PROLOGUE

At the finale of BARBARIAN - THE ULTIMATE WARRIOR, the barbarian defeated the warriors of Drax and thus freed Princess Mariana from his evil spell.

Drax fled to the dungeons beneath his black castle, vowing to wreak disaster on the Jewelled Kingdom.

It is decided that there is only one way to stop Drax. The barbarian and Mariana - herself an accomplished swordswoman - are the only two warriors skilled enough to survive the perilous journey to Drax's lair. They must stop him before it is too late.

BARBARIAN · II
THE DUNGEON OF DRAX

CHOICE OF CHARACTER

You may choose to play either the barbarian or Princess Mariana. At the beginning of the game the two characters will appear. Choose your warrior by moving the joystick left or right and pressing FIRE.

LEVELS

You must fight your way through three levels - the Wastelands, the Caverns, and the Dungeons - before arriving at the fourth level, the Inner Sanctum of Drax. These sections must be played in the correct order.

Each of the first three levels is a maze consisting of approximately 28 screens. As you view each screen it is possible to walk left, right, or into doors or caves at the back of the screen.

The direction you are walking, as viewed on a map, is continually changing and therefore a compass (in which the sword always points north) has been provided at the bottom of the screen.

When you reach the exit to the next level the Level Display will pulse as a warning. It is not advisable to leave a level without first collecting all available magical objects (see below).

MONSTERS

On each of the first three levels you must fight six different types of monster, some of which can be killed with one well-placed blow.

They are:

The Wastelands Saurian beasts, Neanderthal men, Apes, Mutant Chickens, Stabbers, Floaters.

The Caverns Carnivores, Orc Guards, Crabs, Slithering Things, Cave Trolls, Stingers.

The Dungeon Pit Things, Dungeon Masters, Giant Grubs, Gobblers, Eyes, Orclets.

If you survive to the Sanctum of Drax you must face The Living Idol, a great Demon and, finally, the dreaded Drax!

MAGICAL OBJECTS

In each of the first three levels there are two magical objects that you will need to collect in order to survive throughout the quest.

The **axe** increases your strength;

The **globe** guards against death from Drax's magic;

The **potion** increases your resistance;

The **key** opens portcullis doors;

The **shield** guards against instant death from the Demon's fire;

The **jewel** disables the Living Idol when the idol is reached.

ENERGY AND LIVES

Your energy is displayed as a bar at the top right of the screen. When it runs out you lose a life.

You start the game with five lives. More lives can be gained throughout the game by collecting any skulls you may find. These contain the life-force of warriors who have preceded you. When you lose all your lives you restart the current level.
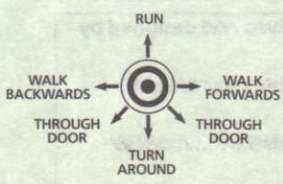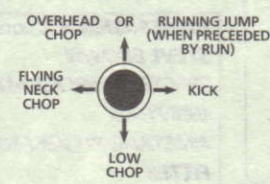
The energy of the current monster you are fighting is displayed as a bar at the top left of the screen. When it runs out the monster is destroyed.

SCORING

The more difficult fighting moves will score highly and do more damage.

JOYSTICK MOVES

These are your joystick moves when you are facing right (reverse these when facing left).

JOYSTICK		KEYBOARD	
WITHOUT FIRE BUTTON PRESSED	WITH FIRE BUTTON PRESSED		WITH SPACE BAR PRESSED
RUN / WALK BACKWARDS / WALK FORWARDS / THROUGH DOOR / THROUGH DOOR / TURN AROUND	OVERHEAD CHOP OR RUNNING JUMP (WHEN PRECEEDED BY RUN) / FLYING NECK CHOP / KICK / LOW CHOP	Q = RUN A = TURN AROUND O = WALK BACKWARDS P = WALK FORWARDS N = THROUGH DOOR	Q = OVERHEAD CHOP or RUNNING JUMP when preceeded by RUN A = LOW CHOP O = FLYING NECK CHOP P = KICK
		SPECTRUM CAPS SHIFT = PAUSE CAPS SHIFT & SPACE BAR = QUIT	AMSTRAD CLR = PAUSE ESC = QUIT

To jump across holes or pits you will need to make a running jump. If you do not jump far enough you will find yourself teetering on the far edge of the hole. By swiftly waggling the joystick left and right you may save yourself.

COMPLEAT

THE STORY SO FAR...

The evil sorcerer Drax desires Princess Mariana and has sworn to wreak an unspeakable doom on the people of the Jewelled City unless she is delivered to him.

However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the princess will be allowed to go free. All seems lost as champion after champion is defeated.

Then, from the forgotten wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill.

Can he vanquish the forces of Darkness and free the Princess?

ONLY YOU CAN SAY...

BARBARIAN

The game is in two parts which can be loaded in any order.

SIDE ONE: Combat practice (one player or two player). Perfect your swordsmanship against the finest warriors in the land.
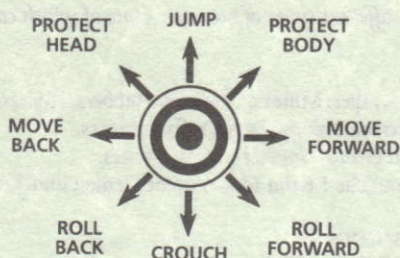
SIDE TWO: Fight to the death. Fight for the princess against the evil minions of DRAX and finally face the evil one himself.
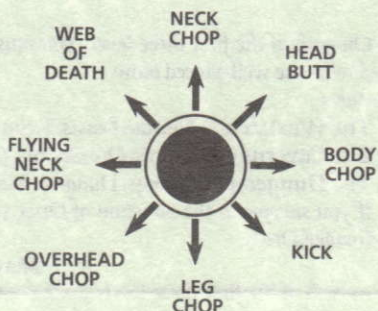
BARBARIAN FIGHTING MOVES

The following instructions are for a right-facing character.
For a left-facing character the moves are reversed.

JOYSTICK DIRECTIONS WITHOUT FIRE BUTTON PRESSED

PROTECT HEAD — JUMP — PROTECT BODY
MOVE BACK — MOVE FORWARD
ROLL BACK — CROUCH — ROLL FORWARD

JOYSTICK DIRECTIONS WITH FIRE BUTTON PRESSED

WEB OF DEATH — NECK CHOP — HEAD BUTT
FLYING NECK CHOP — BODY CHOP
OVERHEAD CHOP — LEG CHOP — KICK

AMSTRAD VERSION

EACH SIDE OF THE CASSETTE/DISC CONTAINS TWO DIFFERENT ACTION SCENES.
TO LOAD THE SCENE OF YOUR CHOICE FOLLOW THE LOADING INSTRUCTIONS.

When the game has loaded press return to choose from the following options:

MODE 1 = ONE PLAYER JOYSTICK
MODE 2 = ONE PLAYER KEYBOARD
MODE 3 = TWO PLAYER JOYSTICK/KEYBOARD

SPACE BAR TO START GAME

FØ = TO PAUSE A GAME
F1 = TO QUIT A GAME
F2 = MUSIC/SOUND EFFECTS

IN KEYBOARD MODE

Q = UP
A = DOWN
J = RIGHT
H = LEFT
SPACE = FIRE

STRENGTH

Each character can survive six blows which are displayed at the top of the screen (player one on the left).

SCORE

Points will be awarded depending on the difficulty of the move used (player one on the left)

When playing in two player mode there will be a time limit for each duel. At this time if both are still in the game, their strength will be restored and a new game will commence.

When playing in one player mode there is no time limit and the time display will be replaced with the skill level of the opponent you are facing.

SPECTRUM VERSION

When the game has loaded press to choose from the following options:

(1) START GAME
(2) ONE PLAYER
(3) TWO PLAYER

One player options:
(1) SINCLAIR JOYSTICK
(2) KEMPSTON JOYSTICK
(3) KEYBOARD

Player one define keys:

(1) FIRE
(2) UP
(3) DOWN
(4) LEFT
(5) RIGHT
(6) PAUSE
(7) QUIT

Player two options:
(1) SINCLAIR
(2) SINCLAIR/KEYBOARD
(3) KEMPSTON/KEYBOARD
(4) KEYBOARD/KEYBOARD

COMMODORE VERSION

F1 = ONE PLAYER OR TWO PLAYER
F3 = MUSIC/SOUND EFFECTS
F5 = PAUSE
F7 = START GAME
Q = QUIT

BARBARIAN was conceived and designed by *STEVE BROWN*

SPECTRUM PROGRAMMING BY: *SHAUN GRIFFITHS*

AMSTRAD PROGRAMMING BY: *ANDREW FITTER*

COMMODORE 64 PROGRAMMING BY: *STANLEY SCHEMBRI*

SOUND BY: *RICHARD JOSEPH*

ASSISTANT ARTIST: *GARY CARR*

SPECIAL THANKS TO: *DANIEL MALONE*

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