We are delighted that you have chosen *Dragon Force*™ for play on your SEGA Saturn™ System. We hope that you will continue to enjoy this and all of our games for the SEGA Saturn™ System. Due in part to the numerous requests we've had for Strategy/RPG games, this game now rests in your hands. Please continue to tell us what YOU want, because we are always interested in what YOU think of our games and what games YOU would like to see released in this country.

Handling Your SEGA Saturn Disc

● This Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.

● Do not bend it, crush it, or submerge it in liquids.

● Do not leave it in direct sunlight or near a radiator or other source of heat.

● Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

● Keep your Sega Saturn disc clean. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

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WORKING DESIGNS

18135 Clear Creek Road
Redding, CA 96001

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THE DRAGON FORCE LEGACY

The bountiful land of Legendra was molded from ashen waste and given the breath of life by the six goddesses. But it was not simply given life alone. Astea, the foremost goddess, fostered a special love for the new creation and blessed it with a sky bright and pure, and lush rolling hills that spread from ocean to sparkling ocean. The people of Legendra rejoiced that they had found favor with Astea, and life was good.

However, as with all such tales bordering on morality plays, one lied in wait to cast a dark shadow on the prosperity and tranquility of Legendra. That one from time uncounted was called Madruk. He and his villainous legion scorched the land and dried the once-sparkling seas with a burning fury unequaled in all creation.

The hate gnawing at his black heart moved him to attempt nothing less than complete annihilation of the beautiful land that Astea and her sisters had created. Before the cruel hand of Madruk, the people of Legendra had no hope of survival. Broken and despondent, they prayed fervently for a miracle.

Suddenly, the sacred dragon Harsgalt lunged forth to block Madruk's advance. Enraged, Madruk turned his fiery ardor to Harsgalt. The battle between the holy dragon and the wicked god seemed to be without end. In its wake, the winds howled, the oceans crashed, and the vast land trembled violently.

The battle lasted for one thousand days, and in the end, Harsgalt had only enough strength remaining to lock Madruk into a sleep that would keep just long enough for eight chosen heroes to be born.

Now, that time is upon us. The final confrontation rushes forth...

HIGHLAND KINGDOM

Highland Kingdom has existed from time uncounted. A Highland man's honor means more to him than his own life. Sadly, many paid the ultimate price for honor when they opposed the Dark God Madruk. Despite the heavy casualties experienced, Highland was the first kingdom to rebuild their castle after Madruk was locked away by Harsgalt. The many monarchs that have ruled over the land have done so with a kind but firm hand. They have created a kingdom that is peaceful and tranquil, and policed by the chivalrous Highland Knights.

KINGDOM PROFILE

The kingdom is known for its farming, agricultural, and forestry industries, all of which are under private ownership. These products are not only used locally, but are also exported to other nations. The most pressing economic problem is the lack of industrialized work. Tools, equipment, and other manufactured items are imported from other nations.

LOCATION INFO

Located on the Southeast corner of Legendra, Highland has an excellent geographical location. With the ocean bordering it on two sides, the only real threat can come from armies invading from the northern and western areas. With good fortification on the only vulnerable fronts, Highland is relatively secure.

NOLUN   CHANCELLOR

After the death of Wein's father, Nolun was appointed Wein's chief advisor. He helps Wein care for the diplomatic affairs of the kingdom.

WEIN

After becoming the king of Highland at the age of seventeen, Wein quickly displayed his ability to be a capable and compassionate ruler. His enemies know him as an extremely cunning and brilliant warrior. His reputation has grown and spread through all of Legendra causing many of his enemies to defect to Highland in order to join him.

RUDGER   FIGHTER

Despite his rather flamboyant lifestyle, Rudger is one of the best sword masters in the Kingdom. It is rumored that he and Kharhaz of Fandaria trained under the same sword master.

GALAM   KNIGHT

Galam's family has served as palace knights for generations. He has earned a reputation for being a rather stubborn and inflexible man. However, he has earned the respect of everyone who has fought at his side.

NINA   PRIEST

After discovering her ability to heal people, Wein quickly enlisted her to serve in the palace guard. Not only has she mastered the art of healing, but she has more than once proven herself to be a very effective fighter as well.

LINK   FIGHTER

Link grew up being Wein's attendant. He is very close to Wein and views him more as an older brother than his king. Although he acts immature, he is talented with a blade.
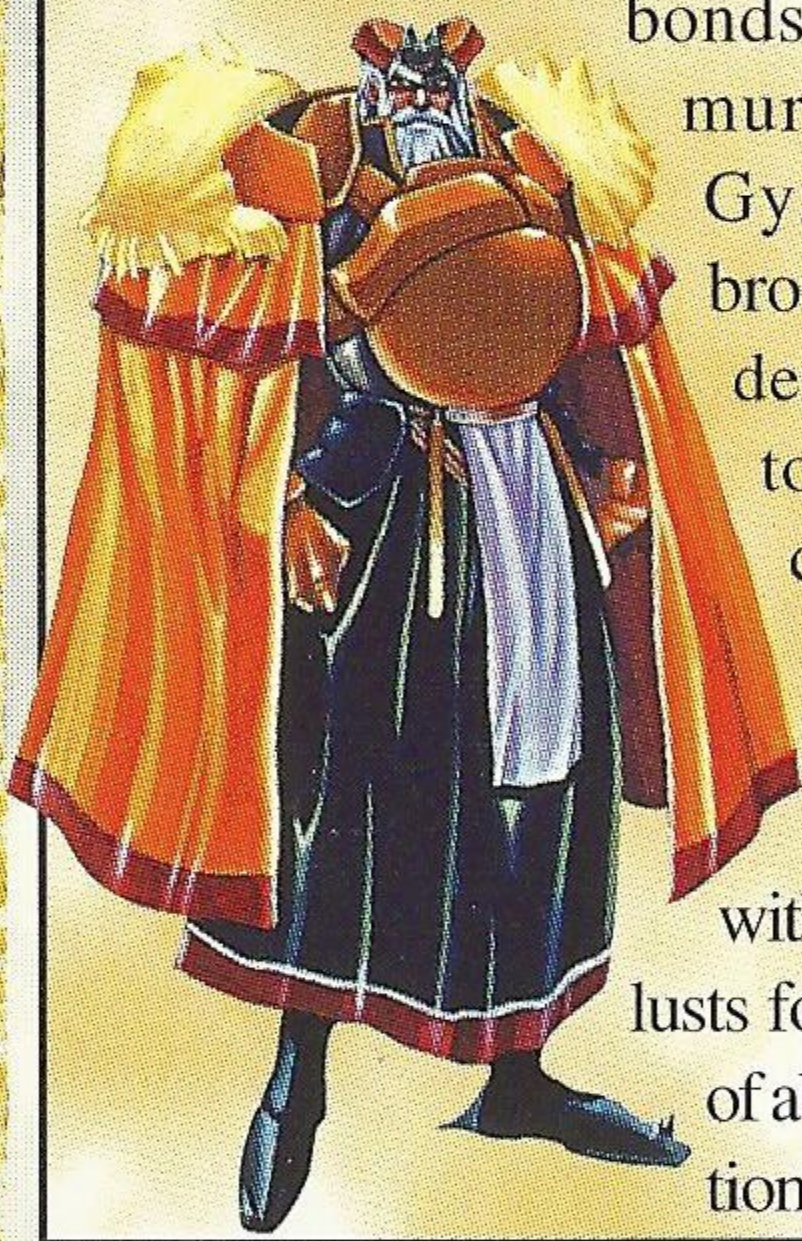
FANDARIA EMPIRE

Fandaria was founded by miners on a quest for gold. When it was discovered that the land was abundant in mineral resources, wars broke out between the miners for control of the territory. After much bloodshed, one of the miners declared himself Fandaria's first emperor. To protect himself and his newly found kingdom from invading armies, he began to build a large military army. Since Fandaria's military might has grown for centuries, it is now feared throughout all Legendra...

GOLDARK

His violent character and outstanding fighting power has earned him the nickname, "Crazy Lion." He was feared so much that he was imprisoned in the Tower of Solitude. Without warning Goldark escaped his bonds and quickly murdered King Gyzzdark, his brother. He then destroyed the tower and declared himself Fandaria's new Emperor. He rules Fandaria with an iron fist and lusts for nothing short of absolute domination of Legendra.

KINGDOM PROFILE

Since its beginning, Fandaria has always been rich with metal and mineral deposits. Gold, silver, iron ore, and other minerals are mined in the mountains. These minerals are then used to manufacture weapons and armor for the military. Trade with other countries is kept to a minimum. There are only two social classes: fabulously wealthy and desperately poor.

LOCATION INFO.

Located at the west end of Legendra, Fandaria has the ocean bordering it on the north, west, and south sides. The only way to enter the kingdom is through the eastern district. This allows the kingdom to maintain an excellent offensive front.

SALIZAR CHANCELLOR

Salizar is the only person Goldark truly trusts. Goldark uses him to advise him of battle strategies.

GAUL MAGICIAN

When it comes to executing Goldark's military decisions, Gaul is Goldark's agent of death. He has unspeakable magic power that he wields with unsurpassable skill. As such, he has never been defeated...for long...

KHARHAZ KNIGHT

This dignified and handsome knight has proven himself to be an excellent swordsman. He is hoping that once all of Legendra is under Goldark's mighty hand, he will be given his own district in Legendra to rule.

SCYTHE SPIRIT USER

Scythe is an extremely violent women who lusts to be in the thick of battle. Her personality is as cold as ice. It is rumored that she and Scar, of Junon's army, were deeply involved in times past.

LYRIA PRIEST

Her skills as a leader are used very effectively by Goldark. It is not understood why she is working with Goldark since she detests conflict. However, when pressed to battle, she is a formidable foe.

PALEMOON KINGDOM

In ancient times, a spell was placed on the walls of Moon Palace and the moat that surrounded it to prevent intruders from conquering their capital. However, Madruk was able to break this spell and attack the elves. After the sealing of Madruk, the Elf tribe has worked hard to rebuild their clan. They do so by hiding themselves deep within the great forest. Under these ideal surroundings the Elf tribe is once again starting to prosper. Under Teiris' direction, they may once again become a dominant kingdom in Legendra.

KINGDOM PROFILE

The forest provides the most important products that Palemoon has to offer other nations. These forest products are the main source of income for the Kingdom. However, exporting to other nations is kept to a minimum, as well as, importing products from other countries. The kingdom tends to be self-sufficient when it comes to their economy.

LOCATION INFO.

Located on the far eastern side of Legendra with access primarily from the western side. Its capital, Moon Palace, was created with the idea of taking advantage of the natural terrain. By building Moon Palace within the mountain and lakes of the area, they have turned it into a "natural fortress."

MOTO   CHANCELLOR

This wise old elf offers support and guidance to Teiris. His advice to Teiris has always proven to be very beneficial.

MANOA   PRIEST

Manoa is a devoted priestess who loyally serves the queen. Her strong fighting ability, which is extremely useful against the undead, makes up for her poor leadership qualities. Cinna of Junon's army is her sister.

DURAN   FIGHTER

As a high-minded and noble individual, he came to Palemoon in the hopes of saving the diminishing Elf tribe. He is a very courageous fighter who has earned the respect of all of the elves, including Teiris herself.

TEIRIS

This charming offspring of the elves possesses an unusually strong magic. Even though she was recently chosen to be Palemoon's Queen, she is still unsure of herself. Though her face is that of an angel, it masks the steely resolve to keep the kingdom of Palemoon safe from attack by the surrounding jackals. Do not underestimate the power of her friendship.

GULEN   KNIGHT

This mercenary owes his very life to Teiris. Upon wandering into Palemoon, wounded and barely alive, Teiris took pity on Gulen and healed him. Due to this fact, he has vowed to serve her until his death.

REINER   MAGICIAN

Despite trying to be a peaceful individual, he is forced to fight in the war. He tends to promote himself as a pacifist, but his magic power and strange dress has proven otherwise.

IZUMO NATION

Before Madruk destroyed their home, the inhabitants of Izumo lived on a bow-shaped island that was located near the southeast corner of Legendra. However, in Madruk's rage, he obliterated the island, hoping to destroy all of its inhabitants. However, the people fled to the mainland in time to save their lives. After the disaster, the people of Izumo began to rebuild their island paradise on the mainland. Always shrouded in secrecy, the Izumo Nation forgoes dealings with the other nations. They are a very unique people that live their lives following ancient traditions without question.

MIKHAL

Discontent with life as the King's son, Mikhal left Izumo to wander the land of Legendra in order to perfect his fighting skills. Upon hearing of his father's illness, he returned to Izumo. While on his death bed, Mikhal's father left him all of Izumo as an inheritance. Mikhal has proven himself to be a powerful ruler and also an expert samurai. Trained by the ancient masters in "Kusanagi-style Kendo," he is able to wield deadly force with ease.

KINGDOM PROFILE

The forestry and fishing industries, which are controlled by the government, are the main sources of income for the Izumo Nation. There is very little agricultural product produced locally. Most agricultural and manufactured items are imported from other countries. The social classes are divided evenly among the rich, middle, and poor classes.

LOCATION INFO.

Located on the west side of Legendra, Izumo is surrounded by mountains to the east and the ocean to the west. The Bozack Nation poses some threat from the south, but the real threat comes from Goldark and his Fandaria Empire located to the north.

KOURIN   CHANCELLOR

She has devoted herself to the study of philosophy and is therefore very knowledgable when it comes to advising Mikhal on domestic affairs.

ZAGAT   SAMURAI

As second-in-command in Izumo's military, Zagat is a highly disciplined man. He has a mind for strategy and a body built for war. Despite having only one eye, he can still wield a sword with deadly accuracy.

JACKAL   SAMURAI

As a mercenary, he was known throughout Legendra for his violent disposition. Upon entering Izumo, he plundered the local villages and towns until Mikhal defeated him. Now he is an honored member of Mikhal's inner circle.

SHIONE   NINJA

Shione is the leader of the top secret ninja force called "Onmitsu." Her secret order deals mainly with espionage and other information gathering activities. Her skills as a ninja puts most men to shame.

MISTAL   SAMURAI

Despite his rather young age, he has become an expert at fencing. With his graceful fluid movements and feminine looking face, many think that he is a women, and he uses this to his advantage in battle. Mikhal instructed him.

BOZACK NATION

Living deep within the jungle, the beasts of Bozack have become totally self-sufficient since the attack of Madruk. Before the attack, they tended to rely very heavily on the surrounding nations for their necessities. That was forever changed when Madruk destroyed much of their land. They now have very little dealings with the surrounding nations, and trust no one. The nation of Bozack, unlike the surrounding nations, tends to be more of a democracy rather than a monarchy. However, they still look to their leader Gongos for direction.

KINGDOM PROFILE

The forestry and agricultural industries are the main income source for the Bozack. One of the chief exports is bananas. There is little need for importing other products, with the exception of manufactured items, into the nation. They tend to live in a rather anarchial society; however, they do obey the laws set out by the monarch...most of the time.

LOCATION INFO.

Located on the southern part of the Legendra continent, Bozack Nation is surrounded by the ocean on the east, west, and south sides. The only route to other countries is located to the north. This, combined with the dense forests present, severely limit the possibility of a surprise land-based attack on the capital.

NIRUTABA CHANCELLOR

He keeps Gongos informed as to the current war situation. He also helps plan the military strategies with Gongos.

RYGAR BEAST

As the childhood friend of Gongos, Rygar and Gongos have a close friendship, in fact, it is said to be sealed in blood. He's the eldest of his family, and is noted for his calm demeanor and clear thinking abilities.

KATT SPIRIT USER

She has a deep respect for her two older brothers; however, they tend to stick her with the responsibility of caring for Yuni. With her quick temper and magic skills, she makes for a fearsome opponent.

GONGOS

Despite his diminutive appearance, Gongos rules the jungle land of Bozack with the strength of a thousand beasts. He is a very generous and chivalrous person who hates crafty strategies and unnecessary plunder. He is held dear by his subjects, who have named him the "Guardian of the Forest."

BAGHIB BEAST

He lacks the mental discipline of a trained soldier. He tends to fly off the handle at even the most minor annoyances. Due to his violent and quick temper, he feels that he is unstoppable when it comes to a fight.

YUNI BEAST

She is the baby in her family and is used to getting what she wants. She tries to make herself a dangerous fighter; however, she still tends to act like an immature, spoiled brat.

TOPAZ KINGDOM

Topaz Kingdom is a religious nation located toward the center of the continent. It was founded by monks who wanted to spend their time serving their gods, and purifying their bodies with martial arts. The monarch is chosen by a tournament that is held every year. During this tournament, all of the capable men are allowed to fight using only the martial arts. Whoever wins this tournament is allowed to rule Topaz Kingdom. Therefore, the men of Topaz understandably spend much of their time training their well-defined bodies; however, they only fight when they are forced.

LEON

Solemn and deeply religious, Leon rules his kingdom quietly. It is here that Leon chose to become a monk and pursue the martial arts in order to not only train his body, but also his mind. However, his tacit manner of governing the people of Topaz should not be mistaken for weakness. He is a very capable warrior that likes to fight bare-fisted in battle when provoked.

KINGDOM PROFILE

The monks in Topaz Kingdom spend most of their time making fine hand-crafted trinkets. These items are then exported to other nations. The flat lands are used primarily for growing agricultural products. Importing products from other nations is kept to a minimum. The social classes are divided into rich and poor; there is no middle class.

LOCATION INFO.

Located in the center of the continent, Topaz Kingdom is easily accessible from all directions. This also makes for a tactical nightmare when it comes to providing a good defense since armies can attack from any direction.

TAIFON   CHANCELLOR

His primary duty is to give Leon battle and strategic updates, as well as any other tactical information deemed necessary.

GARYUS   FIGHTER

Unable to handle the strict discipline of being a monk, Garyus left Topaz in search of something better. Failing to find anything to make himself happy, he has returned to Topaz to fight the war with Leon.

YANNA   MONK

Due to her natural ability as a martial artist, Yanna was selected to train with the imperial guard. At the tender age of 18, she was selected to instruct others in the martial arts. She is shallow and infatuated with Leon's looks.

SHAIA   PRIEST

Despite her rather studious look, she is an outstanding priest. Unlike most priests, who tend only to master healing magics, she has learned how to viciously attack people with her magic skills.

RAIZAK   MONK

When Raizak enters the battle field, his very presence strikes fear into his opponents. Gifted with enormous size, he is lacking only in the cranial department. Fortunately, his fighting instinct makes up for his deficiencies.

TRADNOR KINGDOM

Madruk was quick to destroy Tradnor, because he feared that if all the magicians were able to band together, it just might destroy him. It has taken the people a long time to rebuild their kingdom. Since they are consumed with the study of magic, they have little time to expand their borders; currently they only have two castles. They tend not to get involved with the other nation's conflicts. In fact, many of the surrounding nations view them as an easy target, but they are quickly disappointed when they are forced to confront Tradnor's deadly magic guard.

KINGDOM PROFILE

The forestry and agricultural industries, which are under private and governmental ownership, are the main sources of income for the kingdom. These products are then exported to other nations, thus becoming their main economic support. Manufactured items are imported from other countries. Most of the people live very affluent lives with only a few living in poverty.

LOCATION INFO.

Located in the center of Legendra, Tradnor borders: Topaz to the north, Palemoon to the east, Bozack to the south, and Izumo to the west. This gives them an advantage when it comes to invading other countries; however, the disadvantage is that they are sitting ducks for the nations surrounding them.

MURAN CHANCELLOR

Reinhart looks to Muran for help in running some of the domestic affairs of the kingdom. His wisdom is priceless in Reinhart's eyes.

PRESTO KNIGHT

With suave speech, charming personality, and excellent magic skills, he tends to cause the ladies to get a little weak in the knees. However, in a battle he is an extremely violent knight with unusually powerful magic.

TSUGAL PRIEST

This monk has known Reinhart since he was a child. Ignoring Reinhart's concern about his age, he was quick to enlist for military service. His healing spells are extremely useful in a battle situation.

REINHART

Though gifted with the countenance of a child, Reinhart is the offspring of Valhart, the war god. He is the youngest monarch in all of Legendra. He rules Tradnor with a kind hand and has earned the respect of his subjects. He does not lust for blood like his father, but is willing and able to incinerate any that challenge him. The nations neighboring Tradnor respect him.

SOPHIE MAGICIAN

She is a very disciplined student of magic. She can cast some of the most sophisticated spells with ease. In the last few years, she's been playing around with spells that can cause mass destruction.

BARDAL MAGICIAN

He is a very pessimistic person who only dwells on the negative. He hates to make any lasting commitments. His blaze magic is very effective and strikes fear into enemies.

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TRISTAN EMPIRE

Tristan Empire is the second most powerful nation in all of Legendra, second only to Fandaria. Due to their harsh climate, relatively few people tend to stay here. However, the kingdom is ruled by a dictator who is in full control of the military. From an early age, only the strongest are enrolled in the Tristan's military. If a person is not in the military, then they are forced to work in the fields in order to produce enough food for the soldiers. The only way to leave the empire or the military is by death. Relatively few are able to defect to other kingdoms.

JUNON

Junon's nation lies second only to Goldark's in might. Junon's past is masked in secrecy. It is rumored that at an early age Junon was taken and trained in the ways of old by the military commanders of that time. Due to Junon's ice-cool leadership and deadly sword technique, opposing armies now call the commander the "Black Knight of Masked Death."

KINGDOM PROFILE

Agriculture is the main source of income in Tristan; the country usually produces enough food products for its own needs with very little to export. Due to the harsh winters, a heavy emphasis is placed on farming in order to keep the kingdom well-stocked, year round. Besides farming, the only other occupation for its inhabitants is military service.

LOCATION INFO.

Located near the north of Legendra, Tristan has the biggest territories of all the surrounding nations. The Empire is surrounded by the ocean on the north, east, and west sides. Attacking armies can only enter Tristan through the south making it a well-guarded nation.

MYURIKO CHANCELLOR

As the only person that Junon confides in, Myuriko's friendship and council on domestic matters is highly valued by Junon.

AYRIOS KNIGHT

Ayrios is an extremely proud man; however, he is a very capable leader that knows how to win a fight. He likes to use every opportunity to impress the ladies. He's hoping that by winning the war he'll be well-stocked with wenches.

CINNA MAGICIAN

Cinna left Palemoon Kingdom to join Junon's army because of its reputation. Despite her weak eyesight, she can still destroy formidable foes with her magic. Her magical abilities are greatly appreciated by Junon.

ORTEGA FIGHTER

With his excellent leadership qualities, he organized a band of renegade mercenaries that helped those willing to pay their inflated price. After being defeated by Junon, he joined Tristan's army.
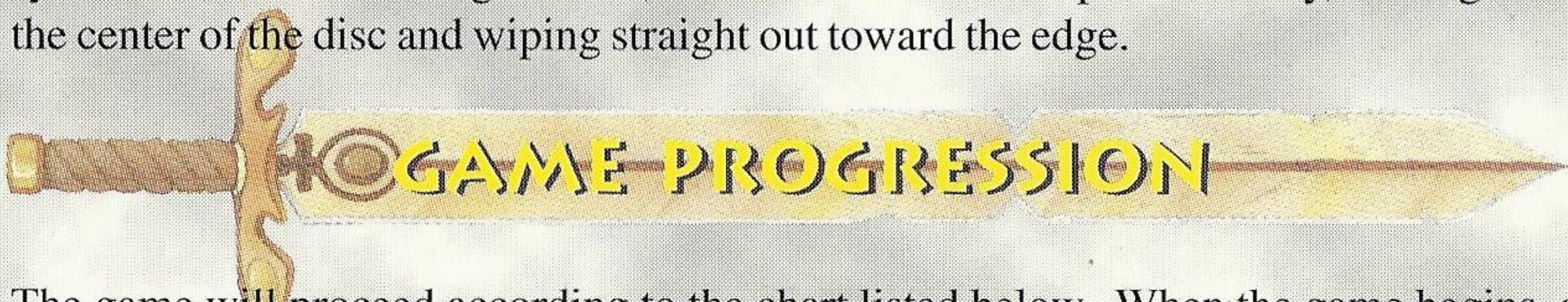
SCAR FIGHTER

He is an outstanding swordsman who has only lost one battle, to Scythe, of Fandaria. She spared his life, but left him with a reminder of his defeat. One day, he hopes he can repay the favor.

BEFORE YOU BEGIN

Before turning on the SEGA Saturn, make sure it is properly connected according to the SEGA Saturn instructions. Insert the CD into the well of the CD tray and close the lid. Next, press the power button on the front of the unit. (Or, if the unit is on, select the Saturn icon on the CD screen). The title screen should appear. If the unit fails to function correctly, turn it off. Check to see if the SEGA Saturn is connected properly and then try again.
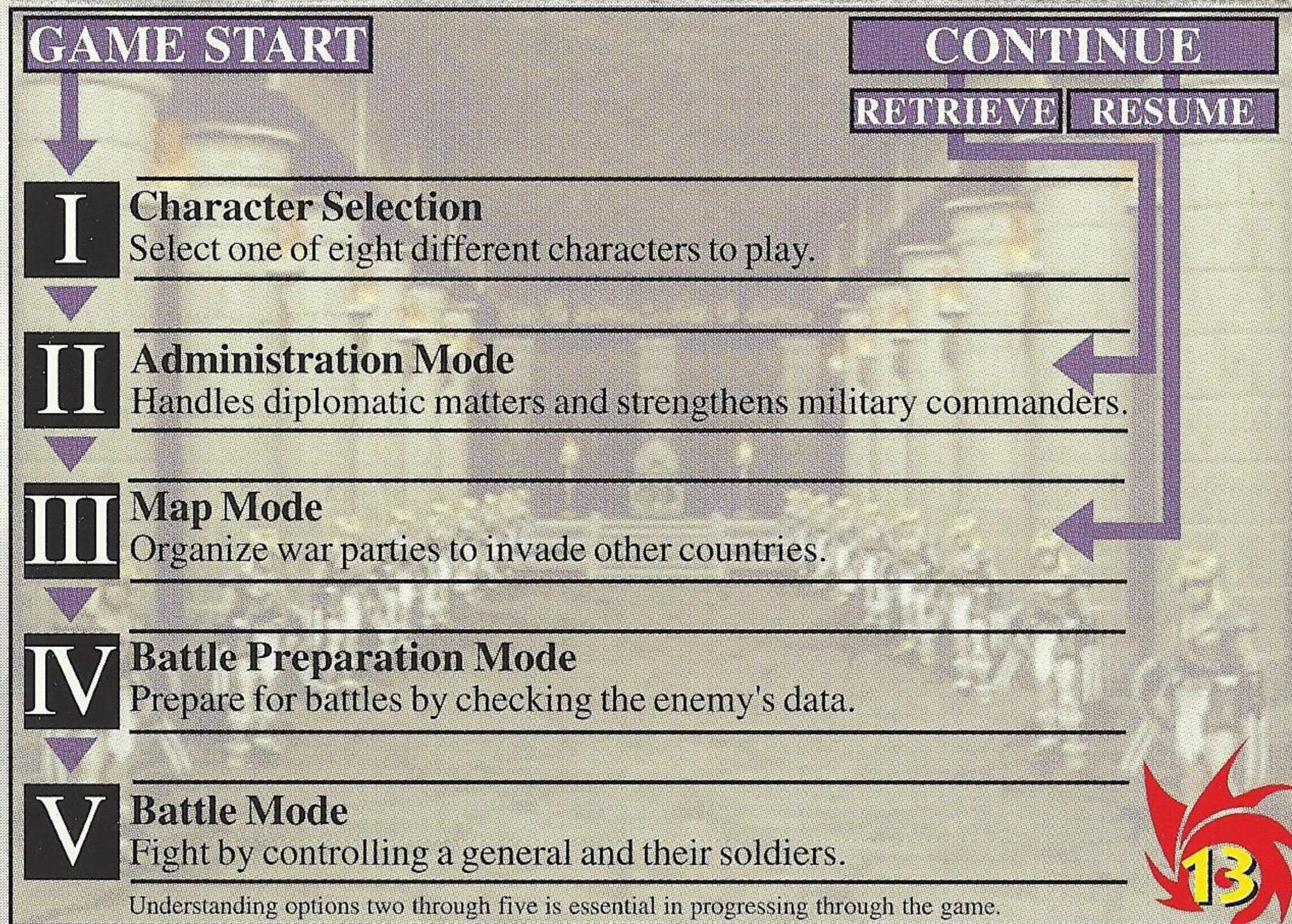
When you have finished playing, select SAVE before turning off the SEGA Saturn. Always make sure to turn off the SEGA Saturn before removing a CD.

IMPORTANT: The SEGA Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If the SEGA Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

GAME PROGRESSION

The game will proceed according to the chart listed below. When the game begins, a character must be selected before proceeding to the various phases of the game. If "CONTINUE" is selected at the title screen, the game will begin at either the Administration Mode or at the Map Mode, depending on where the game was saved. Take the time to understand each of these phases of the game. By having a clear understanding of the game's progression, the game can be played without encountering any problems due to a lack of knowledge about how the game works.

GAME PROGRESSION CHART

GAME START	CONTINUE
	RETRIEVE · RESUME

I Character Selection
Select one of eight different characters to play.

II Administration Mode
Handles diplomatic matters and strengthens military commanders.

III Map Mode
Organize war parties to invade other countries.

IV Battle Preparation Mode
Prepare for battles by checking the enemy's data.

V Battle Mode
Fight by controlling a general and their soldiers.

Understanding options two through five is essential in progressing through the game.

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KNOW YOUR CONTROLLER

Y BUTTON

RIGHT SHIFT KEY

START KEY

Z BUTTON

LEFT SHIFT KEY

C BUTTON

DIRECTION KEY

B BUTTON

X BUTTON

A BUTTON

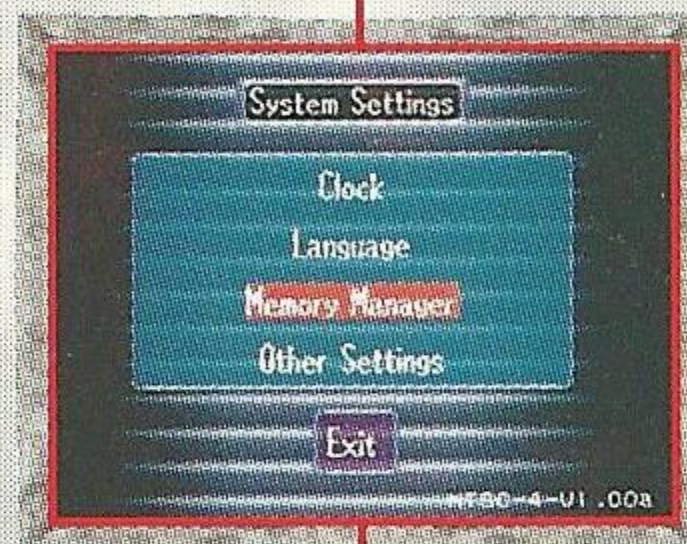| Controller	Map Mode	Administration	Battle Screen
Direction Key	Moves cursor.	Moves cursor on menus.	Moves cursor on menus. Changes the camera's view during combat.
Start Button	Pauses the game.	Not Used.	Displays Combat Menu.
A Button	Used to confirm menu commands. Displays Castle Menu.	Used to confirm menu commands.	Turns radar ON/OFF.
B Button	Cancel commands.	Cancel commands.	Cancel commands.
C Button	Used to confirm menu commands. Displays Field Menu.	Used to confirm menu commands.	Used to confirm menu commands. Displays Combat Menu.
X Button	Not Used.	Not Used.	Displays Tactics Menu.
Y Button	Not Used.	Not Used.	Displays Magic Menu.
Z Button	Not Used.	Not Used.	Scrolls through different camera views.
Left Shift Key	Moves cursor to the top of the menu.	Moves cursor to the top of the menu.	Moves cursor to the top of the menu, also moves to enemy general's view.
Right Shift Key	Moves cursor to the bottom of the menu.	Moves cursor to the bottom of the menu.	Moves cursor to the bottom of the menu, also moves to general's view.

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SATURN BACKUP RAM

Since a game's save data cannot be saved directly on a compact disc, the SEGA Saturn™ is equipped with Internal Backup RAM. Most CD games have a save feature that uses it. If a game cannot be saved, it may be necessary to delete some previously saved data or copy some of the save data to a Backup RAM cartridge. If the Saturn's memory is full, then make room on the Backup RAM by deleting unwanted save data files.

Accessing the Memory Manager

To access the System Settings menu quickly, turn on the SEGA Saturn™ and hold down the Right and Left Shift buttons on the controller. If the game unit is already turned on, press the RESET button while holding down the Left and Right Shift buttons. From the System Settings Screen, select Memory Manager.

From this screen, any or all of the save data files in the System Backup RAM can be deleted. The box below describes in detail how to delete save data. *Remember, once save data is deleted it can never be recovered...so don't come crying to us if something really important gets deleted.*

DELETING SELECTED DATA

To delete specific save data on the SEGA Saturn™, select the REMOVE ITEM option from the System Memory box and press the "A" button. The Delete Screen then will appear. Next, decide which file to erase.
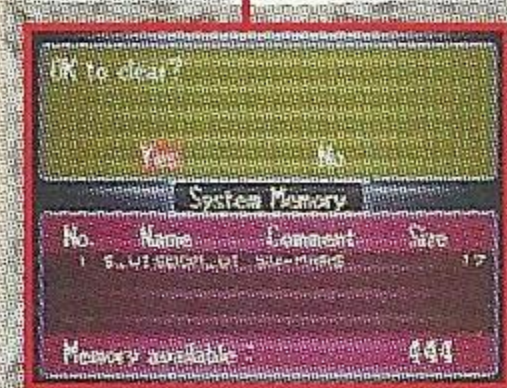
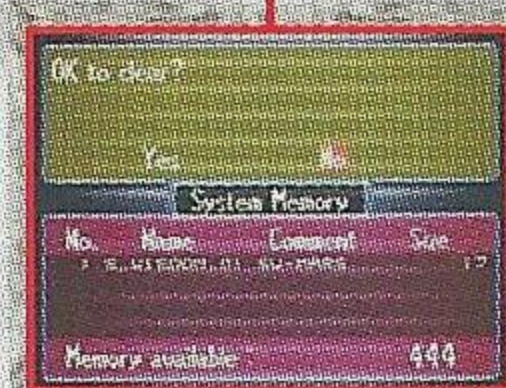If "YES" is selected, the save data file will be erased, freeing up more memory for game saves.

If "NO" is selected, then the save data file *will not* be erased.

DELETING ALL SAVE DATA

To clear all of the save data files on the SEGA Saturn™, select the CLEAR option from the System Memory box and press the "A" button.

If "YES" is selected, then *all* of the save data will be erased. *Once erased, it can NEVER be recovered.*
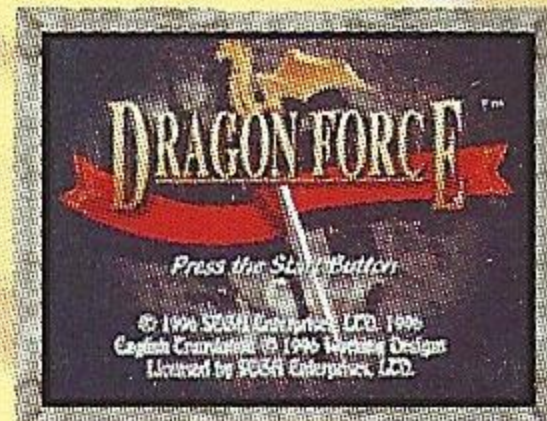
If "NO" is selected, then the save data *will not* be erased.

NOTE: If the message NOT REMOVED! appears, there may be a problem with the system's backup memory. For assistance in fixing this problem, call 1-800-SEE-SATURN.

STARTING THE GAME

If the START button is pressed during the opening animation, the Title Screen will appear. From the Title Screen select one of the following options: "START" to begin a new game, "CONTINUE" to start a previously saved game, or "OPTIONS" to change some of the game settings.

NEW GAME

Start a new game. To start a game from the beginning, select "NEW GAME." After selecting "NEW GAME", the Character Selection Screen will appear.

From the Character Selection Screen, choose a country to play. There are eight different nations, each with its own monarch, to choose from. Each of these monarchs have their own unique story. Since each character has a different story, the game can be played several times through without seeing exactly the same things. When the game is first started, only the following countries can be selected: Highland Kingdom, Palemoon Kingdom, Izumo Nation, Topaz Kingdom, Bozack Nation, and Tristan Empire. Once the game has been finished, all eight nations, including Fandaria Empire and Tradnor Kingdom, can be selected. To select a character, carry out the following commands.

After selecting "New Game" on the Title Screen, the Map Screen will appear. While on the Map Screen, use the Direction Key to move the cursor to select a country.

Once a country has been chosen, press the "C" button. The monarch's description will then be displayed. Press the "C" button again to access the Confirmation Menu. To accept this character and begin the game, choose "SELECT." To go back to the Map Screen, choose "CANCEL" from this menu.

After a monarch has been chosen, the game will begin. There will be a brief introduction for that character. After the character's introduction, the Administration Mode will begin.
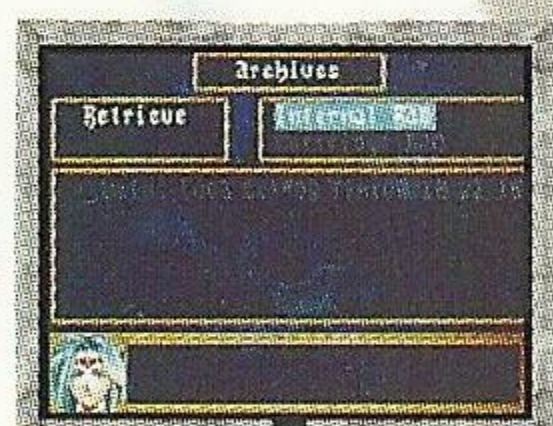
STARTING THE GAME

CONTINUE

Continue from a previously saved game. To continue from a previously saved location, choose "CONTINUE." After selecting this command, the Archives Screen will be displayed.
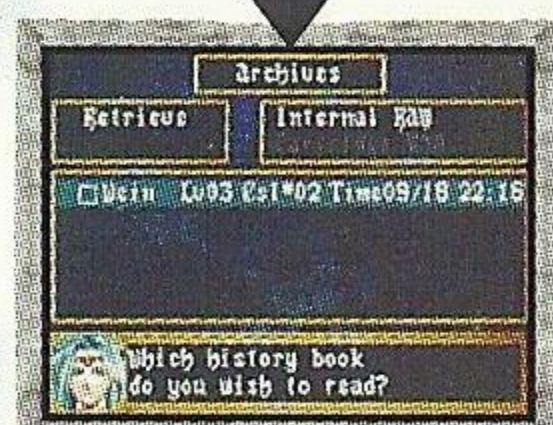
There are two different options available under the Archives Screen: RETRIEVE and RESUME. If there is no Backup RAM cartridge installed or if the game was ended at the Administration Mode, choose "RETRIEVE". However, the "RESUME" option is only available if the game was ended during the Map Mode and a Backup RAM cartridge is installed. In order to use the Backup RAM cartridge, first make sure that the RAM cartridge is firmly inserted into the cartridge slot of the Saturn *before* the system is turned on. *NEVER INSERT THE CARTRIDGE WHEN THE UNIT IS TURNED ON!* Both options are described below.

Retrieve

To retrieve a save data file and continue the game, choose "RE-TRIEVE." Press the "C" button. Next, choose where the save data file is located: "INTERNAL RAM" or "CARTRIDGE RAM." Press the "C" button.
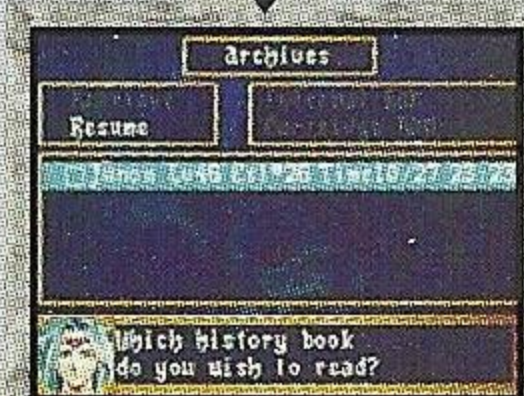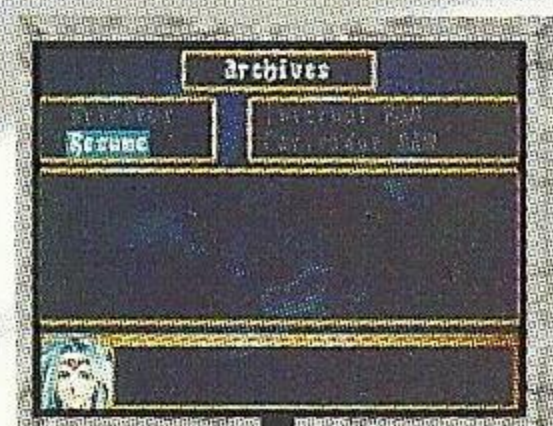
Next, move the Direction Key up or down to select a data file to load. Press the "C" button. The Administration Mode will then begin. If a Backup RAM cartridge is not installed, then there is only enough room on the Internal RAM for one save data file. However, if the Backup Ram cartridge is installed then five separate save data files can be saved.
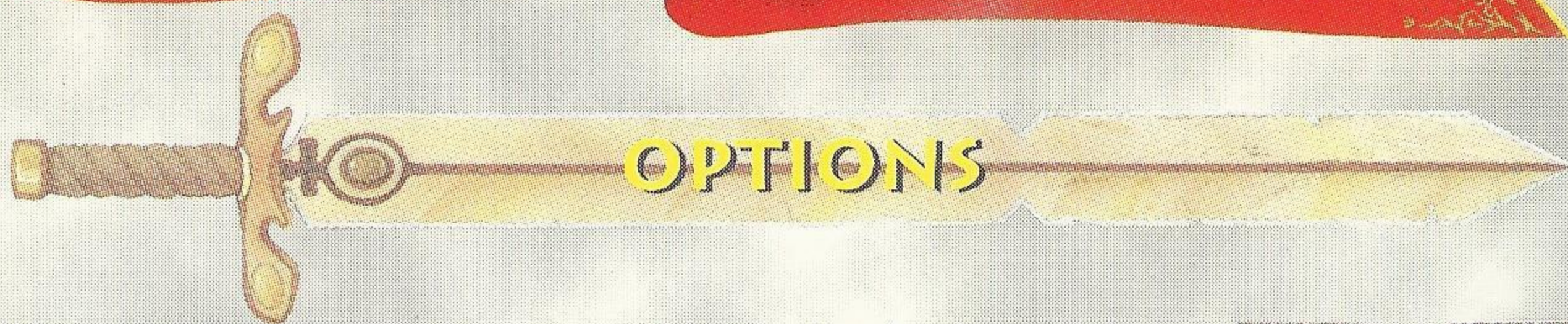
Resume

In order to resume a game, the Backup RAM cartridge must be inserted into the Saturn. To resume playing a game were it was suspended in Map Mode, choose "RESUME." Press the "C" button.

There can only be one resume save data file on a Backup RAM cartridge. After "RESUME" is selected, the save data file will automatically be chosen. Press the "C" button. To confirm the decision to load the save data file, select "YES." The game will continue in the Map Mode. To cancel, select "NO."

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STARTING THE GAME

OPTIONS

Play animations, music, sound effects. At the Option Screen move the Direction Key, up or down, to select one of the five options. Then move the Direction Key to the right or the left to change the Sound Mode, or to select different BGM, SE, or Movies. To confirm the changes, view animations, or listen to the BGM or SE, press the "C" button. Press the "B" button to leave the Option Screen and return to the Title Screen.

OPTIONS

SOUND   STEREO
BGM   MAIN THEME
SE   SE00
MOVIES   OPENING
EXIT

SOUND   Determines how the sound is heard.

The sound can be listened to in "STEREO" (Spank me!) or "MONO" (Nevermind!).

BGM   Music themes.

All of the game's bitchin' background music can be played until one's ear drums explode into a mass of bloody pulp.

SE   Sound Effects.

Allows all of the beeps, squawks, swooshes, and other thrilling sounds in the game to be played and enjoyed over and over and over again.

MOVIES   Animations.

Once an animation event in the game has been cleared, the animation will then be available for viewing at any time.

EXIT   Leaves the Option Screen and returns to the Title Screen.

ADMINISTRATION MODE

Carry out domestic affairs of the kingdom, view the current battle map, and save games. Upon entering the Administration Mode, there may be a brief ceremony honoring the Monarch or his generals. If a general was injured during battle and hasn't been captured by the enemy, a brief announcement will be made when they return from the hospital. After these announcements, the Administration Menu will then be displayed. There are four options in the Administration Menu: **Domestic** allows one to care for the domestic affairs of the kingdom, **Done** will exit the Administration Mode, **Map** views the current battle situation of each nation, and **Archives** will be used to save the game. These options are described below.

ADMINISTRATION SCREEN

1. Current Date. Every time the Administration Mode is entered a week will have passed.
2. Country and leader's name.
3. Number of generals under the Monarch's control.
4. Number of occupied castles.
5. Total number of battles that have been fought.
6. Number of battle victories.
7. Number of battle losses.
8. Administration Menu.

DOMESTIC MENU

Carries out affairs of the kingdom. This allows the monarch to strengthen his military might. The ruler can give awards to his generals and check their present condition, have an audience with the generals and captives to practice the art of persuasion, and castles can be searched for items or fortified in order to increase the number of soldiers that can stay within the castle's walls. Each of these options are described below.

1. awards
2. Items
3. audience
4. Generals
5. Search
6. Fortify
7. End

> ⚠ **Press the START button to change the sort order for generals. Generals can be sorted alphabetically, by location, or by their level.**

1 AWARDS

Award a general for outstanding military service. Awards allow a general to increase the number of soldiers that they can command during combat. Each award is worth ten soldiers. The maximum number of awards that a general can receive per soldier class is ten. *Note: There must be available awards in order to award them to a character.*

To award a general, select "AWARDS" on the Domestic Menu. Next, move the Direction Key up or down to select a general. Press the "C" button.

1 AWARDS (CONT.)

There are different classes of soldiers, and most generals can command more than one. (To change a soldier's class, refer to page 26 under the heading "RECRUIT.") Move the Direction Key up or down to select which type of soldier to award. Press the "C" button. To confirm the decision, select "AWARD" and that soldier class will receive an award. The available number of soldiers will be increased by ten. Select "CANCEL" to return back to the previous screen. Once all of the awards have been issued, select "END AWARDS" to return to the Domestic Menu.

AWARD SCREEN

① General's data.

② Whether or not the general has received a merit on this turn.

③ Total number of merits received.

④ Number of awards remaining.

⑤ Number of awards received.

⑥ Kinds of soldiers that can be used.

2 ITEMS

Equip or unequip weapons, armor, and items. By equipping weapons, armor, or items to a general, their effectiveness during combat will be improved. A general can only equip weapons, armor, or items that are written in white letters. To Equip or Unequip items follow these commands. To exit from the "Bestow Items" screen, select "END ITEMS." *Note: A general is only allowed to have ONE special item in his inventory at any given time. But, crests and healing items can be used anytime.*

Equip To equip a weapon, armor, or item, first select "ITEMS" from the Domestic Menu. A list of generals will be displayed. Next, move the Direction Key up or down to select a general. Press the "C" button.

On this screen, the item's name is on the left side and a description of its effect will be shown on the right side of the screen. Move the Direction Key up or down to select a new weapon, armor, or item to equip. Press the "C" button.

After choosing something to equip, a confirmation decision must then be made. To confirm the decision and equip the item, select "EQUIP." To exit this screen, select "CANCEL."
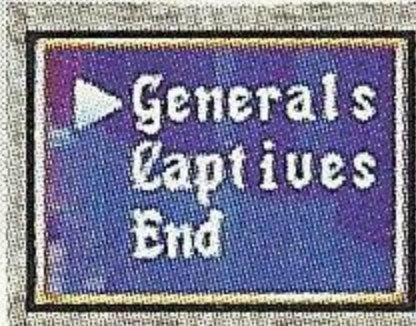
Unequip At the bottom of the "Bestow Items" screen, there is an option to unequip a general's weapon, armor, or item. To unequip an item, select "UNEQUIP." Press the "C" button. Next, select "UNEQUIP" to confirm the decision. Choose "CANCEL" to return to the previous screen.

3 AUDIENCE

Interview generals and captives. It is necessary to interview generals in order to make certain they support you. It is also possible to interview captives in order to persuade them to join your side. To interview a general or captive, select "AUDIENCE" from the Domestic Menu. The following submenu will appear.
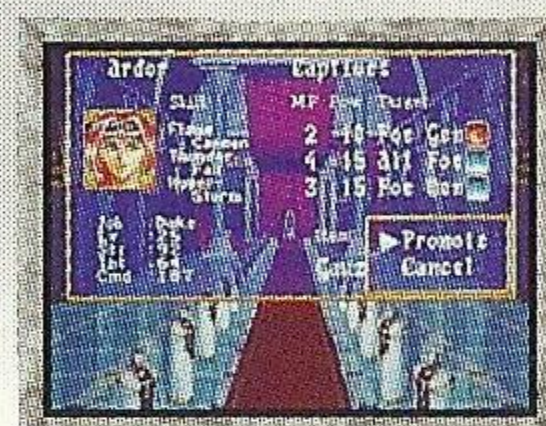
Generals After selecting "GENERALS," a list of the available generals will be displayed. Move the Direction Key up or down to a general. Then press the "C" button to talk with them.

Captives After selecting "CAPTIVES," a list of the captives will be displayed. Move the Direction Key up or down to select a captive. Press the "C" button. To ask them to join the party, select "PROMOTE." To return to the previous screen, select "CANCEL." *Note: Some captives cannot be persuaded to join the party.*

End Ends the audience and returns to the Domestic Menu.

4 GENERALS

Access a general's data screen. To view a general's data, first move the cursor to select "GENERALS" from the Domestic Menu. Press the "C" button. Next, a list of available generals will be displayed. Move the Direction Key up or down to select a general. Press the "C" button. The General's Data Screen will be displayed. To see a description of the general's skills, move the Direction Key up or down to select a skill. Once a skill has been selected, press the "C" button. A description of the skill's effect, number of magic points required to use the skill, and the magic's power will be displayed. This data screen is described below.

GENERAL'S DATA SCREEN

① General's name.

② General's data.

Blg	=	Character's country.
Job	=	Character's occupation.
LV	=	Character's current level.
HP	=	Hit Points.
MP	=	Magic Points.
EXP	=	Current experience points.
NEXT	=	Number of exp. points needed to raise a level.

③ General's status.

Str	=	Character's strength during combat.
Int	=	Intelligence. Ability to handle administrative duties.
Cmd	=	Ability to command troops.
Win	=	Number of battle victories.
Los	=	Number of battle losses.

④ List of mastered skills or magics.

⑤ Currently equipped item.

⑥ Current decorations.
(Only classes with white letters can be commanded in battle.)

⑦ Current soldier class and maximum number of soldiers.

5 | SEARCH

Search for hidden generals and items. Only certain generals are capable of carrying out a search. By searching a castle, a general can find other generals that may be hiding inside the castle. If these hidden generals are found, they can be convinced to join the party. Also, valuable items may be found.

After selecting "SEARCH" from the Domestic Menu, the map of Legendra will be displayed. On the right hand side of the screen a list of castles will be displayed. Only castles appearing in white letters can be searched. After selecting a castle to be searched, press the "C" button. A list of capable generals will be displayed.

After a general is selected, press the "C" button. It will then be necessary to confirm the decision to search a castle. To have the general search the castle select, "SEARCH." Select "CANCEL" if you change your mind. To return to the previous screen, select "BACK TO MAP."

6 | FORTIFY

Increase a castle's level. In order to increase a castle's level, the "FORTIFY" command must be carried out. By increasing a castle's level, it will be possible for the castle to hold more soldiers, and provide more defense. The number of soldiers that can be in the castle is dependent on the castle's level. In order to fortify a castle there must first be a character inside the castle that is capable of carrying out the fortify command.

After selecting "FORTIFY" from the Domestic Menu, the map of Legendra will be displayed. On the right hand side of the screen a list of castles will be displayed. If a castle can be fortified it will appear in white letters. Use the Direction Key to select a castle. Press the "C" button. A list of capable generals will be displayed.

Use the Direction Key to select a general to fortify the castle. Press the "C" button. To have the general fortify the castle, select "FORTIFY." To stop the fortification of that castle, select "CANCEL." To return to the previous screen, select "BACK TO MAP."

A NOTE ABOUT SEARCH/FORTIFY

It is important to decide whether or not a general will search or fortify a castle, since a general can only execute one of the two commands per week. If they carry out the search command, they will not be allowed to fortify a castle or vice versa. Therefore, choose wisely.

7 | END

End Domestic Affairs. After all domestic affairs have been carried out, select this option and the Administration Menu will then be displayed.

ADMINISTRATION MODE

DONE

End Administration Mode. Once all of the administrative duties have been carried out, select "DONE" from the Administration Menu. To confirm the decision to leave the Administrative Mode and return to the game's Map Mode, select "END." To return to the Administration Menu, select "CANCEL."
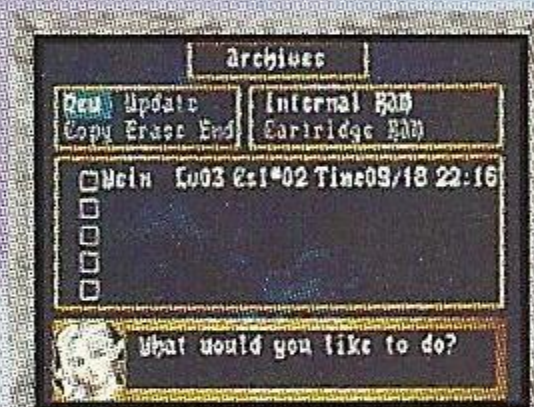
MAP

Display the current battle map. The current battle map will be displayed showing the power distribution of each nation on the continent. A list of castles is displayed on the right hand side of the screen which allows for any of the castles to be found. To view the map in its entirety, select "VIEW ALL." After viewing the map select "END" to return to the previous screen.

ARCHIVES

Save, update, copy or erase game saves. The game save data can be updated, copied, or erased from either the internal or cartridge ram. To use the Backup RAM cartridge, first make sure the cartridge is firmly inserted into the cartridge slot of the Saturn *before* the system is turned on. *NEVER INSERT THE CARTRIDGE WHEN THE UNIT IS TURNED ON!* The Archives Menu is described below.

New   **Create a new save data file.** If it is the first time the game is being saved or to create new save data, select "NEW" from the Archives Menu. Press the "C" button. Next, choose "INTERNAL RAM" or "CARTRIDGE RAM." Press the "C" button. To confirm the decision to save the game, select "YES." To cancel and return to the Archives Menu, select "NO." NOTE: Only one game can be saved on the Internal Saturn RAM.

Update   **Update an existing save data file.** To update the save data file, select "UPDATE." Press the "C" button. Next, choose "INTERNAL RAM" or "CARTRIDGE RAM." After using the Direction Key to select which save data file to update, press the "C" button. To confirm the decision to update the save data file, select "YES." To cancel and return to the Archives Menu, select "NO."
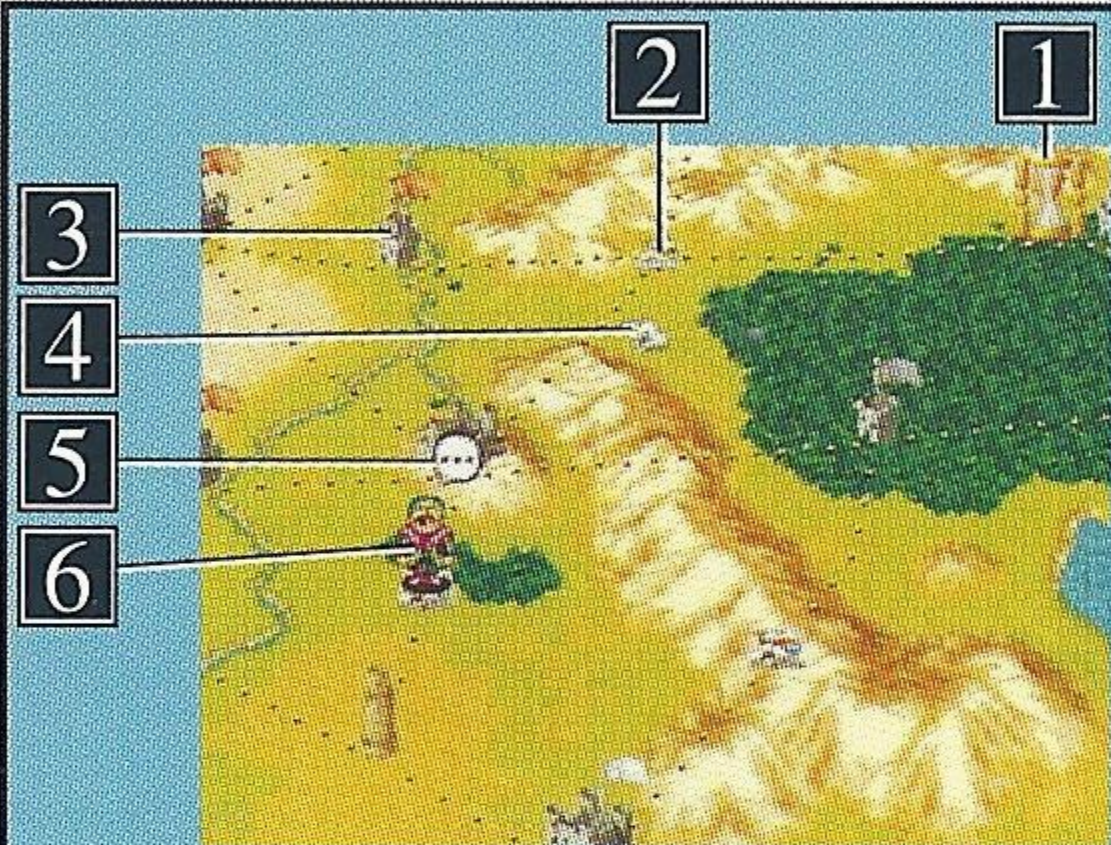
Copy   **Copy save data to/from Internal/Cartridge Backup RAM.** To copy a save data file, select "COPY" on the Archives Menu. Press the "C" button. First, choose where the save data file is located, "INTERNAL RAM" or "CARTRIDGE RAM." Next, select the save data file to copy. Press the "C" button. Then choose where to copy the save data file, "INTERNAL RAM" or "CARTRIDGE RAM." The game will then be copied.

Erase   **Erase save data from Internal/Cartridge Backup RAM.** To erase the save data file select "ERASE" on the Archives Menu. Press the "C" button. Next, choose "INTERNAL RAM" or "CARTRIDGE RAM." After selecting which file to erase, press the "C" button. To confirm the decision to erase the save data file, select "YES." To cancel and return to the Archives Menu, select "NO."

End   **Ends the Archives Menu and returns to the Domestic Menu.**
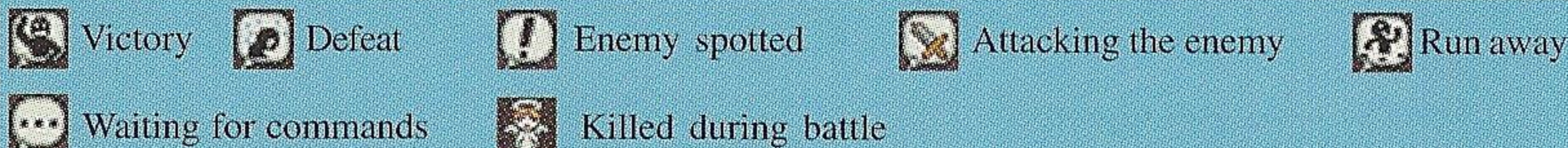
23

MAP MODE

Organize armies to conquer castles. It is essential to plan effective strategies in order to conquer other castles. By using the Map Mode, the Monarch can send generals forth to conquer nearby castles. Since the Map Mode is carried out in real-time, watch the hourglass. Once the sand has slipped from the top to the bottom, the Administration Mode will begin. The Map Mode has three different menus: Castle, Army, and Map. The Map Screen is described below.

MAP SCREEN

1 **Hourglass.** Amount of time remaining.

2 **Village.** Can be selected as the final destination point for an army.

3 **Castle.** The Castle Menu will be displayed when selected. Can also be a destination.

4 **Cursor.** Moves with the Direction Key. Holding down the "B" button speeds up the cursor.

5 **Condition Icon.** Indicates the condition of the designated division. See list below.

6 **Army.** The Army Menu will be displayed when an army is selected.

🛡 Victory	🏳 Defeat	❗ Enemy spotted	⚔ Attacking the enemy	🏃 Run away
💬 Waiting for commands	☠ Killed during battle			

CASTLE MENU

View a General's or Captive's data screen, deploy troops, recruit soldiers, or appoint a new leader of a castle. After moving the cursor over a nation's castle, press the "C" button to access the Castle Menu. The Castle Menu is described below.

CASTLE SCREEN

① **Current Date.** Year/Month/Week.

② **Castle name.**

③ **Owner.** The nation that owns the castle.

④ **Level.** Determines how many soldiers can be inside the castle, as well as the defensive power it provides.

⑤ **Generals.** Number of generals in the castle. Display format: Current/Maximum.

⑥ **Men.** Number of soldiers available to be recruited. Display format: Current/Maximum.

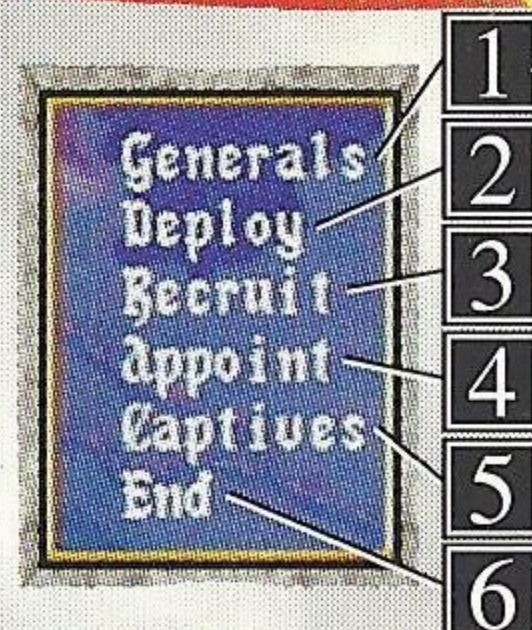⑦ **Captives.** Number of captives inside the castle.

⑧ **Monarch.** The ruler of the castle.

⑨ **Leader.** Appointed leader of the castle.

⑩ **Castle Menu.**

The Castle Menu allows information to be obtained about the generals and captives that are inside the castle. A general can recruit new soldiers, then be deployed to conquer enemy castles. Also, generals with a high command ability can be appointed to take command of the castle. When an enemy's castle is selected, only the general's and captive's screens can be accessed. These options are described below.

1 GENERALS

Access a general's data screen. To view a General's Data Screen, select "GENERALS" from the Castle Menu. Press the "C" button. Next, a list of available generals will be displayed. Move the Direction Key up or down to select a general. Press the "C" button. The General's Data Screen will be displayed. To see a description of the general's skills, move the Direction Key up or down to select a skill. Once a skill has been selected, press the "C" button. A description of the skill's effect, number of magic points required to use the skill, and the skill's power will be displayed.

2 DEPLOY

Deploy a general or generals for combat. Deploy allows a general to be selected and a war party to be organized and sent forth to conquer castles. By pressing the "A" button, a general's skills and special tactics will be displayed. To deploy a general, select "DEPLOY" from the Castle Menu.

Next, move the Direction Key up or down to choose a general to lead the party. Press the "C" button. To confirm the decision, choose "OK." To go back to the previous screen, choose "CANCEL." Up to four additional generals can accompany the leader. To select other generals, move the Direction Key up or down to choose generals. Press the "C" button.

Once the party has been chosen, select "DEPLOY." To confirm the decision to deploy the party, choose "OK." To go back to the previous screen, choose "CANCEL."

Captives can be taken along with the party. To take captives along with the party, select "TAKE CAPTIVE." If the prisoners are to stay in the castle, select "DON'T TAKE." To select prisoners to take, use the Direction Key, then press the "C" button. Once your prisoner selection is final, select "DEPLOY."

Finally, when the party has been organized, a destination for the party must be selected. Move the cursor to the army's destination (Castle, Tower, Village, or Ruins). Press the "C" button. The army will be deployed and will proceed to move toward their destination.

3 — RECRUIT

Recruit, release, or change a soldier's class for military service.
In order to recruit soldiers, there must be soldiers available for hire inside the castle. Recruiting allows a general to hire new soldiers for use in military service. Some generals are capable of commanding more than one type of soldier. Different types of soldiers can be hired by changing the soldier's class. *Note: Not all generals can carry out the "CLASS" option.*

Recruit — **Employs soldiers for combat.** After selecting "RECRUIT," soldiers will be hired and placed under the general's command.

Class — **Changes soldier type.** To change to a different type of soldier, choose "CLASS." Next, move the Direction Key up or down to select a new soldier type to employ. Press the "C" button. To confirm the decision to change the soldier's class, select "OK." The soldier type will then change. To cancel and return to the previous screen, select "CANCEL."

Release — **Removes all of the soldiers from the current general's employment.** The soldiers will be returned to the reserves so that they can be hired by other generals.

End — **Ends recruiting and returns to the Castle Menu.**

4 — APPOINT

Appoint a general to control a castle. To appoint a new leader for the castle, first move the Direction Key to select "APPOINT" from the Castle Menu. Press the "C" button. A list of available generals will be displayed. Move the Direction Key up or down to select a general. Press the "C" button. To confirm the decision to appoint a general, select "OK." To cancel and return to the previous screen, select "CANCEL." The general will then become the leader, or viceroy of that castle.

5 — CAPTIVES

Access a captive's data screen. To view a captive's data, first move the Direction Key up or down to select "CAPTIVES" from the Castle Menu. Press the "C" button. A list of captives will be displayed. Then, move the Direction Key up or down to select a captive. Press the "C" button. The Captive's Data Screen will be displayed. To see a description of the captive's skills, move the Direction Key up or down to select a skill. Once a skill has been selected, press the "C" button. A description of the skill's effect, number of magic points required to use the skill, and the skill's power will be displayed.

6 — END

End Castle Menu. After all of the castle commands have been carried out, select this option to return to the Map Mode.
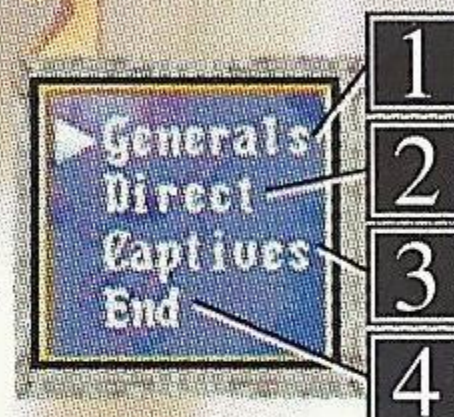
MAP MODE

If an army stationed near a castle is selected, the following special menu will appear. In order to access the Castle Menu, select "CASTLE." To access the army menu, select "ARMY." To place the nearby troops back inside the castle, select "ENTER." To exit from this menu, select "END."

> Castle
> Army
> Enter
> End

ARMY MENU

Check the current condition of generals and captives, or change the destination for the party. Information about the generals in the division or captives being lead by the generals can be obtained. Also, to allow for a better battle strategy, it may be necessary to redirect the division to a new location. These options are described below.

> Generals — 1
> Direct — 2
> Captives — 3
> End — 4

1 GENERALS

Access a general's data screen. To view a general's data, first move the Direction Key up or down to select "GENERALS" from the Army Menu. Press the "C" button. Next a list of available generals will be displayed. Move the Direction Key up or down to select a general. Press the "C" button. The General's Data Screen will be displayed. To see a description of the general's skills, move the Direction Key up or down to select a skill. Once a skill has been selected, press the "C" button. A description of the skill's effect, number of magic points required to use the skill, and the skill's power will be displayed. Button "B" cancels.
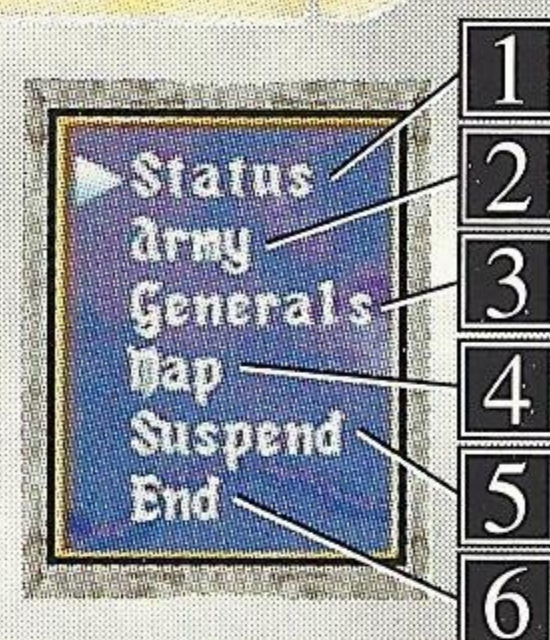
2 DIRECT

Choose a new destination for the division. Many times during the game it will be necessary to change the destination for an army. Sometimes it is very important to redirect the party to another castle or village in order to stop the enemy from advancing. Also, if the division is defeated, it is necessary to redirect them, since their new destination upon running away is chosen at random, and may not be the best possible choice.

To change the division's destination, choose "DIRECT" from the Army Menu. A white flag is displayed showing the troop's current destination. To change the destination, move the cursor to a new location. To confirm the new destination, press the "C" button. To cancel, press the "B" button.

3 CAPTIVES

Access a captive's data screen. To view a captive's data, first move the Direction Key up or down to select "CAPTIVES" from the Castle Menu. Press the "C" button. A list of captives will be displayed. Next, move the Direction Key up or down to select a captive from this list. Press the "C" button. The Captive's Data Screen will be displayed. To see a description of the captive's skills, move the Direction Key up or down to select a skill. Once a skill has been selected, press the "C" button. A description of the skill's effect, number of magic points required to use the skill, and the skill's power will be displayed. Button "B" cancels.

4 END

End Army Menu. To exit from the Army Menu and return to the Map Mode, select "END."

MAP MODE

MAP MENU

Check the condition of each country, search for an army or general, view the map, or quit and save the game. When the cursor is placed outside of a castle, village, or tower and the "C" button is pressed, the Map Menu will be displayed. This menu allows the status of a nation to be displayed, an army or a general to be found, a map showing the current military powers of Legendra to be displayed, or the game to be suspended.

1 STATUS

Check the status of the eight nations. The current information about a nation can be displayed. To view the status of a nation, select "STATUS" from the Map Menu. Press the "C" button. A list of nations will be displayed. Move the Direction Key up or down to select a nation, press the "C" button. The information about the selected nation's battle intentions will then be displayed.

2 ARMY

Find the location of an army. To find the location of an army, select "ARMY" from the Map Menu. Press the "C" button. A list of army divisions will be displayed. Armies are listed under the commanding general's name. Move the Direction Key up or down to select a general's army. Press the "C" button. The cursor will then move to the army's present location.

3 GENERALS

Find the location of a general. To find the location of a general, select "GENERALS" from the Map Menu. Press the "C" button. A list of generals will be displayed. Move the Direction Key up or down to select a general. Press the "C" button. The cursor will then move to their present location.

4 MAP

Display the current battle map. The current battle map will be displayed showing the power distribution on the continent. The power distribution is displayed by flags. Each flag is colored with the nation's color. While the map is displayed, there is a box showing the present view. To quickly move to a new location on the map, use the Direction Key to move the view box to a new location. Press the "C" button to move to that location. Press the "B" button to return to the previous screen.

5 SUSPEND

Save and quit the current game. If a Backup RAM cartridge is installed, the current game can be saved to the cartridge. To suspend a game, select "SUSPEND" from the Map Menu. Next choose "YES" to save the game. The current game will be saved and the game will be reset. To cancel and return to the game, select "NO." *NOTE: This option is only available if a RAM cartridge is installed.*

6 END

End Map Menu. To exit from the Map Menu and return to the Map Mode, select "END."

BATTLE PREPARATION MODE

Prepare for battle, conduct pre-battle negotiations, or retreat. When enemy troops are encountered, the Battle Preparation Screen will appear. The Battle Preparation Screen appears before the actual battle takes place. This screen allows the current condition of both the monarch's and the enemy's generals to be checked and analyzed. After analyzing this data, a decision can be made as to whether or not it is wise to enter into a battle with them. There are three Battle Preparation Commands: Attack, Talk, and Retreat. Take the time to understand the Battle Preparation Screen; it just might save someone's life. These three commands are described below.

BATTLE PREPARATION SCREEN

1. Geographic effect. See page 37.
2. Name of player's division.
3. General's data.
4. Party member's data.
5. Battle Preparation commands.
6. Enemy party member's data.
7. Enemy general's data.
8. Name of the enemy's division.
9. Geographic effect. See page 37.

ATTACK

Prepare a general for combat. There are three options available under "ATTACK." After choosing "ATTACK" on the Battle Preparation Screen, the following commands will be displayed: Deploy, Info, and Retreat. These commands allow a general to attack the enemy, to receive information about enemy's generals and party members, or retreat from the battle. These commands are described below.

1 DEPLOY

Send a general into combat. The "DEPLOY" command allows a general to be selected and sent into combat. In order to attack the enemy, first choose "ATTACK" from the Battle Preparation Screen. The enemy general will then decide which general to send into combat. Next, decide which of your generals to send into combat. To select a general, move the Direction Key right or left. Once a general has been selected, press the "C" button. To confirm the decision to send the general into combat, select "OK." The general will then enter into a battle with the enemy general. Select "CANCEL" if the general should not go into combat. *Note: Some generals may decline to go into battle.*

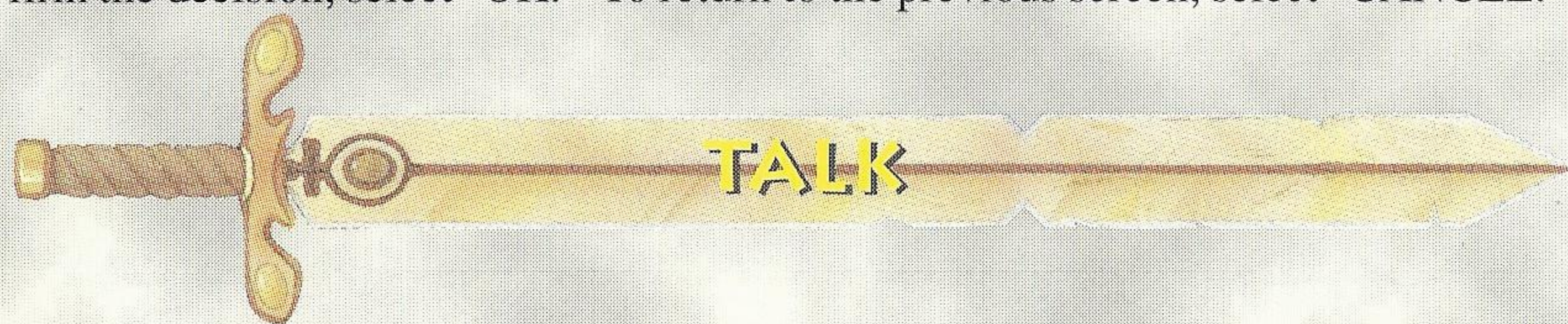# BATTLE PREPARATION MODE

2   INFO

Display information about the enemy's and party's general.
After selecting "INFO," use the Direction Key to select a general.
Pressing "UP" on the Direction Key will move the cursor to the
enemy generals (located at the top of the screen). Pressing "DOWN"
on the Direction Key will move the cursor back to the party generals
(located at the bottom of the screen). Moving the Direction Key to the right or left will
scroll through the different generals. Once a general has been selected, press the "C"
button. The General's Data Screen will be displayed. To see a description of the
general's skills, move the Direction Key up or down to select a skill. Once a skill has
been selected, press the "C" button. A description of the skill's effect, number of magic
points required to use the skill, and the skill's power will be displayed. Press the "B"
button to return to the previous screen.

3   RETREAT

Retreat from the battle. If the retreat command is carried out, the battle is lost. If the
party is defending their castle and retreat is carried out, they will lose the castle.
Prisoners may also be lost. To withdraw from combat, select "RETREAT." To con-
firm the decision, select "OK." To return to the previous screen, select "CANCEL."

TALK

Negotiate with the enemy's general. This command is for those that
wish to settle their differences in a peaceful way without fighting. If the
general can successfully negotiate with the enemy, they will either
leave the castle or join the Monarch. However, if the general is unsuc-
cessful in negotiating with the enemy, the general will enter into com-
bat. When combat is entered into under these circumstances the enemy's general will be
given an advantage during combat, and the player will lose all troops. It's usually best only
to talk when spoken to. *Note: Use this command with caution.*

RETREAT

Retreat from the battle. If a battle situation looks bleak, it may be
necessary to withdraw. If the retreat command is carried out, the battle will
be lost, regardless of the number of generals left. If the party is
defending their castle and retreat is carried out, they will lose that
castle. To withdrawal from combat, select "OK." To return to
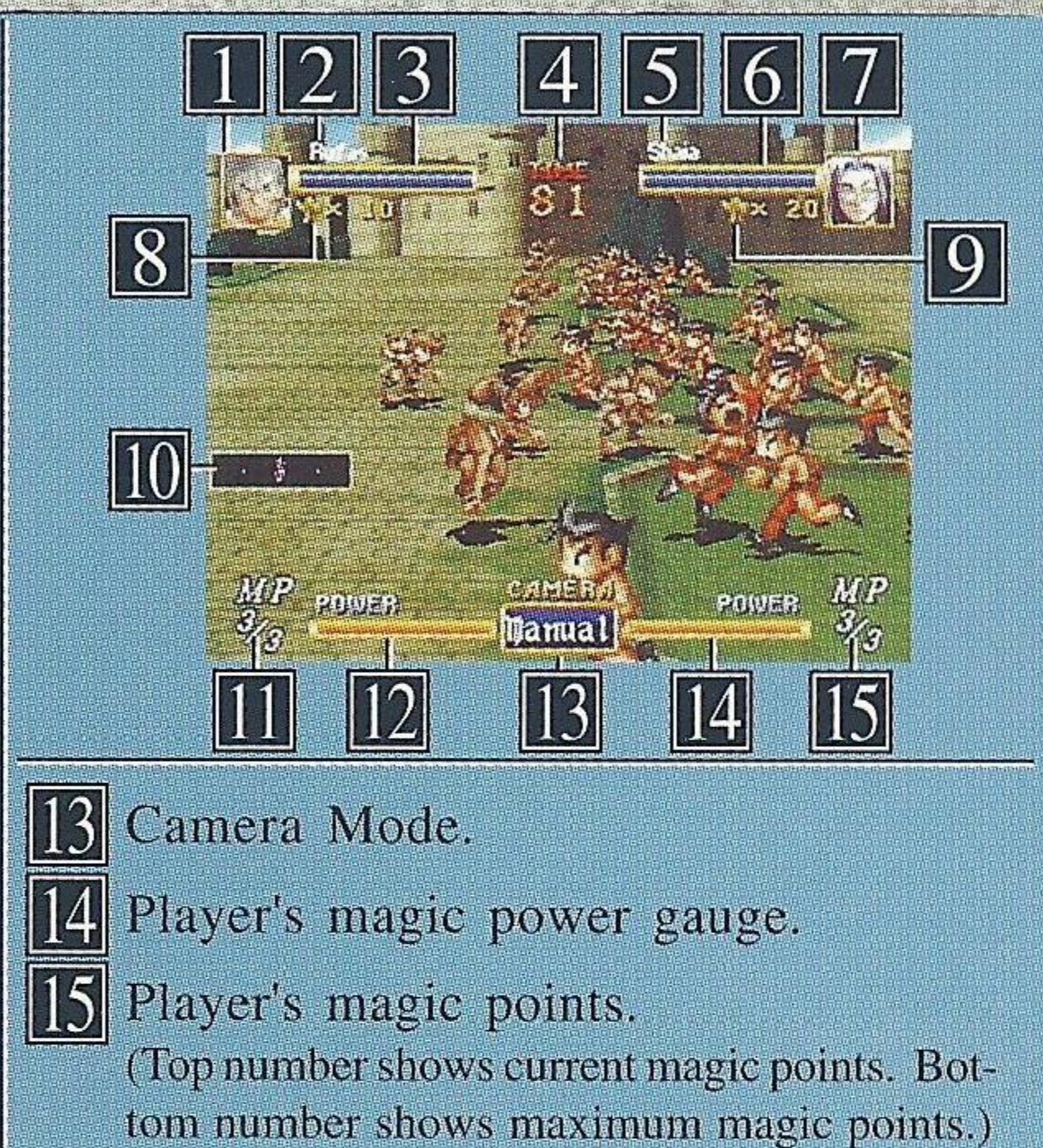the previous screen, select "CANCEL."

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BATTLEMODE

After the player selects "DEPLOY" from the Attack Menu, and chooses the general to fight, the Battle Mode will begin. The battle will be won when the enemy's HP becomes zero; however, if the player's general's HP becomes zero, the battle will be lost. If the number of soldiers on both sides become zero, then the generals may enter into a duel. The battle screen is shown below.

BATTLE SCREEN

1	Enemy general.
2	Name of enemy's general.
3	Enemy general's hit point gauge.
4	Remaining time.
5	Name of player's general.
6	Player's hit point gauge.
7	Player's general.
8	Number of enemy soldiers.
9	Number of player's soldiers.
10	Radar. Displays troop locations. (Red=Enemy troops. Blue=Player's troops.)
11	Enemy's magic points.
12	Enemy's magic power gauge.

13	Camera Mode.
14	Player's magic power gauge.
15	Player's magic points. (Top number shows current magic points. Bottom number shows maximum magic points.)

COMBAT MENU

Change battle tactics and camera angles, use magics, or retreat during combat. The Combat Menu allows battle tactics to be changed. The view of the camera can be changed to display different combat views. Also, when a general's magic power gauge reaches maximum power, magics or special skills can be used. And, if the battle isn't going well, then retreat is always available. These options are described below.

```
▶Tactics    1  Ⓧ
 Special    2  Ⓨ
 Camera     3  Ⓩ
 Retreat    4
```

1 TACTICS

Change battle strategy. To change the way a general's soldiers are attacking, press the "C" button. Next, select "TACTICS" from the Combat Menu. Then choose a new battle formation. After deciding on a new formation, press the "C" button. Press the "B" button to cancel. The Tactics Menu can also be accessed by simply pressing the "X" button on the controller. The Tactics Menu will be displayed. The first three tactics can be selected by simply pressing either the X, Y, or Z button. The last three tactics must be selected by means of the Direction Key. The new tactic will be executed. See page 38 for battle formation info.

```
▶Advance    Ⓧ
 Retreat    Ⓨ
 Regroup    Ⓩ
 Disperse
 Standby
 Melee
```

31

BATTLE MODE

2   MAGICS

Use the general's magic or special attack. Some generals have the ability to use magics, while others have the ability to use special skills. Magics or special skills can only be used if the general has enough magic points and if their power gauge is at maximum. The Magic Menu can be accessed through the Combat Menu or by simply pressing the "Y" button. To access magics through the Combat Menu, wait until the power gauge is at full power, then press the "C" button. Select "SPECIAL" from the Combat Menu. A list of magics or special skills will be displayed. Move the Direction Key up or down to select a magic or skill. Then press the "C" button to use the magic or skill. To cancel, press the "B" button.

Magics can also be accessed by pressing the "Y" button. Once displayed, magics or skills can be chosen by using the Direction Key to select the magic and then pressing the "C" button to execute the magic. Or simply press the "X" button to use the first magic, "Y" for the second magic, or "Z" for the third magic. *Remember: Skills or magics can only be used when the power gauge is at full power and when there is enough magic points.*

3   CAMERA

Change the camera's view. The Camera Menu can be accessed through the Combat Menu, or by simply pressing the "Z" button on the controller. To change the camera's view through the Combat Menu, press the "C" button to access the Combat Menu. Next, select "CAMERA." The different camera modes will be displayed. Move the Direction Key up or down to select a new camera mode. Press the "C" button. The new camera mode will then take affect. To easily change the camera mode, simply press the "Z" button. Every time the "Z" button is pressed, a different camera mode will be selected, until the last is reached, then the first will be displayed again, and so on. The chart below describes the different camera modes.

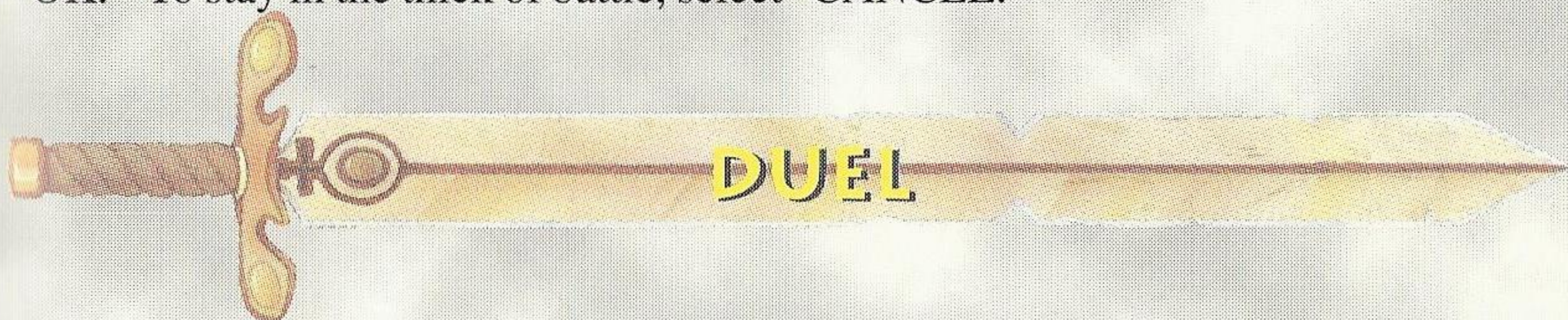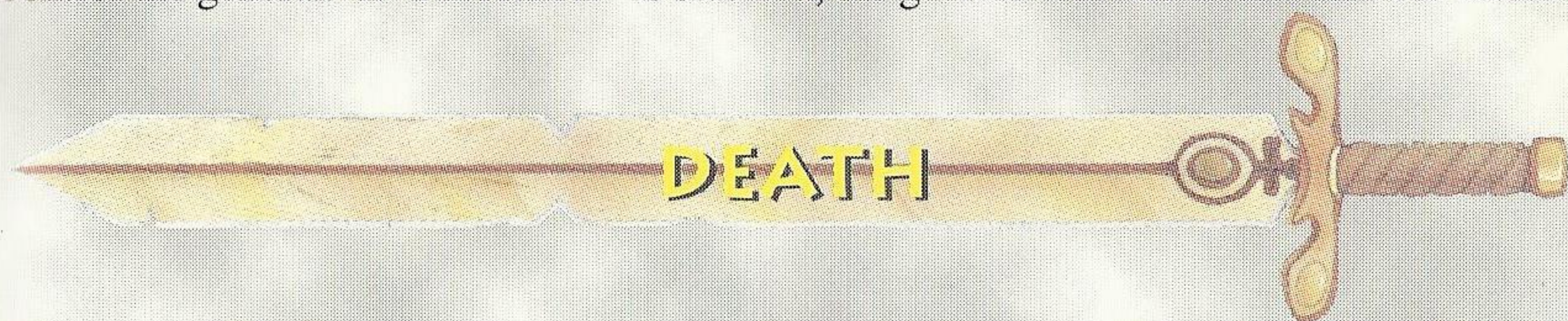| MODE	DESCRIPTION
Player	Camera moves to the view of the player's general.
Enemy	Camera moves to the view of the enemy's general.
Troops	The camera will follow the movement of the soldiers.
All	This view shows the whole battlefield.
Manual	Move the camera's view by using the Direction Key.
Auto	The view will change as the battle develops.

4 RETREAT

Retreat from the battle. If the retreat command is carried out, the general will lose the battle. If there is more than one general available to fight, then the Battle Preparation Screen will be displayed. If there is only one general in the party or if all the generals have been defeated and the retreat command is carried out then the battle will be lost. If a castle is being defended, then that castle will likewise be forfeited. To retreat from combat, select "RETREAT" from the Combat Menu. To confirm the decision, select "OK." To stay in the thick of battle, select "CANCEL."

DUEL

Fight to the death with the enemy general. When all of the soldiers from both generals are killed, the option to enter into a duel will appear. If "DUEL" is selected, the generals will enter into one-on-one combat. While the characters are dueling, it is impossible to exit the fight or to control the general. If "RETREAT" is selected, the general will retreat and lose the battle.

DEATH

The end of the battle. A battle will end when either one of the generals is defeated during combat, or when the timer has reached zero. When all of the generals on either side is defeated then the battle will end and the Map Mode will begin.

If a player's selected monarch is defeated during battle, then the game will be over and the Load Screen will be displayed.

TYPES OF GENERALS

There are ten different kinds of generals in the game. The tactics, skills, or magics that are available to a general are dependent on the general's type. A general's level will be increased by winning battles. When their level increases, so will their ability to use different skills or magics. The main generals are described below.

FIGHTER

They are loyal to their specific countries; however, they would rather roam freely instead of being tied to any one army. Axes and swords are their main weapons of choice. They rely on their sword skills instead of magic.

KNIGHT

These men are dedicated to the military. They are completely loyal to their monarchs. They are highly disciplined and are held in high regard by their fellow soldiers. Knights are generally more inclined to learn and use magic effectively.

SPIRIT USER

They are said to communicate with the spirits that were destroyed by Madruk. By borrowing the spirit's power, their magic is able to generate mass destruction. These general's magics are able to conjure up the spirits of fire and magic.

MAGICIAN

They use various powers contained within the world to generate their magic. They tend to be reclusive and stay away from the common folk. It is rumored that the best magicians come from deep within Palemoon Kingdom.

PRIEST

They pledge loyalty to their gods alone. It is written that they receive divine protection because of their humility. Their magic is mainly used to heal, resurrect, or protect their soldiers. They rarely use any attack magic against their enemies.

MONK

They believe in overcoming difficulties by having a well-trained mind and body. They spend countless hours preparing their minds and bodies for battle. They pledge their loyalty to their gods and their leader. The only weapon they'll ever need is their fist.

SAMURAI

Since the coming of Madruk, the Samurai now live in the country of Izumo. They are highly skilled with their Katana swords. The only downside to these talented warriors are that they do not carry much armor.

NINJA

These specialize in unique sword fighting skills instead of magic. The skills they use are equally effective against magic. Since they tend to fight as individuals, their fighting ability as a group is weaker than the samurai.

BEAST

They are highly versatile in their abilities to attack, since they do not use much armor. They seem to find sadistic pleasure in destroying the enemy's armor with their weapons. They tend not to fight well in group settings.

THIEF

Thieves do not belong to any particular country. Since their motives for serving a leader may not be known, they cannot be fully trusted. They are extremely clever and alert as to their surroundings when they enter combat.

TYPES OF FIGHTERS

There are ten different kinds of soldiers that can be hired by a general. A general can employ up to a hundred troops. It's important to understand the characteristics of each, as well as their interaction and effect on one another. Troops do not level up. The characteristics of each is as follows.

TYPE	DESCRIPTION
Soldier	Average ability. They are not good against cavalrymen and harpies.
Cavalry	High ability. They are not good against monks and beast.
Mage	Low ability. They have an advantage against harpies and zombies.
Samurai	Average ability. They are not good against cavalryman and harpies.
Archer	Low ability. They are extremely effective against harpies.
Monk	Low ability. They are the strongest against cavalryman and mages.
Harpy	High ability. Can fight extremely well, except against archers and mages.
Beast	Low ability. They have an advantage against cavalrymen and mages.
Dragon	High ability. They usually will have the advantage over any foe.
Zombie	High ability. They are not very effective against monks and dragons.

SOLDIER CHART

The type of soldiers used during combat can decide who comes off victorious. If certain types of soldiers are incompatible, a monarch could be considered foolish for sending them into battle. Even if there is a high number of soldiers, they could be destroyed by only a few effective enemy soldiers. Before recklessly sending troops into battle, consult the chart below. In the key in the corner of the chart below, "P" refers to player and "E" refers to enemy.
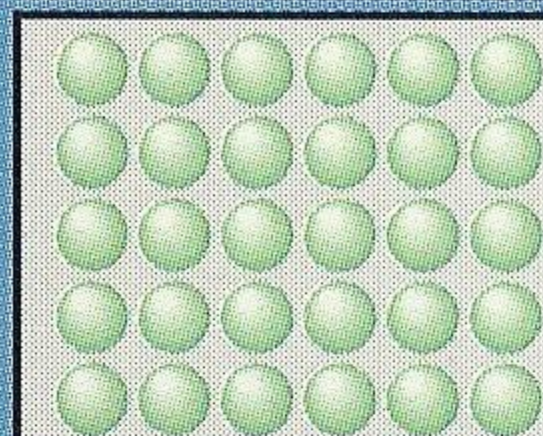
P↓E→	Soldier	Cavalry	Mage	Samurai	Archer	Monk	Harpy	Beast	Dragon	Zombie
Soldier	◆	▲	●	◆	●	●	▲	●	✖	▲
Cavalry	●	◆	●	●	●	▲	▲	▲	✖	▲
Mage	▲	▲	◆	▲	◆	▲	✱	▲	✖	●
Samurai	◆	▲	●	◆	●	●	▲	●	●	▲
Archer	▲	▲	◆	▲	◆	▲	✱	▲	✖	✖
Monk	▲	●	●	✖	◆	◆	▲	◆	✖	✱
Harpy	●	●	✖	●	✖	●	◆	●	▲	▲
Beast	▲	●	●	▲	●	◆	▲	◆	✖	●
Dragon	●	●	●	✖	●	●	●	●	◆	●
Zombie	●	●	▲	●	✱	✖	●	◆	✖	◆

✱ Very Good ● Good ◆ Usual ▲ Bad ✖ Very Bad

BATTLE FORMATIONS

There are eight main battle formations. All generals can use three of the formations, and five special formations can only be used by specific generals. Characteristics of each battle formation and strategies that can be used are as follows.
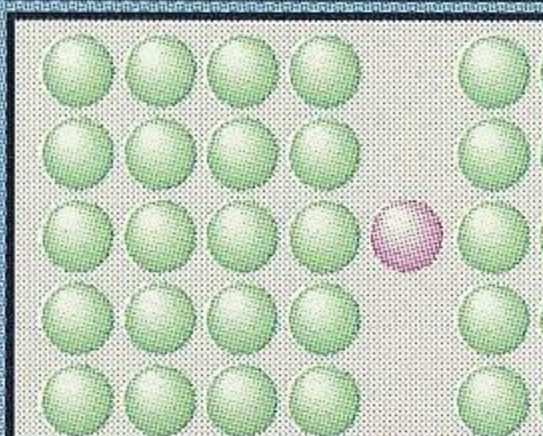
SPECIAL

FORMATION

COMMANDS
► Advance
Retreat
Regroup
Disperse
Standby
Melee

This is the most basic battle strategy that can be used by all of the generals. It places the general behind all of the troops. This strategy is used mainly as a straight forward attack.
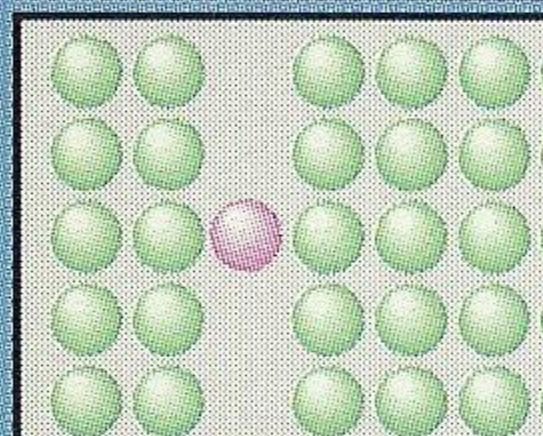
OFFENSIVE

FORMATION

COMMANDS
► Advance
Retreat
Regroup
Disperse
Standby
Melee

Mixes offensive and defensive battle strategies that can be used by all of the generals. It divides the troop so that seventy percent will be on offense and thirty percent will be on defense.
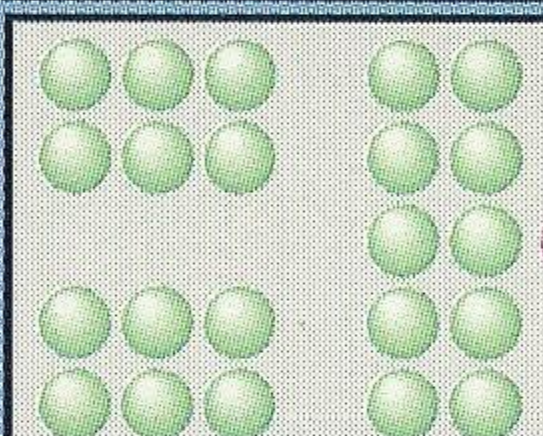
DEFENSIVE

FORMATION

COMMANDS
► FAdvance
FRetreat
Top Move
Bot.Move
FStandby
Melee

Heavy emphasis is placed on a defensive battle strategy that can be used by all of the generals. It divides the troop so that thirty percent will be on offense and seventy percent will be on defense.
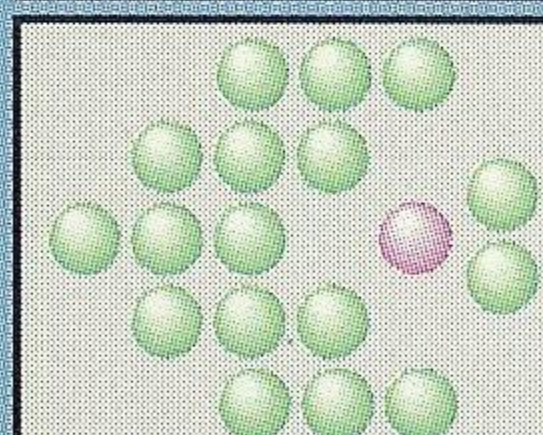
SURROUND

FORMATION

COMMANDS
► Advance
Retreat
Regroup
Disperse
Standby
Melee

Used to round up all enemies by dividing the troop into two units: an offensive unit and a raid unit. A soldier's defensive power will be increased. The general will be placed behind all of the soldiers.
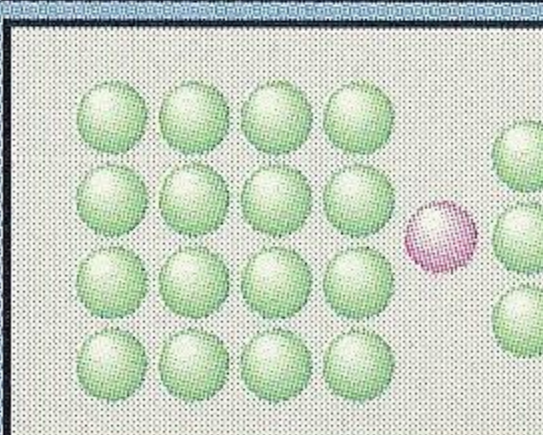
PROTECT

FORMATION

COMMANDS
► FAdvance
FRetreat
Recover
Defense
FStandby
Melee

This battle formation creates a wall in front of the general by dividing the troop into two units: offensive and defensive. A soldier's defensive ability will be increased.
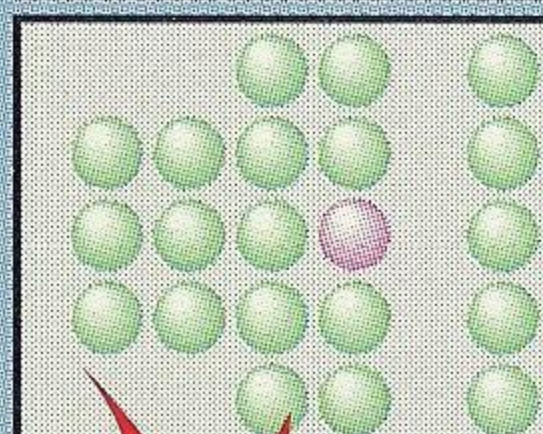
SQUAD

FORMATION

COMMANDS
► Div1Rush
Div2Rush
Div3Rush
Div4Rush
Defense
Melee

Prevents fighting ability from being consumed by dividing the troop into different units. This will increase their offensive ability. A general will be placed behind the offensive units.
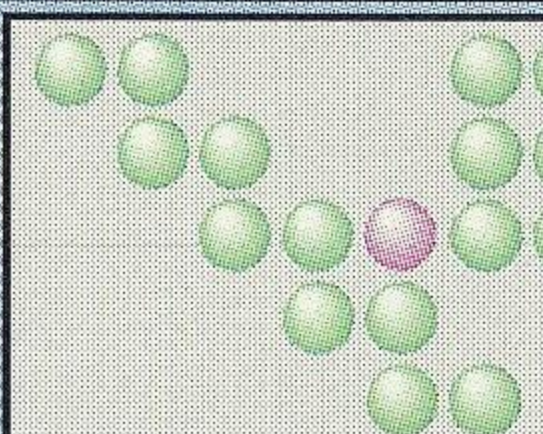
BREACH

FORMATION

COMMANDS
► FAdvance
FRetreat
Top Move
Bot.Move
FStandby
Melee

This offensive formation is a break-through style that divides the troop into two units: front and rear. The fighting ability is concentrated on the front unit.

RAID

FORMATION

COMMANDS
► Top Move
Bot.Move
Defense
Raid
Standby
Melee

This battle formation divides the troop into two different units: a raid unit that goes to attack the enemy's general, and a defensive unit that protects the general. Attack speed is increased with this formation.

BATTLE FORMATIONS

GEOGRAPHICAL EFFECT

Geographical effect on soldiers. A soldier's offensive ability changes depending on the type of terrain. There are ten different types of terrain where a battle can be fought. The chart below shows the percentage of effect (positive or negative) that fighting on that type of land mass will have on the soldiers.

GEOGRAPHICAL CHART

Area	Soldier	Cavalry	Mage	Samurai	Archer	Monk	Harpy	Beast	Dragon	Zombie
Plains	0	-13	-13	-13	-13	-13	0	0	0	-13
Mountains	+25	-19	+13	-25	+25	-25	-13	-13	-13	-25
Desert	0	-13	-19	-13	0	0	0	0	0	-25
Forest	0	-11	-16	-16	0	0	0	0	0	-25
Wilderness	-11	-11	-25	+25	0	0	-13	-13	0	-25
WetLands	0	-13	-13	-13	0	0	0	0	0	-25
Shrine	+13	+6	0	-50	0	-13	-13	-13	-13	+13
Ruins	0	-11	-16	+25	0	0	0	0	0	-50
Tower	0	-11	-16	-11	0	0	0	0	0	-25
Snow	-11	-11	-16	-11	0	+13	+13	+13	0	-25

EFFECT ON CASTLES

Geographical effect on soldiers when attacking a castle. There will be an attack advantage given to soldiers that are defending a castle, putting the invading party at a disadvantage. The maximum level for a castle is fifty. Consult the chart below to find out the change in a soldier's attack power.

Castle Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Land Effect	+10	+10	+11	+12	+13	+14	+15	+15	+16	+17	+18	+19	+20	+21	+22

Castle Level	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Land Effect	+22	+23	+24	+25	+25	+26	+27	+28	+29	+29	+30	+30	+31	+32	+33

STRATEGY HINTS

This little strategy guide is written assuming that the player has at least read part of this manual, (or perhaps looked through, "oohing" at the pretty pictures) and has an understanding (or even a limited one) of the game menus. This strategy will show the player how to control the character, Wein, during one turn.

First select "NEW GAME" from the Title Screen. After the map is displayed, move the Direction Key to select "HIGHLAND KINGDOM." Press the "C" button. After the description of Wein is displayed, press the "C" button. Next, choose "SELECT." Now the opening introduction of Wein will be displayed. For additional information about starting the game see page 16.
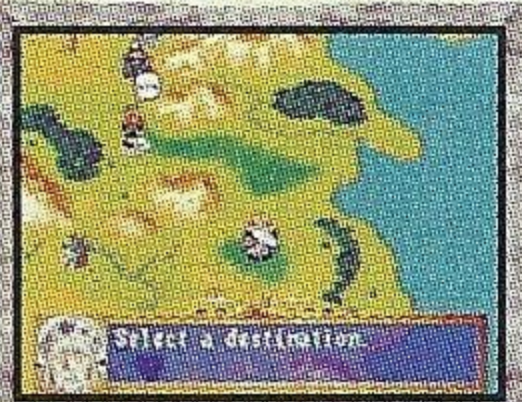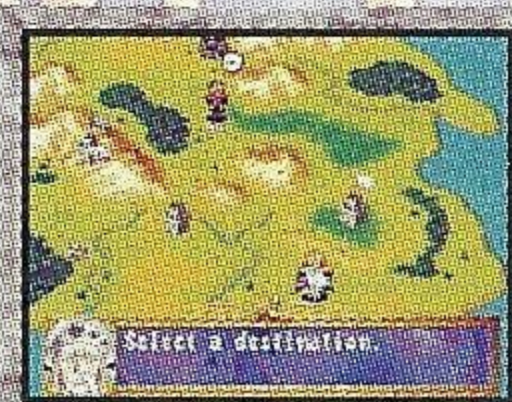
Upon entering the Administration Mode, it is recommended that the game be saved. Therefore, select "ARCHIVES" on the Administration Menu. Next, select "NEW" on the Archives Screen. Then choose whether to save the game on the Internal or Backup RAM. A save data file will be created. Refer to page 23 for additional information about saving games.

Next, let's look at the Domestic Menu. Since Wein and his party haven't fought any battles, there are no "AWARDS" or "ITEMS" to bestow to them. However, it is wise to have an audience with the generals to see what information they have to offer. Also, check the General's Data Screen. It's important to become familiar with each general's capabilities and magic. This information will prove very useful when they are sent out to fight battles. About the only thing that can be done under the Domestic Menu is to have a general either "SEARCH" or "FORTIFY" the castle. For information on "SEARCH" or "FORTIFY" see page 22. To exit the Administration Mode and enter the Map Mode select, "DONE" from the Administration Menu.

Wein's generals are divided into two different castles. Wein, Rudger, and Nina are in Highland Castle and Galam and Link are in Daidan Castle. Let's first send Galam and Link to conquer Maryware Castle.

Before generals are deployed, first make sure that each general has the maximum number of soldiers employed. Since Galam and Link have the maximum number of soldiers employed, select "DEPLOY" from the Castle Menu. Next, deploy the generals and select Maryware Castle for their final destination.

Let's also deploy Wein, Rudger, and Nina to go and conquer Hilga's army. Hilga's army is located on the village northwest of Highland Castle. After they are deployed, the generals will then make their way to their destinations.

38

Once Wein's army has encountered Hilga's army, a character event will be displayed. After the event, the Battle Preparation Screen will be displayed. For additional information about the Battle Preparation Mode see pages 29 and 30. Once the enemy has selected a general, choose one of Highland's generals to fight against them. It's usually best to send the weaker generals into combat first so that they can build up their experience. However, since the Monarch will be the one fighting the final battle, make sure that they receive a lot of battle experience.

After selecting a general, the Battle Mode will then begin. See pages 31-33 for information on how to fight a battle. If Hilga and Rock are defeated then they will become captives of Highland Kingdom; otherwise, Hilga's army will retreat. After defeating Hilga's army move Wein's army down to Galfiel Castle. Also, once Galam's army has reached Maryware Castle, they will also enter into combat. If Galam's army is successful, then they will conquer the castle and collect captives as well. It is very important to leave generals on key castles so that the enemy doesn't conquer castles that lead into Highland's territory.

After all the fighting is done and the generals are back inside a castle, make sure that they recruit new soldiers for combat. Make it a habit to keep all the generals' armies full of soldiers, since it is never known when they might be attacked. If you leave someone in a castle at all times, the castle will always be gaining new recruits. Otherwise, you have to wait to build them up.

After the Map Mode is finished, the Administration Mode will begin. When a key enemy general is captured, the Monarch will speak with them to see if they will join their army. Those generals that performed well during combat will receive a decoration for outstanding military service. Once the Domestic Menu is displayed, make sure that the game is saved.

Next, enter the Domestic Menu and select "AWARDS." It is usually best to bestow awards upon those generals that are commanding a low number of soldiers. This will increase the power of the army. Also, make sure to have an audience with any captives that might be prisoners of Highland. Even though some captives will not join Wein's army, it is always wise to have an audience with them. Finally, make sure that the castles are searched or fortified. Once all of the domestic affairs have been taken care of, save the game. After this, choose "DONE" on the Administration Menu. The Map Mode will begin.

On the Map Mode, keep sending the generals forth to conquer new castles. Try to conquer one area of the map at a time. Once that area has been conquered, then proceed to the next area. These are just a few tips on how to start a successful campaign and the principles can be applied to the other Monarchs. Make sure to have a good battle strategy; victory depends on it.

TRANSLATION NOTES

Hello again. Hopefully by now you've played a bit of the game and are just reading this to increase your enjoyment of the game. If not, go play the game first. You'll appreciate the improvements we made after you've seen them in action.

The biggest gameplay improvement we made was to assign the unused X, Y, and Z buttons hotkey functions so that you can access spells, camera angles, or tactics without actually using the menu. The best implementation was on the spells, where you can now launch spell No. 3 on a player's list with just two keystrokes (Y, then Z). Before, that took a keypress to bring up the menu, a down on the direction pad, a "C" to select, two more downs on the pad, and another "C". Six presses in all, reduced to two, for your enjoyment. However, if you want to do it the other way to get your weekly exercise, you still can. Another change made was that when there is a duel, the program skips the "taunt" section of the battle and goes right to the face-to-face draw screen, where you used to end up eventually, but after losing 5-10 seconds of needless taunts that would be repeated in the duel section anyway. We also made it so that if you only have one general available, it doesn't ask you which general to send into battle, it just selects the only one there. Another change that was made was to have the general's names displayed above the HP bars in battle. This was a feature that was present in the mode we used for debugging, but not in the actual game itself. We liked it so well, we made it part of the gameplay you see, instead of sealing it forever in the debug mode. We also increased the display windows from 26 to 30 characters per line. English being the space hogging language that it is, we needed the extra room to minimize sentences that spanned more than one screen. And, finally, a few minor program bugs were patched up.

Enough about gameplay improvements. It might interest (or surprise) some of you to know just how much text there is in this game. For the in-battle messages alone, there are 20 context-sensitive messages per character, and over 170 characters, for a total of 3,400 battle-mode-only messages. Then, there are the pre-battle "taunts" as well as the "story" text, and finally, the special "event" text for when characters leave your party or special messages are displayed. These three message files are not common to all eight character's stories, because each storyline is somewhat different. Wein's text files alone are over 60,000 lines. That's a lot of typing, and mucho spell checking and debugging for us, but hopefully, the result is an enjoyable experience for you, even if you don't see all of it the first twenty or thirty times through.

Well, that's it for now. Enjoy the game, and we'll see you in early '97 with Albert Odyssey and Magic Knight Rayearth (among others)! *Thanks again for your continued support. Keep your awesome cards and letters coming. Remember, we're nothing without you.*

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