

XBOX



NTSC



SEGA

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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Thank you for purchasing **Spartan™: Total Warrior**. Please note that this software is designed only for use with the Xbox computer entertainment system. Be sure to read this instruction manual thoroughly before you start the game.

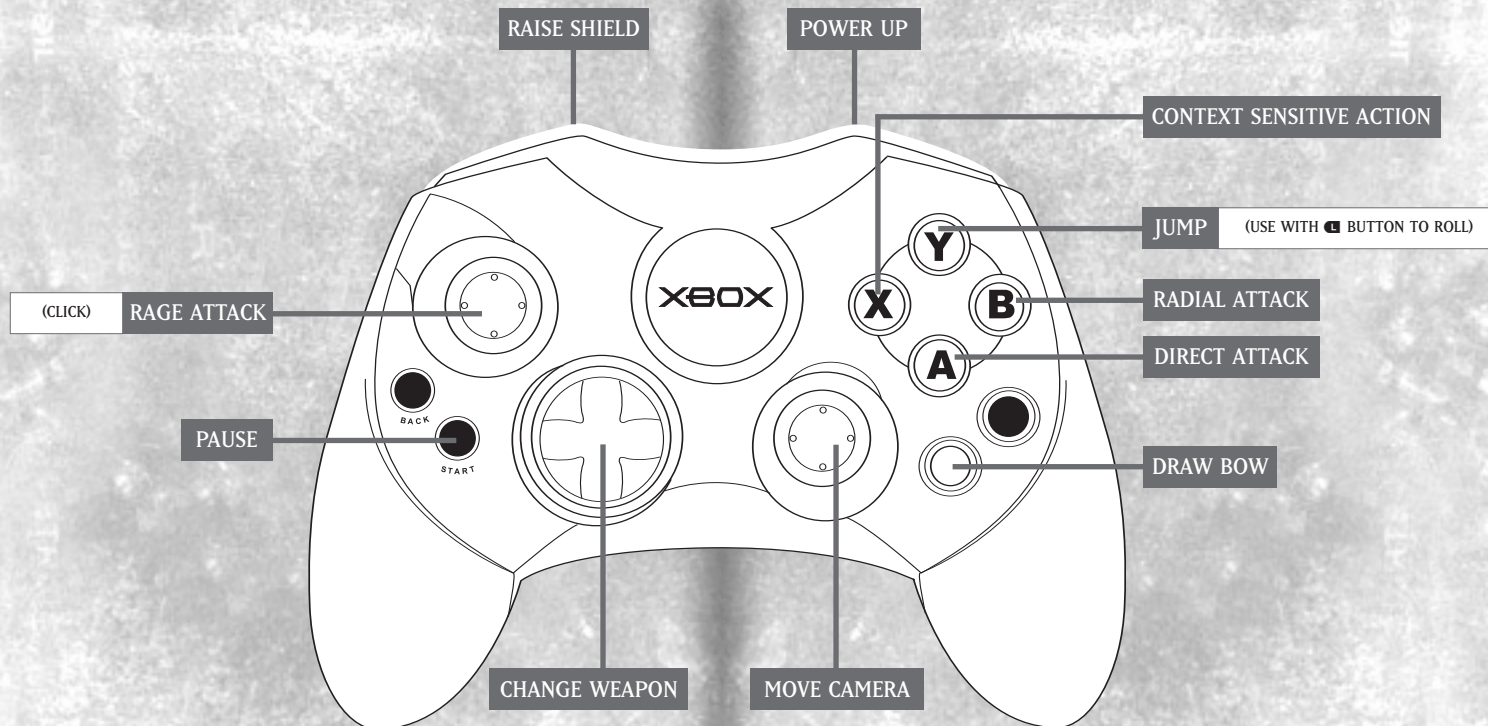
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CONTROLS

XBOX CONTROLLER CONFIGURATIONS



For Dolby Digital surround sound:



This game is presented in Dolby® Digital surround sound. Connect your Xbox™ to a sound system with Dolby Digital decoding using a digital optical cable and an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Enable "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.



THE SPARTAN'S JOURNEY

300 BC - ANCIENT GREECE

Abandoned in the ancient City of Sparta as a child, the unnamed Spartan was raised in the training camps of the warrior people.

Befriended by the twins Castor and Pollux and led by the great King Leonidas, the Spartan quickly proves himself worthy of his allies as a true warrior and a fearless hero.

A hero that his homeland desperately needs.

Only the City of Sparta remains defiant against the Roman Empire's merciless invasion of the free world.

The Spartan's desire to save his home will take him on a journey to find the answers to his birth, his past and his destiny. Visited by Greek Gods, he discovers the true power within him. He is commanded to fight the invading Roman forces and, guided by the Gods, he embarks on an epic quest that takes him across many lands, right to the heart of the Roman Empire.

This is the journey of the Spartan — born a warrior, destined to become a Legend.



PLAYING THE GAME

MAIN MENU



NEW GAME

Select this to start a new game of **Spartan™: Total Warrior** in story mode. Take control of the Spartan and fight alongside hundreds of allies in an epic journey across many lands.

Can you stop the Roman assault?

DIFFICULTY

Spartan™: Total Warrior offers three distinct difficulty levels. Choose from:
• Recruit (Easy) • Soldier (Normal) • Veteran (Hard)

CHECKPOINTS

During the story mode the game will indicate when you pass a checkpoint. If you die or fail your current mission you will be returned to the last checkpoint.



PLAYING THE GAME

DURING THE GAME

During the game pressing the START button pauses the game and brings up the in-game menu with the choices Command List, Options or Exit Game.

If you select Exit Game you will be taken back to the Main Menu, and if you have crossed any checkpoints you will be given the opportunity to save from the last checkpoint.

If you select Options you will be presented with the in-game options where you can customise your preferences.

LOAD GAME

Load a previously saved story mode game.

ARENA CHALLENGE

The Arena Challenge is an additional game mode that casts the Spartan into an arena with various enemies. Each round is progressively more difficult than the last.

Select the arena location and which enemies are to be faced there, and then choose which unlocked power ups you want enabled in the arena.

During the Story Mode or level replays you can find arena power ups, which you can then enable in the arenas. Look out for all sorts of cool things including bombs, weapons, squads of allies, and even a friendly giant.

As you progress through the Story Mode more arenas will be unlocked. The top arena survivors can enter their highest scores in the High Score table.

How long can you stand up to the challenge?

SINGLE MISSION REPLAY

Here you can select any level completed in the game to play as a stand-alone mission. As you complete each level in Story Mode, it will be unlocked here.

OPTIONS

The options screen allows you to customise various aspects of the game to suit your preferences.

These include audio settings, screen position and camera inversion.

You can also turn on or off in-game settings, such as subtitles, tutorial, and the controller's vibration function.

Finally, Arena High Scores and Unlocks can be saved, along with your settings, in the Option Menu.

EXTRAS

Discover the secrets hidden in the game to unlock extras and bonuses.



SAVING & LOADING

Whilst playing the story mode you pass checkpoints, which become your restart points if you die or otherwise fail a mission. If you exit the game, you will be offered the chance to save from the last checkpoint.

You may restart the game at that checkpoint later by selecting Load Game from the Main Menu.

Highscores in Arena mode and unlockable extras found in the Single Mission Replay mode, can be saved in the Options Menu.

BATTLE TACTICS

It is essential to master all of the controls in **Spartan™: Total Warrior** - aimlessly mashing your controller's buttons will just get you killed.

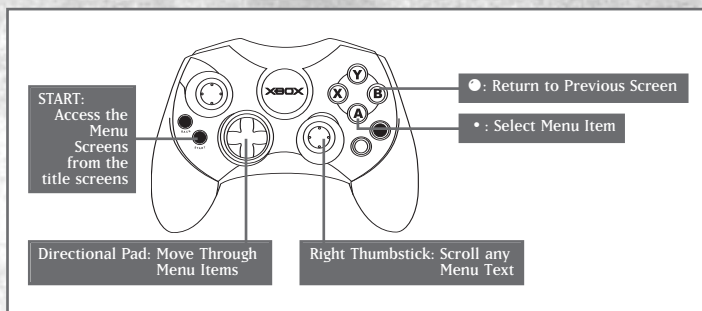
Combat in **Spartan™: Total Warrior** is tactical. It's an exercise in skill, not speed, where every enemy you encounter will test your ability to pick the right move at the right time.

One of the most important aspects of the combat is the shield - this cannot be overstated. As well as protecting the Spartan from attack, the shield can be used offensively to knock back attackers, either by using the raise shield and single attack buttons (□ + ○) to hit a single enemy, or the raise shield and radial attack buttons (□ + ●) to clear a space in the crowd. This allows the Spartan to take control of the battle, and steer it his way.

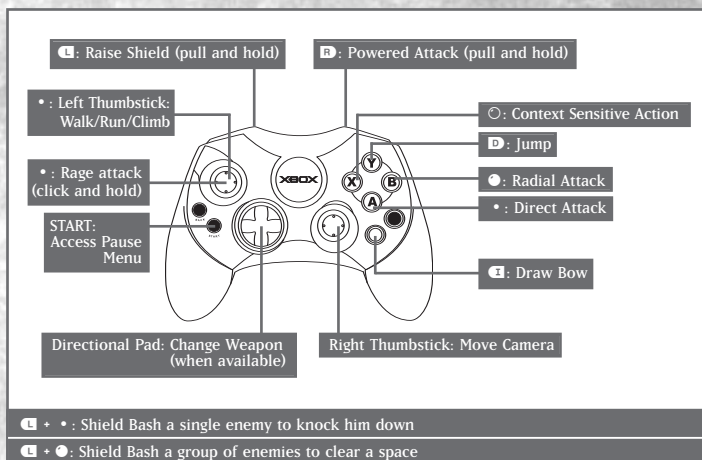
Once this has been mastered, the Spartan has a range of weapons and attacks that must be deployed strategically throughout the game. Keep an eye on the enemies' tactics and help allies in trouble, because keeping them alive may just win you the battle. The outcome of the war, however, is up to you.



MENU CONTROLS



IN GAME CONTROLS



ATTACK CONTROLS

NAME	CONTROLS	DESCRIPTION
Evasion	L + ○	Roll to the left or right to avoid attacks or surprise an enemy from behind
Fatality	○	Finish an enemy while he's down
Fire Quencher	L + ○	When on fire, drop and roll – quickly!
Shield Breaker	○ then •	Jump then strike to unleash your shield breaker move
Direct Rage Attack	L (click) + •	When the Rage Bar is full, click and hold L and press • to unleash a charged move against a single enemy
Radial Rage Attack	L (click) + ○	When the Rage Bar is full, click and hold L and press ○ to unleash a fearsome enraged move against many opponents
Powered Direct Attack	R + •	When your Power Bar is full, direct the power at a single enemy with this ferocious move
Powered Radial Attack	R + ○	When your Power Bar is full, direct it's strength against many with this ferocious move
Powered Direct Bow	R + I + •	Fire a power arrow into a single enemy
Powered Radial Bow	R + I + ○	Fire a power arrow into a crowd of enemies
Powered Direct Shield Bash	R + L + •	Powered shield bash against one enemy



HEADS UP DISPLAY (HUD)



HEALTH BAR

Look out for green shrines to refill your health bar. Some defeated enemies will drop green orbs, which will also replenish your health.

POWER OF THE GODS

Pray at the blue power shrines or collect blue orbs from defeated opponents to increase your power.

RAGE BAR

In addition to the Power of the Gods, the Spartan can strengthen his attacks when this bar is full.



Rage builds up with each successful hit on an enemy, and when fully charged, powerful moves can be executed by clicking and holding



and either of the attack buttons.

Both the Rage Bar and the current weapon being used will glow when you are ready to start a Rage Move.

Check out the controls on page 10.



HEADS UP DISPLAY (HUD)

RADAR/COMPASS

This game aid shows you where your objectives are. Use it to help complete missions and guide the Spartan around levels.

ARROWS

This counter tells you how many arrows you have left. It is only displayed when the Spartan's bow is drawn.

POWER OF THE GODS



The Power of the Gods can be used in conjunction with any of the Spartan's weapons, including the shield.



Each use drains the Power from the Spartan, so praying at shrines or harvesting the souls of the dead is essential for replenishing his powers.



WEAPONS

As the Spartan progresses in his journey through the game, he will obtain different weapons that can be added to his inventory.

The Spartan will begin the game with the basic elements of Spartan weaponry - a sword, shield and bow. The shield forms a critical part of defensive and offensive moves, and it is essential to become skilled with the shield in order to advance through the story.

All the weapons can be charged up for Rage and Power moves.



BASIC WEAPON:

Well-balanced offensive and defensive capabilities, allowing medium-paced attacks.



BOW:

Accurate for firing one or many arrows at a time. This ranged weapon can be modified with a fire pickup for a limited time.



TWIN SWORDS:

Fast and agile twin blades, which can also be used for limited defence.



SPEAR:

A long reach, offset by a slow speed.



HAMMER:

Slow but very powerful.



ANCIENT ARTEFACTS



BOMBS: Look for bombs placed around the level. They will not always be in obvious places, and may even be hidden inside other objects. If you are having trouble finding a way forward a path may be revealed once these explosives have been used.



BARRELS AND AMPHORAE: Almost everybody (allies and enemies) can be burnt and are vulnerable to death by fire. Barrels and amphorae (vases) found around the levels sometimes contain naphtha, which is highly flammable and can be ignited once its vessel has been smashed.



EXPLOSIVE KEGS: Another useful way to clear paths and take out multiple enemies, these kegs can only be detonated with fire arrows.



CHESTS: Look out for chests while exploring the locations. These contain helpful items such as arrows, fire arrows and arena pickups.



CRATES: Many types of items may be hidden in crates including health and power orbs, diary pages and bombs. Break them open to see what they contain.

CHARACTERS



THE SPARTAN: The ultimate lone warrior.

The Spartan is a man of courage and honour – his purpose in life revealed only in the heat of battle. Orphaned at birth and raised as a true Spartan warrior, he quickly became one of the cities most promising fighters.

With the twin brothers, Castor and Pollux at his side, the Spartan will lead his allies into the battle that will decide the fate of their city.



ALLIES



CASTOR: The Spartan's brave and ever-present friend and comrade.

Courageous and physically very powerful, Castor has been the Spartan's closest friend since their first days in training. Though less reckless and more reliable than his twin brother, Pollux, he nonetheless relishes combat as much as any Spartan.

Destined to lead, Castor is faithful to his king and his people, he will fight to the death to uphold the Spartan way.



POLLUX: The born optimist and skilful warrior.

Pollux doesn't take danger too seriously. He is confident in his own ability to conquer any obstacle and is certain of Sparta's invincibility. Never happier than fighting alongside his brother and fellow Spartans, Pollux is the type who will take on any challenge – the bigger the better.

What he lacks in brute strength he more than makes up for in skill. Like any Spartan he knows no fear, and is one of Sparta's finest swordsmen.



KING LEONIDAS: The fearless leader of the Spartans.

King Leonidas has led and protected the Spartans for many years and is respected and loved by his people. He has seen many battles and won many wars, but nothing has prepared him against the might of the Roman Empire. As the legions line up outside the city walls, Leonidas must lead his people to glory, or to death.



ELECTRA: The Warrior Princess

Electra, the highborn princess of the Amazons, leaves her home to protect her people and to prove her worth in battle. A fierce fighter skilled in all weapons, Electra's specialty is sword-to-sword combat. She is fiercely independent and proud to a fault, and only grudgingly joins the quest alongside the Spartan soldiers. Her love for her people pushes her to fight the Roman Empire, abandoning all else in her quest for vengeance.



MYTHICAL BEASTS & LEGENDARY MEN

The Spartan will have to battle against fabled creatures before he can become a true Legend. Look for weak spots and other ways to triumph over these beings.



TALOS:

An enormous bronze mechanical man, animated through sinister powers, which threatens the very walls of Sparta.



MEDUSA:

The Romans have harnessed her power to turn mortals to stone, channelling her destructive glare into a powerful beam that can petrify entire phalanxes of soldiers in a flash.



GIGANTES:

The giants responsible for waging wars against the entire pantheon of gods, these monstrous beasts are kept as pets to protect the Barbarians from their enemies.



BEOWULF:

The mighty war chief of the Danes and leader of the Barbarians, who creates diabolic fire using alchemy.



CRASSUS:

The ruthless Roman General and warlord, a thuggish warrior who loves to get into the thick of battle, leading his men from the front and reaping the spoils of war.



MYTHICAL BEASTS & LEGENDARY MEN



SEJANUS:

The Praetorian Prefect, cunning and completely amoral with no concerns other than his own power and ambition. Rumours of his knowledge of dark magic abound.



TIBERIUS:

The decadent Emperor of Rome, pushed to the brink of madness by corrupt influences and dark forces.



PRIESTESS:

Trained in the dark arts of necromancy, Sejanus keeps the Priestesses close to him.



MINOTAUR:

Half man, half bull, this is the beast that resides in a maze-like den, awaiting more victims to devour.

SECRETS & RELICS

The gods have left many useful secrets and items around the lands visited by the Spartan, often placed in areas inaccessible to ordinary mortals.

Search each new area for divine items that will help you in your quest.



VIAL OF RAGE:

Plunge the Spartan into a temporary enraged state to decimate his foes.



INVISIBILITY POTION:

Temporary invisibility the Spartan can use to sneak into the heart of the unsuspecting enemy camps.



FIRE ARROWS:

Enhance the bow's brutality by adding fire. Each quiver of fire arrows only lasts a limited time.



ARENA PICK-UP:

Unlocks 'extras' in the Arena Mode.



ARCHIMEDES DIARY PAGES:

Unlock sketches from the great inventor's diary.



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CREDITS



WARRANTY

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To receive additional support, including troubleshooting assistance, please contact Sega at:

- * web site <http://www.sega.com/usa>
- * email support@sega.com
- * telephone. 800 (USA) SEGA



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