



BARBARIAN[®]

Game Manual



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

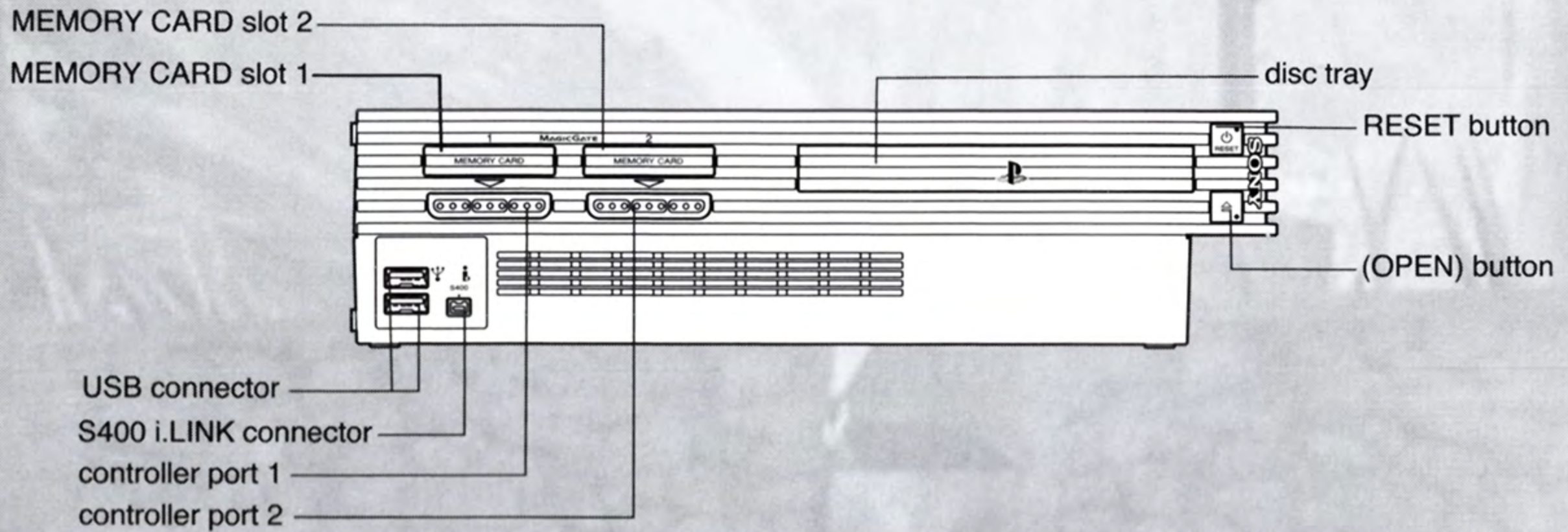
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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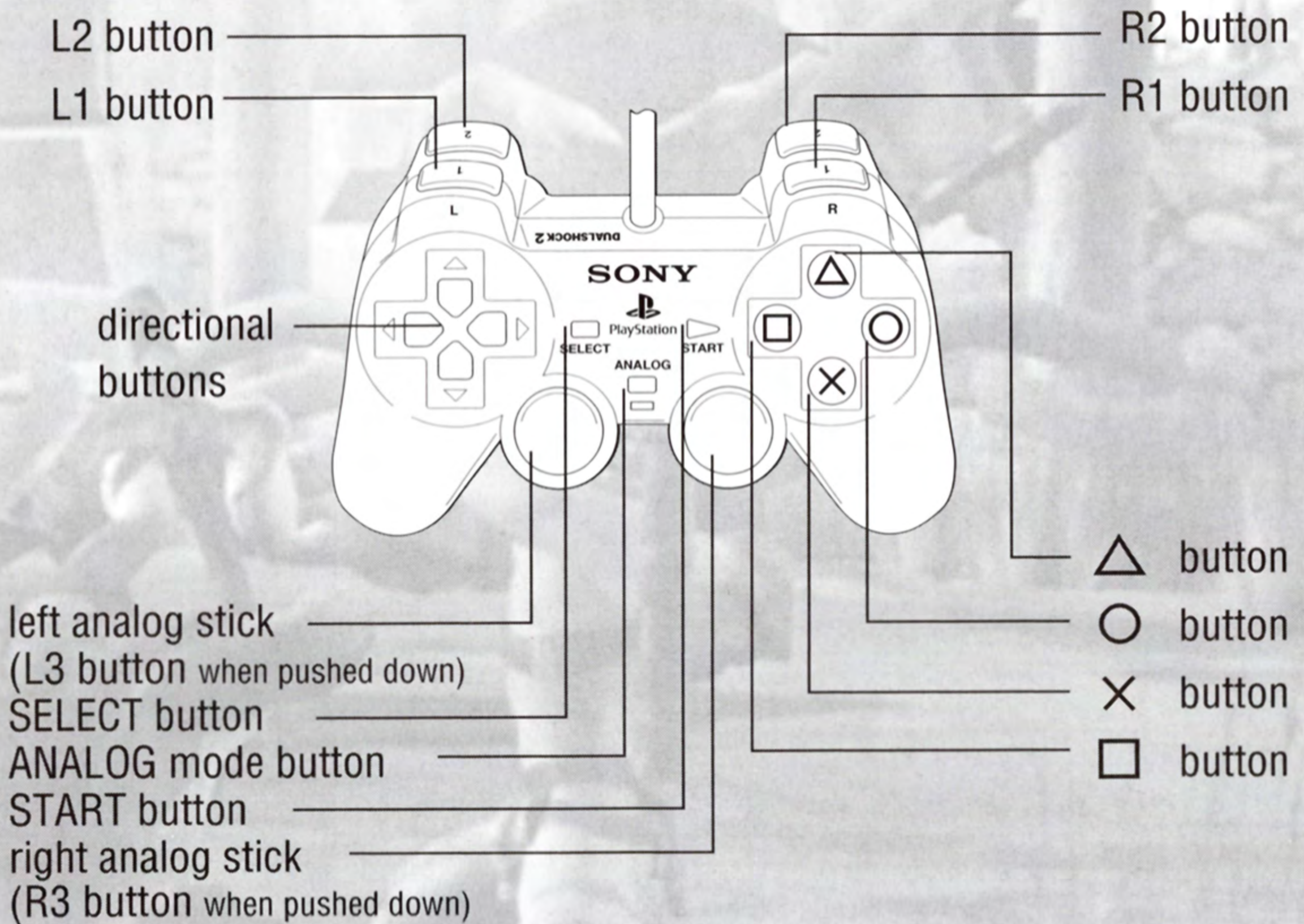
GETTING STARTED



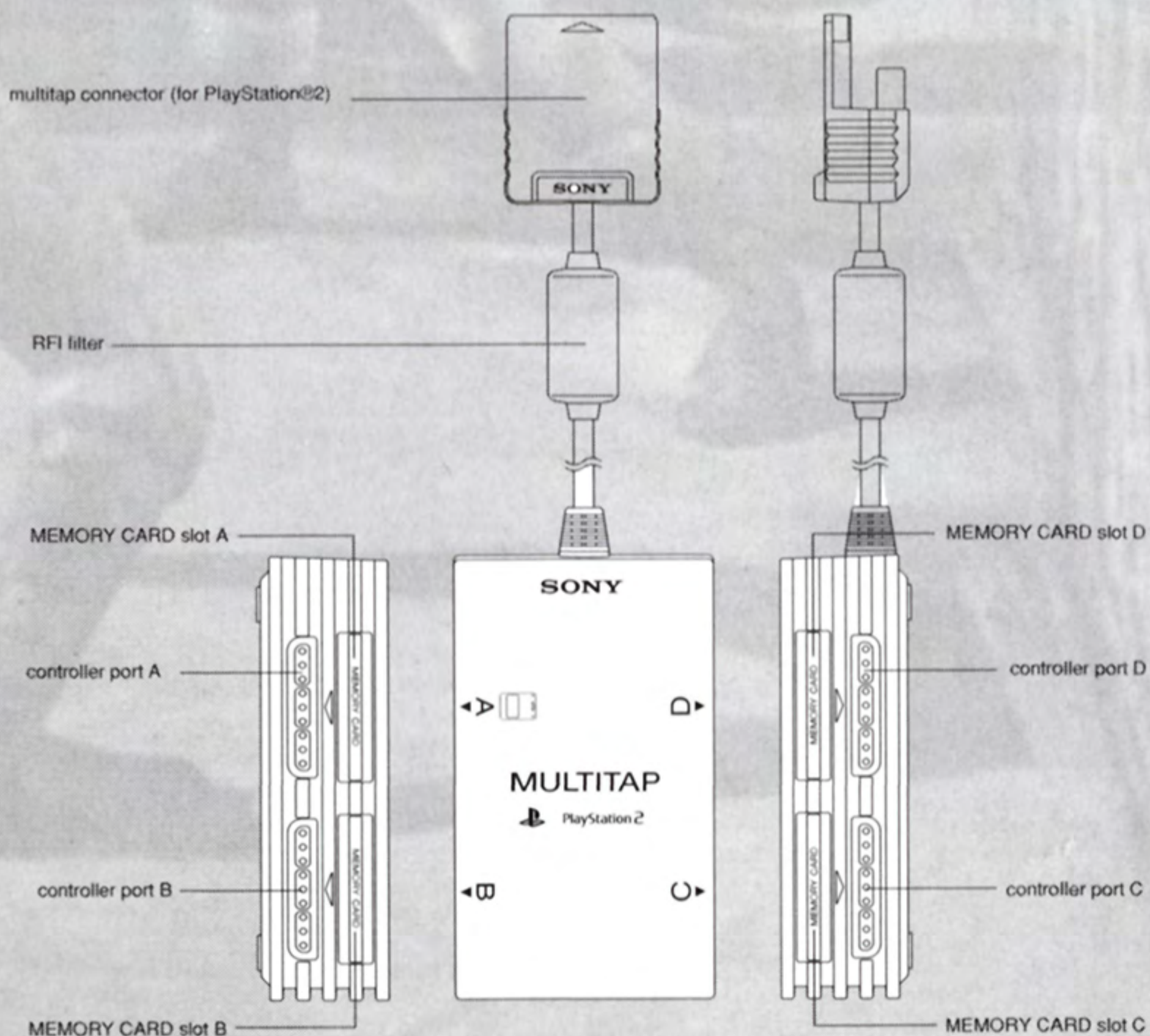
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Barbarian disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

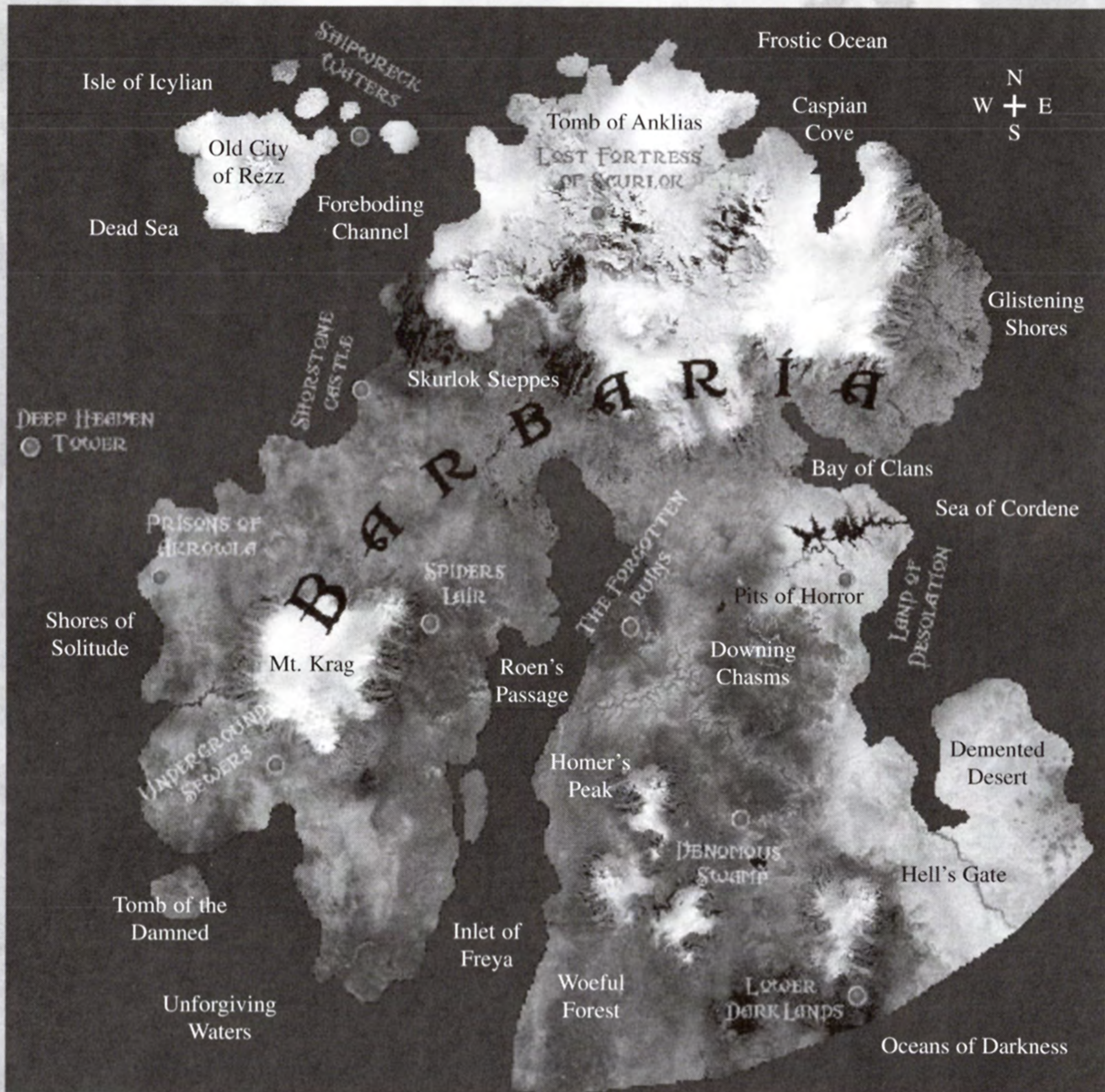
DUALSHOCK 2® CONTROLLER CONFIGURATIONS



Multitap (for PlayStation®2)



MAP OF BARBARIA



INTRODUCTION

An age of darkness beset Barbaria, its origin a mystery until now. A man known only as Zaugg is said to have woven magic so vile that the land itself is eroding from its evil corruption. Prophecy foretold of this wicked time, placing the only chance of salvation on the shoulders of one hero of Barbaria.

Heroes of Barbaria come in many forms and from many places. Their motives to stop the madness forged by Zaugg are more than ending his growing power. Who they are, why they quest, and what they will become is destiny. Only one has the power to succeed!

These heroes of Barbaria are known as Barbarians. Their kind has waged war since the dawn of time, ravaging the earth as they battle with weapon and magic alike! They stand fearless before the world, wielding great power and magic. With the coming of Zaugg, the call to battle is made. Who is the Barbarian of prophecy?

OVERVIEW

Barbarian is an action game of fighting and conquest in combat arenas across the land of Barbaria. Play in different battle modes against one or more opponents or experience the rich history of each Barbarian by playing their own Quest. Every successful quest brings the choice of where to go next. Where you go changes the future as much as your victory! As you advance in the story, you will earn upgrades for your character. Not only can this character be used in the ongoing Quests, but you can play against your friends or the game in versus mode with him. The rules of engagement can be different in Quest battles, explained at the start of each new Quest. Your ultimate goal is to encounter and defeat Zaugg himself. Prepare yourself! The battle begins...

THE BARBARIANS

The Good

DAGAN, OF THE CLAN DOLOK (LOST FORTRESS OF SKURLOK):

Dagan is the last of the clan Dolok, losing his wife at the hands of Zaugg's minions. Embittered by the cowardly murder of his wife when away from his home in the Lost Fortress of Skurlok, Dagan's lust for revenge knows no bound. Seething with anger, Dagan seeks those behind her death. He will not rest until justice is delivered!



KEELA, PRINCESS OF ARGOS (SHORESTONE CASTLE):



Keela's father, the King of Argos, died in his quest to obtain the legendary stone Bloodsong. With it, he hoped to restore power to his kingdom and then to Barbaria. His death weighs heavily upon Keela, a sword master and princess. Somewhere in the northern seas, far from their home in Shorestone Castle, Keela's father died, but his quest did not end.

Keela has taken up his quest for Bloodsong!

EYARA, NATURE'S GUARDIAN (VENOMOUS SWAMP):

As nature's guardian, Eyara protects the forest and a powerful artifact known as Forestsong. Without family or any connection outside the plants and creatures of earth, Eyara has dedicated her life to champion the land itself. Disturbed by aggressions made by minions of Zaugg and the wilting corrupting magic pervading her otherwise Eden, Eyara must venture from her secluded life in the Venomous Swamp to vanquish this evil!



THE BARBARIANS

The Bad

CORATH, APPRENTICE TO ZAUGG (LAND OF DESOLATION):

As an apprentice to Zaugg, Corath learned arcane magic and the ways of combat. He awaited Zaugg's failing health to end his life, so that he would rule in his place. Zaugg's work with life and death discovered a way to cheat his imminent demise. Zaugg inhabited a new powerful body, one that would far outlive Corath. Jealous and furious, Corath fled and took refuge in the Land of Desolation. He seeks the Elements of Ascendancy, ancient artifacts with the power to destroy Zaugg and bring Barbaria to its knees before him!



MAGNUS, LORD OF THE UNDEAD (SHIPWRECK WATERS):



Once the scourge of Barbaria's Northern Seas, warring against the kingdom of Argos, Magnus in a grand battle against Argos' king himself fell to his death in an exchange of lethal blows. Magnus would not fade into death at Shipwreck Waters, driven by his determination to regain his stolen Bloodsong. The shroud of doom falling over Barbaria has weakened the curse that kept Magnus from pursuing Bloodsong. He has waited too long between life and death and with his new freedom, his journey has only begun...

STITCH, EXPERIMENT OF ZAUGG (UNDERGROUND SEWERS):

Zaugg was not born with the power he now wields. He spent his life learning and exploring magic of light and dark, of life and death itself. Only one creation of Zaugg's walks with free will, and it is Stitch! From his resting place in the grave, Zaugg pulled the life back into Stitch's decayed body. Stitch went mad, hating his existence between the living and the dead. Making his home in the Underground Sewers, Stitch lays plans to exact his revenge on Zaugg for putting him in this eternal torment. He will have his revenge!



THE BARBARIANS

The Bad (cont.)

JINN, DEMON OF NARAKA (LOWER DARKLANDS):

The foul magic that pollutes Barbaria has opened a portal to the netherworld, a gate to the underworld. Although the gate must be opened by summoning sorcery, there is nothing that demands the hellspawn must return. Escaping the abyssal realm during one of Zaugg's mighty spells drawing upon her world's dark force, Jinn does not intend to return. Her earthly home is in the Lower Darklands, a place of infernal heat and destruction from volcanoes and geysers of fire. Her role in the underworld was to torment the souls of the damned, but now Jinn sees much more pleasure in tormenting the living!



PHADE, MASTER ASSASSIN (SPIDER'S LAIR):



Moving in the shadows is the assassin, a killer without remorse, a tool of murder – this is Phade. She found comfort in the Spider's Lair, making it her home. Hired by Zaugg and many others, Phade terminates any life for anyone given the right price. Her exploits have earned her the fear of men throughout Barbaria, but her thirst to perfect her art has recently turned to relics, artifacts, and the power Zaugg wields himself!

The Lonely

21, ORPHANED PRISONER (PRISONS OF AKROWLA):

Taken to the Prisons of Akrowla as an orphan, 21 knows nothing of his past – no home, no family, not even a name. He was prisoner #21 and so became known as 21 whose home is the Prisons of Akrowla. The gloom that has spread throughout Barbaria has left the ancient prison abandoned, letting 21 decide his destiny. He wants revenge upon those that imprisoned him so long ago. Every fiber in his massive physique seeks vengeance. Into the world he must go, searching for his captors and tormenters alike!



THE BARBARIANS

The Lonely (cont.)

MONGO, TRANSFORMED MONKEY (THE FORGOTTEN RUINS):

The light heart of a little monkey is buried within this carnivorous ape. Mongo loved to bask in the sunlight beneath the trees near his home, The Forgotten Ruins. His size demanded much food and Mongo found his fearful countenance and need to eat so much made enemies of many. Unaware of the cloud surrounding Barbaria, Mongo has found food is scarce and the sun is dim. His world must be fixed. Mongo's adventure begins.



The Wicked

ZAUGG, ARCH MAGE (DEEP HEAVEN TOWER):

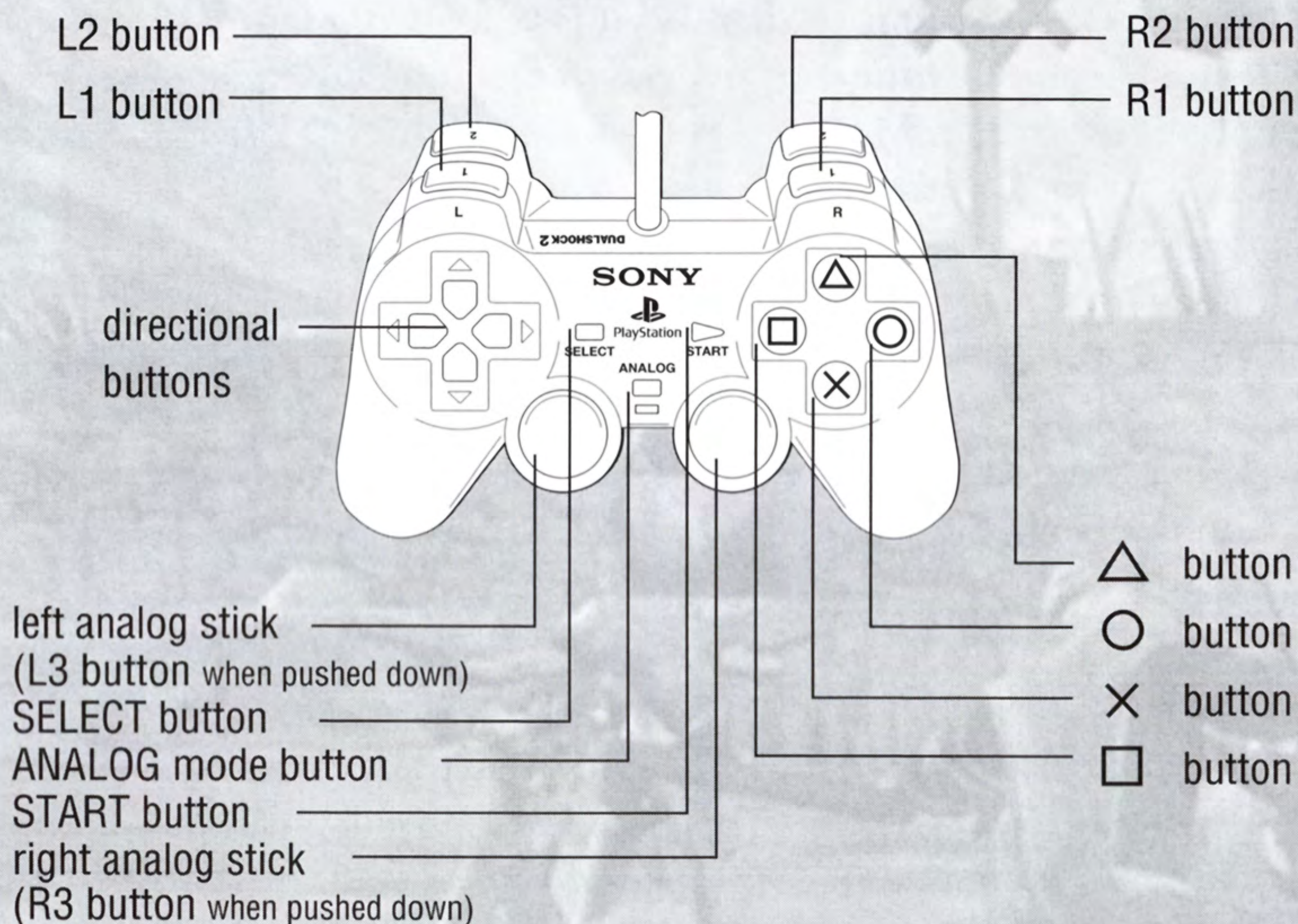


The aging wizard knew his demise was imminent and that his apprentice Corath hoped to take control of the Eastern lands of Barbaria upon his passing. Zaugg's research had focused on life and death, and the world between occupied by the undead... His experiments brought him to the ancient Spell of Divinity, through which he would become immortal.

His spell has been cast and time is running out for Barbaria. The only force that stands in his way now is the foretold hero of prophecy...

IN-GAME CONTROLS

DUALSHOCK 2® CONTROLLER CONFIGURATIONS



NAVIGATING MENUS:

Navigating menus is done with the directional buttons on the DUALSHOCK®2 analog controller. The \triangle button takes you back one menu or selection. The \times button confirms a selection. Some screens use other buttons for additional options. The Quest screens for example use \times button to select the story branch to hear the introduction for the branch and then \times button a second time to confirm you want to make that choice.

CONTROLLING YOUR CHARACTER:

While fighting in a combat round, there are many commands available to you to control your character. They are as follows.

On the DUALSHOCK®2 analog controller, the left analog stick is used in Barbarian to walk and/or run in the direction pointed at; the speed of movement is determined by how far you push the stick in any given direction. The directional buttons can be used to walk in the directions pressed.

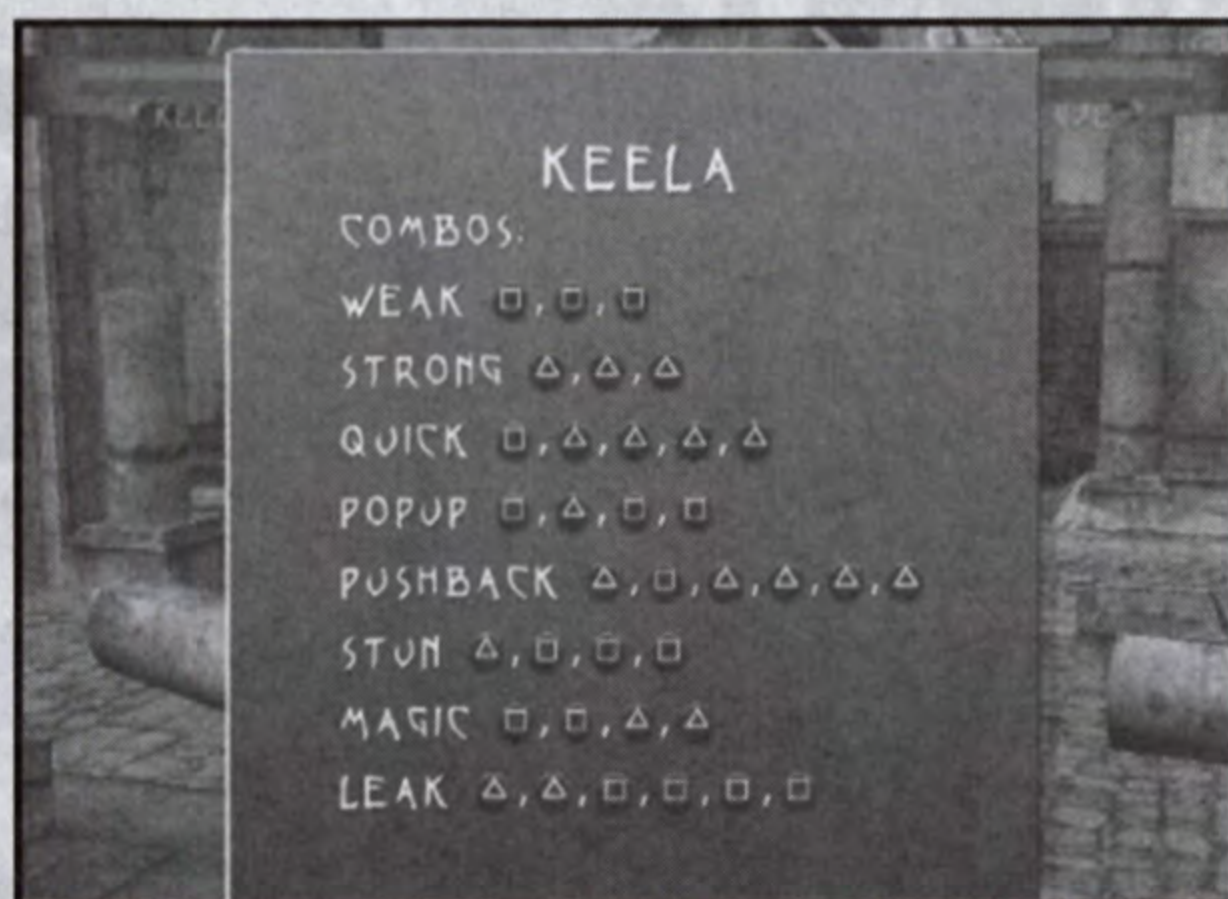
WHEN STANDING:

- △: Individual Attack – does most damage
OR drop held object
OR throw held thug
OR attack downward when hanging from ceiling/pole
- : Group Attack – weak attack but can hit multiple opponents
OR attack with held object
OR attack with held thug
OR attack upward when hanging from pole
OR horizontal attack when hanging from ceiling
OR drop attack when jumping
- : Pick up/Throw held object
OR release held thug
OR let go of pole/ceiling when hanging from pole
OR grab pole/ceiling when jumping
- △+○: Special Attack – hold longer for more power
- +×: Force Attack – Push Back
- ×: Jump
- L1: Block/Defend – press △ or □ to block specific attacks
- L2: Auto Combo – hold while pressing combo sequence to execute without timing restraints (for novice players)
- R1: Magic Attack – hold longer for more power
- R2: Rune Attack – must have glowing rune and sufficient magic

COMBOS:

Each character has his/her own special moves and actions that can be done by performing unique sequences of attacks; these are called combo attacks. You may pause the game in single player mode and view the move list for any given character to see eight standard combos available to the player.

Successfully executing a combo will do special things in combat like hurling your opponent across the screen while also awarding you a Rune which can be used for Rune Magic.



Executing a combo requires precise timing. For example, striking your opponent with a \triangle button attack followed mid-way through with a change to a \square button attack and then another \triangle button attack mid-way through it could trigger a special combo attack that does even more damage and stuns your opponent. Combos take practice to get good at them.

AUTO COMBOS:

Novice players will appreciate the Auto Combo feature of Barbarian. Since Combos can be difficult to execute and time perfectly for less experience players, Barbarian offers the ability to a player to hold down the L2 button and simply press the entire Combo Sequence of buttons without waiting to press the attack buttons at the precise times. This allows easy execution of Combos; however, the player is committed to the entire combo sequence if he does this as a trade off.

MEMORY CARDS

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the memory card (8MB)(for Playstation®2). Memory Cards designed for use with PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a memory card into the MEMORY CARD slot 1 of your Playstation®2. You can load saved game data from the same memory card, or any memory card containing previously saved Barbarian data, from any MEMORY CARD slot. Make sure there is enough free space on your memory card before commencing play.

MENU OPERATION

Press the directional buttons to highlight an option, then press the \times button to confirm. To return to the previous screen or menu, press the \triangle button.

THE MAIN MENU



QUEST:

Choose to create a new game or continue a game (requires a saved game). Each character has his own unique dynamic story. As you play a Quest, you make choices on where your character will go and what your character will do. These choices change the story and who and where you will fight. Experiment with different choices



and experience the adventure for each character. Only by playing all characters will the true tale of Barbaria be discovered. Characters earn Experience Points (XP) and Attribute Points (AP) by winning Quest battles, which can then be used to improve your character. Develop your character and use him in Versus mode against friends!

VERSUS:

Choose to play against any combination of opponents in any arena. If you have a saved game character from a Quest, you can use him as well as the standard characters. You may customize your game with up to

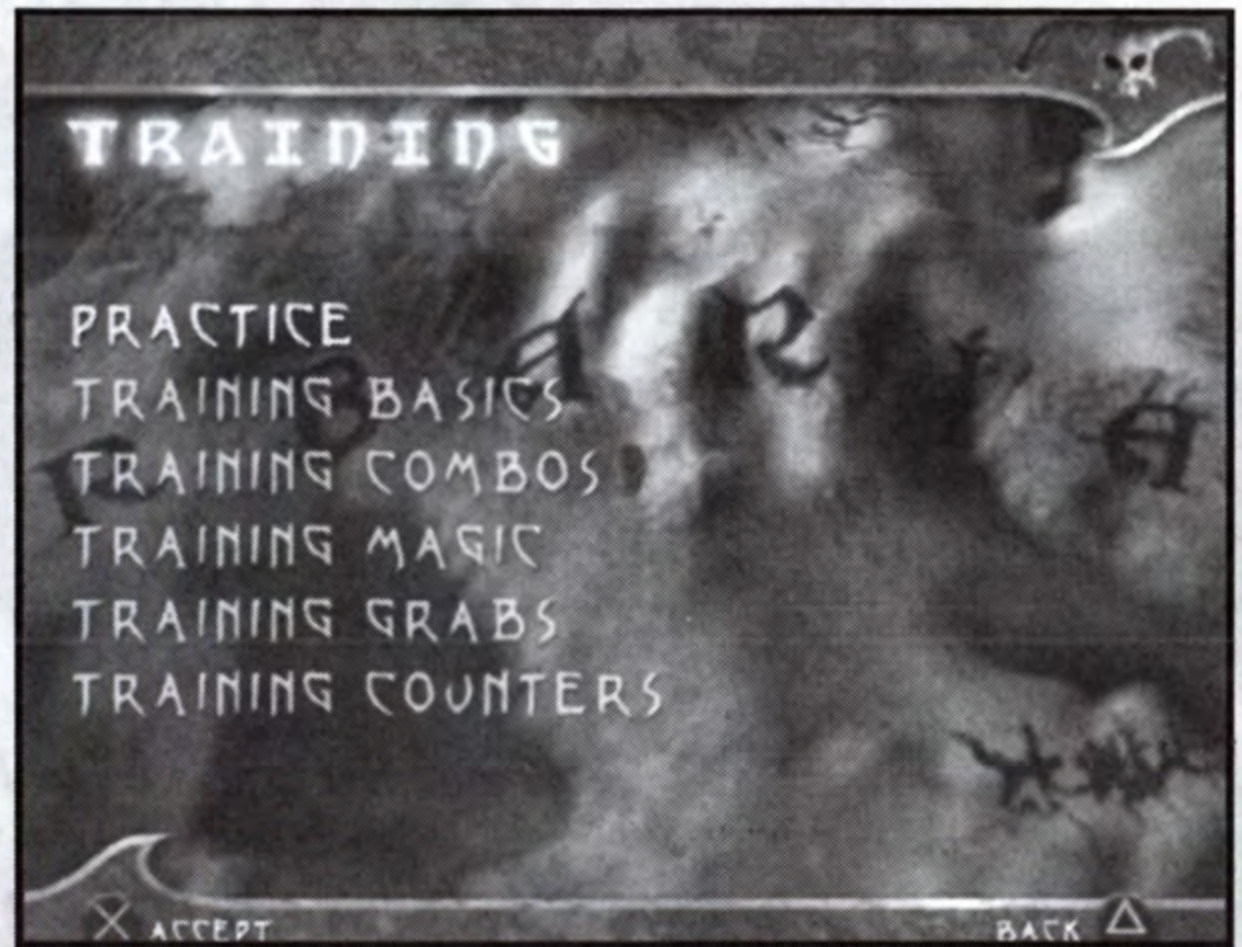
four hero Barbarians (normal and alternate costumes) and four thugs in any Human, Computer Controlled, and team combination.



Note: A Multitap (for PlayStation®2) must be inserted in controller port 1 prior to a system boot-up for 3-player & 4-player to function correctly (see diagram on page 3).

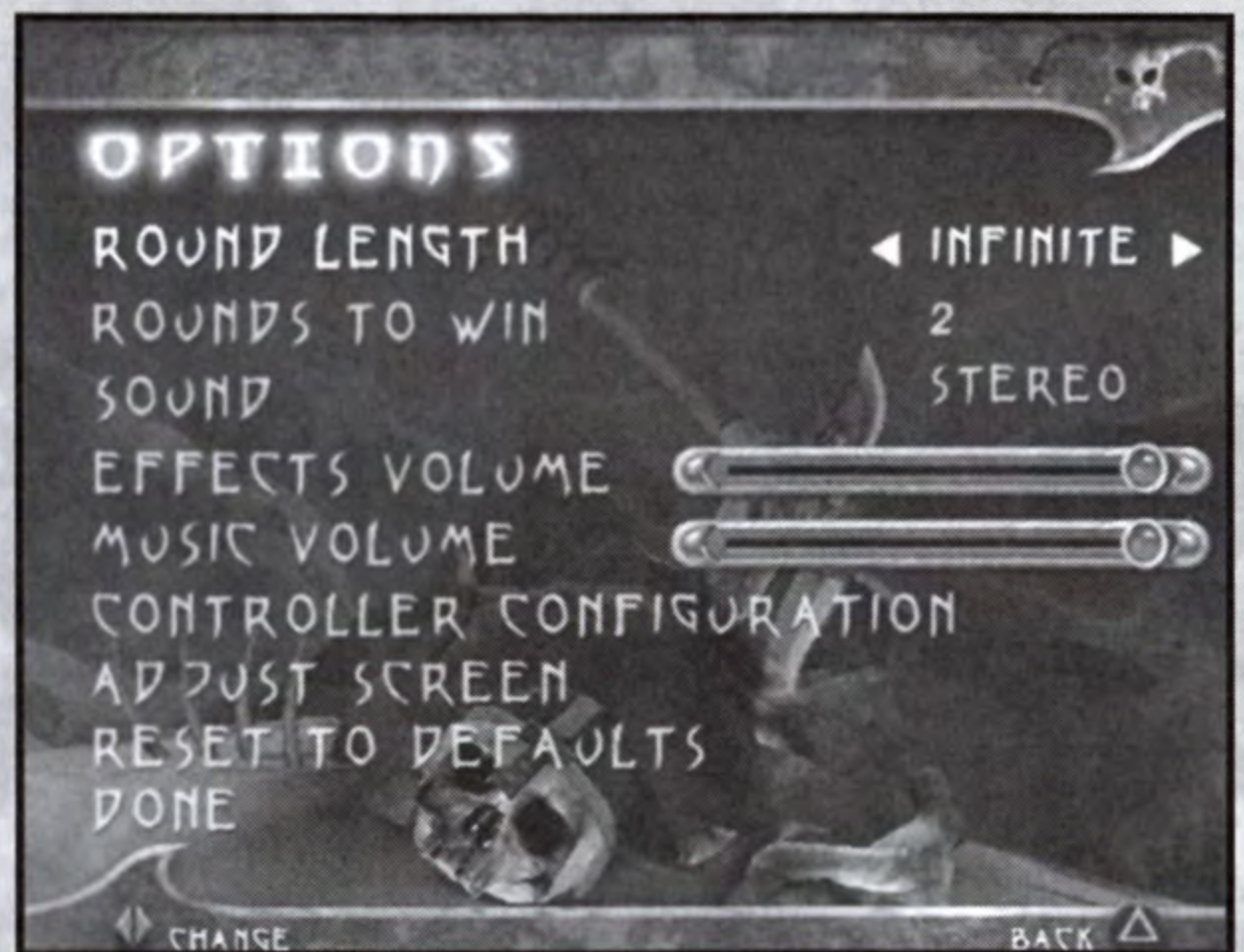
TRAINING:

Choose to learn how to play the game in the Training Arena. You will be able to select Training Sessions to learn basic movement and combat, how to execute Combos, cast magic, use objects picked up, and counter & block enemies. Practice mode allows you to play just like you would in Versus mode except you cannot be killed.



OPTIONS:

Choose to adjust controller configurations, sound & music volume, length of each round in seconds, how many rounds must be won to win in Versus mode, and position the display on your TV. All settings are saved on your memory card.



SAVING AND LOADING GAMES

Games are only saved with characters in Quest Mode. When you begin a game in Quest Mode, you will be asked to Create a New Character File. This is the file that will be used to save your character. Make sure you have enough available space to save your character's game. Characters are automatically saved at the end of every complete battle.

If you do not have a memory card, your character file will not be saved.

CREATE NEW CHARACTER FILE:

In order to save your progress through Barbarian, you'll need to create a character file on your memory card.

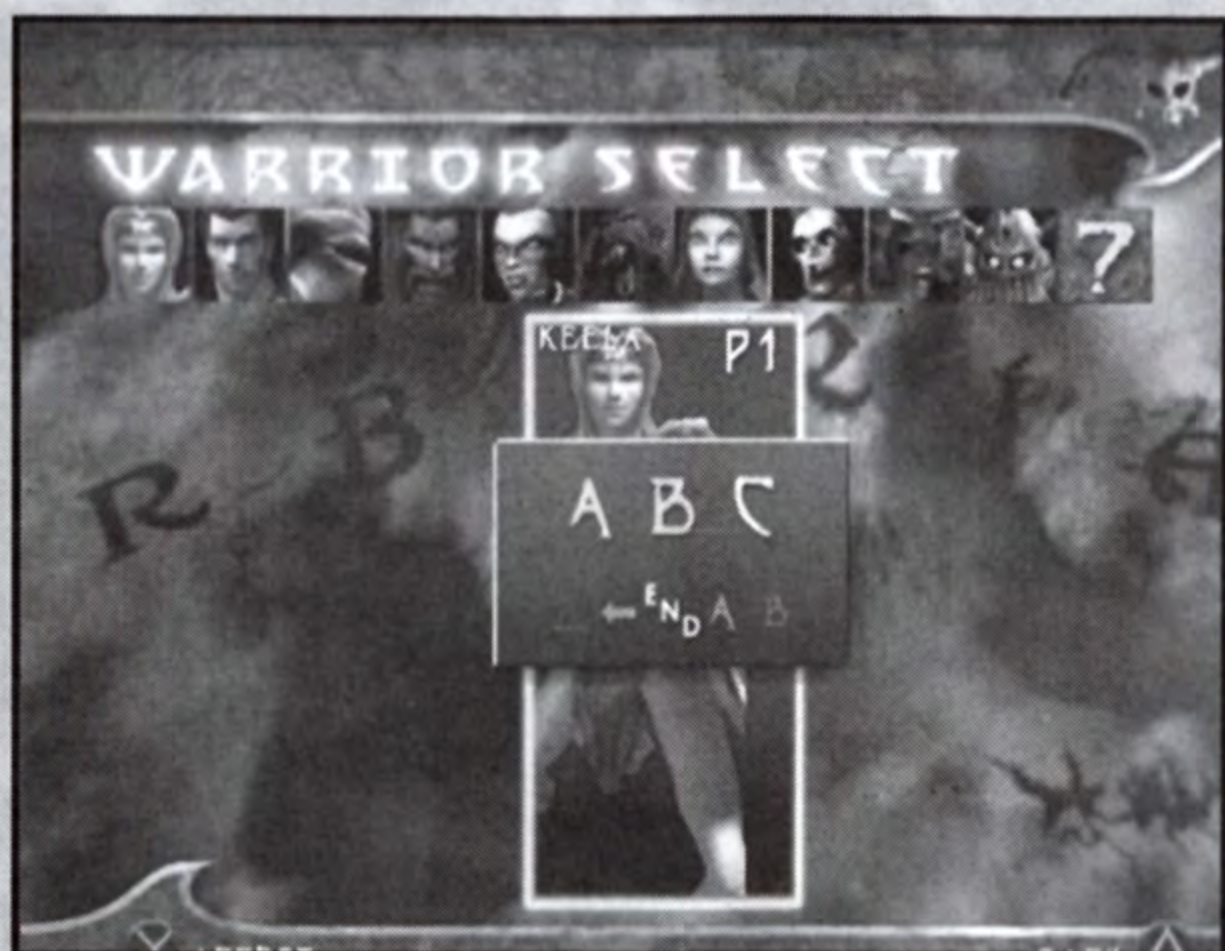
From the Main Menu select QUEST and then NEW from the menu that appears. If you have a previous saved game, you can select LOAD instead to resume

the saved Quest. Use the up and down directional buttons and then press the X button to confirm the selection.



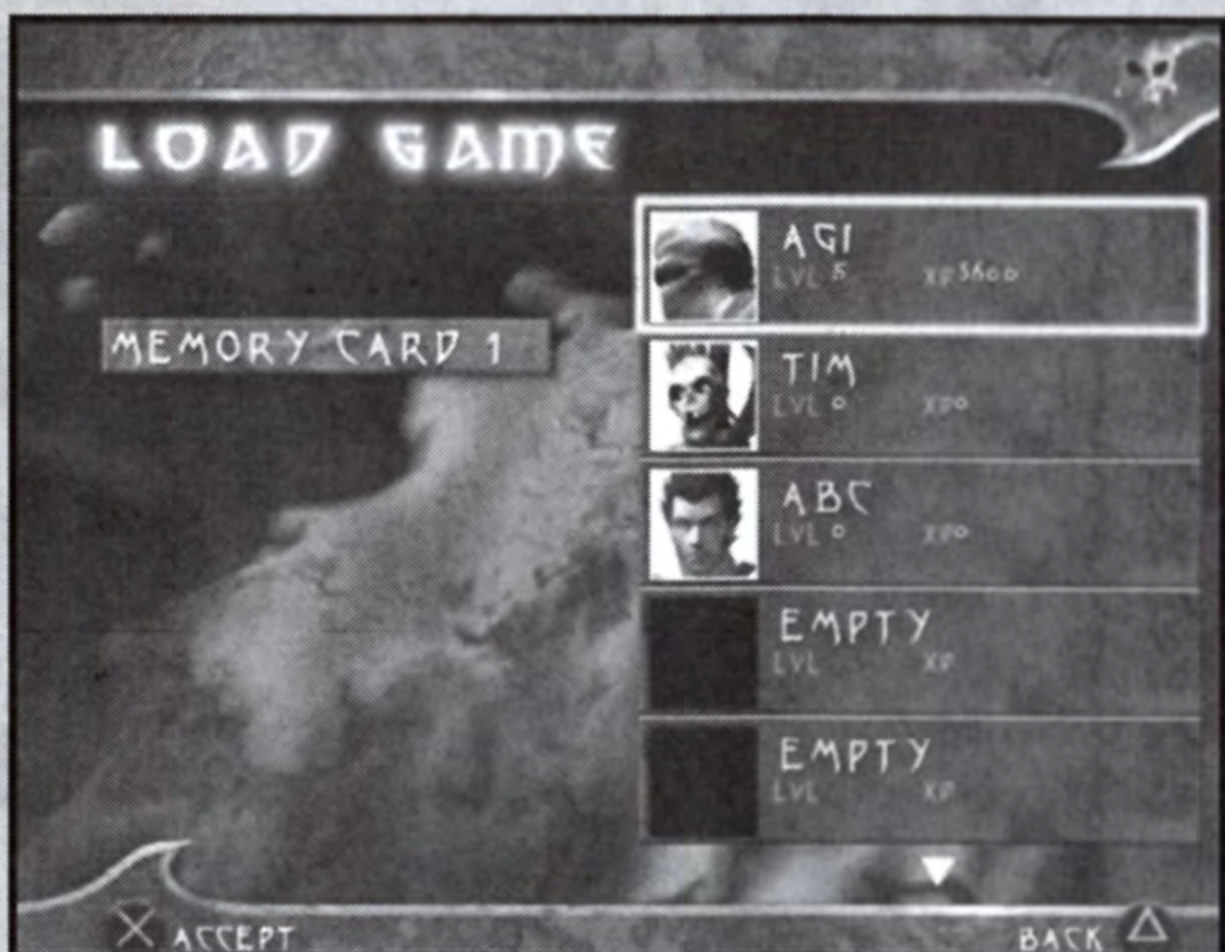
CREATE NEW CHARACTER:

Enter a game name your character will be saved in by pressing the directional buttons and then press the X button to confirm each selection. You must now select END to confirm that you wish to create the new character game file on your memory card. The file will now be saved.



LOAD GAME:

Every time a character game file is created with a new quest game, you must select a file slot to save the game in. When you select Load Game from the Quest Menu, you will be prompted to select which character game file you would like to load and resume play from.



OPTIONS SCREEN

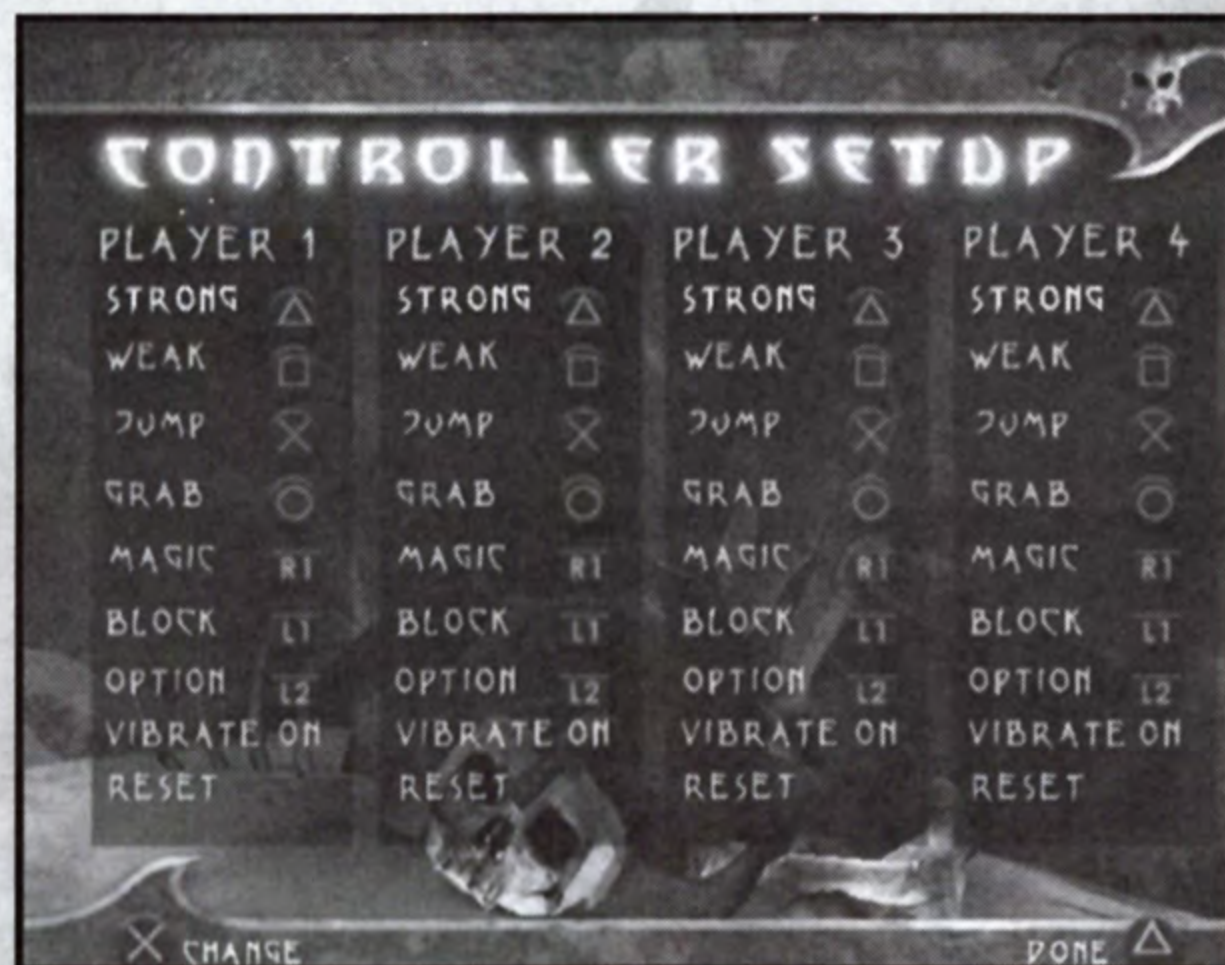
EFFECTS VOLUME AND MUSIC VOLUME:

You may adjust the sound volume between music and sound effects.

CONTROLLER

CONFIGURATION:

Each player may use his game pad to customize his buttons as well as turning the vibration on the DUALSHOCK®2 Off or On.



ROUND LENGTH:

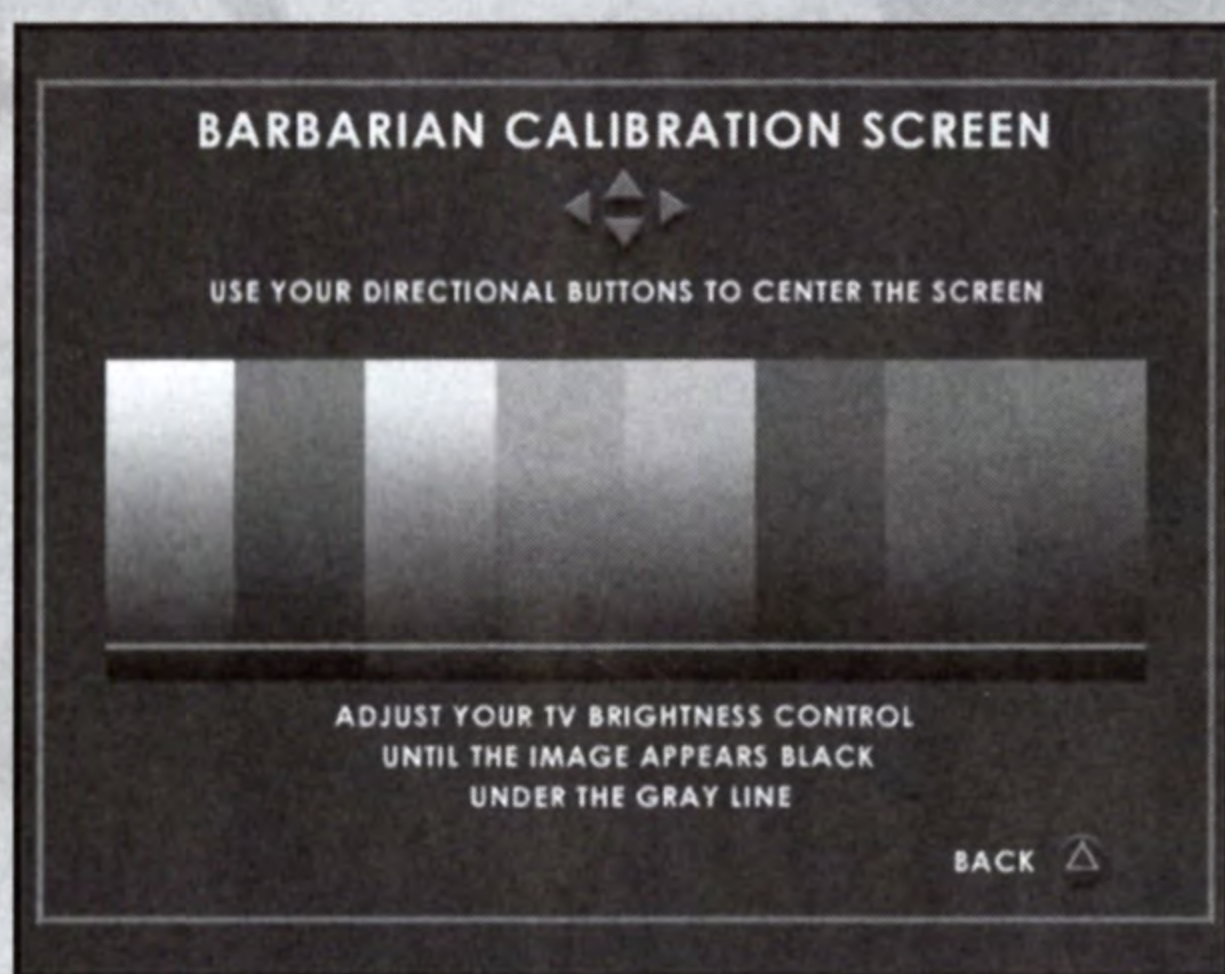
You may select 30, 60, 90, 120, or infinite seconds for how long any battle can last before a victor is declared, determined by the character with the most health.

ROUNDS TO WIN:

You may select 1, 2, or 3 rounds that must be won to win an arena battle.

ADJUST SCREEN:

Some TVs do not display games perfectly in the center of display. You can use this option to position the Barbarian display in the center of your TV display.



RESET TO DEFAULTS:

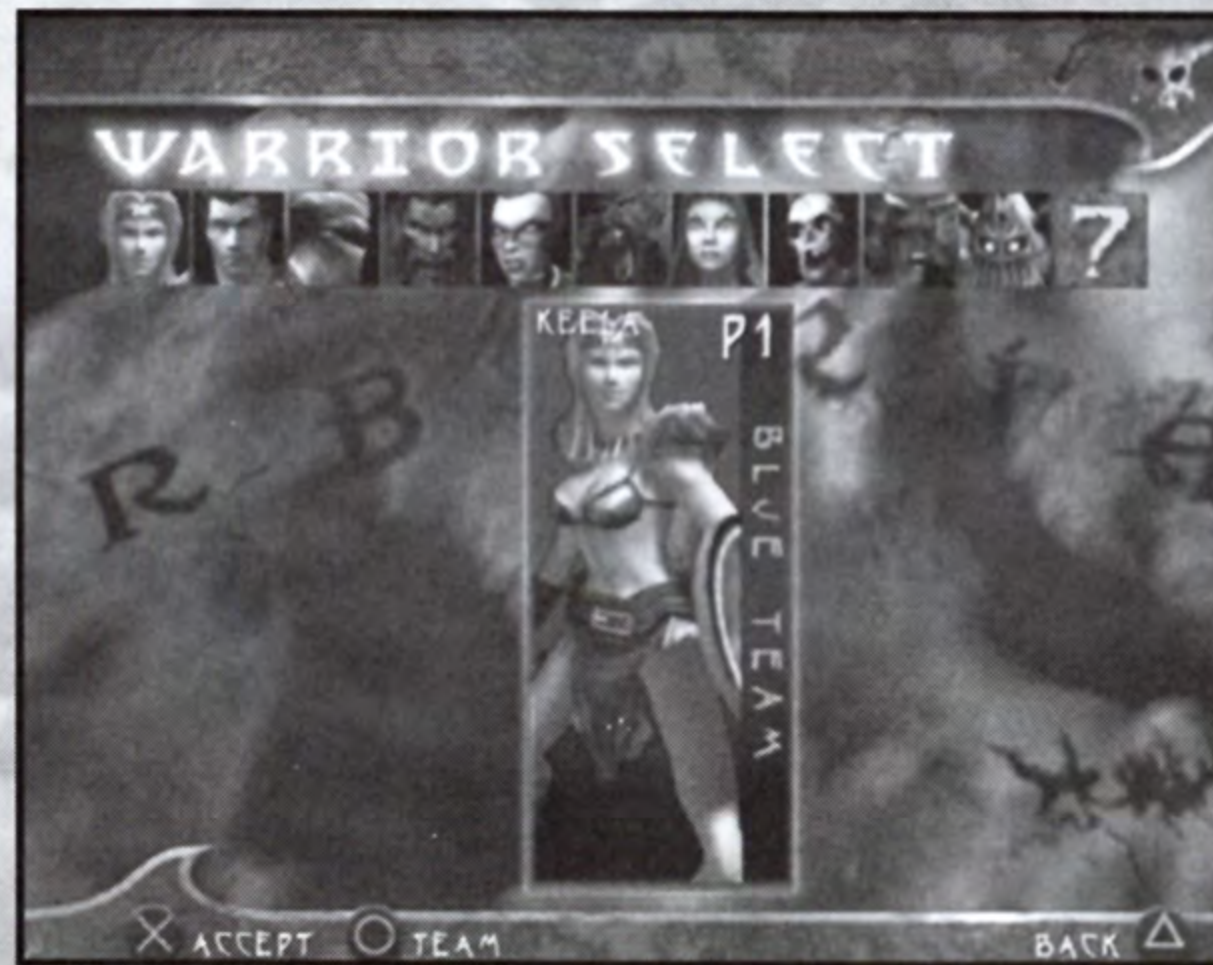
Choose this option to restore the game to the original settings.

DONE:

Choose this option to return to the Main Menu. Your settings will be saved to the memory card.

CHARACTER SELECTION SCREEN

Before beginning any game, a character must be selected from the Character Selection Screen. Move your selection left and right with the directional buttons and then press the **X** button to confirm the character you want to play. You can choose from many different characters – Keela, Dagan, Phade, Jinn, Malik, Stitch, Mongo, Magnus, Number 21, and Eyara. To learn about each character's history, play their Quest. Every character has a unique Quest.



ARENA SELECTION SCREEN

Before beginning any game, an Arena must be selected from the Arena Selection Screen. Move your selection left and right with the directional buttons and then press the **X** button to confirm the arena you want to fight in.



GAME SCREEN

ORANGE BAR: Health (when depleted, character is defeated)

BLUE BAR: Magic (when depleted, magic cannot be used – regenerates over time)

RUNES: Throw rune, Combo rune, Object Rune and Counter Rune.

ROUND TIMER

Earn magic by fighting, doing combos, etc.

Circles under players show team color.

Blocking radius is shown with an arc at the feet.

Thug health is shown as a bar above their heads.

PLAYER #

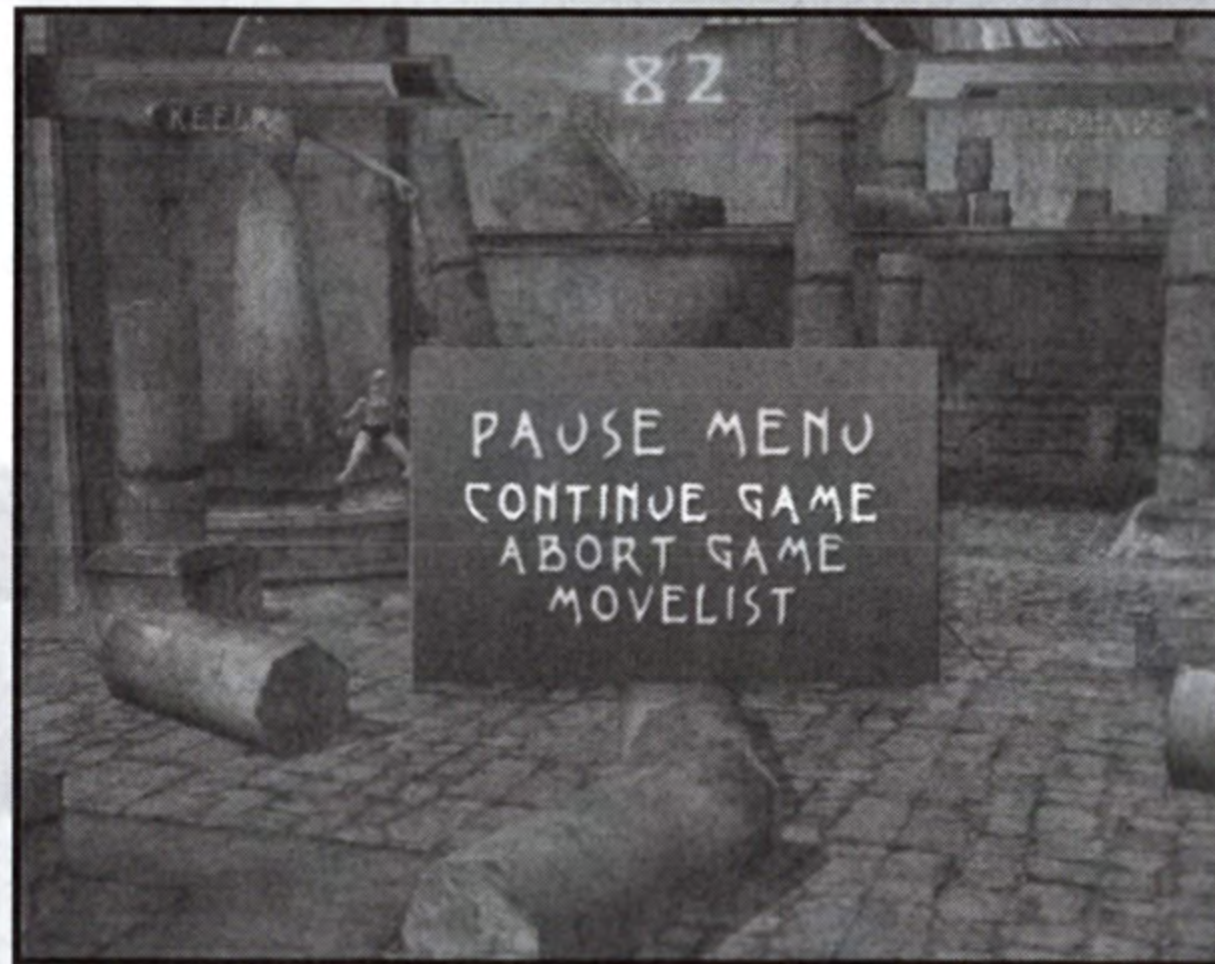
**ROUNDS
WON**



RUNES

Accomplishing different actions in the game awards the player with different Runes: Combo Runes are earned by executing combos against opponents, Object Runes are earned by attacking your opponents with objects, Throw Runes are earned by throwing your opponents, and Counter Runes are earned by countering your opponents. When you earn a Rune, it will appear next to your character's name. Runes cost a lot of magic, but when you have enough, your Magic bar will glow, and you can press the R2 button to use a Rune Attack.

PAUSE MENU



Pressing the **START** button during a fight will pause the game and display a list of options you can choose from by using your directional buttons and then pressing the **X** button to confirm the selection. Simply pressing the **START** button again will resume your fight.

CONTINUE GAME:

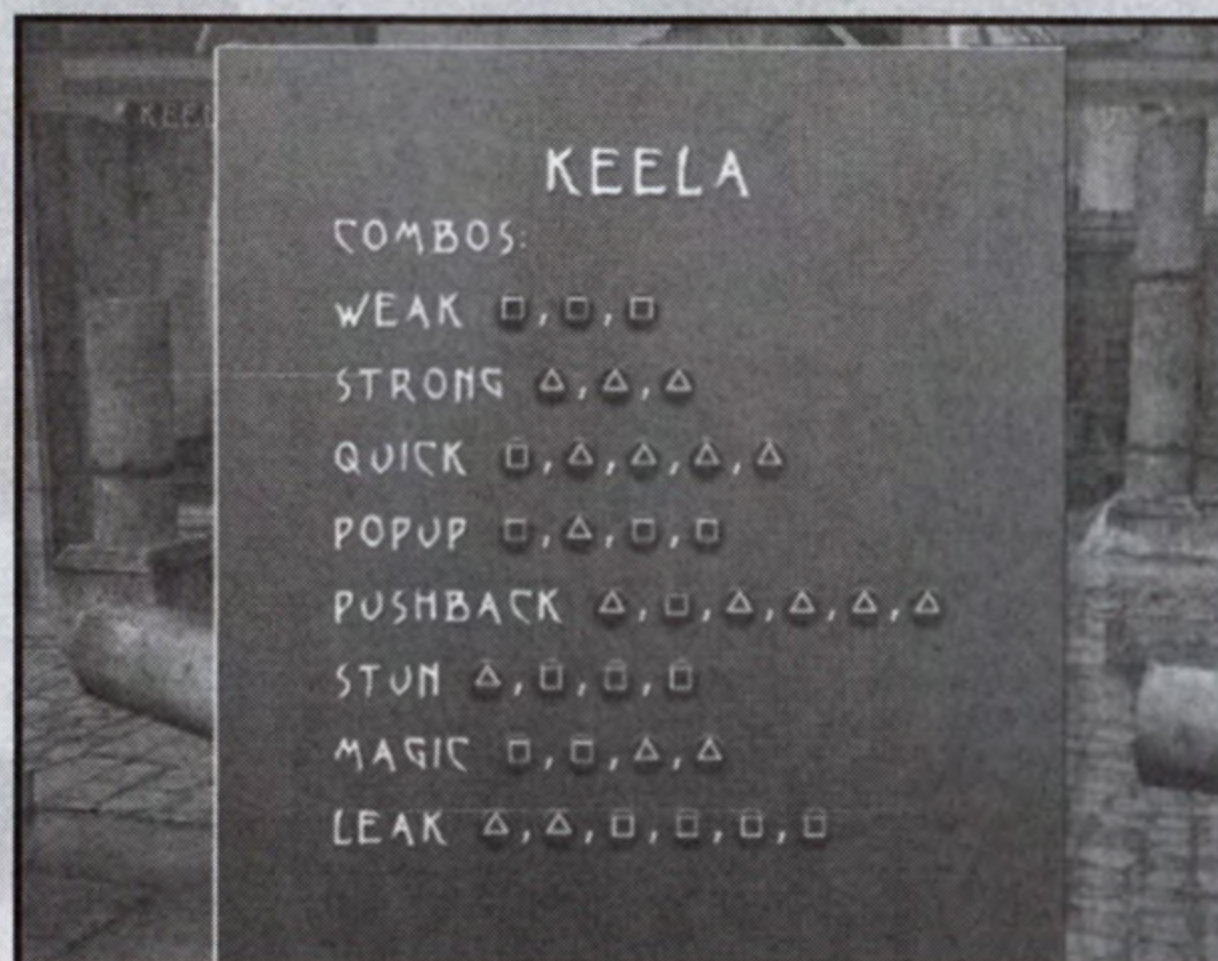
Choose this to return to the game.

ABORT GAME:

Choose this to end the battle.

MOVE LIST:

Choose this to view the combo moves available to the character who paused the game.



CHARACTER ADVANCEMENT SCREEN

Every Quest battle won gives your character Experience Points (XP) and Attribute Points (AP) that can be used to upgrade your character's abilities. The abilities you can advance are described below.

DAMAGE: Damage bonus added to last combo attack.

LIFE: Increased Life.

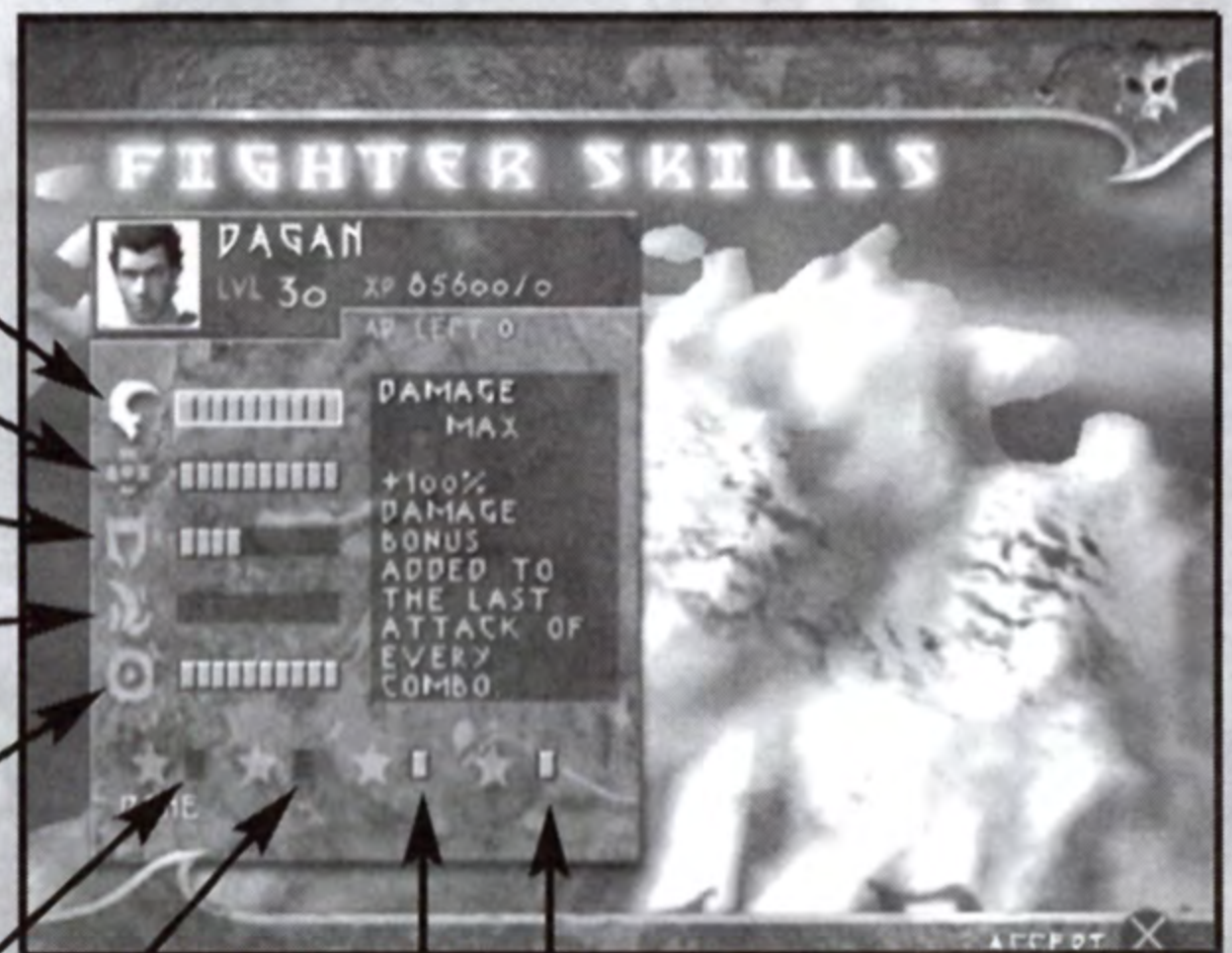
DEFENSE: Increased speed and block radius.

MAGIC: Increased magic recovery rate.

LIFT: Lift and perform combos with larger objects and thugs.

HIGHER POWER: Charged magic projectiles are more powerful.

AIRWALK: Unlock double-jumps.



BERSERKER: Damage bonus when health is low.

SECOND WIND: Recover from death once each round.

TIPS AND TRICKS

A barbarian knows his own skills well, and his opponents' better. Learn your own moves, and learn how to counter the moves of your enemies!

Jump attacks are fast and powerful, but they have weaknesses. Block them or run side-to-side to avoid them and strike your enemy as he recovers!

When your opponent blocks your every move, try using throws to defeat him!

Try to stay out of battles with multiple opponents. Let your enemies defeat each other first!

Learn to balance your use of magic. Use magic projectiles sparingly and use your Magic Combo to recover magic quickly!

If your enemy starts to hit you with a combo that you cannot survive, use your Push Attack + buttons to escape!

Knowing when to block is as important as knowing when to attack! Blocking your opponents' will leave them open to attack!

CREDITS

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SCRIPTING

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Dave Madden
Lance LeVar

AUDIO ENGINEERING

Doug Brandon

MUSICIANS

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Kathy Colton
David Denniston
Reed LeCheminant
Matt Bhome
Bob Dobson
Natie Reed
Beverly Hansen
Leslie Harto
Meredith Campbell
Ellen Bridger
Matt Dean
Lyle Durland
Marcus

VOICE TALENT

MONGO – Dave Wilbur
JINN – Jennifer Knudson
PHADE – Terra Allen
KEELA – Chris Thurmond
EYARA – Kathryn Atwood
DAGAN – Ben Griffiths
MAGNUS – Tony Larimer
CORATH – Blake Adams
#21 – Clint Vanderlinden

VOICE TALENT (CONT.)

STITCH – Scott Johnson

THUGS – Walter Park,
Shane Olson, Lance LeVar

CHOIR

Amy Weaver
Charlotte Westover
Christy Turnbow
Krista Baer
Natalie Hackett
Tracy Madsen
Whitney Skidmore
Alisha Thompson
Candy Davis
Erika Carlson
Hilary Butler
Jackie Davis
Kristen Dorff
Stephanie Rice
Suzanne Wootton
Adam Monteith
Darin Janis
Dirk Johnson
Hans Fugal
Howie Cleavinger
James Noble
Jeffrey Jackson
Mark Porcaro
Brian Adams
Jesse Cannon
Joshua Balvin
Justin Baer
David Perry
Josue Ocampo
Nate A Robinson
Rex Kocherhans
Scott Perry
Loreana Perry

SAFFIRE CORPORATION (CONT.)

CHOIR (CONT.)

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Jaylan Jones
Britta Erickson
Alicen Hickey
Allyson Edvalson
Jennie Litster
Seth Williams
Tom Gardner
Chris Redfearn
Jeff Parkes
Candace Warren

QUALITY ASSURANCE

LEAD QA

Stewart King
Jason Ablett

TESTERS

Devon Hargrave
Tyler Kay
Alex Rushton
Ryan Cook
Barry Ellsworth
John Talbot
Perry Wakefield
Jason Stott

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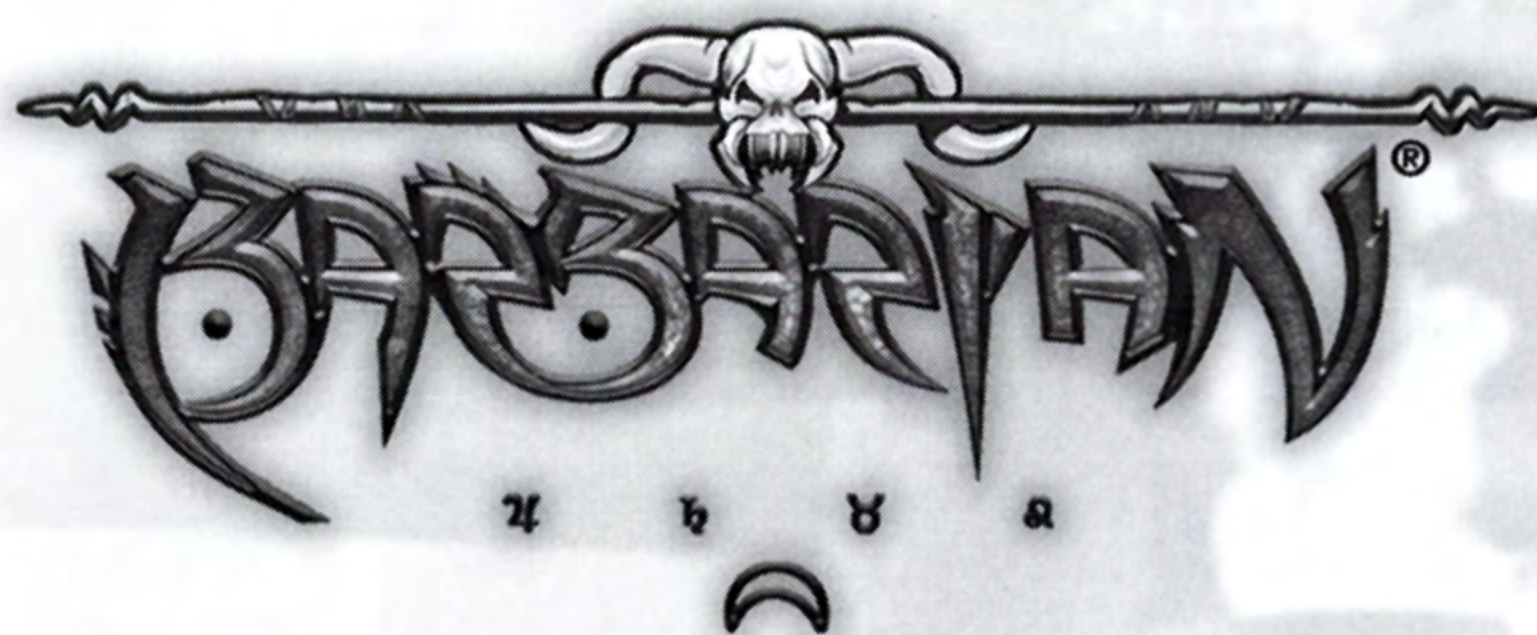
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YOU FEEL
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A series of eleven horizontal lines spaced evenly down the page, intended for writing.

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