

INSTRUCTION MANUAL



MEGA DRIVE

SEGA

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Setting Up

1. Set up the Sega Mega Drive as described in its instruction manual. Make sure the power is OFF.
2. Plug a Sega controller into control port 1.
3. Fit the game cartridge into the cartridge slot and press it down **firmly**.

Always turn the power OFF before inserting or removing the cartridge.

4. Turn the power ON. In a moment, the Sega logo appears, followed by the Title screen.

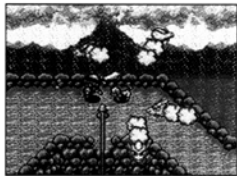
If you don't see the Sega screen, turn the power OFF. Check your Mega Drive setup, make sure the cartridge is firmly positioned in the console, and then turn the power ON.

Happy Birthday to Me!

It's my 14th birthday, and you know what that means, don't you? You don't? When the boys of Soleil become 14, they receive their first sword! My father told me that this is a very old tradition.

My father was a great swordsman. The king said that my father saved the town of Soleil because he was such a great warrior. I'm going to be just like him, and fight bad guys and monsters.

Soleil has a lot of monsters roaming around these days, too! I bet I'll have plenty of chances to defend our town from danger. But first I have to go tell the king that I'm 14 years old now, so that he'll let me start training to be a real swordfighter. See you later!



Take Control!

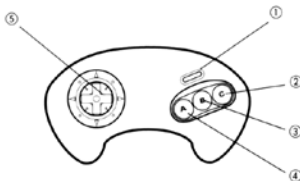
6-Button Control Pad

- ① Start
- ② Button C
- ③ Button B
- ④ Button A
- ⑤ Directional Button (D-Button)



3-Button Control Pad

- ① Start
- ② Button C
- ③ Button B
- ④ Button A
- ⑤ Directional Button (D-Button)



Directional Button

- Moves the Highlight box when selecting your character's name.
- Moves the selection arrow to Yes or No, when someone in the game asks you questions.
- Moves your character during game play.
- Moves your character to different areas on the Game Map screen.
- Moves the Highlight box when selecting options in the Command screen.

Start Button

1. Accesses the Title screen from Story screens/accesses the Adventure screen from the Title screen.
2. Opens the Command Screen from the Main Game screen/returns to the Main Game screen from the Command screen.

Button A

1. Makes selections in selection screens.
2. Selects the area on the game map you wish to enter.

3. Starts/continues conversations.
4. Swings your sword/throws your sword when **Button A** is pressed and held, then released.

Button B

1. Initiates jumps.

Button C

1. Makes selections in the selection screens.
2. Activates your companions' special abilities.

Note: Buttons X, Y and Z on the 6-Button Control Pad have no functions in this game.

The Adventure Screen

If you're starting the game for the first time, you have all four Save Spots available. Pick a Save Spot in which to place your adventure by moving the Character cursor to a number and pressing **Button A** or **C**. Pressing **Button A** or **C** automatically brings you to the Name Select screen. If you have an adventure already saved, place the Character cursor next to the number of that adventure and press **Button A** or **C** to start the game. If you've already started an adventure, you can also make use of the **Delete and Move** options which are displayed at the top of the screen.



After selecting a place to save your adventure, it's time to pick a name for your character in the Name Screen (up to 10 characters can be entered). Move the Highlight box to the first letter or character, and press **Button A** or **C** to input it (it then appears in the box at the top right side of the screen). Continue until you've finished entering the name, then highlight OK and press **Button A** or **C**, or press **Start** to begin your adventure!



To Delete an adventure, move the Character cursor to Delete with the **D-Button** and press **Button A** or **C**. You have to confirm your choice by selecting Delete again and pressing **Button A** or **C**. If you change your mind, select Undo and press **Button A** or **C**, or press **Button B**, to return to the Adventure screen.



Move allows you to make a copy of an adventure and store it in another Save Spot. Select Move with the Character cursor and Press **Button A** or **C**, then move the Character cursor to an adventure and press **Button A** or **C** again. Finally, select the Save Spot you'll place the copy in and press **Button A** or **C**. You can save an adventure in a space already occupied, but you lose the adventure previously saved there, so be careful not to erase the wrong adventure. If you decide not to make a copy of the adventure, select Undo and press **Button A** or **C**, or press **Button B**, to return to the Adventure screen.

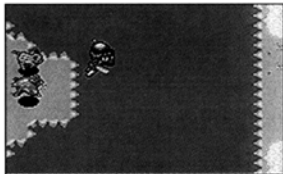
Makin' The Moves

As the game progresses, you will learn to perform a lot of special actions such as jumping long distances and picking up objects. Most of these techniques are only available after you pay a fee, or when you meet a character who can teach you. Here are the techniques you can learn to do, and how to do them:

Sword Techniques

Sword Throwing

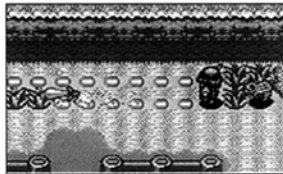
One of the trainers at the Rafflesia School will teach you this special technique – for a price. Press and hold **Button A** until your sword begins to glow, then release **Button A** to let your sword fly!



The sword will move in whichever direction you threw it, then return it to you. This technique is essential for bashing enemies or hitting otherwise unreachable objects at a distance.

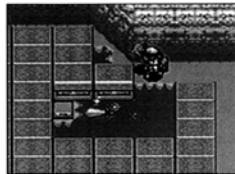
Rebounding

With the help of a friendly flying squirrel, your sword gains the power to bounce off of walls or obstacles. Point your character toward the object you want the sword to rebound from, press and hold **Button A**, then release it when the sword glows. The sword rebounds off the walls or other obstacles, then returns to you. You can call the sword back to you at any time by pressing **Button A** again.



Swordflight

A magical butterfly gives you the power to control your sword's direction. Press and hold **Button A**, release it when the sword glows, then direct your sword's flight using the **D-Button**.



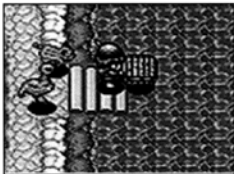
Handling Objects

Pick That Up!

A pleasant pachyderm teaches you how to pick up things with your trunk. Wait a minute – that's how he picks things up! You'll have to use your hands.

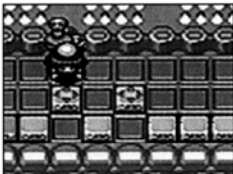
Press **Button A** while standing in front of an object to pick it up. Press **Button A** again to drop it.

Carrying an object is as simple as picking it up and then walking or jumping as you normally would. To throw an object, pick it up, press **Button B** to jump up, then press **Button A** at the top of the jump to toss it out in front of you.



Getting Pushy

Certain boxes can be pushed from place to place. Stand in front of the object, then press and hold the **D-Button** in the direction of the object. Your character automatically starts pushing the object. To change directions, reposition yourself with the object in front of you, facing in the direction you want to push the object. Press and hold the **D-Button** in the direction you want to travel and starting moving!



You'll Treasure This!

Treasure chests and other boxes can be opened with a swing or two of your sword. Face a box or chest and press **Button A**. Some boxes may take a few hits to break open – whack away!

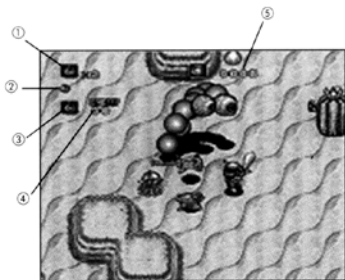


Main Game Screen

- 1. Sets of Apples Remaining:** Gain more than eight Life Force Apples and you start on a new set. Keep an eye out for Golden Apples – each one increases your maximum number of Apples by one.

Note: The number of Apples equals the amount of Life Force you have remaining.

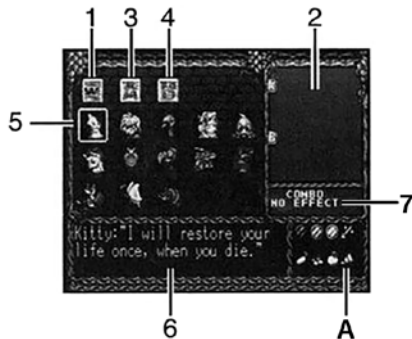
- 2. Apples Remaining in Current Set:** You have a total of eight Apples per set. You lose one Apple every time your character is injured.



- 3. Enemy's Sets of Apples Remaining:** This shows how many sets of Apples your opponent has left. Boss characters usually have more than one set of Apples so make sure to check the Boss's strength before jumping into the battle.
- 4. Enemy's Apples Remaining in Current Set:** This shows the number of Apples the enemy has left in the present set.
- 5. Current Funds:** The amount of money you're currently carrying.

Command Screen

- 1. SAVE:** Save your game and maintain your progress by selecting the SAVE command. Use the cursor to highlight the SAVE command and press **Button A** or **C**.
- 2. Animals in Active Team:** Up to two animals can be on duty at any time. This window shows the animals on active duty. To place an animal on active duty, highlight it and press **Button A** or **C**, then highlight the position the animal will take (Animal A or Animal B) and press **Button A** or **C**.

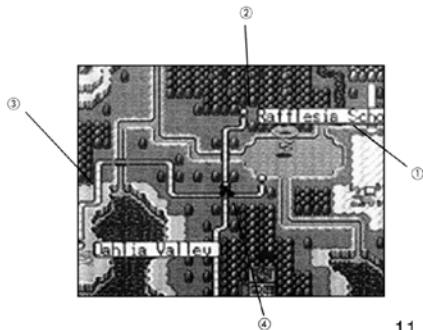


- 3. Take Off Animal A:** Removes the first Animal teammate from active duty. Highlight this box and press **Button A** or **C** to remove the animal.
- 4. Take Off Animal B:** Removes the second Animal teammate from active duty. Highlight this box and press **Button A** or **C** to remove the animal.
- 5. Animal Teammates:** Displays all the teammates available. Highlight an animal to see what special techniques that animal uses.

- 6. Highlighted Animal's Special Technique:** Explains the magical technique that animal can perform.
- 7. Combination Effect:** This gives you an explanation of any special effects the two animals have as a team. Try different teams to find out the best combinations.
- A. Special Items:** Displays any unusual items you've acquired on your adventure.

Game Map Screen

- 1. Area Name:** This sign displays the name of any area you can access.
- 2. Entrance to Area:** A small dot indicates the entrance to the area. Move your character to the dot and press **Button A** to enter that area.
- 3. Pathway:** The road you're travelling.
- 4. Character:** Press the **D-Button** to move your character to any accessible area.



A Crass Menagerie

On your journey you'll meet all kinds of animals, who have various magic powers. Each animal's power can help you in some way, like increase your walking speed, enable you to control your sword better or carry you across water. Animals can only use their power if they are in the Active Member group.

Johnny the Dog

Johnny's bite is as bad as his bark! Press **Button C** when Johnny is near an enemy and Johnny will stop the enemy in his tracks – leaving an easy target for you.

"Ciel" the Flying Squirrel

With the flying squirrel's help, your sword gains the ability to rebound off objects (see Rebounding on Page 8).

Kitty

Kitty loans you one of her nine lives. When you lose all your Life Force Apple points, Kitty will replenish them once for you.

"Penguin" the Penguin

This frigid fellow comes from Freesia, an island to the South of Soleil. His magic power helps you in hot places – your sword gains the power to freeze lava and destroy fiery enemies with one swipe.



“Charlie” the Cheetah

Faster than a speeding racecar, this Cheetah is a valuable addition to your group. When you use his power, your speed and your jumping ability doubles! If you have trouble outracing him, you might try cutting a deal instead.



“Leon” the Lion

This fearsome creature has the magic to turn your sword into a fiery blade, cutting all in its path.

These are just a few of the animals you'll meet on your adventures in Soleil. Make sure to lend an ear to any animal you meet – you may get information, or a new team member!



The Golden Apples Of Soleil (And Other Useful Items)

Wherein some of the many and sundry items of Soleil are presented for your inspection. There are other special items which don't appear on this list. Items which are hidden in Treasure Chests or tall grass must be released first (usually by cutting at the grass or the Chest with your sword). Then, walk over the item to acquire it.

Coin (Marin)

The coin of the realm is called a Carin, and you're going to need more than one or two if you're planning to travel around Soleil. Coins are hidden inside Treasure Chests, in bushes and sometimes appear when Buttons are pressed.

Bag O' Marins

Grab this bagful of coins for a special multi-coin bonus.

Apples

There's an old saying in Soleil "An Apple a day keeps your Life Force fully replenished." Whenever you're attacked or happen to fall onto an unexpected spike trap or into a lava pit, you lose one Apple's worth of Life Force. Find an Apple, and replenish one Apple's worth of Life Force! For your own sake, try not to lose all your Apples. If you do, the game ends, and the Title screen appears. Start again!

Golden Apples

These special items add one Apple's worth of total Life Force to your supply. The more Apples you have, the better!

Treasure Chests

Treasure Chests are scattered all around the land of Soleil. Some have Apples inside, while others hold Coins. Opening Treasure Chests is as easy as bashing them with your sword a few times, then walking over the item released to pick it up.



Buttons

Buttons are there to be pushed. So push 'em. Stand near a Button and jump on top of it, or throw a plank or object on top of it. Pushing a Button may open a door, make a Coin appear or even start a river flowing!



Medals

Finishing each course in the Rafflesia training ground gains you one medal.

Easy course: Bronze Medal

Medium course: Silver Medal

Difficult course: Gold Medal

Once you gain all three Medals, pay a visit to the king, who will give you a very special prize in return.



Ruby Slippers

Dorothy was caught up in a tornado and taken to a strange world, and she was finally able to get back by using these magic slippers. No, really, that's what happened. And get this – chances are the same thing will happen to you!



Game Over/Continue

Your character starts out an adventure with a certain number of Life Force Apple points. Each time you character is injured, he loses one Apple from the total. Lose all your apples and your angelic spirit floats up towards the Pearly Gates.

Fear not! Selecting the adventure from the Adventure screen brings you back to the adventure from where you last saved it. Remember to save your adventure from time to time, to avoid having to redo difficult tasks.



Some Suggestions for You

1. The sword throwing technique is essential in getting through the land of Soleil. There are many areas and sections in which the sword-throwing technique is the only way you can get through. Practice your technique wherever possible.
2. Although you've talked to a certain person or animal (or even plant) before, they may have new information for you at a later date, so if you ever find yourself at a loss for what to do next, go and talk to the residents of Soleil – they're sure to have some hints or advice for you.
3. Once you see the tornado appear on the Game Map screen, follow it as it moves from place to place and finally learn the true nature of the monsters of Soleil!

Handling this cartridge

This cartridge is intended exclusively for the Sega Mega drive system.

For proper usage

- ① Do not immerse in water!
- ② Do not bend
- ③ Do not subject to any violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the crt. Avoid repeated or extended use of video games on large screen projection televisions.



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