



TINY BARBARIAN

DX



THANK YOU!

Thank you for supporting Tiny Barbarian! Making video games has been my dream for a long time. This isn't my first one but thanks to your help, I can make it my best yet! Of course, I couldn't do it on my own--I'm also indebted to my friends Daniel Roth (Engine Programmer) and Jeff Ball (Musician). But it's you, the backers and supporters, who really made it possible! Thank you!

--Michael Stearns

TINY BARBARIAN DX

The Story So Far

From across the windswept desert, a stranger walked, his fur boots crusty with sand, his skin scorched, and worst of all, terrible thirst and hunger growing inside him. Though a barbarian, he was no stranger to civilization, and knew the city offered a chance to recover from his travels. Little did he realize that the scheming serpents inside it were just as treacherous as those that slithered through the sand at his feet, and deadly serious about table manners.

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...EVERYTHING IS IN ORDER?



ALL IN READINESS, MAGE!

THE BANQUET IS IN ORDER, THE SACRIFICE IS PREPARED, AND THE KING...

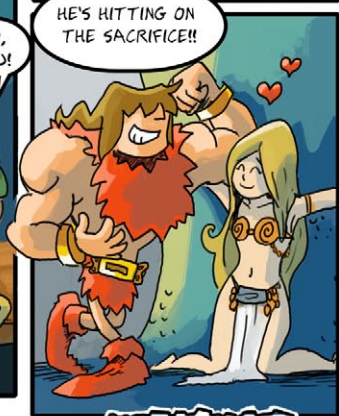


HE WON'T SEE IT COMING... SOON, ALL SHALL TREMBLE BEFORE...

...BEFORE..



...WHAT IS THAT FILTHY WRETCH DOING TO THE BANQUET?!





SHORTLY...



TO BE CONTINUED!



HOW TO PLAY



Put down your sword and shield and pick up a controller or keyboard! Tiny Barbarian is a game you play on a devil-box called a computer. Here's the basics with a recommended control scheme.



Move:
D-Pad Left & Right



Climb:
D-Pad Up & Down



Sword:
Attack Button



Jump:
Jump Button

The Game Screen



Health: Better red than dead! You lose a point of health when an enemy or obstacle touches you.

The Tiny Barbarian: That's you, the hero of this game!

Time: There's no limit, but fast players get more points. You want more points, right?

Score: Get points for killing things and finding treasure!



ADVANCED MANEUVERS

If you think just running and jumping and going “bar bar bar” all day is all there is to being a barbarian, well, you might be right on a certain level, but the French have a little thing called a “repertoire,” and you are encouraged to add these moves to yours.

Ledge Grab

Press *Up* when jumping near a ledge to grab hold with your mighty arms and bounce onto it. If you hold the jump button while doing this you’ll bounce higher!



You can grab thin platforms, too! Press *Down + Jump* to drop through them.



Vertical Strike

Press *Up + Attack* to strike enemies above you. It doesn’t do much damage but it does launch them into the air pretty nicely.



Elbow Drop

Swords are cool but sometimes you want that hands-on touch. Get the drop on your foes by jumping above them, pressing *Down + Attack*, and let gravity do the rest. Don’t know gravity? Stupid barbarian!



Deflect

Some projectile attacks can be deflected! This master-level sword technique can be yours by simply pressing *Attack* at the right moment. Just remember that not everything can be deflected, or you’ll be deflecting with your face.

Hit Recovery

Sick of getting knocked off ledges? After getting hit, press *Jump* with the right timing and you might be able to save yourself!

COMBOS!!

With rapid presses, you can queue up to three standard attacks at a time. Depending on what you are doing when the third attack begins, you may get a “Power Hit” that deals extra damage and has unique properties. Become familiar with all of them for expert barbarism.

1 ————— 2



Attack



Attack

3



Down + Attack
Ground Slam



Fwd + Attack
Sword Dash



Jump + Attack
Spinning Sword

Barbarian Wisdom:

Different attacks do different amounts of damage! Here’s a chart to help you figure it all out:

Attack Type	damage
Basic Attack	1
Jump Attack	2
Climb Attack	2
Vertical Strike	1
Elbow Drop	3
Ground Slam	3
Sword Dash	3
Spinning Sword	2 per hit

Light enemies can be juggled! Each attack launches enemies into the air or bounces them off the ground. You can use this to string multiple attacks together and deal a ton of damage. Try to find ways to take extra pleasure in harming your adversaries, like this example here:



1. Elbow Drop

2. Air Attack



3. Air Attack
(again)

4. Ground Slam



Start with an elbow drop, then attack on the rebound!

Did it work? That’s 10 points of damage in only four hits!

A GALLERY OF ROGUES



Persistent pests on perpetual patrol, Sidewinders are always looking for an easy meal. Don't let it be you!

Don't be fooled by their stationary lifestyle: the Spitting Cobra has already calculated the optimal angle to splat you and everyone you care about with a blast of deadly venom.



When this un-picky scavenger swoops in from the sky you may not have time to appreciate its status as an Extant Dinosaur. Vultures can be especially troublesome if they attack in groups.

The personal army of the Serpent Lord attacks with swords, spears, and even blowguns! Footmen won't attack until they detect you, but look out when they do!



Fanatics: These robed rubes roam the inner halls of the Serpent Lord's castle. They have strong defense, but only from the front! Some are so fanatical they're said to no longer be human...

Appearing just when you don't want to see them: Bats! These "unspeakable giant bugs" attack in a wavy motion from the side of the screen. Be careful!



No mere myth! Tail firmly in mouth, the mighty hoop snake attacks at speeds less clever snakes can only dream of. Also, they can stick to the ceiling. They're kinda jerks.





A GALLERY OF ROGUES (CONTINUED)



The Wasteland Wildcat is no foe; he's your fearless feline friend! Hop on and take a ride. His snapping jaws will deter most enemies but you can use your sword, too! Press Up + Jump if the saddle becomes uncomfortable.

Contrary to popular myth, scientists DO know how a bumblebee flies: it simply holds down the jump button. What they don't know is how it flies with the weight of an (admittedly tiny) barbarian riding on its back.



Super strong and fiercely territorial, grey apes will leap gaps and even climb vines in pursuit of anyone who intrudes upon their domain.

Neither black nor technically a lotus, the Black Lotus is a constant jungle threat, exuding clouds of toxic fumes that have lulled countless explorers to a sleepy demise. Try not to inhale.



Dear Player:

Our hard-working gnomes labor tirelessly to ferry gold and other treasure across our vast sales network. Please respect their work and resist attacking our workers, spilling their goods across the ground, and collecting the spoils for yourself. It might seem fun but please refrain from this damaging activity. Sincerely,

*The Gnomish
Merchant League*



EPISODE 2: PROLOGUE

THEY HAD SPIED THE STRANGE CLIFFS FROM AFAR...

WHAT WAS IT THE OLD ONE HAD SAID ABOUT THEM...?

GET OUT GET OUT GET OUT!!

BEFORE THAT CLOMSY OAF DESTROYS EVERYTHING!

CRASH



YOU WANT A FORTUNE? FINE!! HERE'S THE DEAL...

GO, AND I WILL TELL YOU...







THE RUINS of XANADU



Beware, Adventurers! The road to Xanadu is fraught with peril, and no one knows precisely what has become of that ancient place. Take heed of this advice, passed down from olden times...

Pit Precaution!

This adventure will take you to dizzying heights, from the unscalable walls guarding the jungle, to the treetops, and even the sky above the lost temple. Falling from these places is a Bad Idea!



Sensational Swinging!

You can climb these vines by pressing Up or Down, but when you jump off with the right timing you'll get a kick of extra momentum for clearing wide gaps. Be careful!



New Feature! Auto Grab

If your grip just isn't what it used to be, set this new mode in the *Key Config* menu and you'll automatically grab vines or ledges without needing to press up. Handy!

New Move! Quick Flex

Now you can show off your steely thews at a moment's notice by simply pressing *Down + Attack* while on the ground. Just take care that no one is standing too close, or they might get a face full of Barbarian Elbow... Or, maybe you should do that on purpose!



"TINY" TIPS

• While a certain fearful respect for the black arts is healthy and recommended, don't freak out every time you see someone leaping about and calling himself "The Wiz." Take a deep breath, study his pattern, and you should be able to ascertain his weakness.



• Keep an eye out for cracked walls. These often hide coins or health items. They can be hard to see sometimes or may be in tricky locations, but can really help you out when you're in a tough spot!

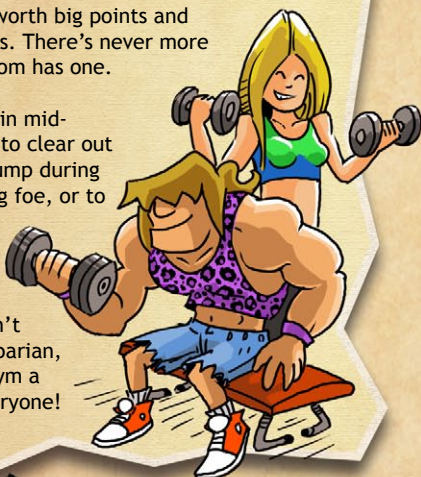


• Blowing air from your mouth into NES cartridges is not good for them--saliva from your mouth is a mild solvent and is bad news for the connector pins. Try cleaning with a cotton swab instead. If the problem persists, try replacing the pin connector in your console (maybe ask a wizard to help you).

• Sometimes a cracked wall has a secret diamond in it! Diamonds are worth big points and usually found in out-of-the-way areas. There's never more than one per room, but not every room has one.

• Did you know you can turn around in mid-attack? Turn while using a power hit to clear out surrounding enemies. You can also jump during the Sword Dash to surprise to a flying foe, or to jump further than normal!

• Always re-rack your weights, and wipe off exercise equipment when you're done using it, even if you don't think you're all sweaty (face it, Barbarian, you probably are). Let's make the gym a clean and comfortable place for everyone!





NOTES

(IN OTHER WORDS, WE
HAD AN EXTRA PAGE)







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