

BARBARIAN II



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Villages are an excellent fountain of gossip - the bustling hamlet of Thelston having a particularly verbose populace - and it was while Heger was happily quaffing frothy ale and once again relating exploits of his brave battle with Necron to a bored audience that he heard rumours of a resurrection...

"... his dark domain shook as Necron cackled defiance at my intrusion. Raising a withered arm he cast a powerful spell at me. But I was ready for him: As his magic bore down on me I raised the shield I'd wrested from the carcass of Vulcuran and bounced the evil incantation right back at him. He recoiled under its force and.."

"... and fell to his death in the bottomless Pit of Dissolution!" chanted the palled listeners.

Heger frowned but said nothing. He merely gulped his ale.

"You couldn't have made much of a job of it!" interrupted a particularly slimy little individual from near the door "They reckon Necron's still alive."

Allowing himself just enough time to rest his warm beer safely on the warped wooden bar, Heger raised himself to his full 5' 10 & 3/4" and strode swiftly across the crowded room. Picking the slimeball up by his scrawny neck with one hand, Heger gave him the privilege of a close-up view of his enormous fist.

"Say that again." he snarled

"Don't take it out on me, ya big buffoon. I'm only tellin' what I 'eard in the shop this mornin'."

"Exactly what did you hear in the shop this forenoon... worm features?"

"What's it worth?"

"Me not ramming my fist down your throat and pulling you inside out..."

Heger growled. A small trace of spittle flew from his mouth to land on the slimeball's cheek. As it slowly trickled down his leathery skin towards a quivering lip, Slimeball talked:

"They reckon as some o' Necron's cronies lived through your onslaught and, once they'd licked their wounds, dared enter the pit to see if anythin' was left of their master..." He paused to wipe Heger's spittle from his upper lip. "They say they found 'is corpse in one piece. Usin' ropes an' pulley they 'auled the carcass out the pit and took it to their Temple of Dark Things, there to perform evil incantations to bring Necron back to life."

"Who told you this?" asked Heger, tightening his grip on the slimeball, whose face quickly changed from deep pink to purple. "And where is he now?"

"The Armourer's... But..."

Before Slimeball could finish, Heger cast him aside as if he were weightless and strode purposefully out of the inn towards the Armourer's.

If the gossip was true, and Necron's minions were even now attempting to bring Heger's brother back to life, the whole of the Kingdom may once again be under threat from dark magics.

Troubled thoughts obfuscated Heger's mind as he put his weight against the creaky oaken door to the Armourer's.

Pushing aside the girl standing at the counter, Heger performed his very effective action of grabbing an interrogatee by the throat, lifting him off his feet and showing him a close-up of his massive fist. The armourer was no dwarf but even his fifteen stone couldn't prevent him being lifted bodily from the floor.

"I heard tell of a gossip in your shop spreading tattles of Necron. I'd like to know who it was and where he is now!"

The armourer struggled to collect his thoughts sufficiently to answer the hairy one's inquiry but found his every sense focussed on the huge fist currently hovering a hair's breadth from his bulging eyeball. However, the increasing pressure to his flabby throat provided enough incentive for him to point to the girl standing behind Hegor.

Hegor dropped the fifteen stone of quivering flesh to the floor in a cloud of sawdust and whirled to question the girl in his usual manner.

As he completed his turn he was surprised to find his nose perched on the end of a very sharp sword.

"Yes?" asked the girl.

Tact is not one of Hegor's traits: he felt anger at being bothered by a mere woman and attempted what his tutor called the Disarming Move. His mistake was swiftly brought home to him by the stabbing pain he felt in his muscular arm and by the warm blood that dripped off his elbow to colour the sawdust-covered floor.

The girl replaced her sword point at the tip of Hegor's nose.

The barbarian slowly realised that his next move was going to have to be outstanding to get past this amazon's weapon.

"Is there something I can do for you?" asked the girl.

Hegor's answer was an attempted swift knee to her groin. Needless to say, it resulted in yet another stabbing pain, this time to his leg. More of his blood mixed with floor dirt.

The girl's sword again hovered before the barbarian's face.

Hegor's blurred brain eventually decided that without a weapon he was no match for this amazon.

He smiled.

She didn't.

"What exactly is your problem?" queried the girl as she menacingly moved the point of her sword to Hegor's throat.

"I hear you've been spreading tattles about Necron and how he's been brought back to life by his evil priests."

"They are not tattles. I was there. I saw them!"

"I followed you Hegor, the last time you entered Necron's domain. I thought there might have been a chance of picking up a few trinkets along the way. Crusading doesn't pay as well as it used to."

"Tell me about it", thought Hegor.

"Unfortunately, during the excitement of your battle with Necron I lost my footing and fell into a pit. I managed to grab hold of a small outcrop and dragged myself someway out. I found a crevice and crawled in to it just in time to watch Necron fall supposedly to his death. Then, it was as if the whole world was falling apart! The ceiling shook! The floor rocked and the walls were torn asunder. I thought I was going to be crushed for sure. But then, just as quickly as it started... everything went quiet! I lay low for a while, not trusting to move. I must have been there for hours. And, just as I felt safe enough to attempt the climb out, I heard voices. Crouching in the dark shadows of the small crevice I watched in awe as Necron's men found his body and began hauling it back up the pit. His hand brushed my foot as he was slowly dragged up the cliff face sending a cold shiver through my body.

The voices eventually faded and, feeling safer, I struggled out of the pit. I followed the foul creatures as far as I dared and listened as hellish incantations rang through the deadly domain. I didn't stay long enough to see the result of the chanting, I ran! But I'm sure they were about to bring Necron back to life."

Hegor listened with increasing trepidation. When the girl had finished her story he knew what he had to do.

Pushing the girl aside, he raced out of the armourer's and sprinted for the forest towards Necron's Temple. He knew he would have to face many dangers and fight powerful enemies before the final battle with his brother, but he was ready...

He arrived in the forest and stood to rest a while... It was then that he realised he was not at all ready to face Necron: he had no weapons and very little money with which to purchase any. His quest would have to take a slight detour...

The Game

In **Barbarian II**, you play Hegor as he explores the six diverse environments that make up this adventurous hack-'n'-slash extravaganza. Hegor must negotiate eerie forests, bustling villages and dangerous dungeons in his heroic attempt to find and destroy Necron. Gold, potions and weapons lie scattered throughout the land, Hegor needs to find and use these in order to give him a fighting chance against the hordes of deadly enemies and sinister traps he will face during his crusade. He will also have to use what grey matter he has to solve the many intriguing puzzles strewn throughout the land.

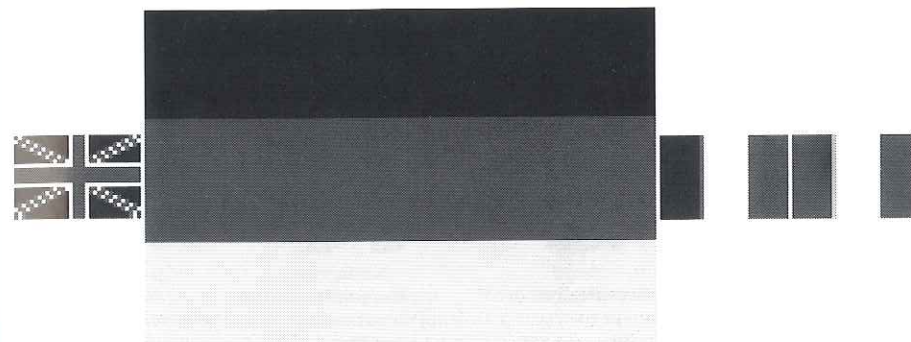
Before Battle Commences:

A number of options are open to you before Hegor begins his quest. Please select suitable options from the choices on-screen: On booting up you may select the language you require by highlighting the flag of your choice - move your joystick left or right - and pressing fire. Your choice is confirmed by the flag of your country enlarging (German is selected in the example shown).

A user-friendly combination of *Joystick Mouse & Keyboard* controls enable you to play **Barbarian II** using these three interfaces (Mouse control for Amiga only) - please refer to the **CONTROLS** section for more details.

Press **F3** to toggle between playing with the end sequence on or off.

Press **F4** to switch the loading music on or off.



The Domains

Forest:

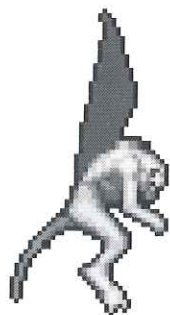
The lush greenery and the calming call of the Beadle Bird belie the dangers that lurk along the cultivated paths of the forest. Brutes Ogres and Werewolves are just some of the adversaries who object to your presence - and will let you know that fact in no uncertain terms.

Also, hidden pits abound - some deadly, some not -, luckily the presence of faeries warns you of their proximity.

And beware Goblins in the forest, for they will steal your wealth.

However, the many dangers of the forest are worth the risks, for it holds many useful weapons and treasures.

Forest Folk



Claw-Wing

Flies through the forest. Usually leaves a useful potion behind when destroyed. Beware its clawed feet.



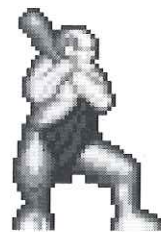
Neanderthal

Although an aggressive attacker, these guys are fairly easy to dispatch. Use them to practice your fighting moves.



Werewolf

They've got deadly claws, and they know how to use them. Avoidance might be better than confrontation.



Ogre

These creatures have less brains than Hegor. They seem to like being punched and kicked... so go for it!

The forest is divided in two by the village of Thelston, although you won't be able to reach Thelston from the first forest section as the old pathway is blocked by impassable undergrowth. To get to the village you have to navigate the Caves Of No Hope.

Caves Of No Hope:

Deep beneath the surface, the dank dark caves are spooky enough to evoke a feeling of foreboding in even the most heroic of heros. Consisting of deadly traps and repulsive creatures these caves have seen the gruesome end to many a quest.

However, they must be negotiated for progress to be made. Not only is this the only route by which you can access the village but also it holds a certain item vital to your quest.

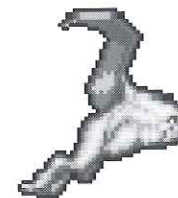
Many locked doors bar your way and careful use of keys and accurate mapping are required to successfully navigate the caves.

Cave Dwellers



Cave Bear

A high leap will get you safely by these characters if you don't feel like fighting them.



Grophon

Although slow in flight their deadly claws will inflict heavy damage on you.



Brewt

His mace can knock you (more) senseless, avoid it!



Archer

Keep moving when in range of this character. Get close to him so that he can't get a bearing on you. He guards something you need!

The Village of Thelston.

Bustling with activity, Thelston may not only be a sanctuary from the perils of questing but also a place where you may enhance your strength and weaponry. Shops and Inns abound in Thelston and their proprietors will be more than pleased to take your gold in exchange for their wares. Try to ensure you have room in your inventory for the item or service you're trying to purchase - and also sufficient gold - for once you leave a shop or inn it will close its doors to you for a short time.

Follow the on-screen instructions to select an item and make a purchase. If you can afford it, paying for gossip can prove quite useful.

Thelston may also be a death trap - depending on your attitude to its populace: Attack the villagers and the soldiers patrolling the streets and you can counter your aggression with some of their own - be warned: they are tough adversaries.

The way to the castle is through the village.

The Villagers



Village Idiot

Wanders around not doing a lot. But he will leave a bag of gold for you if you kill him (?).



Old Woman

An ugly old maid. Neither use nor ornament save for leaving a bag of gold behind if you kill her.



Workman

Work, work, work! The only thing that'll stop him working... is you!



Village Guard

This guy protects the villagers. He'll kick your, er, bum if you attack them. However, if he throws his spear at you and you move quick enough, you'll be able to pick it up and throw it back!

The Castle

Patrolled by powerful guards and mystical monks and stacked with devious traps, you not only need your brain but also your brawn to get through this section.

Chain pulls are the secret here - get it right and you'll be flushed with success. Pull the dangling chains in the correct order - they flash and a tone will sound when they have activated a mechanism - and the secret door to the next level is revealed. Be wary when using this door however, for a particularly nasty guard awaits you on the other side.

To pull chains, position Hegor directly below them and, ensuring he is carrying nothing in his hands, press the fire button.

Castle Cohorts



Castle Priest

These guys are called priests because they will attack you religiously.



Castle Guard

Don't mock these dudes just coz they wear purple! They're very handy with their swords.



Castle Priest

If you see a priest in this pose then you're probably just about to get a fireball in the face.



Castle Guard

You will have to fight or avoid many of these warriors to get through to the Dungeon.

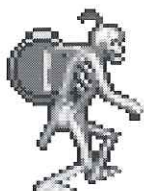
The Dungeon

The Undead roam the dungeons. Keys and switches are the answer to successfully negotiating this domain. Activate switches by striking or shooting them - again they must be triggered in the correct sequence for them to work.

Beware! For the undead can only be incapacitated temporarily... they will rise again!

Beware the Green Behemoth for he guards well the secret to the Temple!

Dungeon Dudes



An Undead

Expert fighters and impossible to kill, these bony opponents will keep coming right back at you...



Another Undead

... see! I told you!



Jailer

A key character in the game.



Green Behemoth

Not only has this creature got a huge weapon, but he also breathes fire. Unfortunately he must be killed, for he carries a potion vital to your progress.

Necron's Temple

Mighty guards and evil priests jealously guard their master. They cast powerful spells at you so you'll need all your skills to get passed them and eventually reach Necron.

Temple Terrors



Temple Priest

Difficult to kill, but it is necessary to do so as they carry items that could be vital to your success.



Dinosaur

A huge and fearsome creature whose only aim in life is to bite your head off!



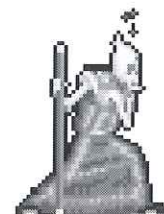
Temple Mutant

Fairly easy to destroy - but watch those lips!



Temple Guard

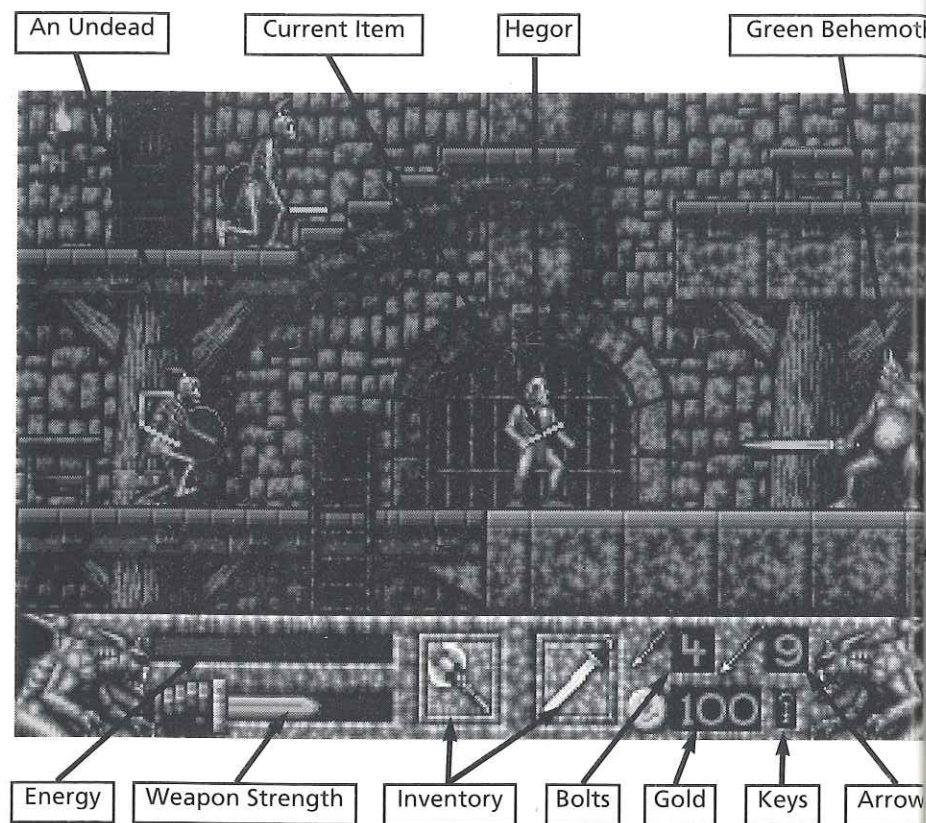
A tougher version of the Castle Guard, and with a more tasteful costume.



Necron

Oooh, I could tell you so much here... but I'm not going to!

What's on screen



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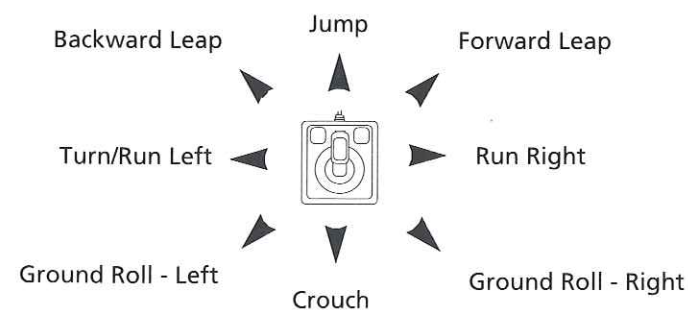
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The Controls

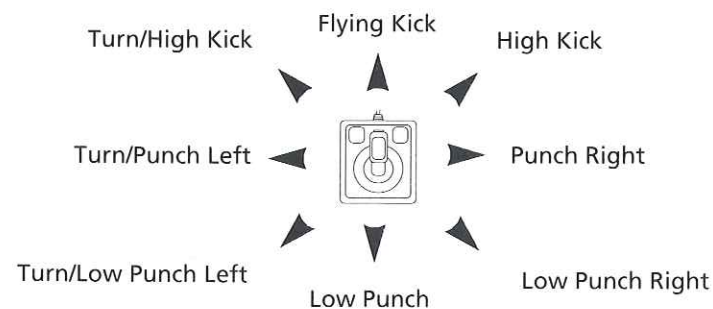
Note: Directional controls of the joystick have a differing effect on Hegor dependent on what weapon (if any) he is carrying. These controls assume Hegor is facing right.

JOYSTICK:

With or Without Weapon (No Fire Button):



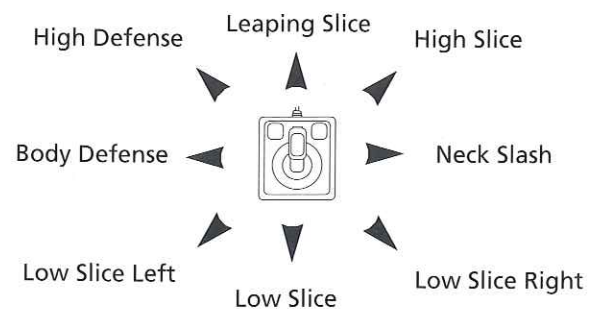
With Weapon (With Fire Button):



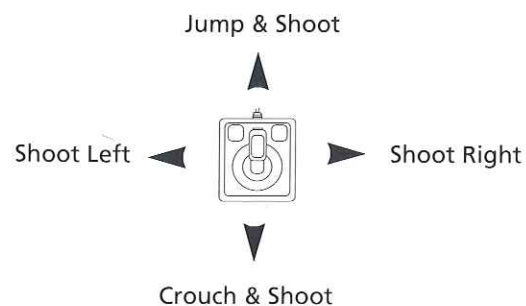
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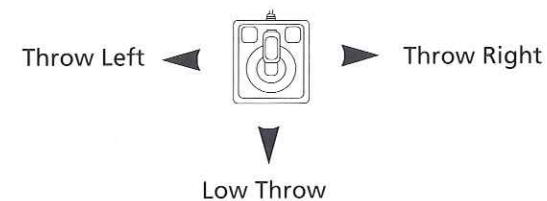
Swords or Axes (with Fire Button):



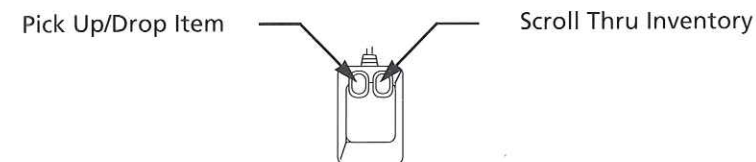
Elfin Bow or Crossbow (with Fire Button):



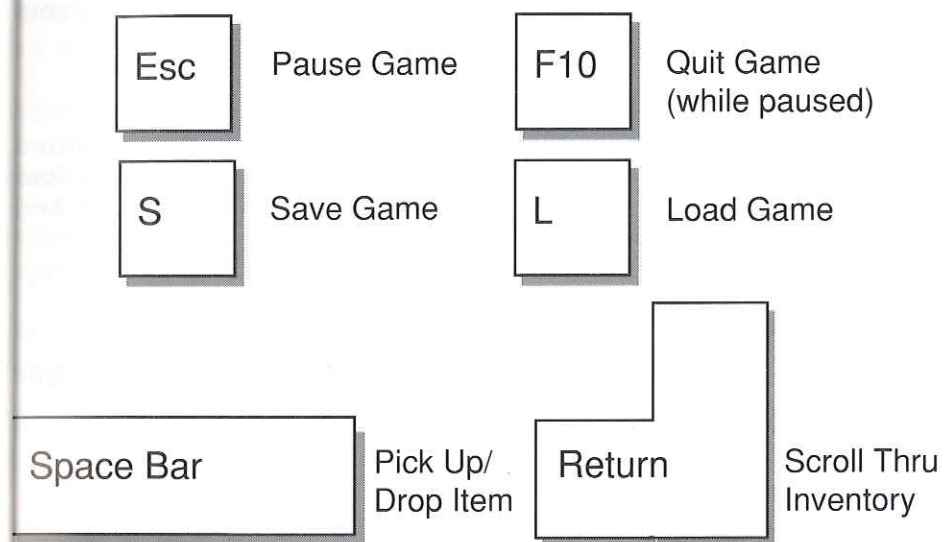
Spear (with Fire Button):



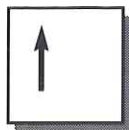
MOUSE (Amiga version only):



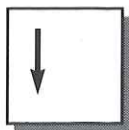
KEYBOARD:



Screen Positioning:



Scroll Display Up



Scroll Display Down

Grapple and Hook:

To utilise your Grapple and Hook, simply press your Fire Button and push your Joystick Up. Hegor will throw the Grapple up and (if a suitable surface is within reach) climb the rope.

Potions:

Potions - found or bought - will either enhance your currently-carried weapon strength or your own stamina. You'll soon discover which does what. Potions have no effect on Bows, Crossbows or the Grapple And Hook.

Keys:

To pick keys up, simply walk Hegor over them.
Locked doors should be no problem to you if you're carrying the right type of key, simply push Up on your Joystick to open them.

Saving And Loading Your Position:

Barbarian II allows you to save your position at any point during play. To do this, merely press the **S** key and follow on-screen instructions.

To load a saved position - again at any point during play - press the **L** key and follow on-screen instructions.

Hegor's Hints

Explore every nook and cranny of each domain, for you will need to find all the available keys.

If you can afford it, buy the helmet from your friendly Shopkeeper, it may save your life in an unexpected attack.

Each weapon has a different effect on your enemies, learn which is best to use against which foe.

Against the castle guards, the best defense is attack.

Buy gossip at every affordable opportunity, it might provide a vital clue!

Remember, you must be actually carrying a weapon for it to be enhanced by potions.

All enemies (except Werewolves) defeated in the Forest, leave their gold for you to pick up and spend.

Striking the thieving Goblin will deter its return. Rolling into him could prove beneficial.

Keep an eye on your weapon strength, swords and axes will break if it gets too low.

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