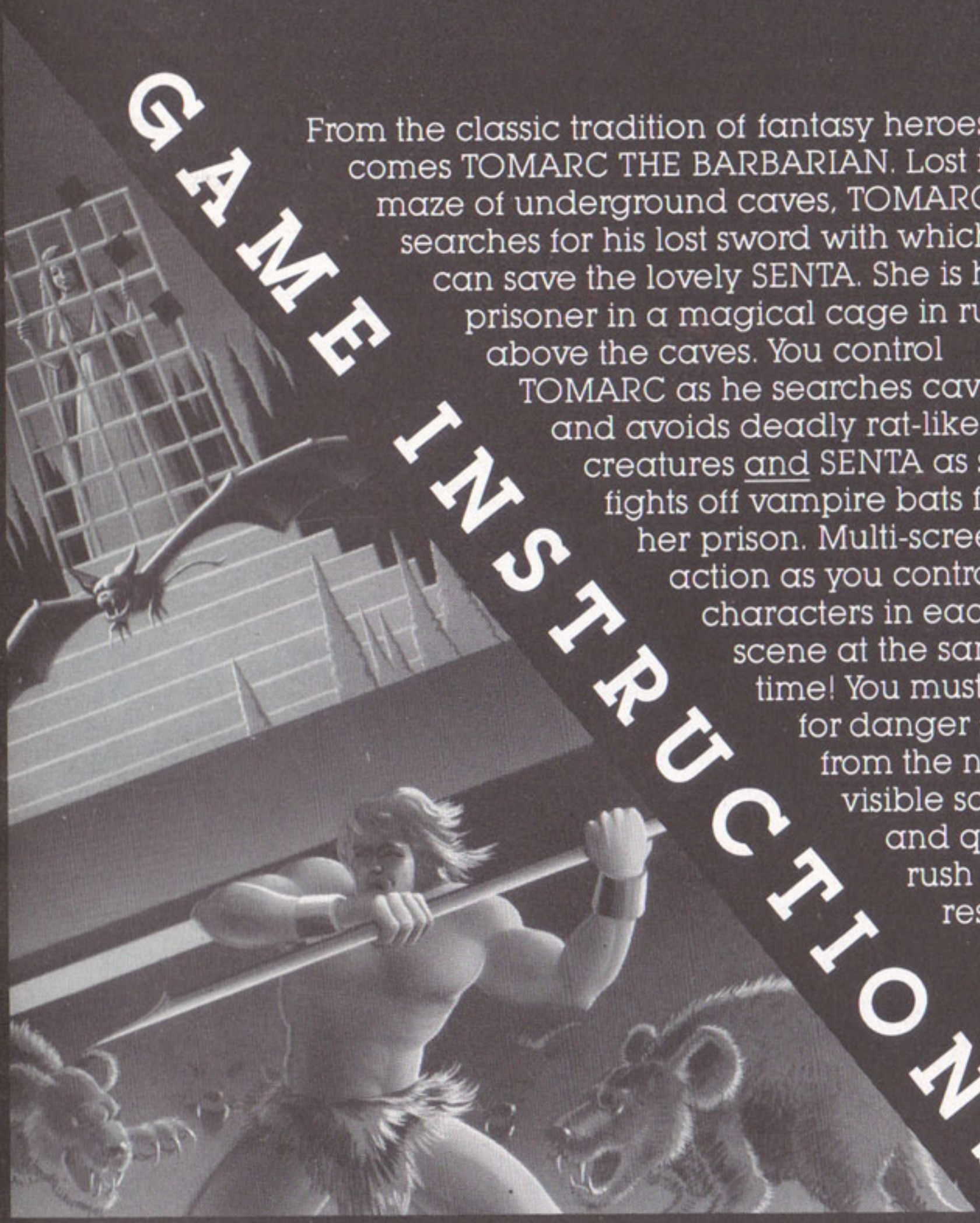
For Atari® 2600 VCS™

XONOX™

HI-RES GRAPHICS

TOMARC The Barbarian™

GAME INSTRUCTIONS



From the classic tradition of fantasy heroes comes TOMARC THE BARBARIAN. Lost in a maze of underground caves, TOMARC searches for his lost sword with which he can save the lovely SENTA. She is held prisoner in a magical cage in ruins above the caves. You control TOMARC as he searches caverns and avoids deadly rat-like creatures and SENTA as she fights off vampire bats from her prison. Multi-screen action as you control both characters in each scene at the same time! You must listen for danger sounds from the non-visible screen and quickly rush to the rescue.

© 1984 XONOX. All Rights Reserved.

Get Ready to Play TOMARC THE BARBARIAN™

1. Hook up your video game system. Follow the manufacturer's directions.

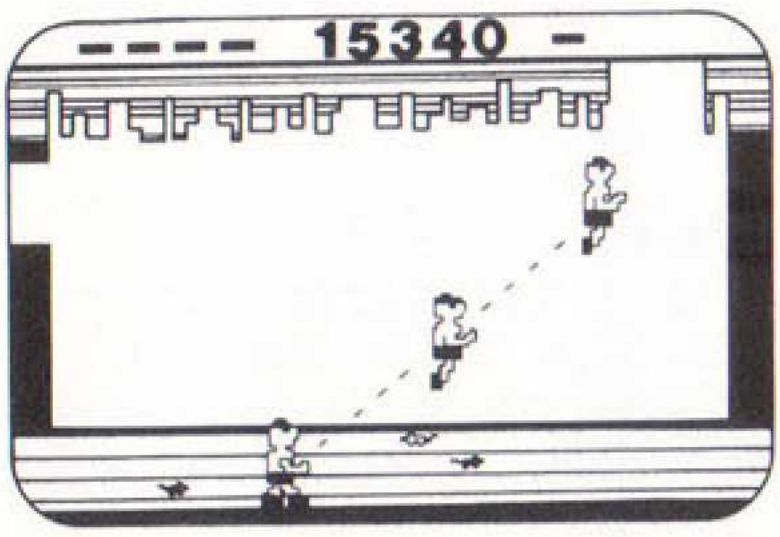
2. Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games.

3. Now turn the power "ON". If no picture appears, check the connection of your game console to TV; then repeat steps 1, 2, and 3.

4. Plug in left joystick controller. One player at a time only. Hold joystick with red button in upper left position. Alternate turns when playing with friends.

5. To begin or start a new game, press "GAME RESET".

NOTE: You may need to adjust your Verticle Hold on your TV.



TOMARC THE BARBARIAN Video Game

In a mystical land from away in time and space the fantasy hero TOMARC is caught in an adventure of life and death. The lovely SENTA is imprisoned in a magical cage where she is being attacked by vampire bats. In order to rescue her, TOMARC must find his sword which is lost in a maze of caverns which are inhabited by deadly monster rats. You control both SENTA as she shoots the attacking bats, and TOMARC as he leaps from cave to cave in search for the sword and escape from the caves. Simultaneous game play in both screens — so listen for the sounds of danger.

1. OBJECT OF THE GAME:

TOMARC must rescue SENTA from prison by finding the sword to break open the cage. Avoid the rats in the caves and shoot the bats attacking SENTA. You control both TOMARC and SENTA in two separate game screens.

2. CONTROLS:

Play with the LEFT JOYSTICK and FIRE BUTTON. One player at a time only. Alternate turns when playing with friends.

3. SCORE DISPLAY:

At the top of the screen, your cumulative score will be displayed. A total of eight lives are divided between SENTA and TOMARC. The lives are shown in red and change color when the sword is found.

4. SKILL LEVELS:

There are three skill levels which can be selected prior to starting the game and automatically advance with each successful rescue of SENTA while lives remain. Press GAME SELECT at the beginning of the game to determine skill level played and it will be displayed over the score on the opening screen.

5. SCORING:

Receive points for exploring rooms in the caves, collecting the sword, killing bats, and rescuing SENTA.

GAME LAYOUT:

On the opposite page an overall view of the game playing area is depicted. You will only see one screen at a time, but by keeping the layout in mind as you play the game, you can easily recognize where you are as you guide TOMARC in the search for the sword.

TOMARC SEARCHES THE CAVES

When you start the game you will be in control of TOMARC. He will be located in one of the three bottom level caves. In each of the caves on this level will be a deadly monster rat whose bite will cause the loss of one of your eight (8) lives. Explore the caves on the bottom level first to try and find the sword. If the caves are empty, you will have to leap to the next level and continue your search.

On the second level there will be two rats in each cave and they will move faster than the lower level rats. If the sword is not on this level, you must go to the top level where three rats await in each room.

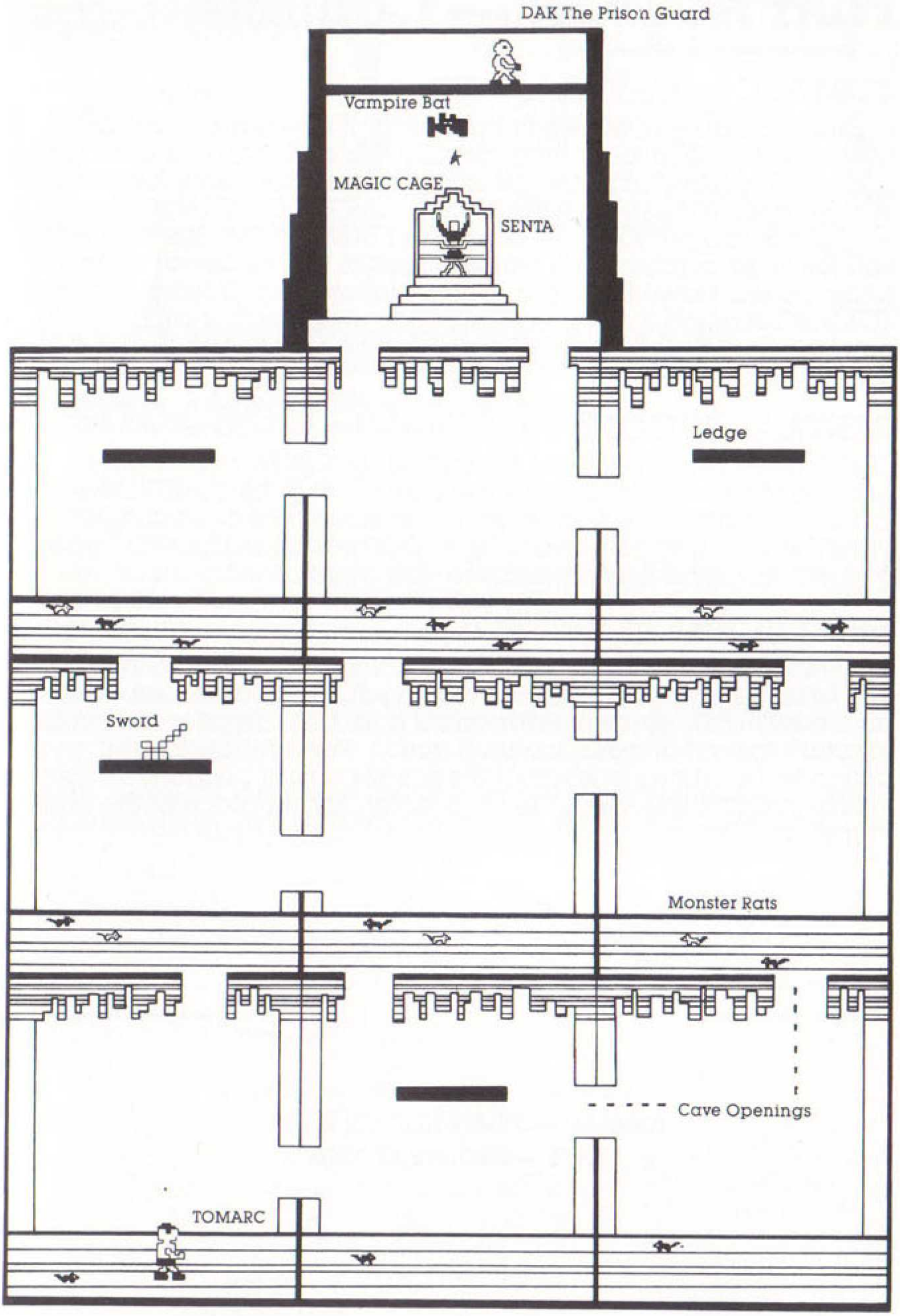
Once you have picked up the sword, the life indicators at the top of the screen will change color. You must now move TOMARC into the top center cave and leap out through one of the two cave exits in order to save SENTA.

SENTA FIGHTS OFF THE BATS

SENTA is imprisoned in a magical cage that only TOMARC'S sword can open. While she is imprisoned, vampire bats attack and if they succeed in biting her, one of the eight (8) lives will be lost. SENTA has mystical powers and she can shoot energy stars at her attackers. You control the direction and firing of the stars with your JOYSTICK and FIRE BUTTON.

THE SOUNDS OF DANGER

As you guide TOMARC in his search for the sword, certain sounds will help you identify impending danger. When a bat enters the ruins where SENTA is imprisoned, a "thunder" sound occurs. This tells you to go to her rescue and control SENTA as she fires at the bats. If TOMARC jumps up on a ledge in one of the caves to get away from the rats while defending SENTA, a rat will eventually start to scale the cave wall. When this happens a "scratching" sound will be heard and you know to go to TOMARC'S rescue before the rat takes one of the remaining lives.


DAK The Prison Guard
Vampire Bat
MAGIC CAGE
SENTA
Ledge
Sword
Monster Rats
Cave Openings
TOMARC

PLAY ACTION — Controls

TOMARC — CAVES

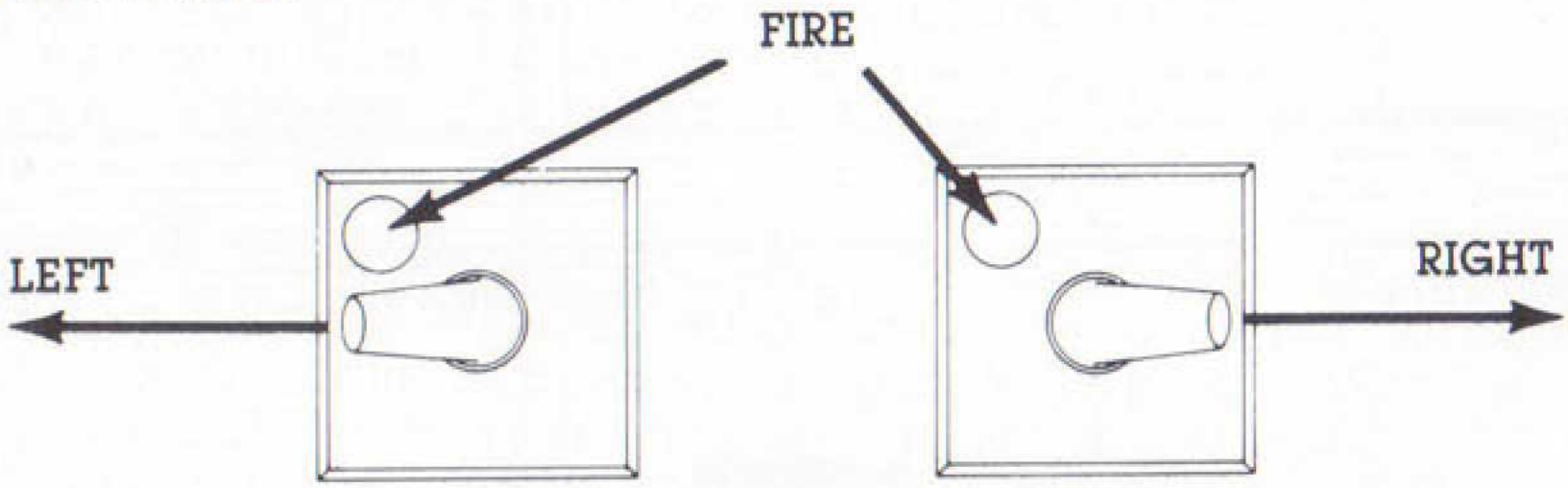
In order to direct TOMARC in his search of the caves, you must master the art of avoiding the deadly rats and jumping from cave to cave. Push the JOYSTICK left or right when the game begins and you will start TOMARC walking. Press the FIRE BUTTON and he jumps. The longer you hold down the FIRE BUTTON, the higher he will jump. By combining a walking motion in one direction and a jump, he will travel in an arc. With practice you will learn to direct TOMARC through a cave wall entrance or through a ceiling entrance into another cave. This is also the way to jump over the deadly rats.

SENTA — PRISON

SENTA defends herself from the attacking bats by shooting the energy stars at the flying creatures. By moving the JOYSTICK left, center, or right, you can change her firing stance accordingly. Press the FIRE BUTTON and time your shot to hit the bat. The prison guard DAK paces the ledge above the cage.

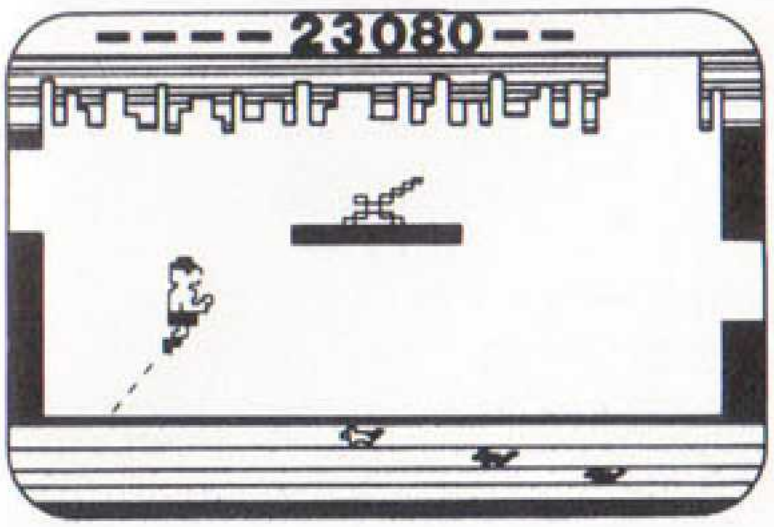
SHIFT SCENES/CONTROL

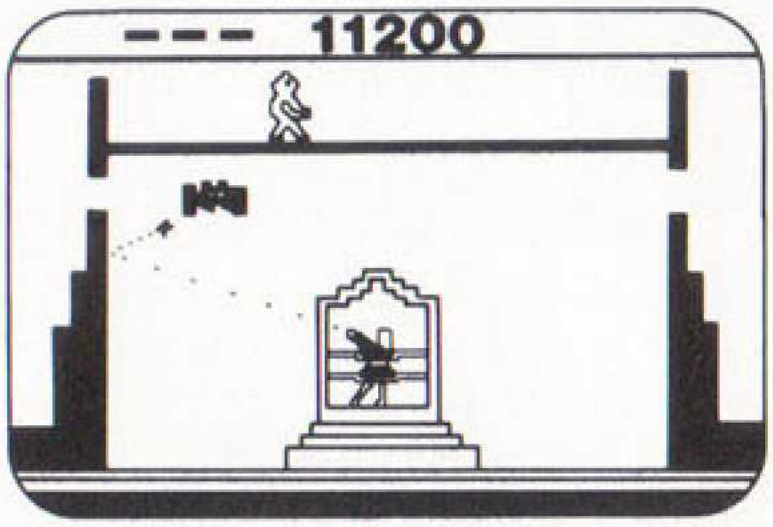
By pulling down on the JOYSTICK, you will shift control to the non-visible screen (i.e. if you are controlling TOMARC and pull down on the JOYSTICK you will shift control to SENTA). Repeat this action to return to your original scene of action. Remember that the action will continue in each of the scenes, so just because it is not visible you can still lose a life from action taking place in the non-visible screen.



TOMARC — JUMPS LEFT OR RIGHT
SENTA — SHOOTS AT BATS

DOWN
SHIFT SCENES





TOMARC THE BARBARIAN
Instruction Summary

Your goal is to direct TOMARC through the underground caves in search of his sword. When the sword has been recovered, move to the top center cave and leap through the ceiling entrance to the above ground prison screen. You will then save SENTA, and you will return to the caves at a higher skill level (faster rats, smaller cave entrances, etc.).

Pull down on the JOYSTICK to shift control to the above ground screen where bats attack the imprisoned SENTA while the guard DAK looks on. Turn SENTA and shoot at the vampire bats before they take a deadly bite.

Always listen for the sounds of danger from the non-visible screen and take action immediately. Good luck, skills, and adventure!

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications of tampering.

This warranty is in lieu of all other express warranties or representations. Any applicable implied warranties, including warranties of merchantability and fitness are limited to a period of 90 days from the date of purchase. XONOX is not liable for any special, incidental or consequential damages resulting from breach of any express or implied warranties on this cartridge.

XONOX™

11311 K-tel Drive, Minnetonka, MN 55343.

K-TEL

Package, program, and audio-visual © 1984 XONOX. XONOX is a Division of K-tel International, 11311 K-tel Drive, Minnetonka, MN 55343. Game instructions © 1984 by XONOX. XONOX™ and TOMARC The Barbarian™ are trademarks of XONOX. Atari® 2600 VCS™ is a trademark of Atari, Inc. Game programmed by the creative designers at Product Guild.

Printed in U.S.A. All Rights Reserved.