

BARBARIAN

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...

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

ONE: Combat practice (one player or two player). Perfect your swordsmanship against the finest warriors in the land.

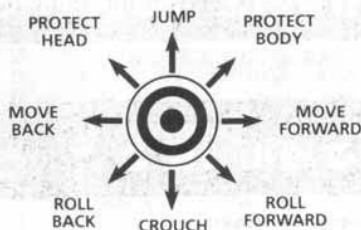
TWO: Fight to the death.
Fight for the princess against the evil minions of DRAX and finally face the evil one himself.

BARBARIAN FIGHTING MOVES

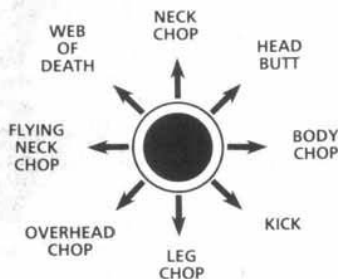
The following instructions are for a right-facing character.

For a left-facing character the moves are reversed.

JOYSTICK DIRECTIONS
WITHOUT FIRE BUTTON PRESSED



JOYSTICK DIRECTIONS
WITH FIRE BUTTON PRESSED



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.

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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