

## SEGA®



EDITED BY TONY TAKOUSHI

## USER · GROUP

Hi!

Welcome to issue four of the Sega Club. We have packed this issue with news, views and reviews!!

As you may have read Virgin/Mastertronic has signed a five year deal with Sega Japan to distribute their consoles and games in the UK and Europe. This tie-up guarantees both the UK and Europe games from the NUMBER 1 arcade manufacturer in the world. This is an exciting time with 1989/90 looking to firmly establish the console as a major entertainment format. Sega has established itself as THE market leader and you can enjoy the thrill of the arcades with the Master System and Megadrive (in early 1990).

Unfortunately the Megadrive has been imported from Japan by companies trying to make a quick profit before the official launch by Virgin/Mastertronic. We STRONGLY advise you to wait for the official launch as these imports are not of the same high standard as the official UK product will be. You may well find no backup as the company trying to sell the machine to you is not an official distributor and does not have repair/replacement facilities.

We have had a few calls from irate members who have bought the Megadrive (at crazy prices, typically 250 pounds!) and found that they can only get a black and white picture on their television.

**SAVE YOUR MONEY AND WAIT FOR THE REAL THING.**

Sega User Groups are springing up all over the place. If you have contacted us for a club visit then please bear with us. We are trying to catch up with the demand for visits! All you have to do is get five or more Sega owners together and have a meeting and then contact us to arrange a visit where we will show you the latest prototype games and give away a few freebies!

If you have set up a club do contact us (phone or letter) and we will publish your name and address so that other Sega owners in your area can contact you.

The Hotline is scorching with many of you battling for hours in Golvellius, Y's and Miracle Warriors (see tips!). Keep the calls coming BUT do not forget to write in about anything that irritates or delights you.

The Hotline is open from 10.30AM to 6PM Monday to Friday (answerphone outside office hours) for you to get tips, upfront info and leave highscores. Please have your membership details ready when you call as this will allow us to deal with your query promptly.

The first two user groups I visited were in Hemel Hempstead and Coulsdon Surrey. The honour of setting up the first user group in the UK fell to Ian Grandson.

Ian lives in Hemel Hempstead and is a very keen Sega owner. He is a regular on the Hotline and has a good collection of Sega and home computer games (he also owns an Amstrad). His favourite games include Outrun and Super Wonder Boy.

It was a very enjoyable afternoon meeting him and his friends and playing prototypes, the favourites being Rampage and Bomber Raid. Balloons, badges, stickers, t-shirts and free games were handed out and a good time was had by all.

The second User group was held by Philip March (his fave games include R-Type and Shinobi) in Coulsdon Surrey. This was a heavy zapping session with everybody being keen to get their hands on the latest Sega games! Again there were plenty of freebies and the most popular games were Rastan and Bomber Raid.

It really was great to meet such dedicated Sega fans, you are a pretty dedicated bunch! It was quite amazing to hear about the many hours spent cracking your favourite games and the competitions to get the highest scores!!

**WE NEED YOU TO ORGANISE SEGA USER GROUPS ALL OVER THE COUNTRY. SET ONE UP AND LET US KNOW!!**

## RICHARD BRANSON AND PRESIDENT OF SEGA JAPAN HAYAO NAKAYAMA CONCLUDING A FIVE YEAR EUROPEAN DEAL

Pictured here... Richard getting to grips with a Sega.

Virgin/Mastertronic have recently signed a five year deal to exclusively handle all hardware and software for Sega Japan in Europe. This undertaking commits Virgin to a £100 million pound deal over the next five years and shows the level of commitment and faith the company has in the Sega product.



# NEW BLOOD FOR SEGA

*Sega have appointed a new Brand Manager in the form of Philip Ley. Check him out in the picture.*

*Philip will be responsible for all Sega's activities in the UK and from September on you will be noticing Sega in virtually any place you can think of - radio, TV, magazines (not just computer titles) and some places you wouldn't think possible. As well as organising all of that, Philip will also be sourcing new merchandise which will be on special offer to Sega club members first.*

*Keep them peeled.*



## SEGA VIEWS

Dear Tony,

I would like to start up a local user group like you have suggested in the last newsletter. The problem is I only know four other Sega owners. Is it not possible for a user group to only have four members? If it is not, could you put me in touch with a group in my area.

Is R-Type a two mega or four mega cart? It still hasn't arrived in our shops yet.

Would it be possible for you to send me the latest Sega games catalogue and an order form?

Thank you for the newsletter, especially issue three, it was a big improvement over the other two.

Thanks

GRAHAM ALGER

Dear Graham

Thank you for your letter.

To answer your first question, Yes you may hold a user group meeting with four members. Remember to let non-Sega club members know that you are holding a meeting. It would be a great chance for them to become members.

We were amazed at the quality of the R-Type conversion and how the Sega programmers had managed to cram all eight levels into one cartridge. R-Type is a 4 Megabit game and ranks alongside Afterburner and Phantasy Star in having the largest memory for the eight bit console.

*Do not worry as new supplies should be in your local shop now. Demand has been very high for what rates as one of the finest conversions to the Sega Master System!*

*As of yet there are no new catalogues printed.*

*Call the hotline for new release games and dates.*

Dear Sega,

I have been reading about the 16-bit Sega, and I'm very interested, but I have a question to ask. I have heard that you can use all 8-bit Sega games with it, if you have a special adapter. But will I be able to use my Light Phaser and my card games with it?

Now an 8-bit question, in Altered Beast is there a two-player option as my friend and I are great fans of the arcade machine, and I would like to purchase it on my Sega System if there is a two player option.

Other than that, keep up the good work with the Mag, as it is ace, and I think that the Sega System is the best console in the world!

STEVEN TYE

Hi Steve!

The 16-bit Sega has sure been hitting the news recently, at present it appears that you will be able to use your light gun and cards on the new system. Stay tuned for more info.

Altered Beast can be played in a two player mode, it is also playable in one-player mode!!

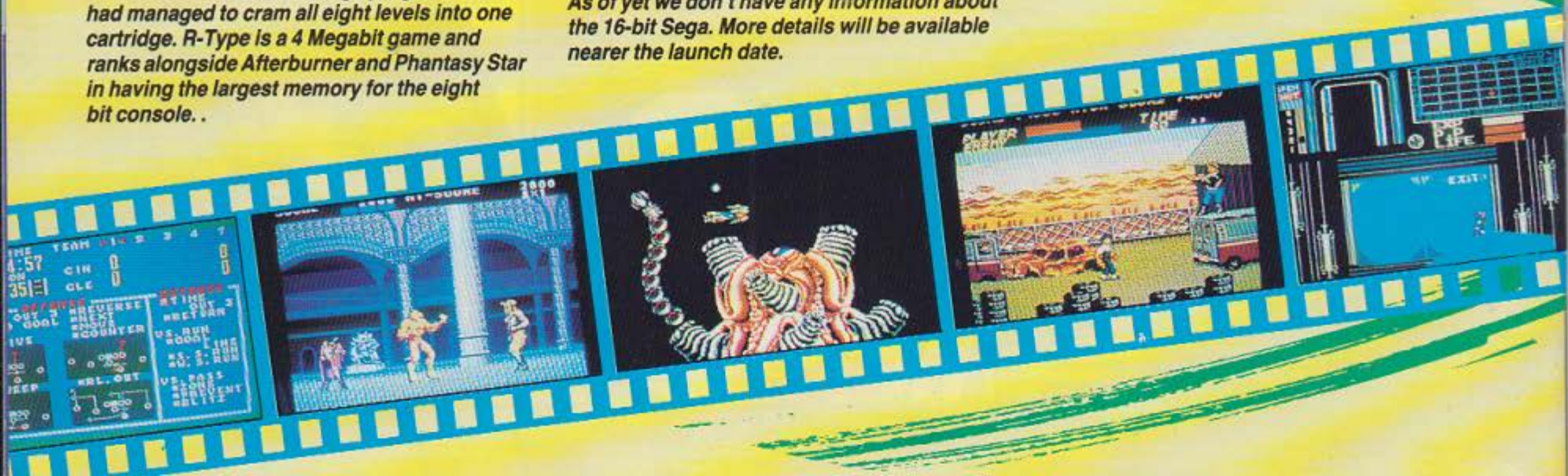
As of yet we don't have any information about the 16-bit Sega. More details will be available nearer the launch date.

## GAMES COMING

The current release schedule for Sega games is pretty hectic for the next quarter.

June should see the release of Outrun 3-D, Altered Beast, Rastan, Rampage and Bomber Raid. July has Vigilante from IREM, Time Soldiers, California Games and Cyborg Hunter with Baseball coming in August.

Autumn sees the launch of some blockbuster software, the world famous Ghostbusters hits the Sega format with follow ups to the classic Wonderboy and Alex Kidd series of games (see the exclusive reviews of Wonderboy 3 and Alex Kidd in the High Tech World in this issue). American Pro-Football and Spellcaster are also set for release and will help keep Sega fans busy as summer draws to a close.



# HIGH SCORES

*It is highscore time and the nominated game for the next newsletter is ALTERED BEAST. The list of highscores gets ever longer so keep them coming either by telephone on the Sega hotline (0736 810875) or write in with them.*

*As you can see below a lot of scores are held by two or three members, so come on get your fingers out and send those scores in!!*

ACTION FIGHTER	78,230	JOHN HOCKEY
AFTERBURNER	18,000,692	KEVIN RYAN
ALEX KIDD-LOST STARS	70,100	STEVENTYE
ALEX KIDD-MIRACLE WORLD	95,800	GRAHAM ALGER
ASTRO WARRIOR	260,000	DAVID SIMPSON
AZTEC ADVENTURE	81,700	ANDRE PAGE
BANK PANIC	5,900,550	JOHN HOCKEY
BLACK BELT	349,200	ANDRE PAGE
CHOPLIFTER	1,194,300	TONY GOODCHILD
DOUBLE DRAGON	110,600	MARK CHARLES
FANTASY ZONE	6,901,550	SHAUN WHITEMAN
FANTASY ZONE II	7,650,880	SCOTT McGRATH
GHOST HOUSE	753,850	STEVENTYE
GLOBAL DEFENSE/SDI	145,310	GRAHAM ALGER
KENSEIDEN	1,837,200	SCOTT McGARTH
KUNG FU KID	934,100	DANIEL AGATE
MY HERO	294,390	JAED SIMON
OUTRUN	56,554,970	GIL KOLIRIN
PENGUIN LAND	24,475	TONY GOODCHILD
POSEIDON WARS 3-D	138,800	MARK FRENCH
POWER STRIKE	4,277,280	DAVID SMITH
PRO-WRESTLING	535,800	SHAUN WHITEMAN
QUARTET	446,100	SHAUN WHITEMAN
RAMBO/SECRET COMMAND	1,325,710	GRAHAM ALGER
RAMBO III	82,600	BEN O'RILEY
RESCUE MISSION	575,900	STEVENTYE
R-TYPE	1,027,400	RAYMOND LAMB
SHINOBI	745,200	NIMA HOODEHYEAR
SUPER WONDERBOY	1,919,790	SHAUN WHITEMAN
TEDDYBOY	165,940	ANDRE PAGE
TRANSBOT	112,020	ANDRE PAGE
WONDERBOY	293,330	STEVENTYE
ZILLION II	1,936,700	NICHOLAS WARD

*THERE ARE ONLY SCORES FOR 33 GAMES ABOVE AND THERE ARE AROUND 80 GAMES AVAILABLE FOR THE SEGA MASTER SYSTEM. WHERE'S ALL YOUR HIGH SCORES FOR THE REST OF THEM?*

# WONDERBOY 3



## ARE YOU READY FOR THIS?

Hold on to your hat and get ready for some HEAVY action! Wonder Boy 3 is here for the Master System and it is the most challenging yet!!

It is a two megabit cartridge and should be available around September time. Poor old Wonder Boy has to get the Salamander Sword and he has to beat five enemy bosses to reach it. This latest game in the series is a world apart from the previous two, it offers far deeper play, tastier graphics, even more playability (is this possible?!) and some lovely, lovely original ideas.

On loading the game you are faced with a title screen showing a glitzy castle in the distance and a beautiful blue horizon. Press fire and you are given the option to start a new game or resume a previous one (passwords are given at various stages throughout the game).

You are then told that you are in the dragon's castle and are trying to get to the dragon's room to destroy him. Unfortunately (for you) the dragon can put curses on his enemies and change you into different creatures (a lizard/mouse/piranha/lion and a hawk) the good news is that when you transform into a different creature it gives you different powers, which are needed to complete the game.

The action takes place against a scrolling backdrop and you will find yourself in a mini world where you have to fight your way past snakes, bats, cyclops and other nasties to fight the first dragon. Many items will look familiar (healing rooms I love ya!) with gold coins and weapons to be had as you kill various creatures and spring boards help you get up to those higher ledges. Sega has also added extra touches with hidden treasure chests and weapons in tiles all over the place.

Your inventory can be called up by pressing the pause button. You have three main defences with Arms, Shield and Armor. These three items can be built up as you go through the game (with around 10 grades to move up through). Other helpful weapons are fireballs, tornados, arrows, boomerang, thunder keys and stones.

You have to collect keys as they open up the various sections of the game. Your life ends when your energy gauge, in the form of hearts, hits zero but you do start with one life in reserve.

Your character starts with the ability to jump and can kill by slashing with his sword. When he eventually meets up with the first dragon, you have to go for him in a BIG WAY. The dragon is beautifully animated and he knocks you for six if he touches you, he can also lob strings of fireballs at you which you have to avoid or they will stun you. To destroy him you have to leap up and hit him in the eye, the technique is quite simple but boy will you have trouble learning it!

When you have killed him the castle starts to shake and the background flashes red as the castle is about to explode you have little time to get out. If you manage it you go onto the second section, THE DRAGON'S TRAP.

To complete the higher levels you must upgrade your defences and weapons by visiting the shops that are scattered around, to buy items you need gold, and lots of it. You will also get to a stage where it appears that you are going around in circles and getting nowhere, this is where you have to transform into a different creature to open up the next section of the game. The ability to transform is gained by breaking a certain brick and picking up the question mark it drops. You can then enter a room where you can select the creature you want. The hawk is one of my favourites. It can fly up off the top of the screen into the skies above to investigate but be careful as, with most birds, it cannot breathe underwater! If you do happen to fall into water your energy gauge goes down very quickly. The lizard breathes fire, the lion has strength and these attributes have to be cleverly used to crack sections as they are encountered.

The scenery is lovely with pyramids, caverns, desolate desert, castles and a host of varied and vicious nasties to pass.

When you die there is a gamble screen which can bring you back into the game, it has a counter roll around the perimeter of the screen and if it lands on a life potion you can go back into the game, if it hits a heart you have to start over.

Wonderboy 3 must rate as one of the finest platform games on any format, the character has already proved immensely popular and with this third addition to the series it will take some very, VERY serious time to crack it.

# ALEX KIDD IN THE HIGH TECH WORLD



## WHAT A MONTH!

As if a new Wonder Boy game is not exciting enough there is an addition to the Alex Kidd series! Alex Kidd in the High Tech World is unusual in that it is not really a pure arcade game, it is a real time adventure with arcade elements. It is a one player one megabit cartridge. The aim is to get to the High Tech World Arcade but first you have to find a map which has been torn into eight pieces and scattered around a castle, then you have to get through a wood and past border guards, this all has to be done by 5PM and it is 9AM when you start! To save frustration there is a password option which allows you to re-enter the game provided you have managed to get out of the castle.

You control Alex with the Joypad and he moves against a scrolling backdrop, button two switches screens to show a map and inventory screen whilst button one speeds up text messages that are printed on screen. You start in a castle and have to find eight pieces of a map. This is done by talking to people you see who can give you clues but there are nasty little dead ends and tricks where you can lose your life and have to start over again. You get around the levels by using stairs and there are ladders to be collected, watch out for red herrings, if you collect a cloth and ladder you can go to the sixth floor and use the ladder and cloth to wipe clean a Sega sign which is rather spiffy BUT A WASTE OF TIME!! You will also find a broken computer and if you try to use it you get an electric shock and you have to start over!

The castle has six floors and boy there are some vicious little situations waiting for you! A good place to start is your mum and dad, on entering their room they offer you a piece of the map but it is false so you have to re-enter the room and they offer you the real piece!

You also have to visit Mary the castle Governess and school teacher, she asks you ten questions and you have to get them ALL right before she gives up her piece (she asks you gems like what is level 15 called on Space Harrier and how many bones do you have in your body!). Another mean section has you trying to sort the order of the servants in the castle (Linda/Betty/Janet/Cindy/Susie/Katie) clues as to the order are scattered all over the castle.

Some pieces of map are a little more involved with you having to visit Barbara who used her piece of the map as a book mark and returned the book to a library, so off you trundle to the library and enlist the help of John the librarian! James is the castle retainer and he burned his bit of map. BUT all is not lost, you have to call up Rockwell on the telephone (you had to memorise his telephone number earlier on) and he agrees to give you his restoring powder if you will meet him in half an hour if you are late meeting him he gets angry and the game ends!

There are many characters in the game whom you have to evaluate, Paul is a friend of Alex but he is also a bit of a rascal as he originally tore up the map he also has a strange urge to point you in the wrong direction so beware! Also just what part do Tom and Mark play in the game as they only show up at breaktime? Spot is Alex's pet dog and for reasons best known to him he appears with pizza and gives cryptic messages (!).

On walls throughout the castle there are messages. These should be read as they can point you in the right direction, you can get new information if you re-enter a room but you do lose five minutes on the clock for every room entered so beware.

When you are out of the castle you have to brave the forest. The forest is packed with blue ninjas who throw darts, Alex can leap over them and fire back. There are plenty of Gold pieces to be collected and these can be used in the village. (Alex comes too). Here he must obtain a Travel Pass, again there is interaction with the villagers and you have to barter for the pass.

The tunes and graphics are cutesy and sharp, the gameplay can be a little slow in places. If you are an Alex Kidd fan you really need to bear in mind that this is essentially an adventure game and the previous two titles in the series were mainly in the arcade mould. That said High Tech World offers many hours of entertaining puzzles and there are little arcade sections to break up the strategy theme. As with all games of this type you need to draw a map and keep a note of what is found where for reference.

# GHOST-BUSTERS-SNEEK PREVIEW

WHO YOU GONNA CALL? GHOSTBUSTERS!!!!!!!!!!!!

The world famous Ghostbusters have arrived on the Sega Master System. The game features all the classic play elements that made the original a world best seller, and the game has been enhanced to make full use of the Sega system's superb graphic and sound capabilities.

The game is set for release in October and can be seen at the PC Show.

# TIPBITZ

First an apology for the tip on Power Strike in the last issue, it was incorrectly printed as D/R/D/L/R/U/R, in fact it should have been D/R/D/D/L/R/U/R and then press fire to go into the game. This allows you to start the game with 10 lives.

## MIRACLE WARRIORS—

**GAME STARTING POINT:** You begin the game at the castle of Arasia on the continent of Arukas (top right portion of the map).

**ANCIENT SAGE, KOSAMA:**—In order to collect your three companions, you must visit sage. He is located on the Arukas continent above the Austel providence.

**THE THREE COMPANIONS:** GIU-Guy is located on the continent of Marula in the providence of Baton (in the southwest corner) in the hidden city. There are several shops, but you must find the shop that sells healings, herbs and spells. You must buy a spell and you will receive: "Awake, Giant". Note: In order to rescue Guy, you must have the Sword on Warrior. (See special items.)

**GUY'S SPECIAL WEAPONS:** Turos Sword—Located in castle in mountains surrounded by forest to left of providence of Dirke on the continent of Marula.

**ARMOR OF TITAN**—Located on the peninsula of Kadmos off the continent of Marula in the mountains.

**SHIELD OF HECTOR**—Located on the continent of Apheridas in the Idmon Desert (to the right of the location of the second ship) in the forest.

**MEDI**—Medi is located on the continent of Eratos in the city of Doris (southeast of the silvius Desert). She is in the house with the blue roof. Note: Before you can rescue Medi you must have the Armor of Legend. (See special items)

**MEDI'S SPECIAL WEAPONS:** Eros Sword—Located in the castle called Elatoria on the west side of the continent of Eratos.

**ARMOR OF ATHENA**—Located in the cave on continent of Eratos in the forest on the northeast side next to the mountains. (The very northern tip of the main part of the continent covered with mountains.)

**SHIELD OF CELENE**—Located in mountains across the thin band of water (to left) of city of Galia on the continent of Arukas.

**TURO (Treo)** — Treo is located on the continent of Eratos on the peninsula of Iphis (far northeast section). He is on an island in the middle of the peninsula. Note: Before you can rescue Treo, you must have the Shield of Ulysses (also called the Odysseus Shield). (See special items.)

**TURO'S SPECIAL WEAPONS:** Halberd of Babel—Located in upper monument of most northern tip of peninsula of Iphis. Hidden in a treasure chest. Note: To enter monument, use spell; "Treo Has Come".

**ARMOR OF KASO:** Same as above.

**SHIELD OF KIMAIRA:** Same as above.

**THE SHIPS:** Ship 1—Located on the continent of Marula on the peninsula of Kadmas. Take the thin path towards the peninsula. Proceed to the village surrounded by water and a townperson will give you the ship. Note: This ship will not cross stormy seas. The cost of this ship is 30,000.

**SHIP 2**—Located on the continent of Apheridas on the island surrounded by water above the Gorophonos Desert (upper left corner). Note: You must have Treo to get this ship. This ship will cross stormy seas.

**KEYS:** Start at Tegea on continent of Areos:

**HEAVEN**—Go south 16 squares (small ones). When at the block of sand by itself, press button 2 and an invisible monument will appear. Use spell "Come, Iason" to enter monument. Search for a treasure chest to find key.

**EARTH:** Go west 16 squares (small ones). Proceed as for Heaven's key described above.

**HELL:**—Go north 10 squares (small ones). Proceed as for Heaven's key described above.

**DARK LORD TERRARIAN:** From the location of Hell's key proceed west 6 squares. You will arrive at Iason's monument (also called Gorkis Shrine). Note: You must have all three keys to enter.

**IASON'S MONUMENT:** This monument contains three main levels: First level—Go to the northwest corner of the level. You will find a flight of stairs which you need to take down. Second level—Go to the southeast corner and take the stairs located here down. Third level—Proceed to the north center edge of this level. When you take these stairs down, you will face Terrarin. She is extremely powerful, and you will need every magical weapon possible available to you. Note: While you are working your way through the monument, you will find treasure chests with special items inside.

**SPECIAL ITEMS:** Sword of Warrior—Located in forest straight south of city of Orcho on Marula continent in hidden castle.

**Village of Restoration**—Village is located in mountains surrounded by forest above the providence of Penteus.

**Staff of Earthquake**—Located on island of Karne south of the continent of Eratos.

**Mantle**—Hidden in monument in Silvius Desert on the continent of Eratos. Crystal—Same as above.

**Helm**—Located in monument in Julius forest on continent of Marula. Legend of Armor (Armor of Iason)—Located in mountains on continent of Apheridas in very northeast corner in cave.

**Stone of Protection**—Located in village on far east tip of the peninsula of Iphis off the continent of Eratos.

**Shield of Ulysses (Shield of Odysseus)**—Located on the Island of Ikaros in the very most southeast corner.

**White Sphere**—Located in Kithairon desert, approximately in the center of the desert.

**Sacred Nuts**—Kill the Liphants in the forests on the continent of Marula.

**Additional Hints:**

When you first begin the game, only attack the evil merchants. They are easy to defeat and will give you lots of money that you can save up to buy herbs to heal yourself later in the game. Do not attack the merchants and the travelers. Talk to them and they will give you special messages, attack them and they decrease your fame points.

## Y'S THE VANISHED OMENS:

**TO START:**

Aron starts the game unarmed and with \$1,000. Immediately buy a short sword in the city of Minea. \*Be sure to equip Aron with the sword. § Proceed to talk with all villagers and explore all shops. Writing all messages is a good idea at this point.

**Game Play:**

Exit Minea and enter field. Kill creatures to build gold and experience points. Cross bridge to right and enter another field. At the bottom of the second field is a lake. Go to the right side of the lake and at the indentation, attempt to walk on the water. If in the correct location, Aron will receive the GOLD PEDESTAL.

Return to Minea and in the village market, sell the PEDESTAL for \$2,000. Then buy the SAPPHIRE RING for \$1,000.

Take the Ring to Donis in the Ohman Bar and receive \$1,500 as a reward.

With this gold, proceed to buy shield and armor. Once fully armed, visit Seer's House. Aron will receive the CRYSTAL. To the right of the second field is the city of Zepik. Visit the house of Jeba. If Aron has the Crystal, he will then receive the TEMPLE KEY from Jeba.

Exit Zepik to upper-right and follow path through the hills. Situated at the crest of the hill is the palace.

The creatures in the palace are extremely powerful. Be sure to upgrade arms as gold is accumulated. Always carry a wing so returning to Minea is easier.

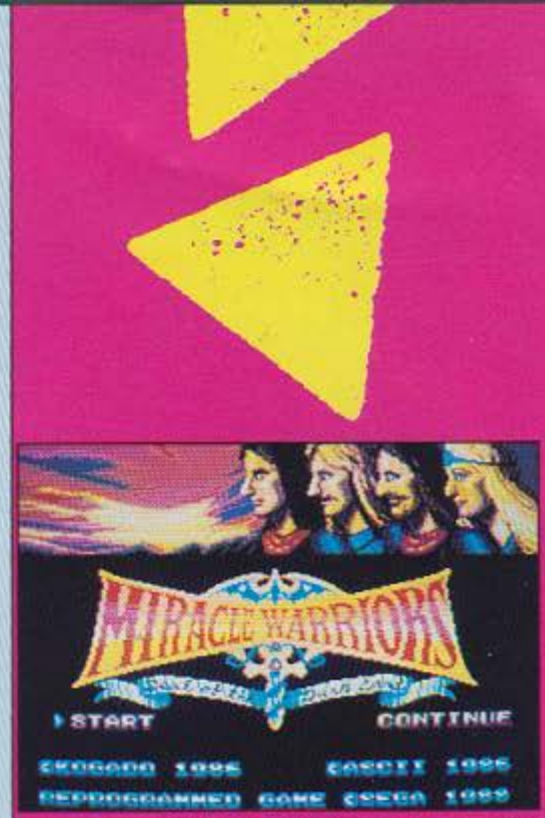
Enter the palace and approach gold statue to the far right. If in possession of the Temple Key, touching the gold statue will gain entrance to the inner regions of the palace.

On the far left side of the first floor is a chest containing a RUBY.

On the far right of the first floor is a decorated wall. Touch the wall and Ankarat appears. To defeat, stay at the top of the screen and when Ankarat appears, run and touch and return to original position. After defeating him, a hole in the wall will open. This is a passageway to second floor. Work through the second floor to the stairs in the upper-right corner. There are three chests hidden throughout this level. In the upper-right chest, a NECKLACE will be found.

At the top is a chest containing KEY TO PRISON. And at the bottom is the chest with the KEY TO CHEST. With the Key to Chest in possession, return to second floor to open locked chests. One chest contains a potion, the other, a mask. Also, with the Key to Prison, the three prisons at the top of this level can now be entered. In the left prison, the SILVER BELL can be obtained.

Back on the first floor, the locked chest contains the RING OF MAIL.



Exit the palace. Take the Silver Bell to the House of Mayor in Zepik. In turn, the POWER RING will be received.

At the top of the second field is the mine. The mine has three levels. Beware, the mine creatures are even more powerful than the creatures found in the palace. In the far upper-left corner are two chests, one has a potion, the other contains the SILVER ARMOR. In the lower left side is a chest where the TIMER RING can be found. Proceed to upper-right corner of first level to find stairs to second level.

On the second level, go to immediate left and find the chest containing the RODA SEED. Further to the left is the chest containing the HARMONICA. And in the lower-right corner is the chest which holds the HEAL RING.

Exit the mine and make way down the second field to the large triangular tree. Once the Roda Seed is in possession, by standing at the foot of this tree, Aron can now converse with it. Buried beneath a Roda tree there are two of them. is the SILVER SWORD.

Proceed to Minea to return the Harmonica to the poetess, Reah. At this time, return to the palace. From the third floor, make way to upper-left corner and take the stairs to the fourth. In the lower-left corner is a chest containing the IVORY KEY. On the fourth floor, top center, are the stairs that lead to the fifth floor. On the fifth floor are two chests, one in the very upper-right corner, the other on the bottom towards the left. These treasure chests contain the MARBLE KEY and the SILVER SHIELD.

Throughout floors four and five are several gold statues. Touching these gold statues results in being transported to different locations throughout the palace. Touching the correct sequence of gold statues will gain access to a room filled with pillars broken and whole. Progress all the way to the left and there will be a chest on the left. Touch the chest and WYRM will appear. Stab repeatedly with sword to kill. Once gone, touch the chest again to receive a BOOK OF Y'S.

Return to the Seer's House Sara in Minea and obtain another BOOK OF Y'S.

Take the Books to Jeba in Zepik and she will read them.

Now, return to the mine. On the second level of the mine there are stairs at the very top center that go to the third level of the mine. Once on the third level, proceed up to top right corner. There will be a chest containing the KEY TO DOOMED. On the left side of the third level is another chest containing a potion. From the potion, proceed down to the very bottom, far left. There, a blue door is located. Go thru the door and touch the chest to encounter BIRDO. He is very difficult to destroy. Do not attempt to destroy the mini-bats. Instead avoid the bats and wait until they join and form the large bird. Stab the wings only. Do not rush the fight. Once he is dead, another BOOK OF Y'S is received.

Again, take this book to Jeba to be read.

It is now time to go to the TOWER OF DOOMED for the second half of the quest. Return to the palace, but do not enter. To the right of the palace is the THIEVES' DEN, where Goban lives. Beyond the Thieves' Den is the Tower Of Doomed. Once the Tower is entered, it cannot be left, so be sure to save the game at this point.

The first six floors of the Tower must be carefully explored as there are many specific areas to look for.

- Look for a room holding four chests. One has the EVIL RING, one has a mirror, one has a potion, and one is empty.

- Continue on to find a room with three statues they are in the formation of an upside-down triangle. When the room is entered, the screen will flash and the door will be covered with a prison door. At this time, all silver arms will be lost. Walk into the prison door. Walk into the prison door and a hole will appear in the right wall. A man will walk out. Talk to him and receive the STATUES for RAUBA. Exit the room and go to Rauba.

- To find Rauba, look for a long hallway lined with Stone Statues. Put on the mask and a door among the Statues will now be revealed. Enter the door and talk to Rauba to receive the BLUE NECKLACE. Equip with the Blue Necklace and Evil Ring.

- Return to the room with the three Stone Statues. Leave and go through entire Castle back to the same room. This must be done several times before the man on the right allows you to go on. When this happens, the wall to the right will open allowing access to the seventh floor.

On the seventh floor, there is a chest containing the SILVER SWORD. Take the stairs on the right to the eighth floor. On the left side of the eighth floor are stairs ending in a green door. Go thru the green door and enter a room with a green door. Touch the green door and Insecta will appear. To kill, avoid the green objects he throws while stabbing him. Once he is dead, enter the green door to find two chests. One has a HAMMER, the other has a BOOK OF Y'S.

Proceed to the stairs at the top center to floor nine. In the middle of the ninth floor is a room with one chest surrounded by four Stone Statues. Be prepared, as the Statues come to life and must be destroyed. The chest contains the SILVER SHIELD.

Go to the right of floor nine to find the stairs to floor ten. The tenth floor has two sets of stairs.

The stairs on the left of floor ten lead to the eleventh floor. When the room at the top of the stairs is entered, the life meter will suddenly drop steadily. Run to the right and enter the door. Hurry down the stairs and talk to the man.

Read his message and when the life meter is full, exit that room and run back to the door on the left. Go downstairs back to the tenth floor. Take stairs on the right to the ledge with pillars. Equip with Hammer and use; the pillar will break. The poisonous room will now be harmless.

Before returning to the poisonous room, proceed to right on to ledge to next door. Enter door and make way to stairs at the far left. The stairs lead-up to the twelfth floor out onto another ledge with pillars. Go right to next door on ledge and enter. To the left on that floor, is Luther Jemma.

Return now to the poisonous room, proceed to the right on ledge to next door. Enter door and make way to stairs at the far left. The stairs lead-up to the twelfth floor out onto another ledge with pillars. Go right to next door on ledge and enter. To the left on that floor, is Luther Jemma.

Return now to the poisonous room. From the room where the old man gave the message and filled the life meter, continue to right to another door. Take stairs to left to thirteenth floor.

Make way to left and talk to old man, proceed to right to stairs to fourteenth floor. To the right of the fourteenth floor is a green door. Enter and touch the next green door. I-Ball will appear. Destroy do not touch red spot in centre or rocks he is throwing and enter green door to find two chests. One has the ROD and the other has a BOOK OF Y'S. Return to old man on the thirteenth floor and proceed down through doorway to mirror. Touching the mirror without the Rod will do nothing, however, with the Rod, touching the mirror will lead to a different area of the thirteenth floor.

The thirteenth floor is full of mirrors and can be very confusing. Take it slow and try to memorize what each area looks like. In this area is a chest with the SILVER ARMOR. By continuing through the mirrors and doorways, sets of stairs can be found. Take all stairs as they lead to other areas. On the fifteenth floor is a chest with the BATTLE SHIELD.

After finding the battle shield, exit room and go all the way to the left, take hallway up and go all the way right to door. Go through door to the sixteenth floor.

On the sixteenth floor is a crossway to the Tower of Rado. Enter Tower and head all the way to left to find a green door. Enter and encounter Reah, the poetess. Reah has a MONOCLE.

With the Monocle in possession, read the books found in Tower.

After reading the books, it is necessary to return now to Luther Jemma on the twelfth floor. Luther Jemma will present the AMULET.

Proceed up the floor from Luther Jemma to fifteenth floor. Take stairs on far left to seventeenth floor. In the middle of the seventeenth floor is a chest with a potion. From there, continue to left to stairs to eighteenth floor.

The eighteenth floor has two sets of stairs. Take stairs to right to nineteenth floor. On the nineteenth floor is a room guarded by two Stone Statues. Enter the room and find a chest surrounded by four Stone Statues. Equip with evil Ring and Blue Necklace. Touch chest and receive BATTLE ARMOR. Return to eighteenth floor and take stairs on left to twentieth floor.

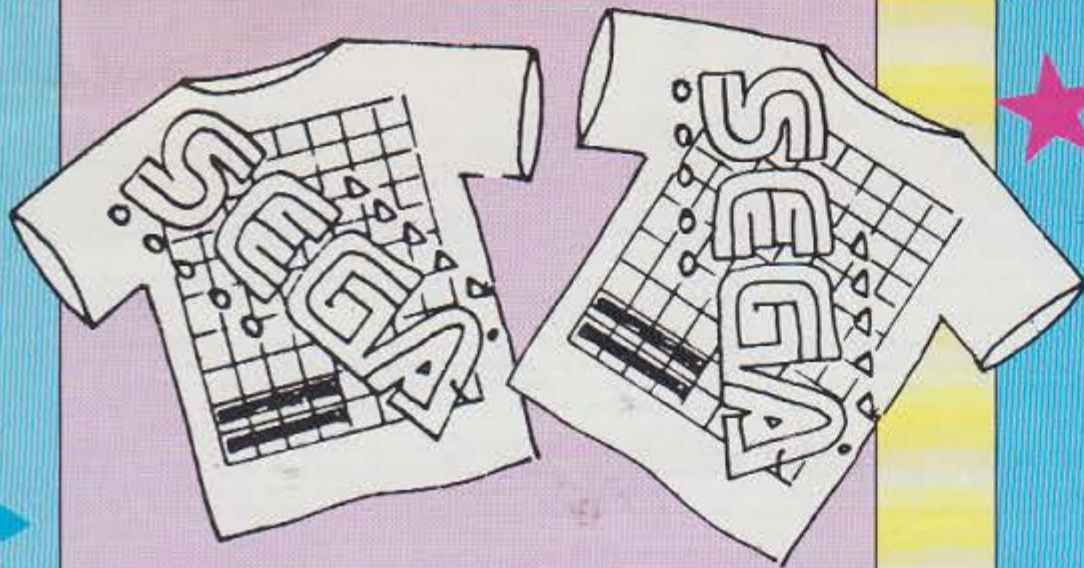
Go left through twentieth floor. on the way, a hole will appear in the wall. Go through hole to room with chest with two guards. Kill the guards and touch the chest to receive the FLAME SWORD.

From the hole in the wall, continue to left to stairs leading to twenty-first floor.

The twenty-first floor is another floor filled with mirrors. Proceed as before in the thirteenth floor to find stairs to twenty-second floor. The twenty-second floor is also field with mirrors. Touch the correct mirror to find a room with a green door. The room will suddenly have two faces one black and one white with fireballs revolving about each face. This is Heady and he is tough. Go to bottom centre of screen and stay there. Wait for two faces to merge and run up and touch. Only touching the white face will cause his life meter to drop, so when possible, go for him.

After Heady is dead, go to far left and proceed up all the sets of stairs approximately four. At the top of the last stairs is a green door. If the Amulet is in possession, the green door can be entered. This is where Dark Dekt is hiding. Before confronting him, make sure to equip with all Silver Arms. Touch him and the platform will take off and fly through space. He will start flying around while throwing fireballs. When he is touched, a portion of the floor disappears and cannot be walked on. Be careful and use strategy! Try touching him when standing on the edges first so the floor won't disappear in the centre making it impossible to run around. Make every hit count. If possible, try following him around the board with the sword constantly touching him. Once he is defeated, the last book hidden in his cloak will be revealed.





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