



NINTENDO
GAMECUBE™

The cover art features a central figure of a Spartan warrior in full, highly detailed bronze armor, including a helmet with a crest. He is holding a large, round shield with a black and gold geometric pattern. The background is a dark, atmospheric scene with a classical Greek temple on the left and a large, horned, demonic creature on the right. The overall color palette is dominated by blues and greys, with the golden armor providing a strong contrast.

SPARTAN™ TOTAL WARRIOR



EmuMovies

SEGA®



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eye strain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

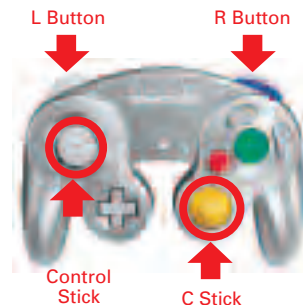
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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Rev-D (L)



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

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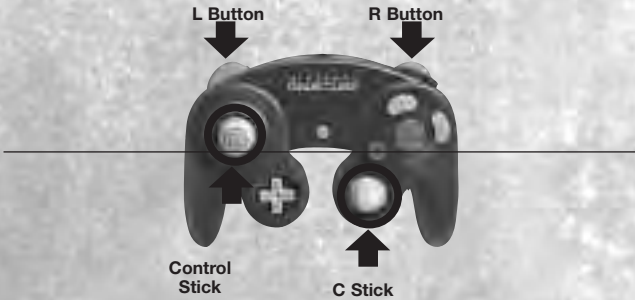


SETTING UP

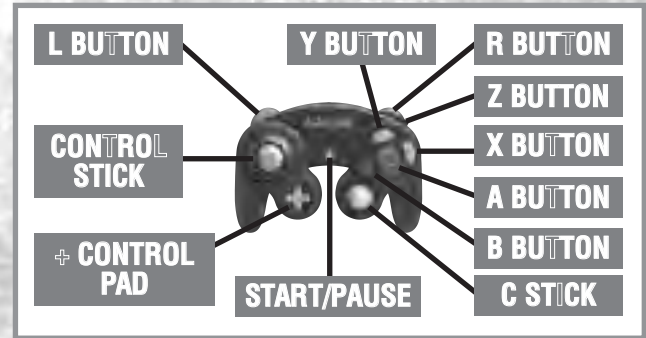
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BASIC CONTROLS



SAVE FILES

Spartan™: Total Warrior is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). 2 blocks of free memory space are required to create a save file. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the Game Data is being saved. Please refer to the Nintendo GameCube™ instruction booklet for directions on how to format and erase Memory Card files.

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the Nintendo GameCube™ console. (For more information please refer to the hardware console manual.)



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

LANGUAGE SELECT SCREEN

Before the main title screen appears you will be asked to select which language you would like to play the game in.

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 START 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 Rumble Feature.

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.

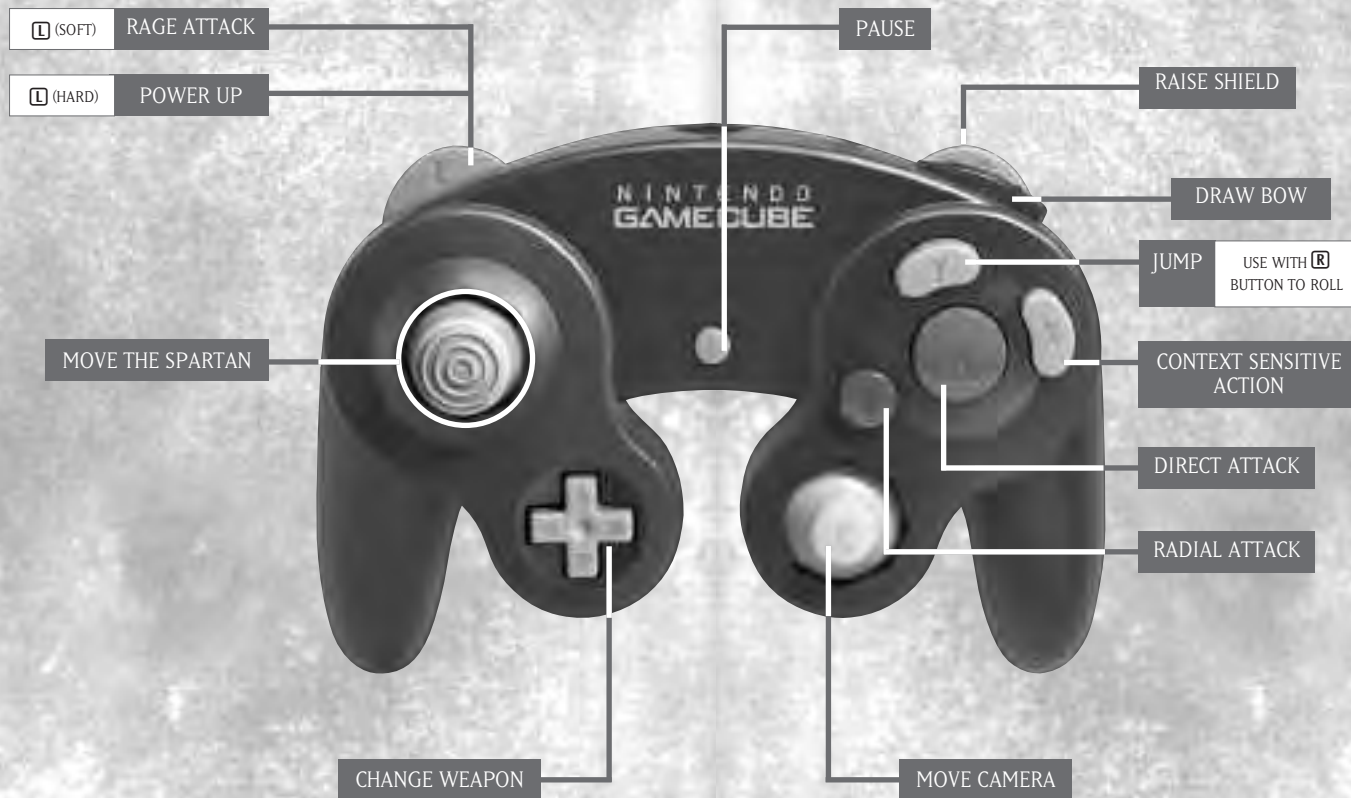
Combat in **Spartan™: Total Warrior** is tactical. It's an exercise in skill, not speed, where every enemy you encounter will test your ability to pick the right move at the right time.

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 (R Button and A Button) to hit a single enemy, or the raise shield and radial attack buttons (R Button and B Button) 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.

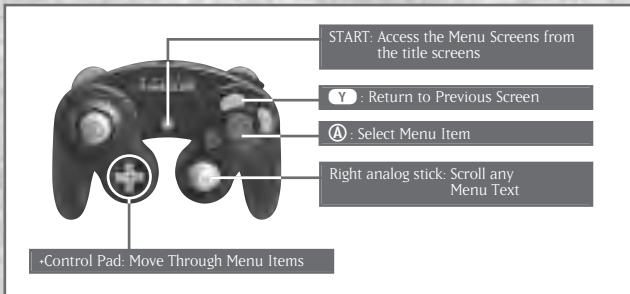


CONTROLS

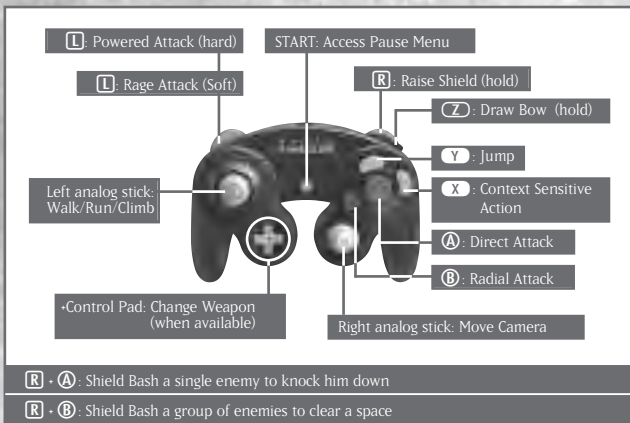
CONTROLS



MENU CONTROLS



IN GAME CONTROLS



ATTACK CONTROLS

NAME	CONTROLS	DESCRIPTION
Evasion	R + Y	Roll to the left or right to avoid attacks or surprise an enemy from behind
Fatality	X	Finish an enemy while he's down
Fire Quencher	R + Y	When on fire, drop and roll – quickly!
Shield Breaker	Y then A	Jump then strike to unleash your shield breaker move
Direct Rage Attack	L (soft) + A	When the Rage Bar is full, hold L (soft) and press A to unleash a charged move against a single enemy
Radial Rage Attack	L (soft) + B	When the Rage Bar is full, hold L (soft) and press B to unleash a fearsome enraged move against many opponents
Powered Direct Attack	L (hard) + A	When your Power Bar is full, direct the power at a single enemy with this ferocious move
Powered Radial Attack	L (hard) + B	When your Power Bar is full, direct its strength against many with this ferocious move
Powered Direct Bow	L (hard) + Z + A	Fire a power arrow into a single enemy
Powered Radial Bow	L (hard) + Z + B	Fire a power arrow into a crowd of enemies
Powered Direct Shield Bash	L (hard) + R + A	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 holding down the **[L]** Button (Soft) 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.



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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- * email support@sega.com
- * telephone. 800 (USA) SEGA



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