

BARBARIAN

The Ultimate Warrior



From the forgotten wastelands of the north comes the Barbarian! His task is to rescue the princess Mariana from Drax, the evil sorcerer who terrorises the jewelled city. Wielding his broadsword with deadly skill, the Barbarian faces sadistic swordsmen, each more accomplished than the last. The battle ensues through barren wastes to Drax's throne room until they meet with Drax himself in the pit. The graphics are very descriptive and bloody. The superb soundtrack, with its digitised effects and speech, adds real atmosphere. There are 16 moves to master if you are to survive, including head butts, flying neck chops and the awesome web of death.

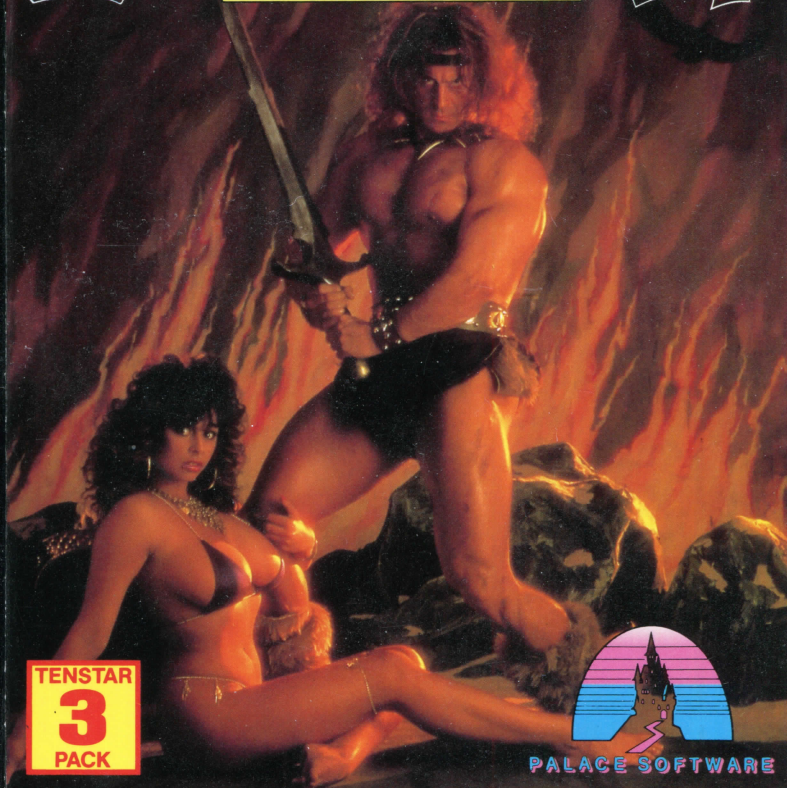
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BARBARIAN THE ULTIMATE
WARRIOR

By Palace

BARBARIAN

The Ultimate Warrior



TENSTAR
3
PACK



PALACE SOFTWARE

BARBARIAN THE ULTIMATE WARRIOR

"...and lo, a mighty warrior shall come from the frozen wastelands of the north, and he will stand alone against the forces of darkness..."

The Book Of Death

LOADING

1. Set up your Amiga in the usual fashion. If this presents difficulties, please refer to the 'Introduction to the Amiga' manual, Chapter 2 'Setting up your Amiga'.
2. Switch on your monitor or television and then your Amiga.
3. When the display prompts for a Workbench Disk insert the program disk. After a few seconds the disk drive light will come on and the game will automatically load.

PROBLEMS: If you experience any problems with this software, before returning it, please carry out the following procedures:

- a) Make sure you are following the loading instructions correctly.
- b) Some programs require external drives or memory upgrades to be removed. Please switch off your Amiga from the mains & disconnect any external drives or upgrades and try loading again.
- c) If problems persist, please try another piece of software, that you know to load and work. If this software still loads and runs, then return the faulty software to your dealer stating the exact problem(s) encountered.

NOTE: We suggest that you ensure that your disks are write protected. See section 3.2 of your Commodore manual for instructions.

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 ...

ONE PLAYER GAME

Fight eight of Drax's swordsmen warriors, each more accomplished than the last. Fight in the forest, on the barren wastes, in the throne-room and finally, in The Pit. If you survive

TENSTAR GAMES PACK

this far, you must face the magic of Drax himself before you can free Princess Mariana. There is no time limit to each round, which will last until one of the players dies. In the centre of the score line a number indicates the current round. At the end of each game you may add your initials to the high score table. To play in one-player mode plug the joystick into Port 2.

TWO PLAYER GAME

In two-player mode there is a time limit to each round, indicated by the descending number at the centre of the scoreboard. If both players survive to the end of the time limit, their strength will be restored and a new game will commence in a new location. Both scores will continue to clock up from round to round until one player kills the other. There is no high score table facility in two-player mode. To play in two-player mode, plug joysticks into both Port 1 and Port 2.

STRENGTH AND SCORES

In both one and two player modes, each player can survive up to 12 blows (as indicated in the top right and left hand corners of the screen), unless killed outright by decapitation. Points will be awarded depending on the difficulty of the move used.

STARTING THE GAME

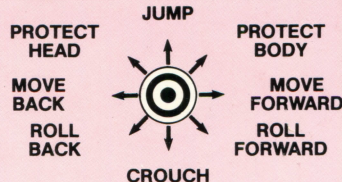
F1 = One player
F2 = Two players

F3 = Pause
F10 = Demo/Quit

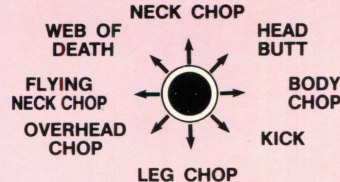
FIGHTING MOVES

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

WITHOUT FIRE BUTTON PRESSED



WITH FIRE BUTTON PRESSED



NOTE: Decapitation is only available from the 'Flying Neck Chop' move.