

BARBARIAN PLAYING INSTRUCTIONS

Welcome to the world of Barbarian.

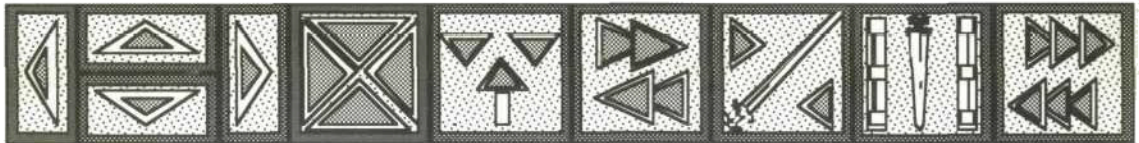
In this world you control our hero 'Hegor'. Once the game has started you will see him standing in the marsh. Using the mouse, joystick or keyboard (or all three simultaneously) you issue commands that control his actions. Thus enabling you to explore the world of Durgan.

You should always remember that Barbarian features context sensitive animation which allows the same commands to do different things depending on the situation Hegor is involved in.

In order to complete the game you must locate and destroy the crystal which is the source of the evil power of Necron. Once the crystal has been destroyed the volcano in which Durgan is located will start to erupt making it imperative that you reach the surface again before it blows.

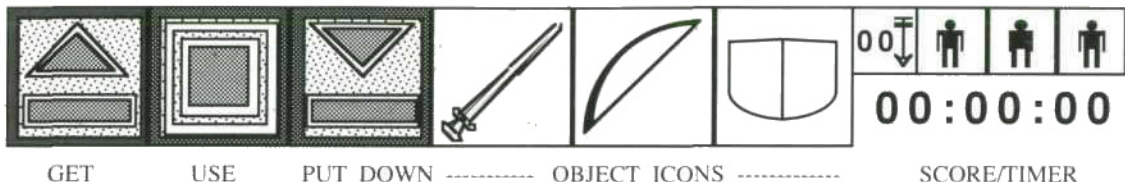
The time that it took you to destroy the crystal is not only your score for the game but it is also the time which you have to get back to the starting point in the marsh. This 'about to erupt' phase of game play is indicated by your score timer now counting backwards and a slightly red tinge to the normally black colour of the screens border.

The Game may be controlled from the keyboard, by the mouse or by a joystick in any combination. Whilst you are playing Barbarian you will see a strip of icons at the bottom of the screen. Pressing the right mouse button will reveal a second icon strip which also contains the game status information.



LEFT UP/DOWN RIGHT STOP JUMP RUN ATTACK DEFEND FLEE

LEFT	Moves Hegor left if he is facing left or turns him to face left if he is facing right.
UP	Hegor will move up a ladder or stairs at the next available opportunity.
DOWN	Hegor will move down a ladder or stairs at the next available opportunity.
RIGHT	Moves Hegor right if he is facing right or turns him to face right if he is facing left.
STOP	Stops Hegor's movement.
JUMP	Hegor jumps in the direction in which he is facing (note that the jump is different if Hegor is running).
RUN	Hegor runs in the direction in which he is facing.
ATTACK	Hegor attacks in an appropriate manner (It all depends on which weapon he is using and what he is attacking).
DEFEND	Hegor defends in an appropriate manner (It all depends on which weapon he is using and from what he is defending).
FLEE	Hegor immediately turns around and runs away (the penalty is that he drops his possessions).



GET	Hegor picks up whatever he is standing near and places it in his "magic pouch".
USE	You must click the icon (displayed in the strip) for the object you wish to use.
PUT DOWN	Hegor drops the object he is using.
OBJECT ICONS	Pictorial representations of the objects Hegor is carrying to be used in conjunction with the USE command. The object currently in use is highlighted.
ARROW COUNT	The number of arrows Hegor is carrying. Without arrows the bow is useless.
LIVES LEFT	Up to three small pictures of Hegor denoting how many lives he has left to complete his quest.
SCORE TIMER	The time taken to complete your quest so far. In the end phase of the game when the volcano is erupting the timer will count backwards denoting the time you have left to reach the marsh before the mountain top blows itself apart.

Mouse Control

You may issue command sequences to the game through the mouse by positioning the hand cursor over an icon and pressing the left hand mouse button. The right mouse button will toggle to the alternate icon/status strip. If the mouse pointer is moved into the game area of your screen it will change shape to a direction cursor. Clicking the left hand button will cause a movement command to be issued dependent on which side of the centre of Hegor the cursor is positioned.

Joystick Control (not recommended)

Plug any standard switch type joystick in to the socket next to the mouse socket. Movement of the joystick in a particular direction will issue the equivalent movement command in the same way as the direction icons. The fire button will issue the attack command.

Keyboard Control

The following keys may be pressed at any time during play to issue commands.

<Left Arrow>	Move Left	G or F1	Get
<Up Arrow>	Move up	U or F2	Use
<Down Arrow>	Move Down	P or F3	Put Down
<Right Arrow>	Move Right		
S or F4	Stop	<Space Bar>	Switch to alternate Strip
J or F5	Jump	<Esc>	Pause
R or F6	Run	<Help>	Game Options
A or F7	Attack		
D or F8	Defend		
F or F9	Flee		