



# BARBARIAN

• THE DUEL •



USER'S  
MANUAL

bit  
**VISION**  
2019

For  
MSXDEV

## The story

Thara and Bravos must get ready to face the evil Arcomage, who devastated the Land of Shrikar several years ago.

They know it's no easy task because their first real enemy will be the wicked Dim Knight.

Fulfill their destiny, gather your resources and join the battle!

## The game

Display your power, authority and skills fighting against the Dim Knight or against another human player...

Control

P1



Port A

P2



Port B

Characters:



Bravos

Dim Knight



Thara



A pixelated background image featuring a woman with long dark hair and a black top, standing with her arms crossed. She is flanked by two large snakes with checkered patterns on their heads and bodies. The scene is set against a dark, textured background.

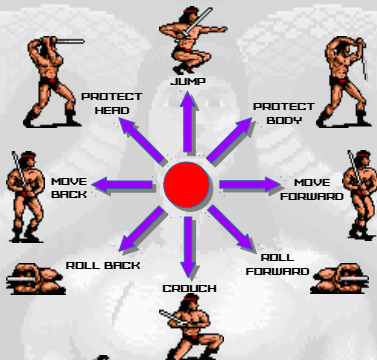
This game is designed to run on **MSX2**,  
**MSX2+** or **MSXTurbo** computers with  
128KBytes VRAM.

Booting the game whilst pressing **F1** will  
allow you to access to the **Easy** skill mode.  
Regular skill mode is booting by default.

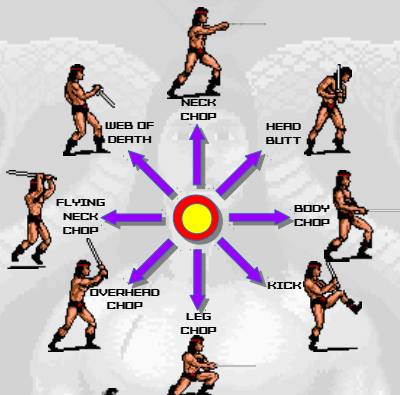
**OPLL** (MSX-MUSIC) sound chip will be in  
use if found. Standard **PSG** sound chip will  
be in used otherwise.

Optionally, you may use an **OPL4** based  
sound cart (Moonsound or clone) to play  
voice samples during battles.

**CONTROLLER DIRECTIONS  
WITHOUT FIRE BUTTON PRESSED**



**CONTROLLER DIRECTIONS  
WITH FIRE BUTTON PRESSED**



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This game is heavily inspired on  
"Barbarian The Ultimate Warrior" by Palace.  
We always really missed a decent port of  
this game for our beloved MSX.



If you really like this game, we will  
extend it with more scenarios, enemies and  
resources in the upcoming  
"Barbarian the Arcomage's downfall"

A brief tools summary used during the  
development of this game:

- Siasm assembler & Geany text editor
- OpenMSX emulator
- Java tools coded from scratch
- Gimp & Do Designer's Club (by T&E)
- Linux O.S. & bash scripts
- Audacity, Libreoffice

Warning!!! All the resources involved on  
making this game were crafted from  
scratch!!



This game was developed by  
Bitvision Software - 2019



## Credits

Fernando García (coding & voices)  
Sergio "Spota" Santamaría (graphics)  
Andrés de Pedro (graphics)  
Óscar Centelles (graphics)  
Roberto "Guantxip" Álvarez (graphics and  
illustrations)  
José Ángel Morente (music)  
Alastair Brown (testing & storyteller)  
Pablo "Pablibiris" Pallarés (testing)  
Rubén "Araubi" Sánchez Barros (testing)

## Special Thanks to

Jorge Romero González  
Armando "Ramones" Pérez  
Bart Velzen  
OpenMSX dev team  
Palace for "Barbarian The Ultimate Warrior"  
Helena Kacvinska & Julio Gracia (voices)  
Jose "Legionary Knight" Lerma

