across using his arm (aim for the green gem thing. keep trying if you miss, that's what the ladder is for) and down to where they are, then down the ladder there. Next, send him down to the area below and conquer the 2 skeleys. Up the ladder, and now you will swing across on the green gems, to a ledge across the way, where another skeley is. Take care of him and punch the target above his head. Now just take him down the ladder in the middle of the lower area and leave him there.

Now, we need Erik to go down to where Bal just was, go left, and you'll see some breakable blocks inside a small Olaf crawl hole. Break those, then jump Erik up to the ledge above, into the water, and grab the silver key and ingredient there, then bring him back to where Bal is and unlock the appropriate gate.

Finally, Olaf will come down, shrink through the small hole, grab the gold key and final ingredient, and unlock the gate ahead of them where the witch lady is.

=====

6. TWO!

-Baleog

-???

-Olaf

What? Hey, where'd Erik go?? He's missing for this level, and you begin with only Bal and Olaf. Dont worry, you'll run into a new character here.

Start by taking out the skeleton in front of you, then send Olaf ahead and fart on the blocks below him, go through the hole and grab the eye. Up the ladder, fart on the block sticking out, then fart-glide across the gap to the elevator and send it down.

Take Bal over, swing over on the gem, and bring the elevator up, then punch the target up above.

Bring Olaf through, down the ladder, put his shield up and place him just right of the ladder.

Now, Bal will have to go and stand on his shield and grab the gold key with his arm. Give it to Olaf, and send him through the hole to where you find the first of the 2 extra characters, Fang the werewolf! He's useful as he's sort of a cross between Bal and Erik: he can jump and attack with his claws, and can also rebound off walls and slide down them! Yes, he's a very useful werewolf.

Anyway, go through the gate with Fang, and have him take out a skeleton below, then jump and hit the button above, opening the hole for Bal to get through. Bring them all down on the elevator, and grab the silver key on the left with Bal's arm. Through the gate, is yet another gate,

and you will need to jump Fang up above, grabbing the mushroom and hitting the switch below on the other side. Now, this next part is important. You will want to bring Olaf first, as there is a Dracula guy and a fire trap just past them which if you're not careful, will attack Fang. Get fatboy into position, then bring Bal through and take on Drac. Grab the batwing he drops and also the red key in the little hole next to the fire trap. Now take Fang over and jump up the gap above, and send down the elevator. Bring up Bal and Olaf and unlock the gate, beat the skeley, go up the ladder, drop off your ingredients, blah blah, onto the next level.

=====

7. T1M3

-Erik

-Fang

-Olaf

Alright, I may as well tell you this now. This is the final Transylvania level, so you will be looking for pieces to the time machine instead of those batwings and eyeball shit. And just to warn you, you will be fighting a Dracula boss at the end, who grows to half the size of the screen and spits fire at you, and sends bats to attack you!! No, that is actually a blatant lie, but I had you going for a minute.

Anyways, this time, Bal's missing, so you'll use Erik instead. So take him down into the water, hit the button there which puts down a bridge, and grab the first time machine piece on the left. Swim past the spears, and bash the blocks above your head, and climb out. Then go up the ladder. Now, you'll be in a place with 2 gates which you dont have any keys for. There's also a hole above with a ledge that's just barely out of Erik's jumping reach (or so it seems) which you can either have Fang get up to, wait for Olaf to let Erik stand on his shield, or try to get Erik up there. It takes a bit of a running start and a boost just at the very end of his normal jump to get up there, but it's possible.

Ok, lets go to Fang for a minute. Jump up the gap in front of you (using Olaf's shield if need be) and you'll find a ledge on the right side with a weird yellow item that has 4 arrows in all 4 corners. This is called a smart bomb, and basically it kills all enemies currently on the screen (so it's best to save for when there's tons of baddies, or to be used by Olaf or Erik, who cant really fight back at all). But you can use it against the skeley and the Dracula on the other side if you want, or you can go fight club on them. Either way, take the onion, the silver key and the blue thing which is another time machine piece and go back down. Now go up the ladder to where Erik is, open the gate and bring up Olaf there too. Depending on if you got the red key with Erik or if not, use it to open the gate ahead and post Olaf there to block the trap. Now send the other 2 guys up, and send down the elevator ahead of them, but stay up there. Next, bring Olaf down the ladder behind the gate. Through the hole, fart-glide across the gap and ride the elevator up. Bring him up the ladder, ready to block the trap, and bash the wall with Erik. Get them all onto the elevator (having Olaf still block the trap of course). At the bottom, send Fang down to dispatch the skeleton, then send Olaf down and down again to block yet another fire trap. Now, get the other 2 guys down there, and this is where it can get tricky. There's our good buddies, the skeleton and the Dracula dude ready to fight, and a wall. Olaf has to block the trap, so Fang has to fight them alone. Take the wall down with Erik, and quickly switch to Fang before it's totally gone so he can get rid of the baddies without taking damage. When that's done, just bring them left where you'll find Bal standing next to the time machine. Now, you're off to the next time zone!

```
=====
+++++
+                DARK AGES                +
+                700 AD                    +
+++++
8. K4RN
-Erik
-Baleog
-Olaf
```

To start, we will have Olaf float down the row of spikes in front of them, then shrink through the hole and float past more spikes, picking up a gold key along the way. Then using the air puffers, go up to the ladder above him (there is a piece of meat inside a hole off to the left which you can grab by just puffing up to it). Then you'll stick the key in the hole there and see the sorceress lady (just like the witch from before) who says you'll need a dragon egg, magic wand and magic scroll. Now, take Olaf down the ladder there, to where you just were, then walk down to the wall below which has a baddie inside.

Now take Bal, swing him across to the ledge using the gem thing, and take out the knight badguy, grab the key he drops and open the door. Climb down the ladder and walk down to where Olaf is.

Finally, Erik will jump across to the same platform, pass the sorceress and the ladder, and up onto a landing to where you can jump up at. Up there is a breakable wall, and past is a pool with a red key. Then head on down to where the other guys are and bash that wall there, then take out the baddies there. Then have Erik run in and stick the red key in, while dodging the fire from above, and go down into the arew below. Then bring the other guys in there and say hello to the first of many of the very annoying (in my opinion) and sometimes frustrating weight puzzles. Luckily, this one's super easy, but some of the ones in later levels are downright feindish!

What you have to do is put the vikings on different sides of the scale depending on who needs to go where. So for this one, put Olaf on the ground below the left scale, then jump Erik up onto it to pull it down to the ground for Olaf. Then put up Olaf's shield so Erik can stand on it and reach the right scale which is really high up now. He will balance it out and bring Olaf level with the small hole which contains the magic scroll (yes, I know, its very strange how Erik and Olaf apparently weigh the same. actually, all the vikings, Fang and the fifth character [whom you have not met yet, but will soon] weigh the same, otherwise, it'd be too hard trying to figure out how to balance them out, I suppose.

When you're done with that, take Olaf down the ladder and fart on the bricks to break them and leave him there to block the trap.

Now, we will take Bal and Erik down past Olaf on an ass-kicking run. Erik will bash the wall ahead of them, then Bal will deal with the 2 knights in there. Now, there's another wall here, which has the dragon egg, being guarded by a dragon who spits out fireballs. Ok, if you feel you are awesome enough with Bal, you can have him deal with the dragon on his own, but I warn you, the dragon has a great advantage with range over Bal, so I suggest you bring Olaf over to block with, but you don't have to. Once the dragon's dead, bring Bal down below, where there's another knight to deal with. Now leave him here a second, and bring Olaf down

to where he is, cause at the end of this hallway thing is another fire trap. Position Olaf there, and bring Bal down next to him cause up above is the magic wand. Grab it with Bal's arm, then head back the way you came to a breakable wall.

Bash the wall with Erik, and up the ladder is the same puffy air shooters Olaf used earlier. Puff all 3 guys up there, go left at the top of the ladder and drop off the junk at the sorceress. Next level.

=====
9. BOMB

-Erik

-???

-Olaf

Oh great! Bal's gone again! Looks like its just Erik and Olaf this time. But look! Another question mark. That means you get to meet the fifth character! Alright let's get to it so we can see who it is!

First, take Erik ahead, and you'll see breakable blocks up above, and one that overhangs. Jump and hit this one to break them all. Then jump Erik over and jump right again and grab a meat on the ledge. Drop down go into the water. You gotta watch out with this water, as there's a crazy piranna fishy in here with huge pointy nasty teeth. Avoid him swimming right and jump onto land and grab a red key. Go back the way you came and back up, and open the door there to let Olaf through.

Take Olaf over, fart on the blocks and glide down past the spikes. Then go left, fart-glide over to the air puffer thing, and up to a ladder. In there you'll see one of those annoying dragons from before, only this one is green. And it's talking to you! Shrink through and it will say its name is Scorch. Grab the magic wand, fart and land down on the area below where there's a door and a knight inside.

Bring your new pet dragon down there, and find a target on the right. Shoot it with Scorch's fireball to open the door, then go down and fireball the knight dude there. Now its time for dragon wars, so keep going and duke it out with a blue dragon, then grab the dragon egg. After that, have Olaf break the blocks there and go down to find a transporter (its a rock with glowing arcane letters). At the other end, is another blue dragon, so leave Olaf right there, and get Scorch up there and staying behind Olaf's shield, rapid fire the fireballs and before long he's dead. Now, send Olaf to break the floor there and go down below to the knight. Sneak Scorch in there (cause its a pretty small area), take out the knight, then shrink Olaf through the hole, down the ladder, and push the button there. That's all you can do for now, so let's use Erik.

Jump Erik back into the water, and instead of just swimming right, go down and you'll find the magic scroll down below. Then back up and through the door which Olaf just opened. Then swim up, and jump up where the waterfall is, and to the left you'll see the other 2 dudes, so bash the single brick there and that will allow Scorch to get through.

Take Scorch down the ladder where Olaf is and fireball the target there, opening a door to another transporter, but dont go in it. Next, jump up to the waterfall and fireball the target there, opening that door (he's just a helpful little devil isn't he?) and VERY CAREFULLY fly him past the waterfall, over the pool of water (he can't swim remember) and jump him onto the weight scale there. Ride it to the bottom, and kill the

knight, then fly up to the little ledge with the ladder on it, and leave him there for a sec.

Now, take Erik over there, but instead, jump up onto the platform above and take the transporter, which will take him to the right side of the same weight scale. Making sure Scorch is off the scale, ride it to the bottom and grab the bomb there. Now fly Scorch back up onto the scale to balance it out, then switch back to Erik and continually jump up. Cause, every time Erik is off the scale, Scorch will raise that end up, then Erik jumps off the scale from the new height which gets him higher up, and so on. Get it? Anyway, take the transporter back and jump down to where Scorch is at. To the right, is a breakable floor, which looks like the job for Olaf, sadly, he isnt able to get there. But good thing we just got that bomb. Place the bomb anywhere on the floor (and back away) to open up passage to the sorceress lady.

Now, all that's left is to take Olaf through the transporter he's next to, shrink him through the hole, and tada. Onto the third Dark Ages level.

=====
10. WZRD

-Erik
-Baleog
-Scorch

Ok this time, Olaf is gone and Scorch is in his place! Good thing he can glide just like Olaf, except you have to hold down the jump button whilst he's doing it.

First, lets do just that. Have Scorch go down to the floor below, and left, gliding past 2 sets of spikes. Grab the dragon egg, fireball the target, which opens a door right above, and transport. This takes you to where the door just opened, and the reason for the name of this level. There's these really annoying teleporting wizards around that appear for a second, shoot magic at you and vanish. They can be a real pain since you dont always know where they will appear at. But just rapid fire the fireballs again and you should take him down easily.

Next, take Erik down there and bash the wall next to Scorch, and jump in the water. Hit the button you see there which will open the door in the water and bring down the bridge above him. Now keep swimming right, and watch out for the freaky piranna dude, swim up, and grab the bomb and some meat. Go back past the fishy again, back to where the button is, and drop the bomb onto the breakable blocks. Go inside there and grab the gold key, watching out for the spikey things that come up every few seconds. Now swim right again, before you get to the fish, go up and jump up onto land, open the gold door, jump up to the platform above, grab the magic scroll, and transport. Erik ends up on this unmoveable platform above where you started, and is stuck for now so lets switch to Scorch and get him unstuck.

Go past the transporter, and past the bridge Erik let down, and where the huge curved bone is (which is a teeter-totter like thing) fly up onto the ladder then to the platform. Fireball the knight across there, then keep going and fly up onto an elevator (send it down for Bal to use later). Kill another wizard here, then fly up to the platform above and push the big gray block off the ledge onto the spikes, which just lets you walk over them. There's another knight here that drops a shield when you take him down. Unlike food, which only restores 1 of the 3 hit points

if they've been wounded, the shield can add a 4th hit point even if the character has full health. It doesn't, however, replace any missing red hit points, AND grant a 4th one too, it just puts a blue dot next to the red dots. Anyway, keep going left and find a gap, with a brown dragon (how many colors do these guys come in?). After pwning him, go down the gap and fireball the target on the wall to open the door there, as well as release Erik from his stuck predicament. Remember that large bone that's really a teeter totter? Bring Erik over there. It's time to get Bal up to where Scorch is.

This is really simple. Just put Bal on the left side of it, then have Erik jump on the other. Now just switch to Bal and get him up onto the ladder, and swing across the gem thing at the top. Then take the elevator up, and go left till you meet up with Scorch. Erik can go this same way, or you can backtrack him and have him ride up the puffy air jets onto the platform. Anyway, take Bal down the ladder and he can grab a meat down in a hole there, then back up and through the door to hit a target above his head which will bridge some spikes (but you'll do that later).

Take Scorch and Erik over the gap to where there's a wall and a wizard on the other side. Bash the wall and have Scorch go nuts again with the rapid fireball thing (this is the best method of taking down the wizards provided you have Scorch with you).

Now, we will have Erik go ahead and jump into the water, swim around and push the button which brings down a bridge. Then take him up onto the ledge and bash the blocks there, grab the silver key, and drop down to the area below where you started. Open the door with the key, and have him make out with the sorceress chick for a minute. Also, bring Scorch there while you're at it.

Now all that's left is to take Bal up and across with the swing-gem, across the bridge and grab the magic wand above him with his arm, where the fire jets are. Then bring him back to the other dudes. Level done.

=====
11. BLKS

-Erik
-Fang
-Olaf

Start off by bashing the ceiling and the blocks blocking the Olaf-hole with Erik, and shrink through and hit the button with Olaf. This opens up the floor they're standing on.

Now take Fang, jump up the walls and kill the knight up top, and grab the gold key. The knight will drop another blue shield, but just hold onto it for now. There's also an invisible floor. Just look for the ladder below Fang and climb down and grab a smart bomb. Give it to Erik next chance you get. This will come in handy later.

Next, break the breakable floor with Olaf and glide him down to the very small ledge below, shrink him through and leave him there.

Jump Erik into the water, swim around, grab the bomb and swim back. Jump onto the very small ledge and place the bomb there (don't forget to move).

Now move Fang down there, watching out for the water, jump up and place the gold key into the keyhole which opens the door there.

Glide Olaf down the spikes, past the kid with the lollipop and grab the magic scroll.

Take Fang, jump up on the walls above the spikes and kill the knight up there. Go down the other side and climb down the ladder, and hit the button there which opens up passage for Olaf. Bring Fang back up.

Bring Olaf up on the puffers, up the ladder and shrink him through the hole there and hit the button so the bridge comes down.

Get Erik over there, jump inside that room to grab the red key, then bash the wall. Now, heres a tricky part, followed by another tricky part. Well, the first part is kinda tricky, since you have to fight a wizard, but without Scorch, aka "the wizard killer" this time. So basically just position Olaf by the door ready to block, open the door with Erik (the keyhole on the ledge above the door) then switch to Fang and kinda play chicken with the wizard. Try to wait for the wizard to appear next to Olaf and attack. If you can help it, dont go out away from Olaf's protection too far. And use the shield on Fang if need be.

Next, take Erik down to where Fang just killed the wizard, jump into the water, and you'll see a piranna fishy. Here's where I recommend Erik use the smart bomb he got from Fang, because it's a narrow area and really hard (but possible) to dodge the fish without being chomped on. Continue swimming and you'll find a button. Push it to open a passage which you'll use in a minute. Continue swimming up, and there's some spikes that come down every so often, with another button. Time it right and go in there and push the button (this also opens a passage). Swim up again, and there is a meat above to get. Then jump up onto the narrow ledge with the breakable wall and the bridge. Erik will sit tight there for a couple minutes.

Go back to Olaf and Fang, and now the second, not-so-tricky part, which would be tricky unless I told you what to do. Which I will (aren't I nice?). There's 3 buttons which correspond to the 3 blocks up above. Put Fang up there and go to the buttons with Olaf. As for the order, Button 1 is the one on the far left side, button 2 is the middle, button 3 is the right one. Easy. With Olaf there, do it in this order:

Button 3
Button 2
Button 1
Move Fang to the middle
Button 3
Move him on through

See? Tricky, yet not tricky since I told you. These types of puzzles will get harder later on, so be warned. Now, fart-glide Olaf left onto the ledge, shrink through, use the air puffer up onto the ledge and transport. Make sure to grab the magic wand up above the transporter first.

Bring Fang up there where Olaf is. And now its time for a fun air battle with a purple dragon! First take Olaf right as far as he can go, then turn him to face the dragon. The dragon should then be occupied with Olaf, so take Fang and jump on the puffy air and attack the dragon once you get near him. Sometimes the dragon will go after Fang and leave fatboy alone, other times not. Either way he should be pretty easy to kill. Next, have Fang take out that knight right above the puffy air jet. Both enemies give you a meat. Then have Fang jump up the area right behind where Olaf transported to, and hit the switch up there. This will

drop down a bridge where Erik is.

Now Erik has some room to bash that wall in his way. After that, grab the dragon egg and bash the next wall up ahead. When he gets down to where the others are, bash that wall blocking the Olaf-hole (Erik is a wall bashing machine).

Now, take Olaf through and climb up the ladder there, then glide over to the other breakable blocks and fart on that. Then go down the other ladder, grab the silver key, hit the button, then go down that ladder on the ground too. Insert the key, through the door and down the ladder to find sorceress lady.

Bring the other guys the same way and hurray for you. One more level down.

=====
12. TLPT

-Scorch

-Baleog

-Olaf

Start off with Olaf by breaking the floor, then gliding down the set of spikes below and transporting at the bottom. Now you're up above. Move to the other transporter, and break the floor without falling through. Try not to, but if you do, no biggie, just glide past the spikes and teleport back up again, then fart-glide back to the other transporter. On the other end of the second transporter, shrink through the hole, and you've got the magic scroll. Climb the ladder and block the fire trap. This will save Bal's life in a couple seconds.

Next, take Bal down, go down the ladder, and another ladder where a dragon is. Kill it and grab the shield and meat, then back up the 2 ladders. Swing across and stand next to the buttons.

Now, take Scorch and fly him up past the transporters. Above is a ledge with a knight and a dragon. Watch out for the fireballs, and shoot your own back at them. By timing it right, you can fly up for a couple seconds, attack and hide again. They give you 1 meat each. Once done, go ahead, drop down and come to 3 targets. Shoot them all and drop down to where another wizard is. Stand next to the wall so he can't go behind you and show him why Scorch is the wizard slayer. Now, its time for a second puzzle with the 3 buttons and 4 blocks this time. Remember, button 1 is left, button 2 is middle, button 3 is right. Here's the answer:

Button 1

Button 2

Move Scorch to the 2nd position

Button 3

Move Scorch to the 3rd position

Button 1

Then move Scorch on through, grab the dragon egg and red key and transport. Once there, use the key.

Bring Bal down to where Scorch is, transport up and grab the gold key up above him and transport back.

Next, get Olaf down the ladder and transport back. Then take him along

the route Bal took, getting him down to where they are. Give the gold key to him and shrink him through. Be careful now, as there's a wizard around which you can't attack because of the wall. Carefully take Olaf right, through another hole and grab a bomb. Bring it back and put it next to the wall, then climb up the ladder out of danger (Olaf is pretty much useless at blocking the wizard's attacks because the wizard will often teleport behind him and hit him).

So instead just put the wizard killer to work. Once Scorch dispatches him, bring him and Bal up the ladder and unlock the door. Bring Scorch on ahead to a series of air puffers. Fly/puff him up and come to another dragon. Take him out, then go up onto the platform to the left and take out the knight.

Move Bal up to here as well and have him grab the magic wand on the left side, and hit the target at the same time.

Bring Olaf up until you see a ledge with an Olaf-hole on the left. Go through and air puff up onto the single breakable brick sticking out and take care of that. Now turn around and go up to the transporter in the top corner which takes you to the sorceress. Bring the other 2 along and this level is out of the way.

=====
13. GYSR
-Erik
-Baleog
-Olaf

The vikings are together again for the first time since the first Dark Ages level! And luckily, this is the last of the Dark Ages! So let's go and start looking for the 3 pieces of the time machine and get outta this crazy joint and onto the next place!

First, start with Bal. Right above the starting point is a knight to kill. So use the puffer air jet and get him up to take out the knight. There's a transporter that you want to send him through. Also, do you see the piece of meat above Olaf? That's inside of a hidden place that you need to use the air puffer to get up to, or jump up with Erik. Just be sure to grab that with one of them if you want to. Anyway, get all 3 up and through the transporter.

Now you come to another weight scale which luckily, is easy. Get Olaf below the righthand side scale, and use Erik to bring it down to him. Then have Erik balance it out bringing Olaf up to a shrink hole. You'll grab the first piece of the time machine here, then fart on the bricks, and fall down the hole onto a pair of air puffers. There's a knight and a wizard up on the ledge so watch out (make sure his shield is down and blocking the wizard attacks). Try to bounce him onto the edge of the ledge if the knight permits it. If you can't, you can have him continue to bounce around blocking the wizard and he should be fine. Then we need Bal to come down and take the baddies out, so bring him through the hole Olaf opened using basically the same method. If you got Olaf onto the ledge, Bal can sit there and easily hit them. If not, you will have to bounce Bal like Olaf's doing, and try to hit them with his arm while he's going up and down. The knight will give you a blue shield. Then bring Erik down as well.

Next position Olaf right up next to the fire trap at the end of the hallway (making sure he isn't standing on the platform above the water,

cause its going to disappear in a couple seconds). Bring Bal to the same place, and hit the target above his head. Once the water is open, its time for Erik to go swimming. There's meat on the lefthand side immediately as Erik jumps in. Swim right and watch out for the piranna fishy dude. Go up and out of the water. Go left, avoiding the wizard and hit the button next to the breakable wall. This opens the platform there so get Erik out of there.

Now we send Bal up to kill the wizard and go on a butt kicking run. Up the ladder is another knight. Then once you transport there's a dragon to deal with. The knight and dragon may or may not give you a piece of meat or a blue shield once dead. There's also a hidden ladder around the transporter that leads to a smart bomb, so look around for that.

Once the dragon is dead, there's a breakable wall up by Bal for Erik to deal with. Then, take Erik back down to the place where he and Bal just were, and jump up onto the ledge with the button on it, and break the wall there. Jump him across the gap and leave him there.

Now, bring Olaf up to where Bal is and fart-glide across the gap to block one of the fire shooters above their heads. I suggest blocking the first one, that way Bal can have a safe place to land once he swings across on the gem swing thingy. Then, take him onwards and there will be yet another wizard to deal with. Bring Olaf on and fart on the floor there. Now take Bal into the hole and kill the knight, and pick up the red key and the second piece of the time machine. Now, beat it back to where we left Erik.

Open the door and kill the dragon using Bal or that smart bomb (if you found it) because this is the last enemy in the Dark Ages!! This final level wasn't really that hard or long at all, now was it? Well, we are finally off to the next world, so let's go!

=====

```
+++++
+                SMUGGLER'S COVE                +
+                1789 AD                        +
+++++
14.  B3SV
-Erik
-Baleog
-Olaf
```

```
+++++
+                AMAZON JUNGLE                +
+                200 BC                        +
+++++
```