

CONAN

The Cimmerian™

Table of Contents

Page

I.	Credits	1
II.	Introduction	2
III.	Getting Started	4
IV.	The Control System	4
V.	General Instructions	6
VI.	Game Levels	11
VII.	Interaction	12
VIII.	Screen Icons	14
IX.	Status Screen	15
X.	The World of Hyborea	16
XI.	Hints for Hyboreans	18
XII.	The World of Ron E. Howard	21



GAMES



Errata Card

PLEASE NOTE: The copy protection symbol that appears on page one is incorrect. The correct symbol appears below:





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II. Introduction

“Know, O prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the years of the rise of the sons of Aryas, there was an Age undreamed of, when shining kingdoms lay spread across the world like blue mantles beneath the stars.

“Hither came Conan, the Cimmerian; black-haired, sullen-eyed, sword in hand, a mighty warrior destined to tread the jeweled thrones of Hyborea beneath his booted feet.

“But, before he was a world conqueror, Conan lived in Irskuld, a village of Cimmeria, where he worked as a blacksmith...”

-The Nemedian Chronicles

CONAN

When we first meet him, Conan is a humble blacksmith, having taken up the trade of his father. His large arms possess great strength, from his years of working at the forge, but he is no practiced warrior. In his possession is a humble, self-made sword, but his experience with it is limited to imaginary bouts between himself and his shadow. He has taken a wife, and looks forward to a tranquil, if unspectacular, future.

Then, over the hills, like a great black wave, comes the hand of fate. "Run!" someone screams, "It's Thoth Amon!" Conan has heard the name before, spoken in fearful whispers. Thoth Amon. High Priest of the snake god, Set, and leader of a legendary band of raiders. They have come to Irskuld on a typical raid, hunting for treasure and weapons and taking the survivors as slaves.

The young Conan sees it all as if in a dream. The village was silent a moment earlier, now it has sprung into anxious life. People run wildly past him down the road, some pausing to gather a few favored possessions, everyone flushed with terror. But the black wave comes faster now, blotting out all other sounds with the thunder of a thousand hooves. Thoth Amon's army of ravagers fills the horizon with horses and madmen and dust, like a dark froth foaming up from the maddened earth.

The wave spills across Conan without touching him. He moves slowly, still stunned by the attack, until he catches sight of his wife emerging from their simple home. The vision revives him like a sharp slap, and he has begun to move swiftly toward her when a dark, mounted figure appears beside him. From the corner of his eye, Conan catches the briefest glimpse of Thoth Amon before a mace blow strikes him behind the right ear and the world collapses into a pool of darkness...

When he awakens, Conan believes himself transported. Surely, the smoking ruins about him could not be Irskuld? But they are. Among the dead, Conan finds his wife. In this moment is born Conan as we know him: the black-haired barbarian, reaver, slayer, thief, and future King of Aquilonia.

Now, however, his heart knows only the need for vengeance. So Conan the Cimmerian turns south, leaving the gutted village and its dead inhabitants behind, to seek out and destroy the evil high priest, Thoth Amon...



As our adventure begins, Akado the Wizard is seated at a campfire, relating the story of Conan the Barbarian. Bear in mind that the Wizard is very old and he may occasionally get events confused. But don't worry, he'll eventually back up and retell any part of the story he gets wrong.

Go, then, and take Conan on his quest for vengeance. A bit of advice: talk to anyone you can in Shadizar! You can never tell who might aid you in your quest. The fortune tellers and wise sages of the city are particularly helpful in their words of advice.

III. Getting Started: All Systems (Please refer to the Quick Start card for your particular computer.)

IV. The Control System

Once you have loaded the game, three options will be offered:

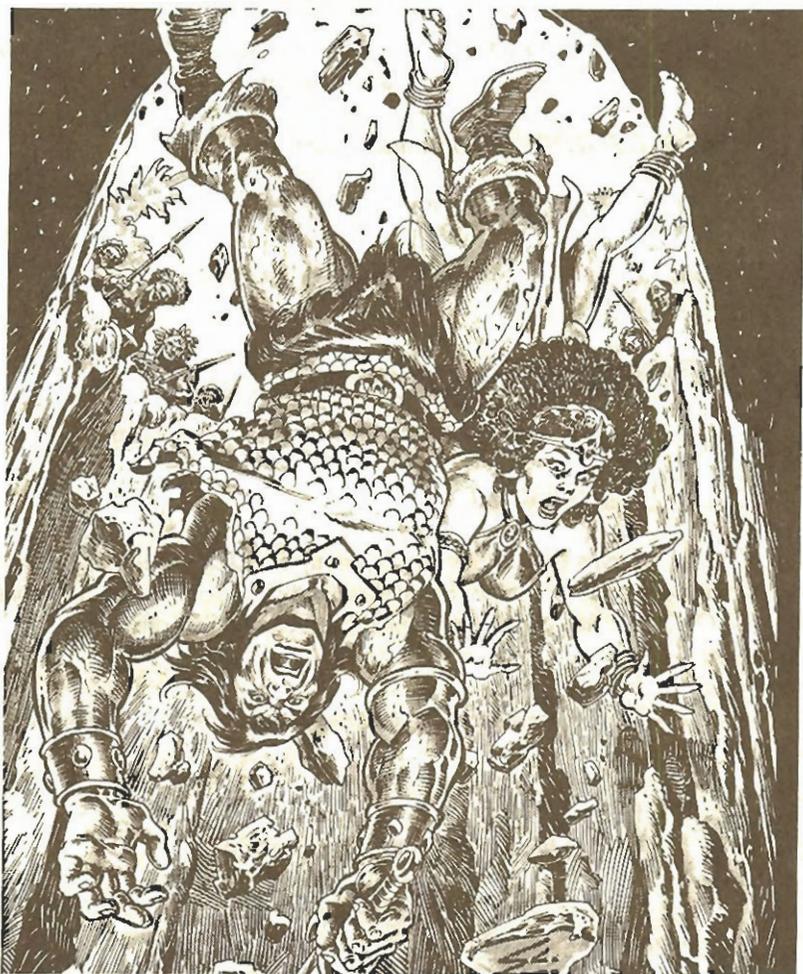
- * NEW GAME Allows players to begin a new adventure*
- * RESTORE GAME Allows players to reload a previously saved game*
- * QUIT Ends game and returns user to DOS*

Once a new game has been selected or a previous scenario restored, a series of introductory text windows will establish the game's storyline and characters. To read the entire introduction, continue to select the MORE command. To end the introduction, select the CONTINUE command. Next, use the ACTION icon (the clenched fist) to give Conan a movement command. After clicking on the ACTION icon, click on the city of Shadizar (just south of Conan's current position) and Conan will travel to that city.

CONAN THE CIMMERIAN begins in the streets of Shadizar. The game has two visual perspectives:

TOPDOWN When outside a building or other structure, Conan is seen from an angled topdown perspective.

SIDE VIEW When inside a building or engaged in combat, Conan is seen from side perspective. (see "Game Levels")



CONTROL PANEL

At any time during the game, the player can access the Control Panel by moving the cursor to either the Blue jewel at the top of the screen or by pressing the F1 key. Invoking the Control Panel presents the following options:

NEW GAME - Allows player to begin a new adventure

RESTORE GAME - Allows player to reload a previously-saved adventure



SAVE GAME - CONAN uses an auto-save feature that allows a game to be Saved and Restored at any time

TOGGLE SOUND - Turns music on/off

QUIT - Returns user to DOS

PAUSE - move the cursor to the Red jewel at the top of the screen and click.

V. General Instructions

The instructions in this section deal with overall game play.

CURSOR MOVEMENT

The on-screen sword cursor can be manipulated by the user via mouse, joystick or keyboard. To move the cursor through the keyboard, press and hold down the CONTROL key while simultaneously pressing the appropriate direction key.

To click on an icon, command menu, or option box the user can:

- * Press the left mouse button;
- * Press the primary joystick button, or;
- * Hit the ENTER/RETURN/INS key.

Selections can be made from option menus by hitting the key representing the first character of any word in that menu. If there is only one option that starts with that letter, it will be selected.

If more than one available option begins with the same letter, the cursor will cycle through each possible command as long as the user continues to hit the same key. When the cursor reaches the desired option, press ENTER/RETURN/INS.

This technique may take a little getting used to, but it is an invaluable help once mastered.

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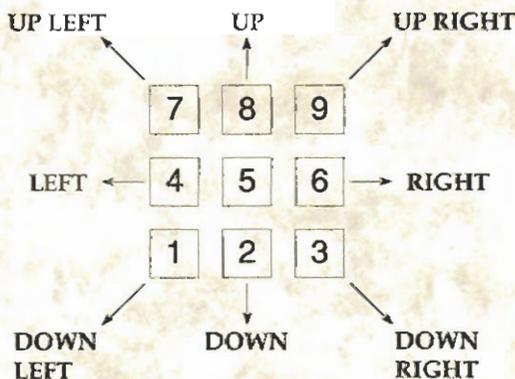
CHARACTER MOVEMENT

Conan can be moved in three ways:

MOUSE — Move the cursor to the location you want Conan to walk to, then press and hold the right mouse button and Conan will walk to the new position. If you want to enter a building, move as close to the door as possible using the right mouse button and then click on the door with the left mouse button.

JOYSTICK — Move the joystick in the direction you want Conan to travel to. If you want to enter a building, move as close to the door as possible and then click on the door with the FIRE button.

KEYBOARD — Press the arrow key that corresponds to the direction you want Conan to walk in.



COMBAT

There are three styles of combat which Conan must master:

- 1) **Overhand** A chopping, downward blow
- 2) **Side Swipe** A swinging, across-the-body blow
- 3) **Thrust** A forward lunge

Before each combat, the player must choose Conan to fight in one of



these three styles. To do this, select the "Swing" option, which will bring up the Select Attack menu. Life meters appear at the bottom of the screen representing the vitality of each combatant. When a life meter drains down to zero, that character dies. The player may change fighting styles anytime during combat.

Each of the three fighting techniques can be improved by having Conan visit Master Quan Yo in the Thieves' Quarter (see "Hints for Hyboreans"). Different styles of fighting are required to vanquish a wide range of enemies, but it remains for the player to learn which moves work best against various opponents.

FIGHTING

Fighting can be conducted via keyboard, joystick or mouse:

Keyboard:

Down Arrow Unsheaths and sheaths Conan's sword, signalling the beginning or end of combat

Up Arrow Swings sword in manner determined by the player

Left Arrow Moves Conan left

Right Arrow Moves Conan right

Keyboard users can press 1 (overhand), 2 (swing) or 3 (thrust) for quick changes of fighting style.

Joystick:

Down Unsheaths and sheaths Conan's sword, signalling the beginning or end of combat

Up Swings sword in manner determined by the player

Left Moves Conan left

Right Moves Conan right

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Mouse:

Left Hold down the right mouse button while moving the mouse left.

Right Hold down the right mouse button while moving the mouse right.

Strike To strike an opponent, position the cursor on the opponent and press the left mouse button.

Sheath/Unsheath Sword Press down arrow key.

Exit Click on a door or the edge of a scene (only in the direction Conan came from if the fight is still going on). Conan cannot exit when fighting, so be sure to sheath his sword first.

Use the menus (click on Conan or the command icons) to change swords, use a potion, or alter Conan's fighting style.

Objects cannot be clicked on while a fight is in progress; the opponent must be defeated before the room can be searched.

ABORTING COMMANDS

Any command sequence can be aborted by pressing the ESC key. This key is also used to eliminate information or dialog windows once they have been read.

VI. Game Levels

There are three types of screen displays:

a) World Level

The **World Level** allows movement among the various cities of Hyborea. It is a detailed, topdown display of the cities and areas of special interest known to Conan. Conan can only travel to locations shown on the World Level screen. As Conan learns of new locations, they will appear on the Hyborean Map.

Leaving one of the game areas (Shadizar, Larsha, etc.) automatically takes Conan to this screen.

b) City Level

The City Level offers an angled topdown display of a city or other location (such as an underground tunnel system or jungle). Conan explores these locations by walking the streets or paths. He can enter doors (if they are unlocked) by simply walking into them. Conan can also interact with other characters by walking up to them. (See "Interaction")

c) Scene Level

The Scene Level is the action-animation screen, with all combat, trading and information-gathering occurring here. The Scene Level offers a detailed side view of a single location — store, building, home, etc.

VII. Interaction

Conan interacts with characters and objects differently depending on whether the game is in the topdown or side view.

CITY LEVEL

In the topdown sequences, Conan can simply walk up to a character and automatically invoke an appropriate menu. Conan cannot drop objects in this mode, though he can "Examine" objects such as maps or "Use" his sword. Here are his options when engaging another character:

** Converse Allows Conan to speak to the character through a series of menu-driven interactions. Invoking this command brings up a menu of possible topics for discussion as well as the Done command to terminate the interaction.*

** Attack Initiates Combat (see "Combat").*

Done Ends interaction

SCENE LEVEL

In side view sequences, the player can have Conan interact with people or objects by simply placing the sword cursor on that person or object and clicking on them or it. This will invoke the appropriate menus. CONAN THE CIMMERIAN uses a "smart menu" system in which the parameters of each



153A

menu are determined by the person or object it is relating to. If Conan is in a building with a merchant, for example, his options are defined by what Conan could do with a merchant: Buy (purchase an object), Sell (sell an object) or Done (end interaction). If Conan meets a fortune teller, she may offer to read his future, in which case his only options are to accept or leave.

Not all objects are significant, and Conan will simply not be able to interact with these. Sometimes, objects are hidden inside other objects. To search any object in a scene, simply select it with the cursor. Conan will walk to it and search it. Whatever he finds will be revealed. He may then click on that previously hidden object and interact with it. To interact with an object, simply click on it and a dialog box will appear with choices to TAKE the object, take ALL objects that are visible in the room, or DONE.

BRIBERY

It is occasionally possible to bribe a character, usually an armed guard. The opportunity is signalled by the appearance of Bribery as a command option. Invoking this command brings up a special menu consisting of:

- * The amount of the bribe Conan is offering

- * A pair of arrows which increase or decrease the amount of the bribe. In mouse and joystick versions, players can click on the appropriate icon. To raise the ante via keyboard, hit the "+" key; to lower it, hit the "-" key.

- * A Cancel command

- * An "OK" command which initiates the bribe

VIII. Screen Icons

On the right side of the game screen, etched into the stone border, are the Command Icons, representing the actions available to Conan at that time.

The Clenched Fist

The top icon shows a clenched fist. This icon serves different purposes on different levels. Clicking on this icon while on the WORLD LEVEL creates a "Travel To" cursor which can be moved to any available location on the map. Clicking on that area commands Conan to travel to that location.

When playing at the CITY LEVEL or SCENE LEVEL, however, the Clenched Fist invokes a menu of possible actions (Use, Examine, Drop, etc.) which are available to Conan. As with TAKE an object, when dropping, you will have the option to drop all objects that Conan is carrying.

Status Screen

The next icon shows Conan's snarling countenance and invokes the Status Screen, which reflect Conan's current status. (See "Status Screen")

Inventory

The final icon displays Conan's pouch and gives the player access to Conan's inventory. A window appears containing a list of the objects Conan is carrying plus his wealth in Bezants (Hyborean currency).

Listed below are the KEYBOARD EQUIVALENTS to the icons mentioned above:

A- Action (see Clenched Fist above)

I- Inventory (see Inventory above)

S- Status (see Status above)

P- Pause

F1- Control Panel

IX. Status Screen

The Status Screen displays ratings in the following areas:

** Stamina This represents Conan's number of Hit Points, or points of damage he can sustain before succumbing. The game begins with Conan at 30 out of 30. The first value represents Conan's current status while the second represents the maximum amount of damage he can withstand at that point. The current value goes down each time Conan takes damage and it goes up (to the maximum possible) so long as he travels without fighting or if he is revived with a drink of White Lotus. With the completion of each episode, Conan's maximum Stamina increases until it ultimately reaches 100.*

** Swing Conan starts the game with a 50 rating in Swing and in all combat before he has learned alternate styles, this is the default selection.*

* *Thrust* Conan starts the game with 0 Thrust points. He must pay Master Quan to learn it.

* *Chop* Conan starts the game with 0 points in the Chop style of fighting. He must pay Master Quan to learn it.

* *Defense* The higher Conan's Defense rating, the smaller the chances of his being hit. This rating rises with each episode.

* *Stealth* This rating affects the probability of Conan being caught while attempting to steal. This rating increases with the successful completion of each theft. Conan starts off with a 60% Stealth rating, which means he will successfully pull off a theft 60% of the time. Eventually, his successes will establish him as a sufficiently skilled thief that he will almost never be caught.

If Conan is unsuccessful at attempting a theft, he is carted off to jail where all his money is confiscated.

* *Damage* This deals with the additional damage of +(0-100)% that will be done by the specific sword Conan is carrying at the time. The initial sword does zero extra damage while an Enchanted Sword does the maximum amount of extra damage. More powerful swords are the Steel Sword, King's Sword and the Enchanted Sword.

X. The World of Hyborea

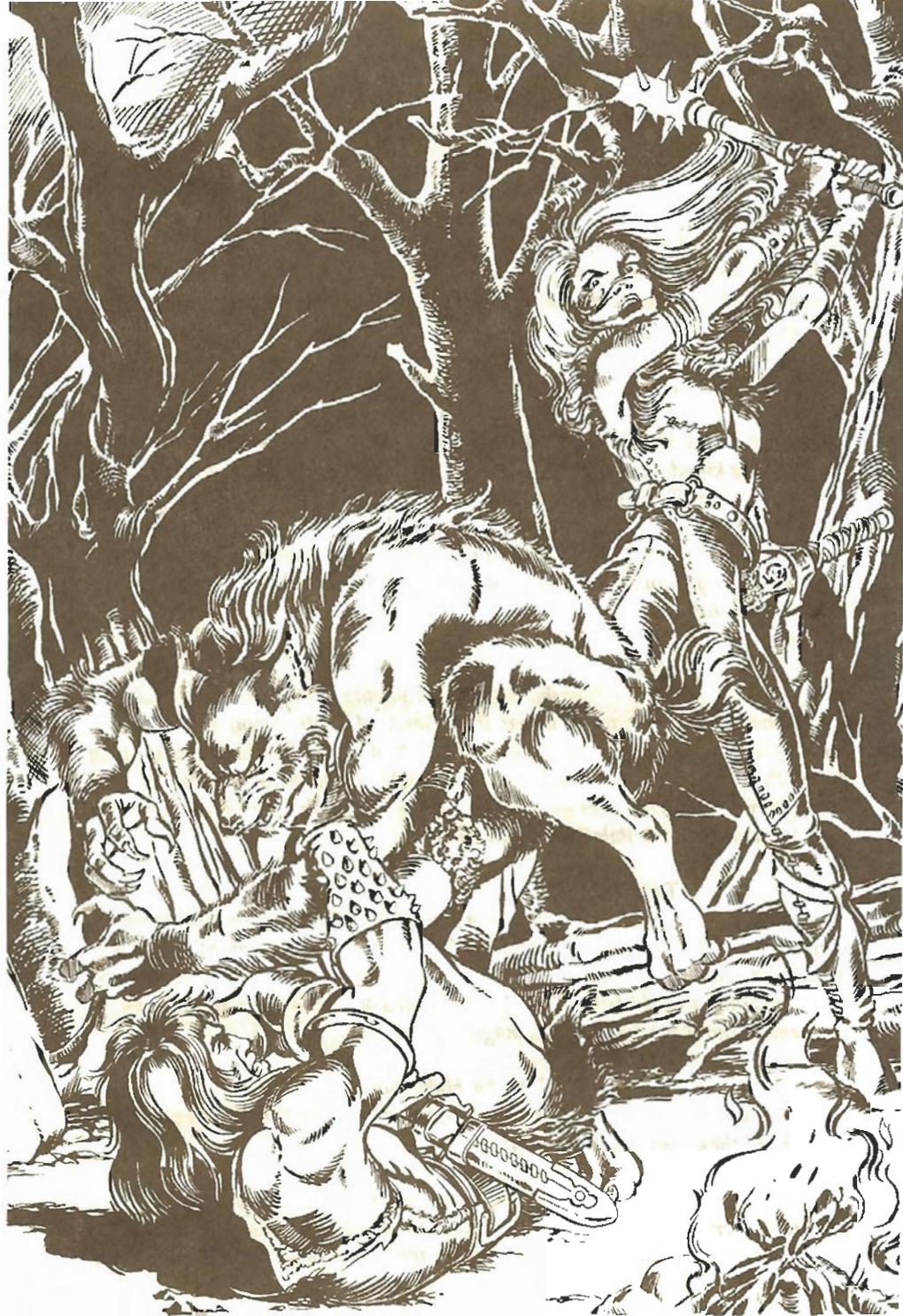
Locations available to Conan in this game are:

Shadizar

A large metropolis in central Zamora, it is a haven for all manner of thieves, mercenaries, pickpockets and cut-throats. Conan must solicit help and gain information from these ruffians in order to fulfill his ultimate quest of destroying Thoth Amon.

Shadizar Underground

There are numerous underground tunnels connecting various districts within the walled city. These catacombs are feared and avoided by local citizens, and with good reason, but Conan must nonetheless scour these tunnels for valuable artifacts which he will need to vanquish future adversaries.



The Jungle Ruins

On the River Styx, in the kingdom of Shem, sit the ruins of a once-glorious and now long-forgotten city. The jungle has long since folded over and reclaimed it, and the local population shun it because of rumors of the atrocities performed there by its last occupants. Somewhere within this ruined city squats a huge monolith, which contains the final secret of this lost metropolis.

Zamboula

Zamboula probably doesn't boast about it in its tourist brochures, but it is generally known as "The City of Skulls." An ancient ghetto in the kingdom of Shem, it is ruled by powerful sorcerers partial to human sacrifice. The city is redolent with evil legends, many of them at odds, but all outsiders agree on one thing: Zamboula is evil; always has been and probably always will be. It is also part of Thoth Amon's dominion, as he controls the city through the priests of the Temple of Set, whose worship thrives in this urban hellhole.

Larsha

Larsha is said to be populated by demons and other non-human creatures since its defeat at the hands of Thoth Amon more than a century earlier. Located in the kingdom of Koth, it is said that Larsha was given by Thoth Amon to his minions, the Lizard People. Nonetheless, it is full of valuable relics and treasures — especially a magical scroll — which Conan will need to advance to the Palace of Thoth Amon.

Tarantia

The capital of Aquilonia, greatest of the Hyborean kingdoms. Alas, the once-proud city has fallen before the dark might of Thoth Amon and now serves as his headquarters. It is here Conan will finally encounter the monster who destroyed his life, in Amon's own palace, surrounded by evil armies and protected by black magic.

XI. Hints for Hyboreans

** Conan automatically receives information as he enters each game area. Read these messages carefully!*

** Visit Master Quan, the Fighting Instructor, as soon as possible. Paying the wizened martial arts instructor can elevate Conan's skill in any of the three fighting styles. When starting out with no ability in a particular style,*

paying Quan improves that rating by 50 points. On each following visit, however, fewer and fewer points are awarded at an ever-increasing cost.

* In order to find Master Quan, talk to the people of the city. Eventually, you will find someone who can direct you to him.

* Read the messages from Akado after Conan dies; they always contain a hint as to what the player did wrong (ex.: "Conan would have known better than to attack a thief with other than a swing fighting style.").

* Some enemies can only be defeated by a specific type of weapon. If traditional weapons yield no results against a specific type of opponent, seek out an appropriate weapon.

* In Shadizar, comparison shop. See which merchants pay the best prices and patronize them.

* Taverns are great places to gather information.

* Between his backpack and that skimpy loincloth, Conan can hold up to 20 items plus his gold. There are many more than 20 useful items in the game, so you must choose carefully what you wish to keep. Anything you dump may well disappear unless it is dropped in a remote, deserted location or in a city temple. Goods left there will remain untouched and unmolested by others. Elsewhere in Shadizar, the thieves have no compunction about "borrowing" unattended possessions.

* Conan can rebuild his health by a brief rest at the nearest inn. It costs a bit, but may save time in recovering from damage.

* Conan will periodically receive maps. Maps should be examined only when you are in the area which they refer to. For instance, a map of Larsha should only be examined in Larsha itself. They cannot be used in other locations. The location that Conan is interested in will always be centered on the map and marked with a white square. Conan's location is marked by a yellow square. Small arrows in the upper left corner of the map indicate which direction to travel to reach the destination.



XII. The World of Robert E. Howard

Robert E. Howard is one of those authors whose famous creations have almost completely obscured any public perception of the man himself. The prime mover in the birth of a literary genre known as "Sword & Sorcery," Howard's life story is so nondescript, with the exception of it's final chapter, that most people fasten, instead, on the world of brawny barbarians and sinister wizards he brought to sweating, lusty life.

The Hyborean age is a literary gumbo comprising medieval romanticism, Norse mythology, Edgar Rice Burroughs jungle lore and an endless army of sorcerous bad guys, who practice of magic seems irrevocably tied to the forces of evil. Howard covered all the bases by creating a series of varied lands for his Cimmerian protagonist to have adventures in. the jungles of Bamula provided Conan with native tribes to battle, the Barachan Isles were the location of the Cimmerian's sea-going exploits, sailing on the pirate ships of the Red Brotherhood; the border Kingdom harbored strange monsters and sinister swamps; Corinthia was a deep, thick forest while Aquilonia was the land where Conan became King and married Zenobia near the end of his recorded life. Howard never killed Conan off; Instead, after the death of his Queen Zenobia he eventually abdicated the throne of Aquilonia and headed to the Western Ocean on some ultimate, unknown adventure.

Conan is far from Howard's only creation, though he is easily his most fullbodied. Kull, who ultimately became King Kull, was a more idealistic and somewhat less rough-hewn version of Conan. Kull walked the Earth in the Pre-Hyborean days before Atlantis down. Another of Howard's heroes was the Solomon Kane, an early American vampire hunter.

But Conan is the character we remember, thanks largely to the paperback boom of the 50s, and, later, the successful Marvel Comics translations and several exciting films starring Arnold Schwarzenegger. In fact, the next best known of Howard's creations is probably Red Sonja, a minor figure who appears in but a single Conan short story, but whose role was expanded by comics writer Roy Thomas and whose visual presentation was cemented by Artist Franke Thorne.

Conan has now outlived his creator by more than half a century, and he's still thieving, reaving and slaying like a youngster. Robert E. Howard, the shy and awkward doctor's son from rural Cross Plains, Texas, was much more fragile.

Born in Peaster, Texas, in 1906, he was dead by 1936, barely thirty years old. His first published story, "Spear and Fang," appeared in Weird Tales magazine in 1925, the same publication where the first Conan the Barbarian tale was published seven years later. His eleven year output included twenty-one Conan stories, several of which were completed, after Howard's death, by authors L. Sprague de Camp, and Lin Carter. Devoted to his mother, Howard was devastated by her death in 1936 and, unable to face the prospect of a future without her, he committed suicide. The Conan stories were first collected in book form in the fifties, which led to a rediscovery of Howard by the general public. What would Robert E. Howard think if he returned today and saw comic books movies and even a computer game based on the adventures of his Cimmerian rowdy? He might think it was sorcery, but, Conan to the contrary, we think he'd approve.



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