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# LUNAR

ETERNAL BLUE



*Working Designs Ultra Series*

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM





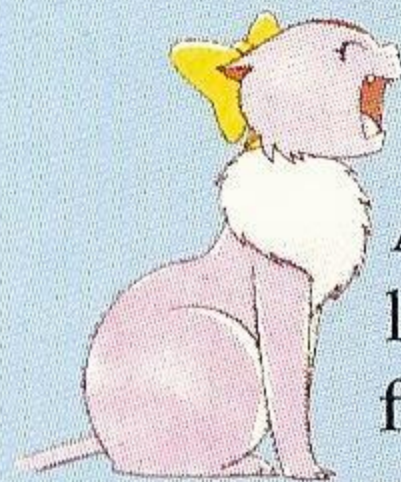


We are delighted that you have chosen *LUNAR: Eternal Blue* for play on your Sega CD™ System. We hope that you will continue to enjoy this and all our Role-Playing games for the Sega CD™ System. Due in part to your continuing requests for Role-Playing games, this game now rests in your hands. We're now the #1 publisher of SEGA-CD™ RPG's in America! We couldn't have done it without you! So, 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.

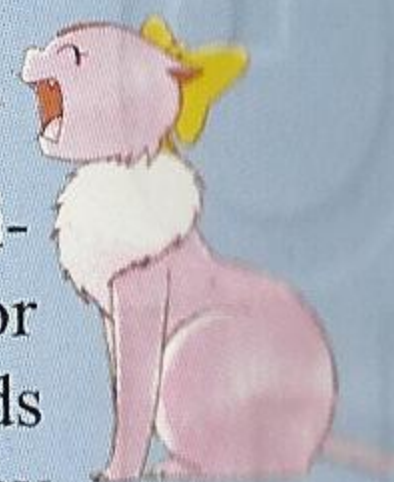
### Handling Your Sega CD Disc

- This Sega CD Disc is intended for use exclusively with the Sega CD™ 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 CD Disc.
- **KEEP YOUR SEGA CD 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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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ System.



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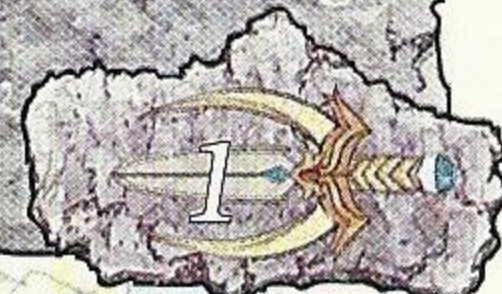


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NOTE: This product has been rated by the *Entertainment Software Rating Board*. For information about the *ESRB* rating, or to comment about the appropriateness of the rating, please contact the *ESRB* at 1-800-771-3772.





# THE MAP OF LUNAR



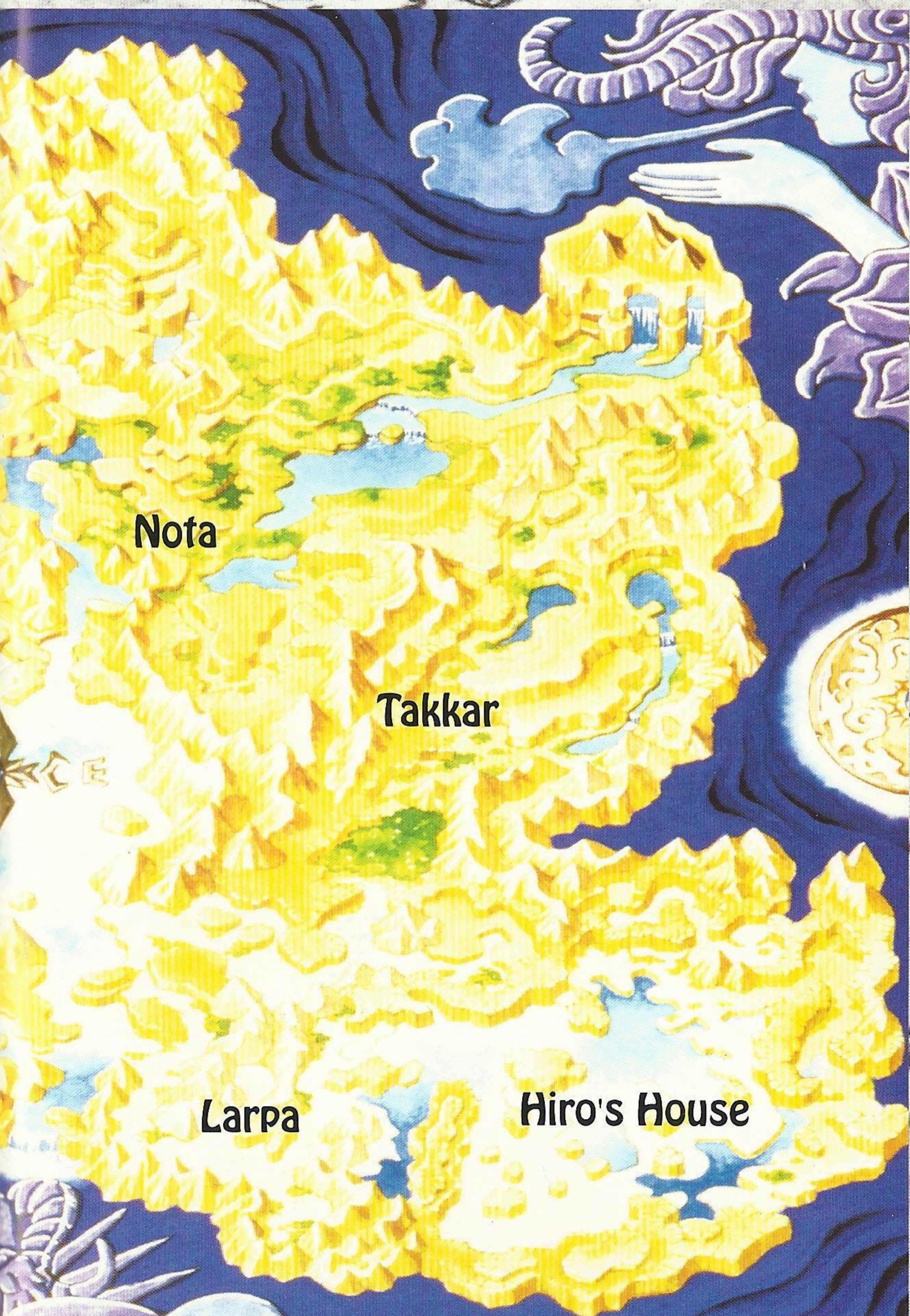
**Meribia**

**Horam**

**Serak Palace**

**Zaback Mines**





**Nota**

**Takkar**

**Larpa**

**Hiro's House**



# LUNAR®

## ETERNAL BLUE

Welcome back to the magical world of LUNAR! Over a thousand years have passed since Dragonmaster Alex and his companions crushed the evil ambitions of Ghaleon and rescued Luna. From that time forward, LUNAR was at peace.

With the passing of time, however, the details of that epic conflict were lost. But, ancient writings scattered in the ruins around LUNAR bear silent witness to LUNAR's mysterious past. A boy named, oddly enough, Hiro, is fascinated by these stories. He lives with his grandfather Gwyn, an archaeologist who has shown him the wonder of history. Now, Hiro and his longtime friend Ruby often steal away to explore the ruins nearby - even though Gwyn has told them not to go without him.

The story that fascinates Hiro most is the one that tells of the time when Althena lived in human form, a dragonmaster named Alex controlled the four dragons, and a magic city flew in the sky. To most, these stories seem like fairy tales, but to Hiro they seem just as real as the smell of Grandpa Gwyn's liniment in the morning.

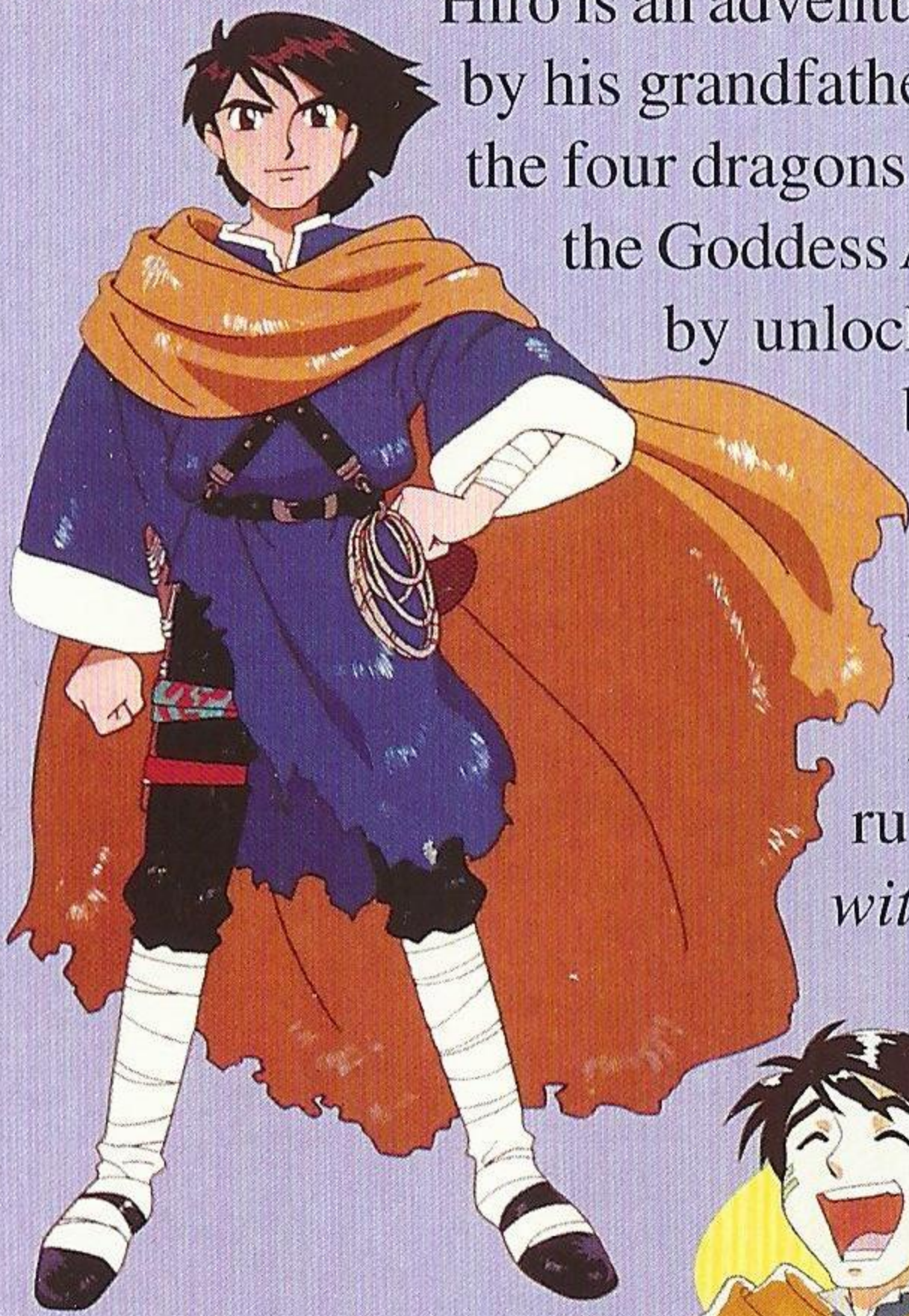
Many believe that the inhabitants of LUNAR lived on the Blue Star before the Goddess brought them to this world. Hiro hopes to find a link between his world and the Blue Star by exploring the ancient ruins near his Grandpa's home. There are so many questions to be answered, and, unfortunately for all, the answer is coming...





# CAST OF CHARACTERS

## Hiro

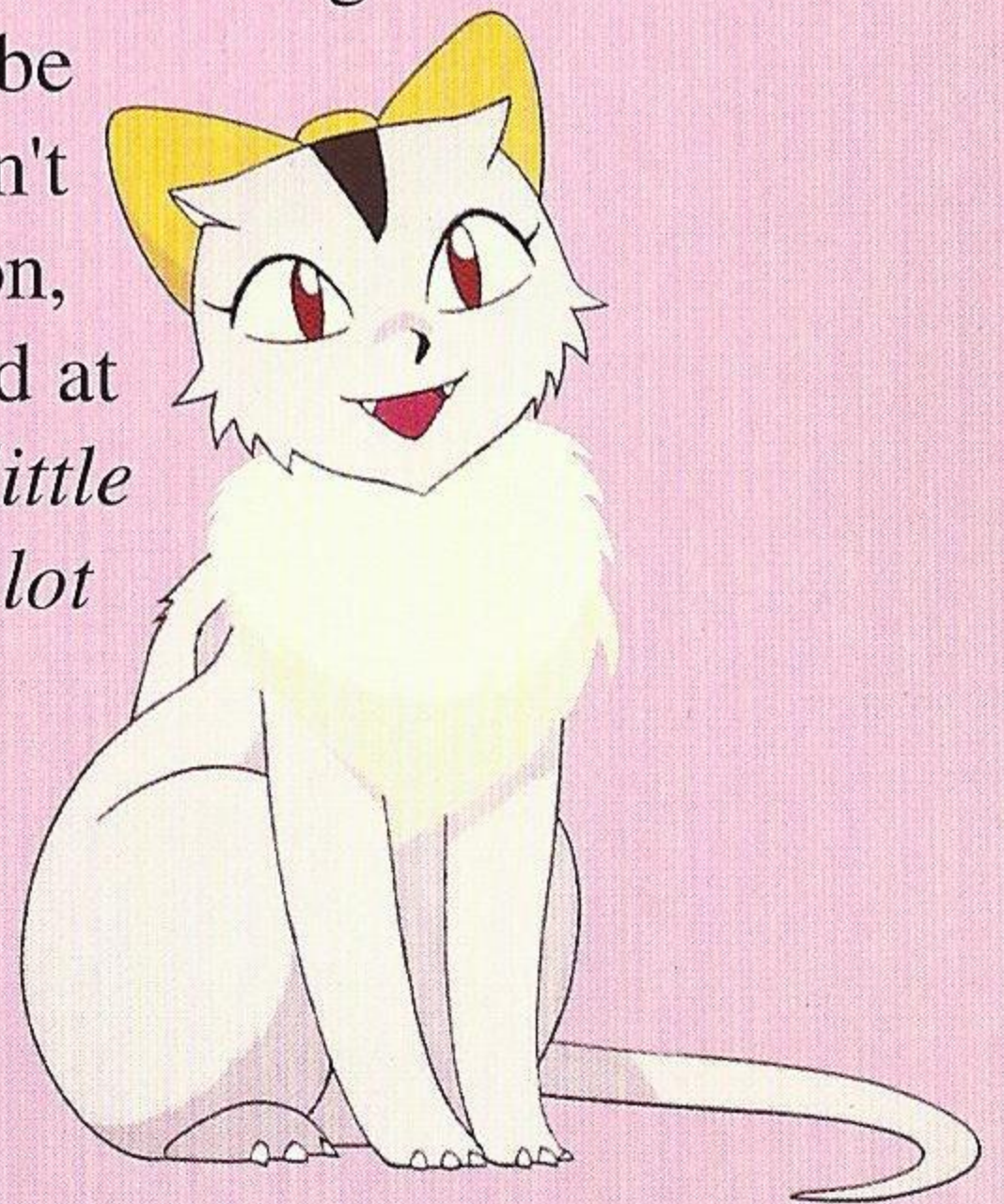


Hiro is an adventurous youth who is greatly influenced by his grandfather's love of archaeology. Legends of the four dragons, dragonmasters, ancient battles, and the Goddess Althena fascinate him. He hopes that by unlocking the secrets of the past, he will be able to understand the future. Although he's not supposed to explore the ancient ruins near his home without his grandfather Gwyn, Hiro and Ruby frequently break this rule. *Fortunately, he's pretty handy with a boomerang.*



## Ruby

Ruby has been Hiro's constant companion for as long as anyone can remember. She claims to be the offspring of a dragon, but Hiro doesn't quite believe her. Like another little dragon, she has a bad habit of speaking her mind at the wrong time. *Sooner or later, this little wisecracker's bound to get Hiro into a lot of trouble...*





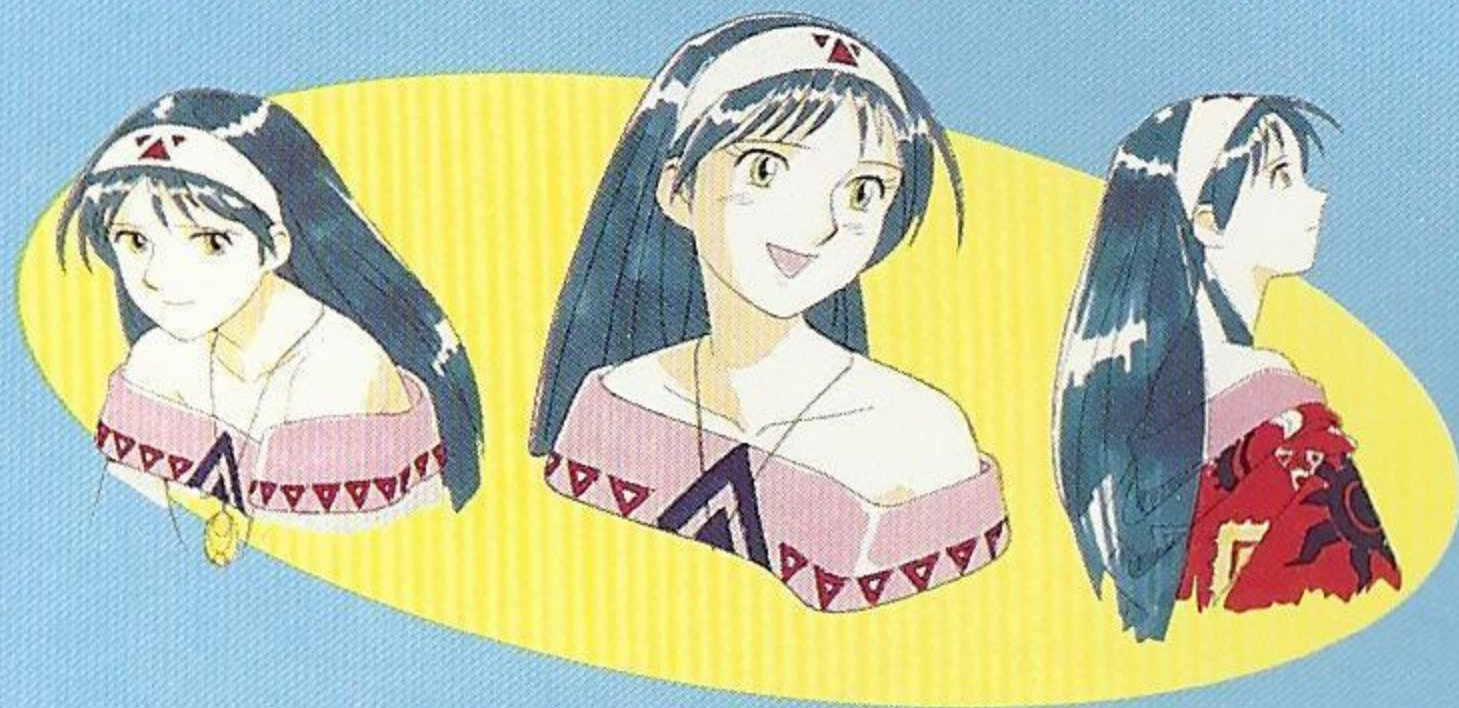
# CAST OF CHARACTERS

## Lucia



Lucia is quite a mysterious young lady. She is haunted by nightmares about the future of LUNAR. She also seems troubled by a terrible secret she cannot share.

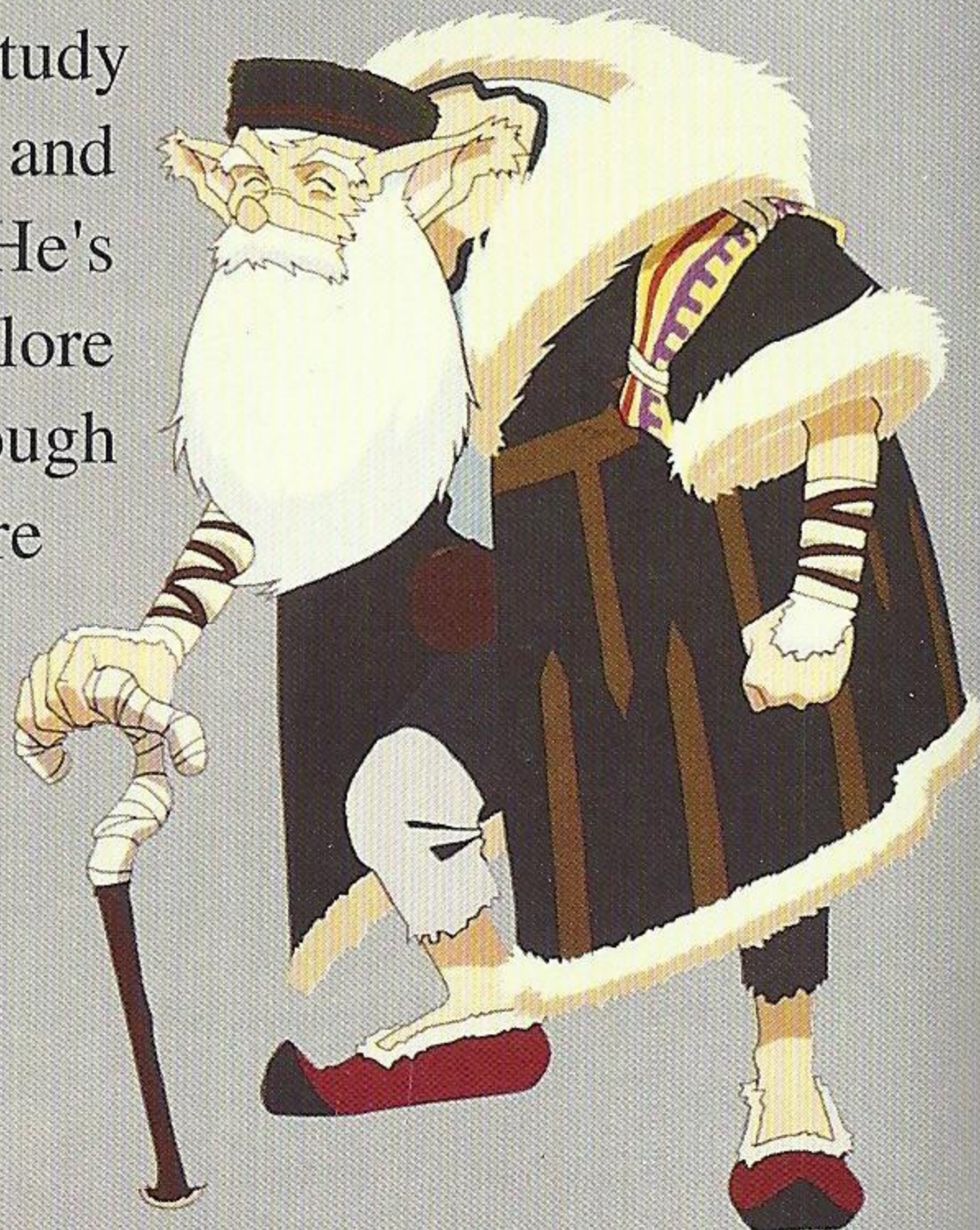
Despite her strong magic skills, she seems to be a little naive when it comes to dealing with other people. She has trouble containing her emotions and looks to Hiro for guidance and protection. She is only concerned with Althena, and begs Hiro to help her find the Goddess. *Will her mission cause the ruination of this world?*



## Gwyn

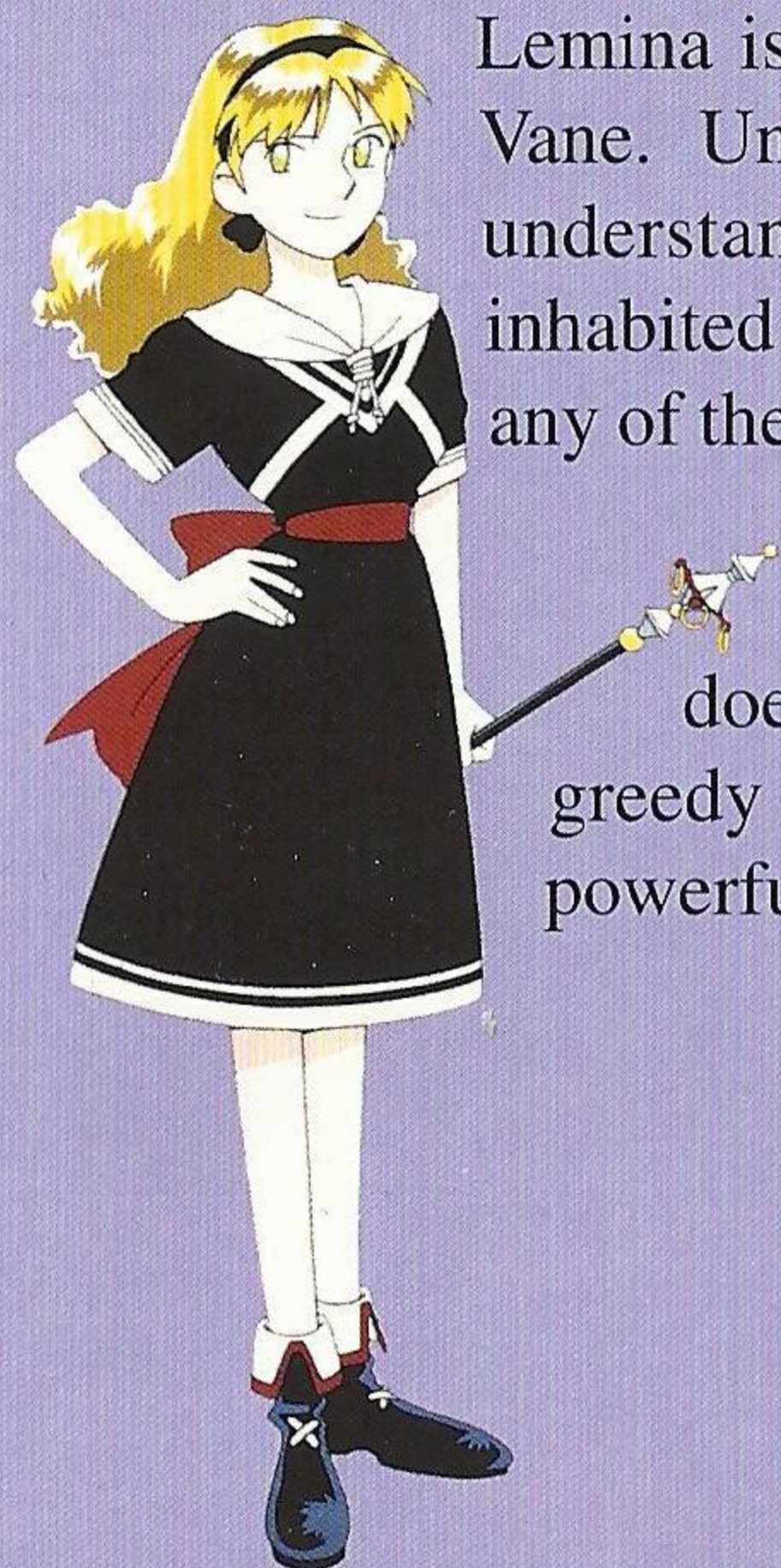
Gwyn is an aging scholar who dreams about making his mark in the world of archaeology before he dies.

He's devoted his entire life to the study of the Blue Tower and similar ruins, and has become a notable expert. He's taught Hiro and Ruby how to explore the ancient ruins near his home, though he's warned them never to go there without him. *But, will Gwyn's quest for fun and adventure turn out to be his last?*

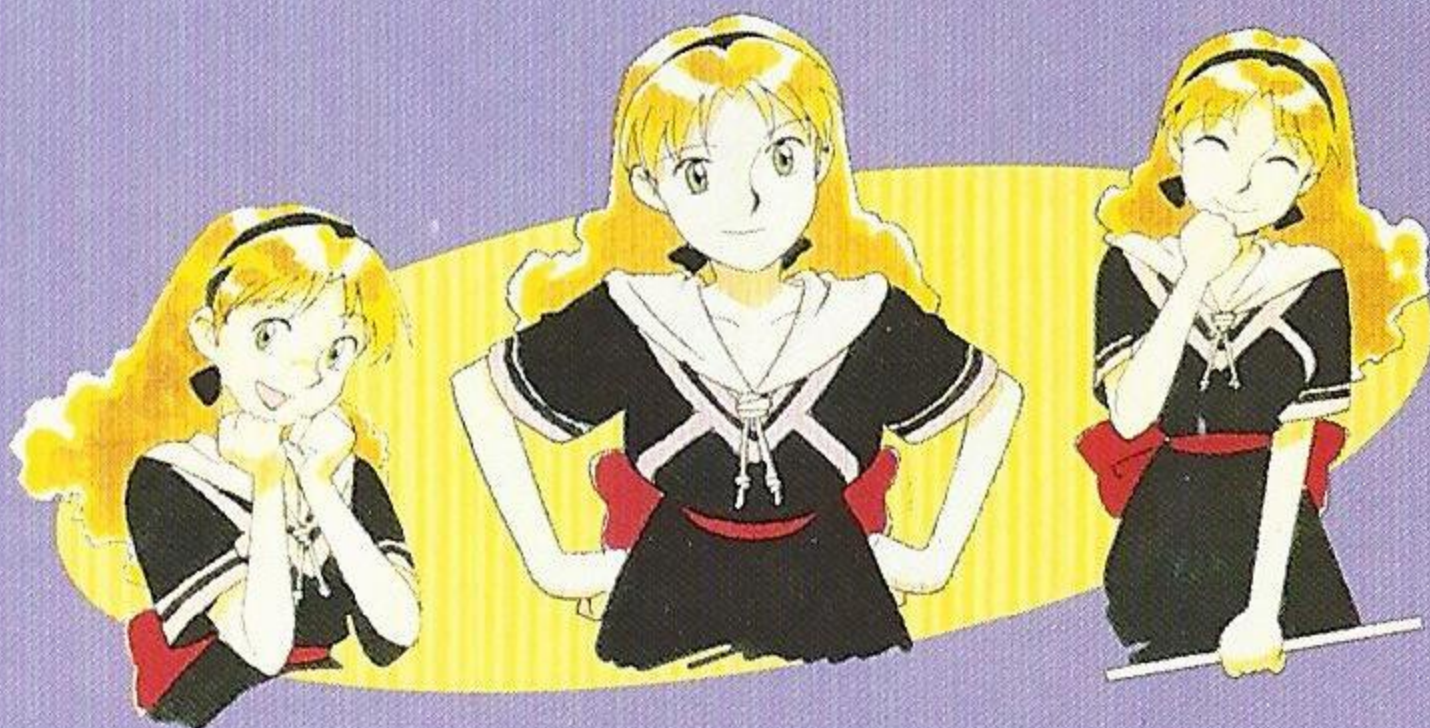




## Lemina

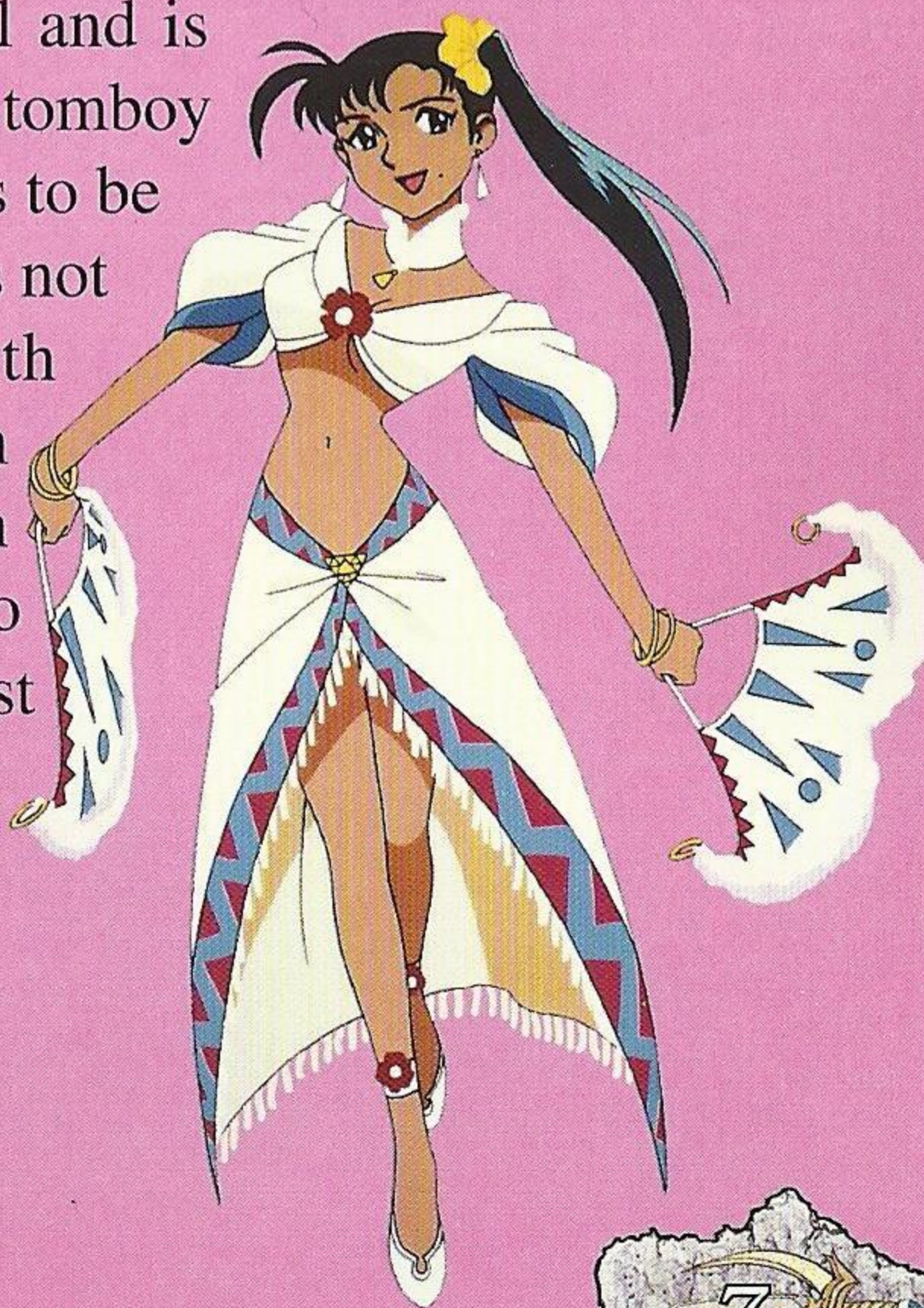


Lemina is the Junior Premier of the Magic Guild of Vane. Unlike her mother, Miria, she doesn't seem to understand the legacy of the great magicians that inhabited this ancient city, and doesn't seem to possess any of their noble qualities. Instead, she seems to be a very selfish and arrogant girl who's only concerned with money. Yet, at times, she does let people see a softer side. Despite her greedy demeanor, her magic skills are extremely powerful. *Can Hiro afford to have her in his party?*



## Jean

Jean is a fan dancer in the Carnival and is highly valued for her talents. She is a tomboy with a big-sister complex, who tends to be a bit overbearing at times. She tends not to develop strong relationships with people. However, Jean is an extremely talented fighter. Those in the Carnival say she was trained to fight as a child. Unfortunately, her past is going to catch up with her, *and it may not be a pretty sight!*



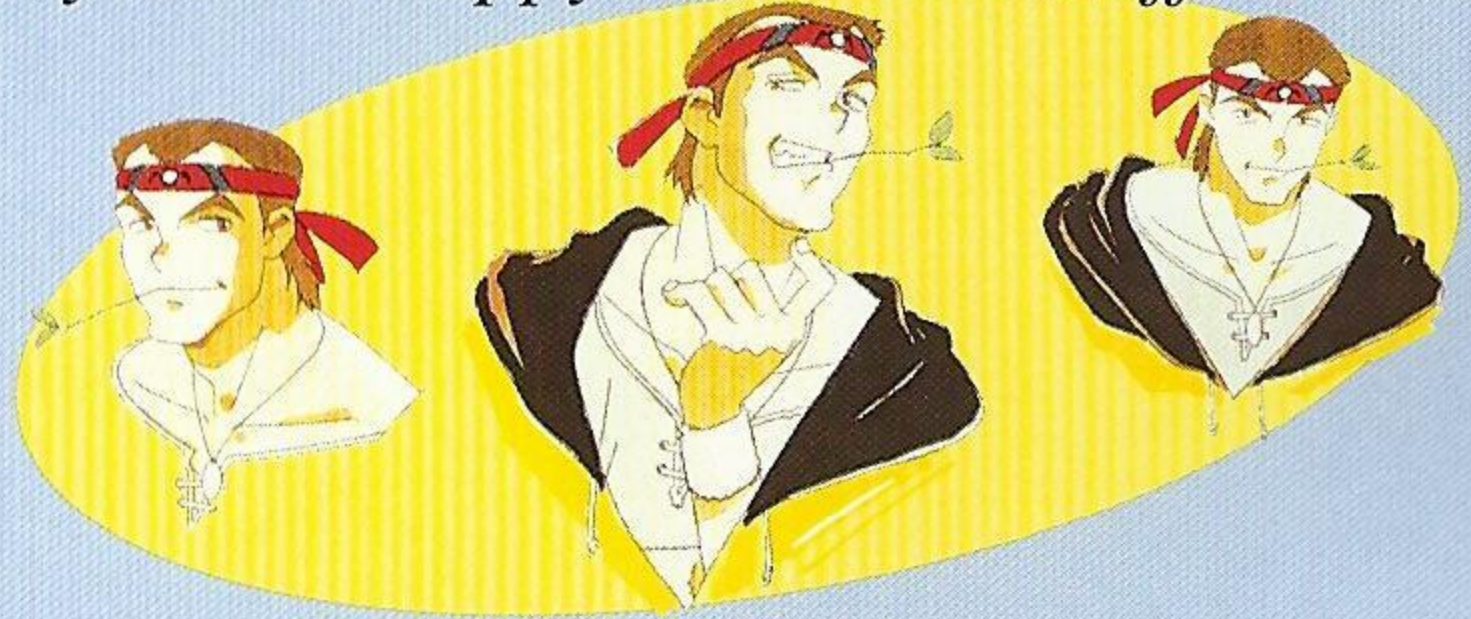


# CAST OF CHARACTERS

## Ronfar

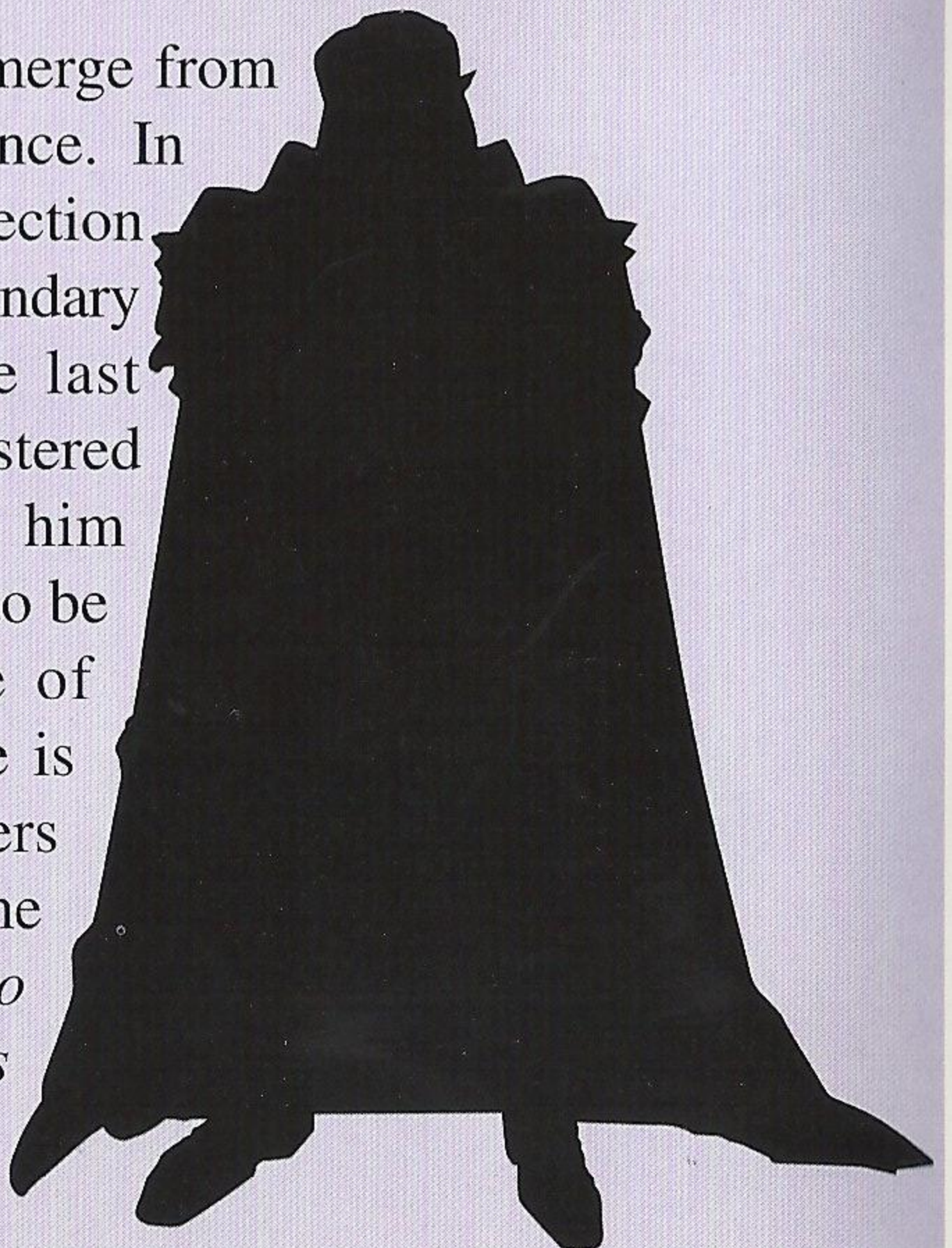


Ronfar is rumored to have been a priest for the Goddess Althena. He possesses impressive healing powers. When he was unable to save his true love from an evil spell, he swore he would never use magic again. He now spends most of his time in bars winning people's money. He also tends to make decisions on a throw of the dice. His dice, like his charm, seem to be magic, because they never let him down. He's a womanizer who's always concerned about the fairer sex, *and they're usually all too happy to return his affections!*



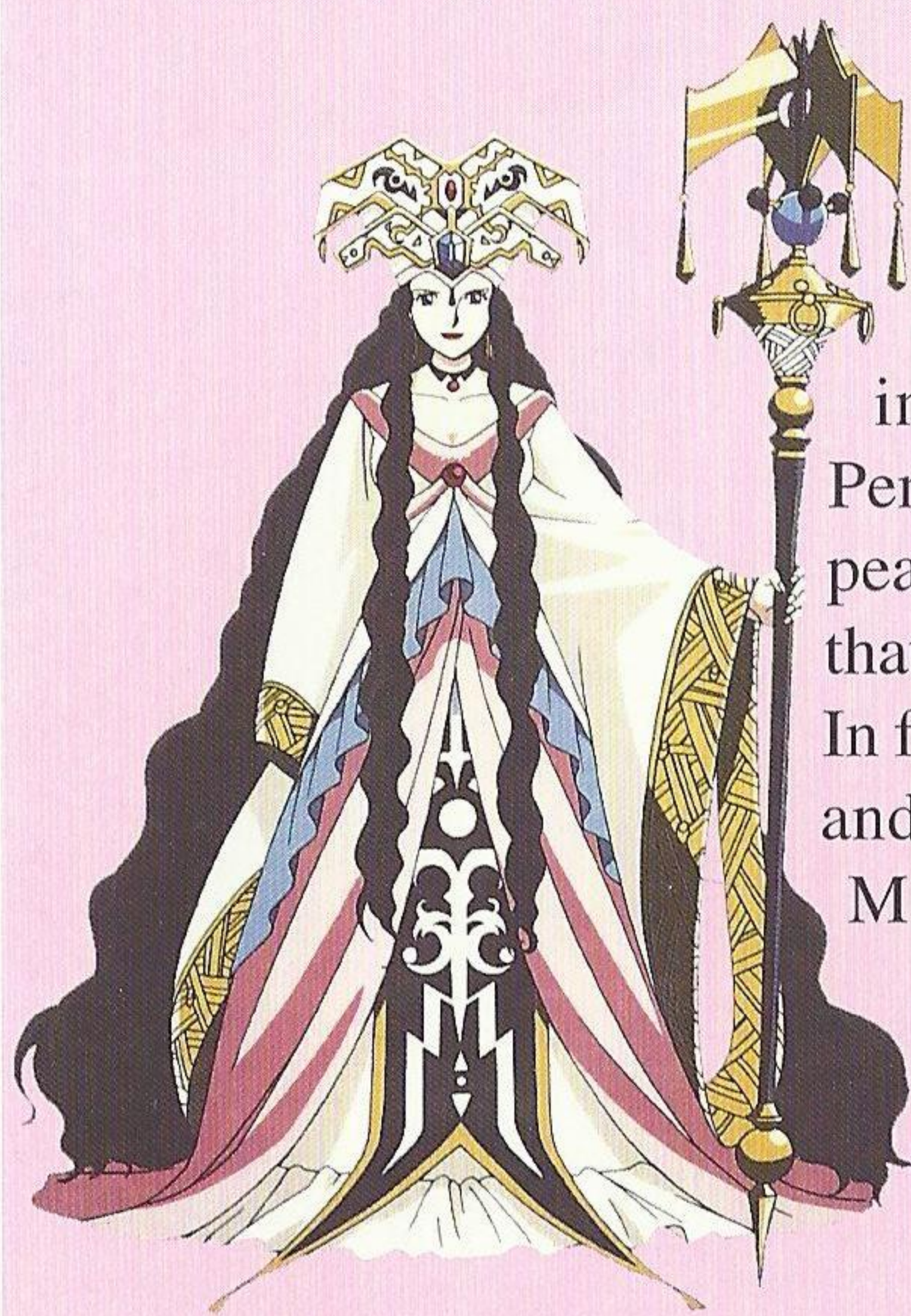
## ?

This ghost from the past will emerge from the shadows to forge a new alliance. In times past, he fought for the protection of the Goddess, alongside the legendary heroes of that time. Since he last appeared on LUNAR, he has mastered a host of new magics, making him extremely powerful. He seems to be misunderstood by the people of LUNAR. Some believe that he is serving the Goddess, while others are convinced that he's turned to the service of evil. *You'll have to decide where his allegiance lies yourself.*





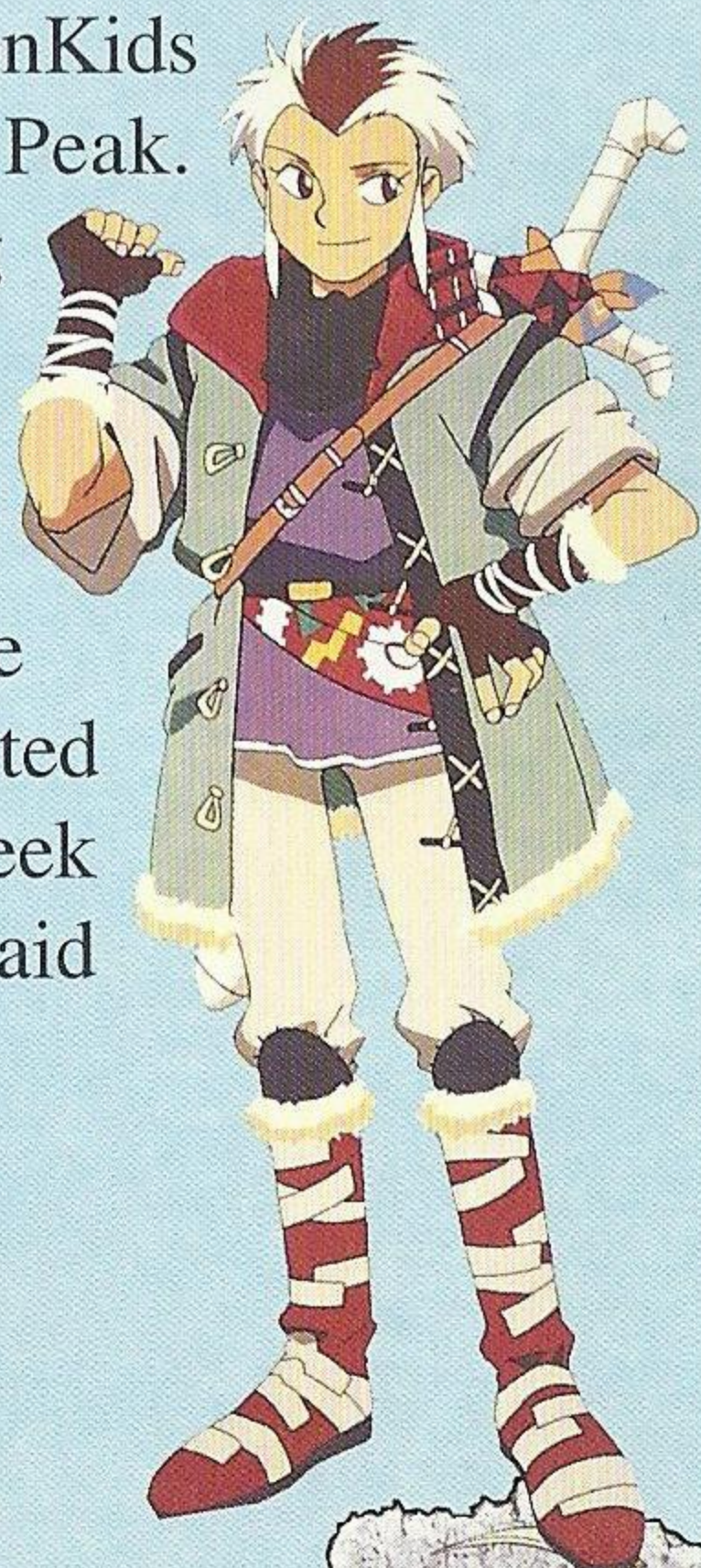
## Althena



Ever since the death of the last Dragonmaster, Alex, the Goddess Althena has not been seen in the land. She is rumored to have locked herself inside the walls of the holy city of Pentagulia. Despite the world being at peace, Althena is not the same person that many have come to love and respect. In fact, the people are in a state of unrest, and the winds of change are blowing. Many are saying that the bonds of Althena are too oppressive, while others are wondering how Althena became an oppressor in the first place. *What's happened to her?*

?

This mysterious stranger is the leader of the DragonKids (also known as the Lostest Boys) of Taben's Peak. Because of his impressive fighting skill and strong leadership, he's earned the respect of his loyal followers. Granted, they're just orphaned children who don't know any better, but they need someone to look up to, even if it is this guy. Due to his recent raids on travelers, he's become a wanted outlaw. Fortunately, he's got a master plan. Seek him out, he has many secrets that will no doubt aid you in your quest.

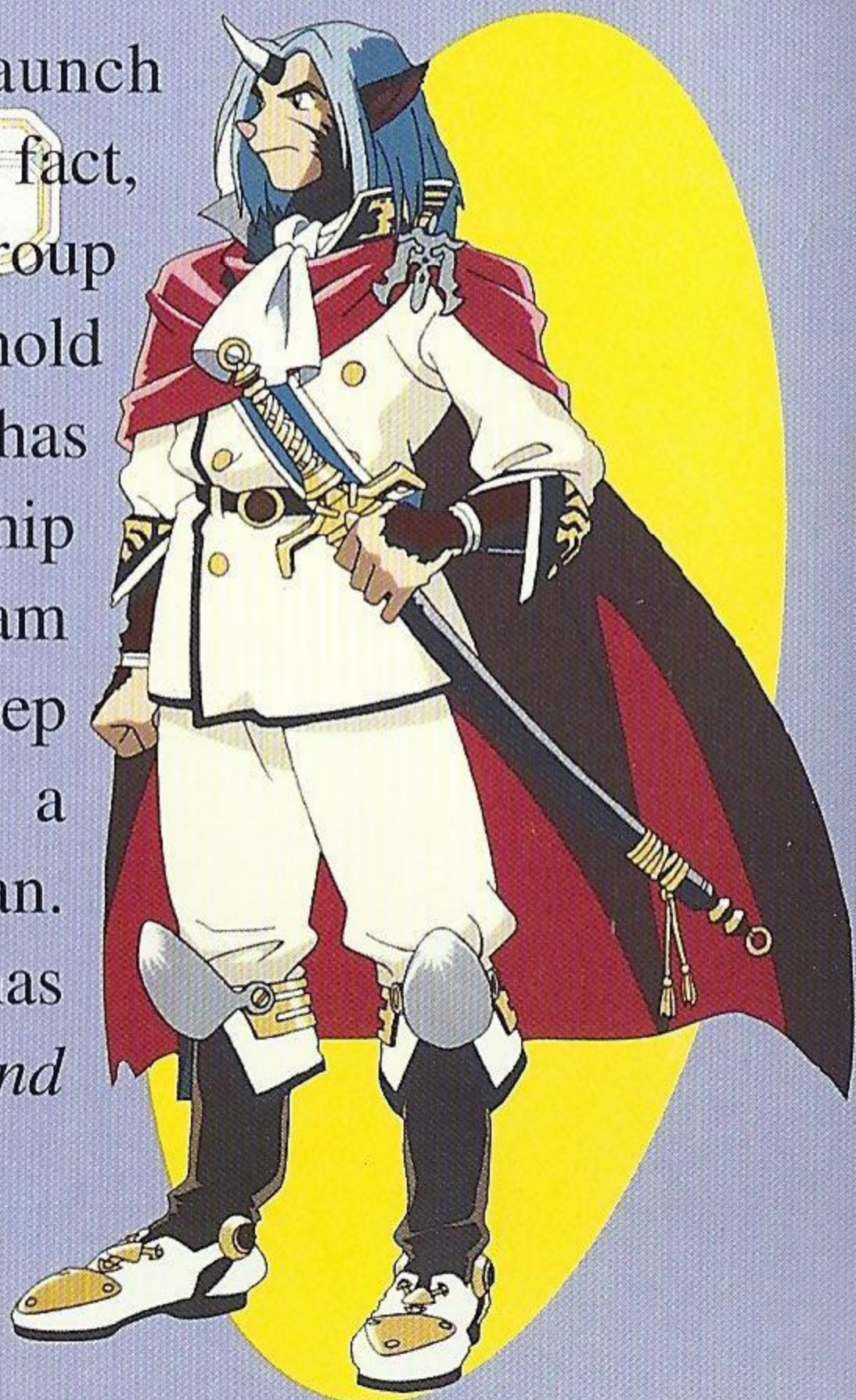




# FOUR HEROES OF ALTHENA

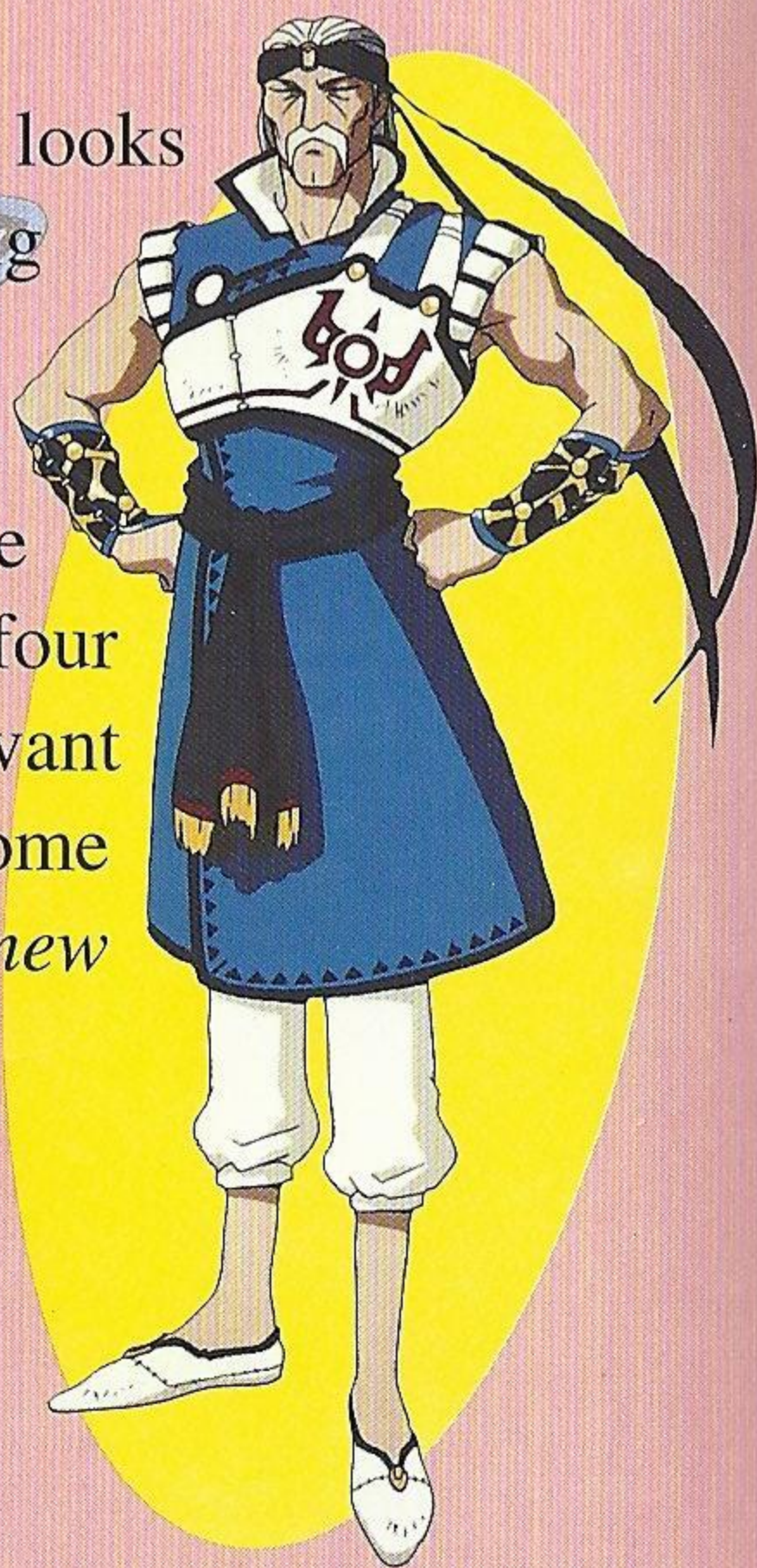
## White Knight Leo

This part-human, part beast is a staunch supporter of the Goddess Althena. In fact, he is the leader of Althena's Guard, a group of elite soldiers sworn to protect and uphold the orders of the Goddess. Althena has granted Lord Leo the use of the Dragonship Destiny. The Destiny allows him to roam freely around the world of LUNAR to keep the inhabitants safe. His skill as a swordsman is unmatched by any human. He is searching for a Destroyer that has come to LUNAR. *Can Hiro help him find it?*



## Blue Master Lunn

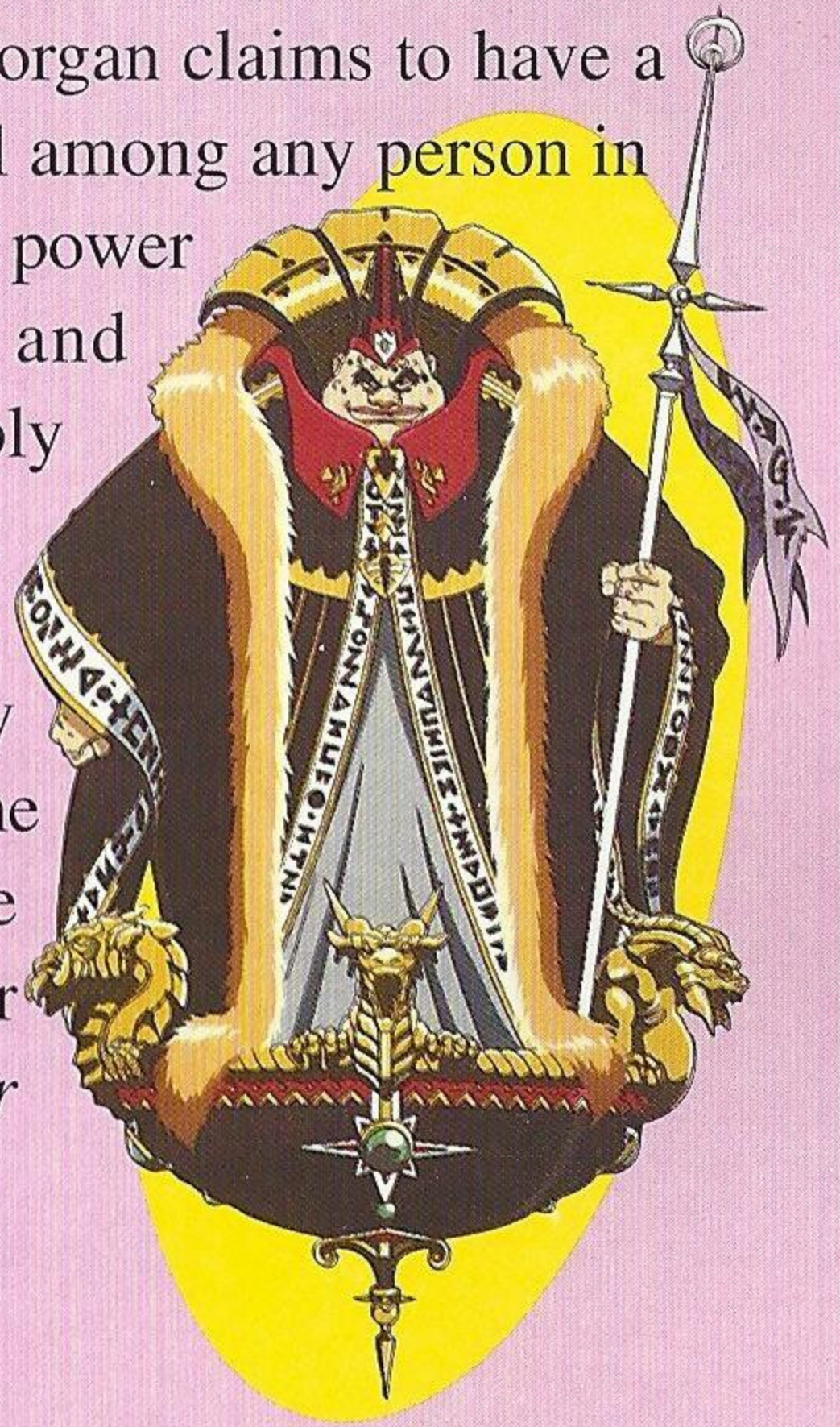
Lunn is the current governor of Meribia. He looks after many of the towns in the area, keeping them out of harm's way. He has also established the town of Horam to further instruct people in the martial arts. The people that know Lunn think he is the greatest of the four heroes, but he views himself as a humble servant to the Goddess, at least in public. Some have come to question Lunn's true motives. *If only they knew his secret....*





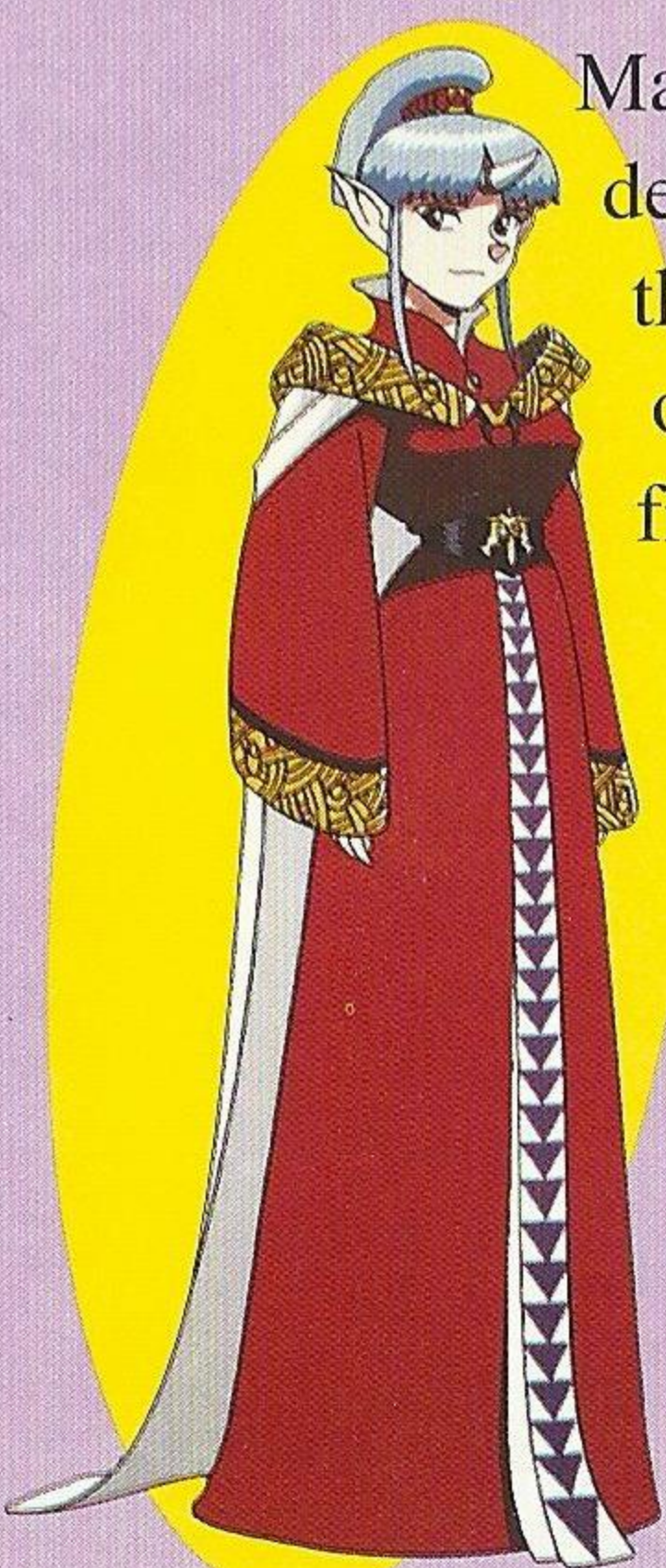
## Black Wizard Borgan

Despite his rather ghastly appearance, Borgan claims to have a heart of gold. His magic is without equal among any person in the known world. Since he draws upon the power of the Black Dragon for his strength and magical abilities, he has an endless supply of power. His primary goal is to bring the Magical Guild of Vane back to its original glory, but in a glorious all-new city he has designed. He spends most of his time in service to the Goddess Althena, but he still finds time to help people develop their magic skills. *Will Borgan have a task for Hiro at the Guild?*



## Red Priestess Mauri

Mauri, like her brother Leo, is whole-souled in her devotion to the Goddess Althena. By drawing upon the power of the red dragon, Mauri is able to carry out her priestly duties for the Goddess. The people find Mauri to be very quiet, yet friendly to be around. Before becoming one of the four heroes, Mauri was in love with Ronfar. They were to be married, until fate stepped in and decided otherwise. Mauri chose to give up her former way of life in order to serve the Goddess. *Will fate step in again and decide a new future for her?*





# BEFORE YOU BEGIN

Before you turn on your SEGA CD™ make sure it is properly connected according to the SEGA CD™ instructions. Insert the LUNAR: Eternal Blue CD into the CD tray (label facing up) and then close the CD compartment. Next, press the START button at the title screen (or, choose CD-ROM from the menu screen) and then the game will begin. If the unit fails to function correctly, turn it off. Check to see if the SEGA CD™ is connected properly and then try again.

When you have finished playing, select SAVE before turning your SEGA CD™ off. Always make sure you turn off your SEGA CD™ before you remove the LUNAR: Eternal Blue CD.

## SEGA CD™ System



Power Switch

CD Compartment



## Controller



### Start Button

- ★ Starts the game.
- ★ Opens the Configuration Menu.

### C Button

- ★ Opens the Normal Menu.
- ★ Used to turn ON/OFF the info bar.

### B Button

- ★ Used to cancel commands and close windows.

### Direction Key

- ★ Moves characters on the screen.
- ★ Moves cursor on menu items and in boxes that require a response.

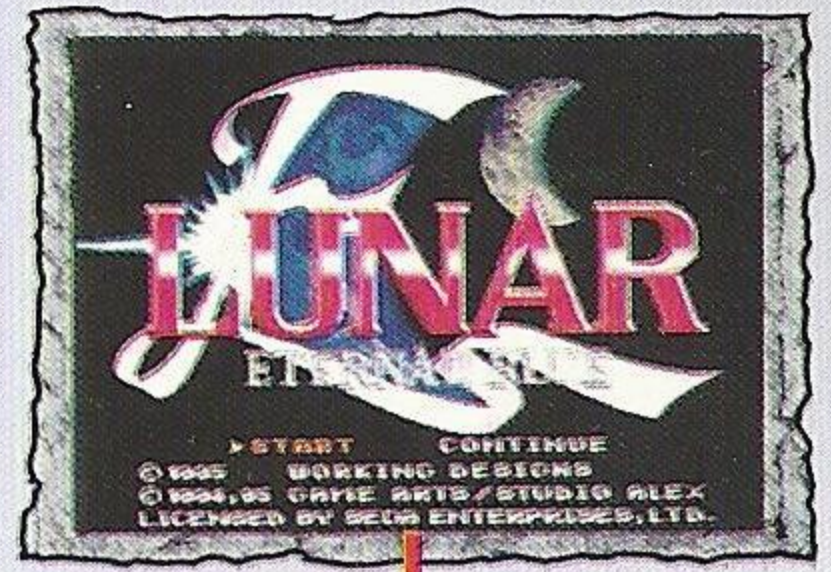
### A Button

- ★ Used to talk to characters.
- ★ Search for hidden items.
- ★ Confirms menu items and commands.



# STARTING THE GAME

If you press the START button during the opening narration, the Title Screen will appear. If this is your first time playing LUNAR: Eternal Blue, or if you wish to start again, select the START option. The opening animation will begin. Once the animation has finished, you will then be able to play the game.



The animation begins with Lucia and her horrifying vision of the future.



While exploring the ancient ruins, Hiro seems to be quite unaware of the danger that lies ahead.



Now the game begins. You better hurry back to Grandpa Gwyn's house. Someone's waiting there...

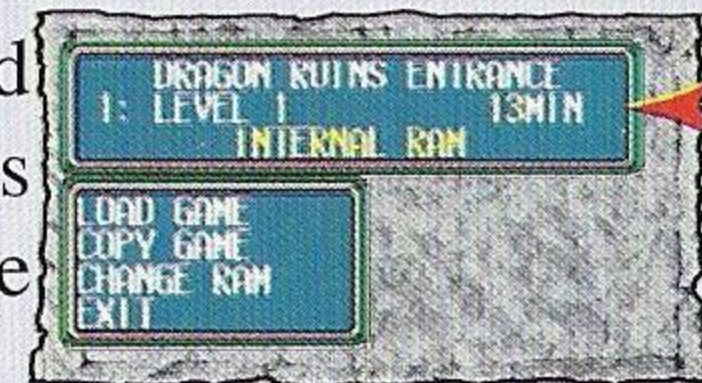
If you wish to continue from a previously saved location, choose CONTINUE. After selecting this command, the Load Screen will be displayed.



The Load Screen is divided into two halves. The top half lists the available save data locations, as well as the START command. The bottom half lists the currently selected save data's detail, such as character's level and game time. Choose which save data to use by pressing the Direction Key. Select by pressing the "A" button.



Next, the option screen menu will appear. The selected game data appears in the upper half, while the Options appear on the bottom half. This allows you to manipulate the data you've selected.



Loads the game selected. To do this, move the Direction Key up or down until "LOAD" is highlighted, then press the "A" button. The game will load, and you can continue your quest.





# STARTING THE GAME

LUNAR: Eternal Blue directly supports the use of SEGA's Backup RAM Cartridge. To use the Backup RAM cartridge, make sure the cartridge is inserted into the cartridge slot of the Genesis base unit *before* you turn on your system. **NEVER INSERT THE CARTRIDGE WHEN THE UNIT IS TURNED ON!**

LUNAR: Eternal Blue will automatically detect the presence of the Backup RAM cartridge. If the cartridge is present you will be allowed to copy LUNAR: Eternal Blue game saves between your SEGA-CD and the Backup RAM Cartridge. Also, games can be saved directly to the Backup RAM Cartridge by selecting the "CHANGE RAM" option.



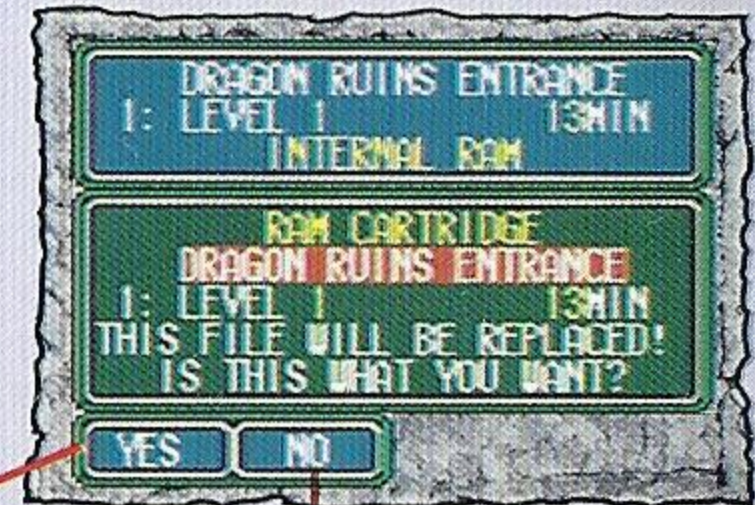
Copies data to/from the Backup RAM cartridge. The source is shown in the blue box, the destination in the green box. After selecting the source and destination, press the "A" or "C" button to copy the save data from the selected source to the destination selected. If you don't want to copy the save data press the "B" button to cancel the operation and return to the options screen.

If you already have LUNAR: Eternal Blue saves on the copy destination, you must confirm that you want to overwrite the existing data in the slot selected before the copy will proceed.

To replace the save on the selected destination, select "YES" and the destination save will be replaced by the data from the save data source selected.



Changes the source for the selected save data slot. The source can be either the Internal SEGA-CD RAM or the External RAM Cartridge. To change the source, move the Direction Key to the "Change RAM" option and press the "A" button. The source will be changed to the location noted in the green box and all successive saves will be written to that location *for that data slot only*. *If you only want to use the Backup RAM cartridge for all the save locations you must choose the Change RAM for all three data slots before you load the game.*



If you select "NO" the save data *will not* be copied and you will return to the load menu screen.



Exits the load screen and returns to the Continue Screen.





# SEGA CD™ BACKUP RAM

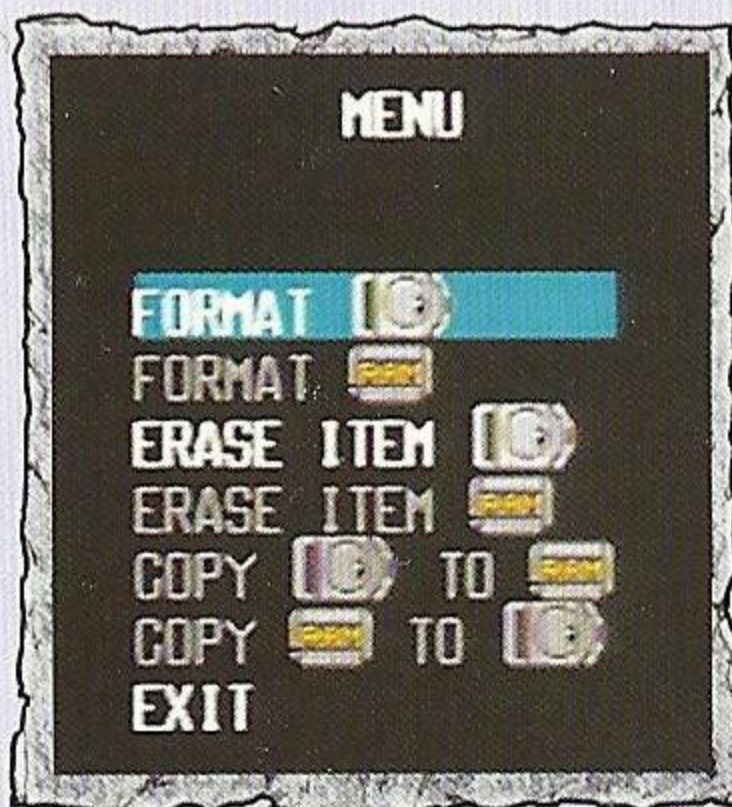
Since you cannot save games directly on the CD, the SEGA CD<sup>2</sup> is equipped with Internal Backup RAM. Most CD games (especially RPG's) have a save feature that uses it. If you are having difficulty in saving your games, you may need to format your backup RAM or delete some of your previously saved games. *Remember, when you first purchase a Sega CD<sup>2</sup> system, the RAM must be formatted before you can save a game correctly.* If your memory is full, you will need to make room by deleting save data from other games.

## SEGA-CD<sup>2</sup> MEMORY



## SEGA-CD OPTION

## Formatting Your Backup RAM



To format your backup RAM, you need to use the MEMORY feature (Or, OPTION on the original Sega-CD).

Insert a game CD in the SEGA CD<sup>2</sup>. When you turn on the SEGA CD<sup>2</sup>, press Button C on the control pad to cause the SEGA CD<sup>2</sup> Control Panel to appear. Next, select the MEMORY command (OPTION for SEGA CD). The Data Storage Information screen appears, press the START button or Button A, B, or C to continue. From this menu you can now select the FORMAT option, which will prepare the Backup

RAM to store files. **Formatting RAM will ERASE any existing files permanently!**

## Deleting Backup RAM Data

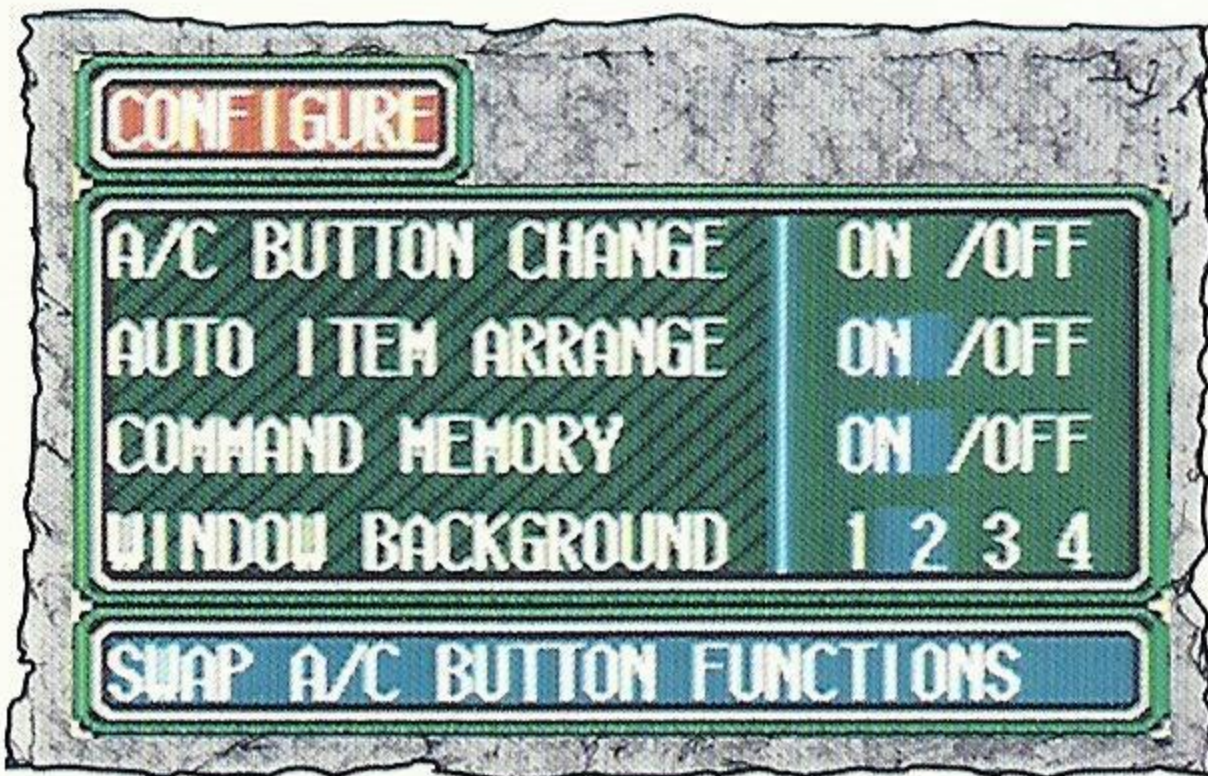
When you turn on the SEGA CD<sup>2</sup>, press Button "C" on the control pad to cause the SEGA CD<sup>2</sup> Control Panel to appear. Next, you'll need to select the MEMORY feature (OPTION for the original SEGA CD), after the Data Storage Information screen appears, press the START button or Button A, B, or C to go on to the next menu. From this menu select the ERASE ITEM option. Next you'll need to select which game save you wish to delete. Then, select the EXIT option and start the game. **Warning: Deleted save data cannot be recovered...ever!**





# CONFIGURATION MENU

During the game, pressing the START button will bring up the Configuration Menu. This menu will allow you to change the system settings, as well as the functions of both the "A" and "C" buttons. The menu can be activated virtually anywhere except the combat mode. The four options that can change are described below.



## AUTO ITEM ARRANGE

Arranges items in the characters inventory automatically. When this is turned ON, items will be arranged in the following order: Items, Weapons, and Protective gear.

## A/C BUTTON CHANGE

Swaps the "A" and "C" button functions. If this is changed to OFF, then the "A" and "C" button functions will be exchanged.

## COMMAND MEMORY

Remembers your last menu commands. If it is turned OFF, then menu selections will not be remembered in combat.

## WINDOW BACKGROUND

Allows you to choose from four different window backgrounds.





# NORMAL MENU



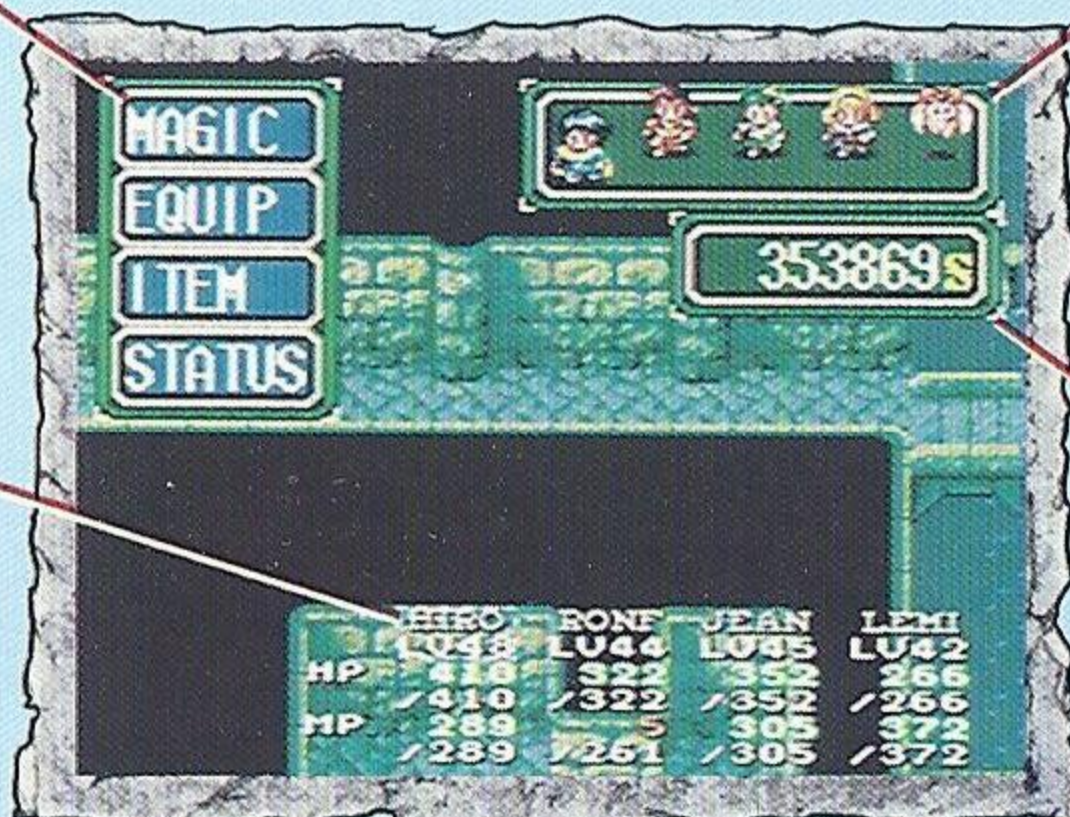
During the game, pressing the "C" button will open the Normal Menu. This menu allows you to use magic and items, equip weapons and armor, and check the status of a character. By moving the Direction Key right or left you can select different characters in your party.

## MENU

There are four different menu options: magic, equip, item, and status.

## STATUS

Displays character's current level and current/maximum value of HP and MP.



## PARTY

The characters who are currently in your group.

## S (SILVER)

The amount of silver that you have collected during your quest.

## Change Characters for Menu Commands



Each character can equip their own weapons and armor, as well as magic and items. To change characters, move the



Direction Key to the right or the left. In the party window, the currently selected character will take a step forward from the other members and a box will be placed around their name in the status area. If Ruby is selected, Magic Experience will be displayed.



## NAME

Name of currently selected magic.

## LEVEL

Level of selected Magic.

## SYSTEM

Magic system of the selected magic.

## INFO.

Describes the effect of the magic.

## MP COST

Number of magic points needed to use this magic.



Upon selecting this command, the magic that the character has learned is displayed in the form of icons. By moving the Direction Key up and down you can scroll through all of the spells that they have learned.

*If the system name is not white, you can't use the magic.*



# NORMAL MENU

## MAGIC

To cast a spell on another person, select which spell you wish to use by moving the Direction Key to that spell and pressing the "A" button.



After you have selected the magic, move the Direction Key to the right or left until the box is displayed around the character's name, then press the "A" button to confirm your decision.



## EQUIP

**NAME**

Name of currently selected item.

**EQUIPPED**

Displays all equipped items.

**CHARACTER**

Currently selected character.

**INFO.**

Describes the effect of the item to be equipped.

**INVENTORY**

Items that the character is carrying personally.

Each character can equip six different items: 1 weapon, 1 armor, 1 helmet, 1 shield, and 2 accessories, such as rings or charms.



To equip an item, place the cursor over the desired item in the character's inventory, and press the "A" button. The item will then be placed in the character's equipment window. Before you equip an item, check to see what effect it will have on the character's status. *Usually, you only want to equip items that improve the character's status.*

If a character cannot equip a certain item, "Can't Equip" will be displayed in the Info box.



If you want to unequip an item, place the cursor over the equipped item, and press the "A" button.





After selecting this command, four additional options will appear: Use, Give, Drop, Ruby. Use the Direction Key to move up and down to select an option, and then press the "A" button to open up that menu.



To use an item, move the Direction Key until the cursor is placed on the item you wish to use and then press the "A" button.



Next, select which character will use the item by moving the Direction Key to the right or left until the box is displayed around the character's name, then press the "A" button. *Note: you can only use items that are highlighted in white.*



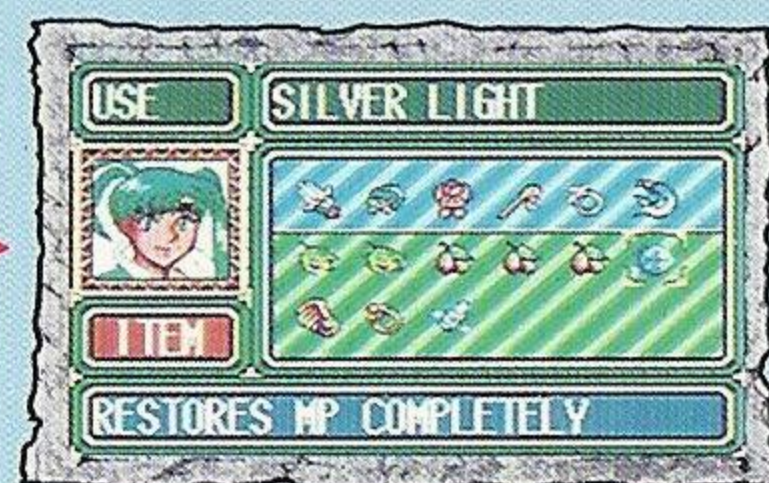
Give weapons, protective gear, or items to other members of your party. To give an item to someone else, follow these simple commands:



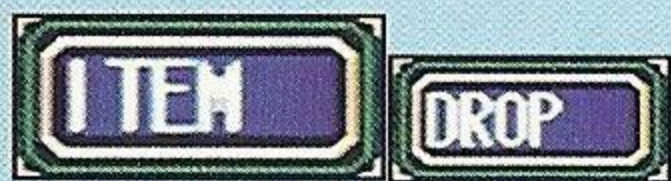
First, select which item you want to give and press the "A" button. The item will move to the top of the screen.



Next, move the Direction Key right or left, to select which character will receive the item.



Finally, press the "A" button to transfer the item from the top of the screen to their inventory.



Discards unwanted items. There are some items that you cannot drop. Remember, once an item is dropped it cannot be recovered. *Use this command with caution!*



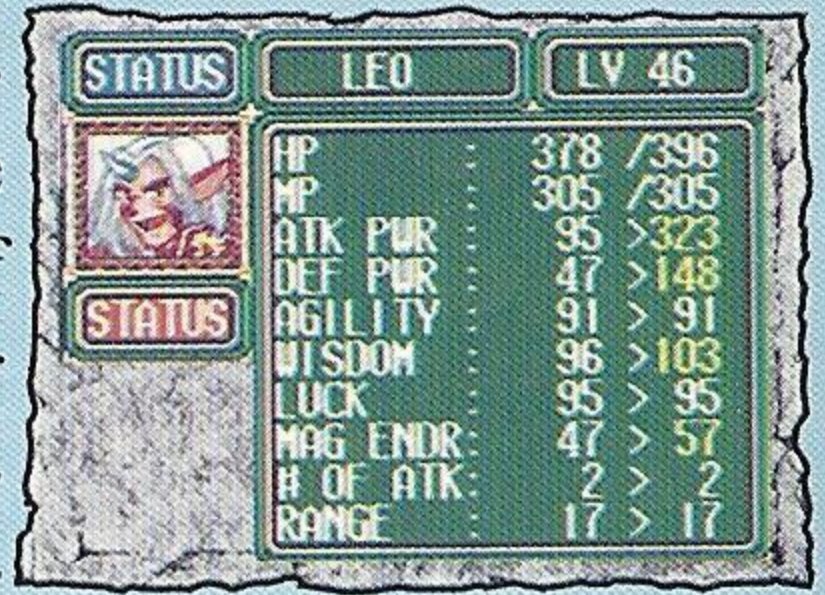
Move weapons, protective gear, or items to Ruby's inventory. To select an item to place in Ruby's inventory, move the cursor on the selected item, and press the "A" button. The item will then be placed in Ruby's inventory.



# NORMAL MENU



Character's current status. The numbers on the left show the current value of HP and MP, and the condition of the character without their weapon and protective gear equipped. The numbers on the right show the maximum value of HP and MP, as well as the current condition of the character with their weapon and protective gear equipped. By moving the Direction Key to the right or left you can see the character's experience, equipment, and magic spells. If you press the "A" button you can change to another character.



## HP

Hit points for current level.

## MP

Magic points for current level.

## ATK PWR

Character's Attack Power.

## DEF PWR

Character's Defensive Power.

## AGILITY

The speed at which the character can react during a battle. The higher the number, the quicker their response will be.

## WISDOM

The higher the value, the more effective the character's magic will be.

## LUCK

The higher the number, the more damaging your attacks will be. It also determines success in avoiding enemy attacks.

## MAG ENDR

Magic Endurance. Potency of Magic.

## # of ATK

Number of attacks. The number of times your character can attack consecutively during each round.

## RANGE

The distance your character can move during combat.



Experience points. After defeating monsters, you will receive experience points. These points will increase character levels. When the character reaches the "to next level" amount, their abilities will increase.



Allows you to view what items are equipped to the character.

*You cannot change your character's equipment from this window!*



Allows you to see the magic the character has learned. *You cannot use any magic from this window!*





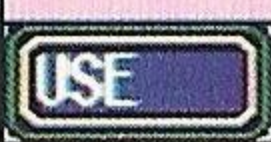
# RUBY'S MENU



Ruby has her own special commands that will help you to: level up a character's magic, configure the tactical system, arrange the party's order during combat, and save or load games.



After selecting this command, three additional options will appear; Use, Give, Drop. Use the Direction Key to move up and down to select an option, and then press the "A" button to open up that menu. Ruby's inventory can hold up to seventy-two items.



Use items. Ruby cannot use items on herself; therefore, you will need to select which character will use the item. To use an item place the cursor on the item and push the "A" button.



Next, select which character the item is for by moving the Direction Key to the right or left until the box is displayed around the character's name. Then, press the "A" button to use the item. *Note: only items that are highlighted in white can be used.*



Give items to other members of your party. Ruby can give items in her inventory to other party members. To give an item to someone else, follow these simple commands:



First, select which item you want to give. Press the "A" button to move the item to the top of the screen.



Next, move the Direction Key right or left to select which character will receive the item.



Finally, press the "A" button to transfer the item to their inventory.



# RUBY'S MENU



Discards unneeded items. There are some items that you cannot drop. Remember, once an item is dropped it cannot be recovered. *Use this command with caution!*

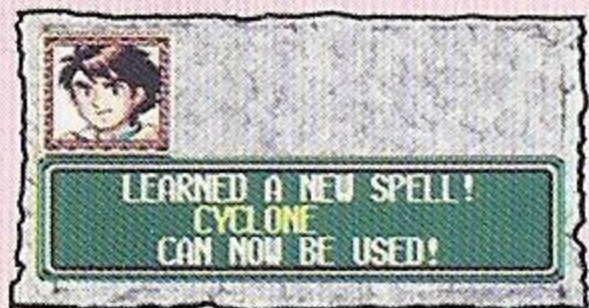


Each character is an expert in a certain field of magic. For example, Hiro has mastered the magic of wind, while Lemina's mastered the magic of fire. The character's current magic experience points are displayed above the required number of magic experience points needed to raise to the next level. In order for you to power up a character's magic, first check to see if they have enough magic experience points.



Magic experience points are earned by fighting. After the battle the number of magic experience points are listed after the amount of silver you received. They are completely different than fighting experience points!

If you have enough magic experience points to power up a character's magic, move the Direction Key up or down to select the magic, then press the "A" button. The character's magic level will be raised, increasing its effectiveness or adding new spells.



When a character's magic has reached a certain level, the character will learn a new magic!

## Magic Systems

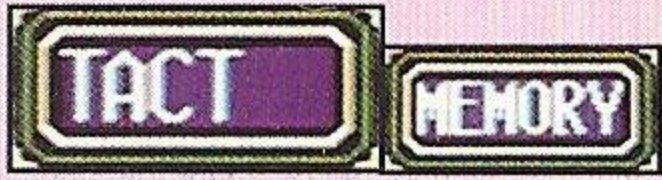
The magics in LUNAR: Eternal Blue are classified in four different groups, each having four different levels of power.

Magic Class	Description
Elemental Magic	Magic level is increased by using magic experience points.
Learned Magic	New magics will be learned by gaining levels.
Skill	New skills will be learned by gaining levels.
Special	Magic that becomes available after equipping special items.





Allows you to memorize tactics and arrange your party for combat.



Memorizes three different attack methods. By setting up how each character reacts during combat, you can recall these options when you begin a fight. When you begin a fight, select one of the programmed tactics, and the commands for that tactic will be executed.

To create an effective tactical system, first select which TACT you want to set up TACT A, TACT B, or TACT C.

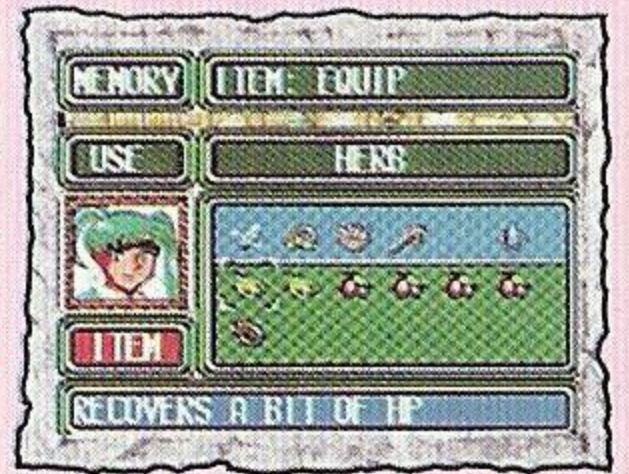


Second, choose which character you want to program. Move the Direction Key up or down, and then press the "A" button to select the character.



After selecting the character, a list of options will be displayed. This is where you decide how the character will react in battle.

If you select items, the character's inventory will be displayed. Next, choose which item they will use by moving the Direction Key over that item, and pressing the "A" button to select it. *NOTE: Once the selected item is gone, the character will default to ATTACK.*



If you select magic, the magic that the character has learned will be displayed so that you can choose which magic to use. *NOTE: Once MP is depleted, the character will default to ATTACK.*

There are times when characters will not execute the tactical options that have been memorized. This is usually due to the fact that the character doesn't have enough MP or items to carry out the specified attack. Before combat, make sure each character has enough MP or enough of the selected item to carry out their attack. When a character is not able to do the programmed option, the option will be grayed-out in the tactical screen.



After setting up the tactics for each character press the "B" button to exit this menu.



# RUBY'S MENU



Change attack formation. To change your attack formation, do the following:



The box on the left shows your current order. To change the order, move the characters around in the right box and press the "A" button to confirm their placement.



After you have decided the formation for all of your characters, choose "UPDATE" or "CANCEL."



Keeps the new character arrangement.



Cancels the order and returns the characters to their original positions.



Allows you to save your current game or load any previous game you have saved.



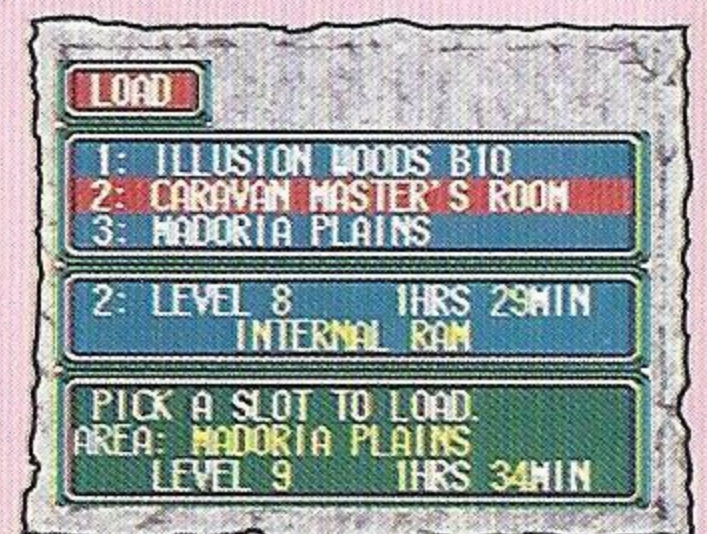
Save the game. In order to save a game you must be able to pay the price. The cost for saving in an area is located at the top of the screen. Saves are paid for with accumulated Magic Experience points. To save the game, choose the data slot you wish to use and press the "A" button.



You *cannot* save the game if you do not have enough magic experience points. You will need to fight some battles until you have collected enough magic experience points to save. *NOTE: Magic experience points are not the same as the regular experience points.*



Load a previously saved game. You can load a game almost anytime except during combat and during special events. To help differentiate between save data with the same save name, the character's level and the game time is displayed at the bottom of the load screen. To load a game, use the Direction Key to select the data, then press the "A" button.





# COMBAT MENU



While traveling from town to town or exploring dungeons, you will be attacked. As battle begins, the combat menu will appear. Your success during combat relies heavily on how well you understand the combat system.

## MENU

You can choose the following four options: AI, CMND, TACT, and RUN.

## MONSTERS

Displays monster's name(s) along with how many of them are attacking.

## STATUS









Shows the current/maximum value of HP and MP. Also displays the character's current level and condition.



## BATTLE FIELD

Displays the development of the fight between the monsters and Hiro's party.

Since many of the monsters use magic, you're bound to be zapped by a spell at some point. There are eight different states your character can be in. The state they are in will be displayed below their name, replacing their level display.

	<b>GOOD</b> Good. Character's status is normal.		<b>SLEP</b> Sleep. Cannot carry out commands. After being attacked, they will awaken.
	<b>POIS</b> Poisoned. If a character is poisoned, their HP will gradually decrease during combat.		<b>MUTE</b> Mute. The character has been silenced and is unable to use magic.
	<b>STON</b> Stoned. Character cannot move, but they can be healed by magic or special items. They sometimes get very hungry later.		<b>FREZ</b> Freeze. The character will not move, and it is difficult to heal them.
	<b>DAZE</b> Dazed. The character has gone insane and will attack anyone in sight.		<b>GONE</b> Comatose, Dead, Wasted. The character is useless unless resurrected.

Changes in character status during battle are color-coded to indicate what has changed. They are as follows:

	<b>PINK</b> Change in character's hit points.		<b>GREEN</b> Change in defensive power.
	<b>YELLOW</b> Change in character's magic points		<b>BLUE</b> Change in attacking power.



# COMBAT MENU



**ARTIFICIAL INTELLIGENCE.** The computer will decide what all party members do during the battle. Select this command by pushing the "A" button. If you wish to turn off the AI system after it's started, simply press the "B" button and after the current round you'll be able to choose commands manually.



List the combat possibilities for each party member. This command gives you access to a menu of combat options for the selected character.



**ARTIFICIAL INTELLIGENCE.** The computer will decide what actions the selected character will take during combat. Unlike the "master" AI command from the Combat Menu, the CMND/AI only automates the character that you have selected and not the whole party.



**ITEM.** Allows you to use items that are in the character's inventory during combat. To use an item, move the cursor on the item you wish to use and press the "A" button. You will then need to choose the character on which you wish to use the selected item. Once they've been chosen, press the "A" button. Items that are not highlighted *cannot* be used.



**ATTACK.** Once you've chosen this option, decide which monster to attack by moving the Direction Key and then confirm by pressing the "A" button. You can judge how effective your attack will be based on the color of the enemy. If the enemy is flashing white, you will be able to move and attack it. If the enemy is flashing yellow, you will then have some difficulty in attacking.



**DEFEND.** Allows you to defend from enemy attack. There are two kinds of defense you can select from. If you highlight yourself, the character will simply try to defend itself. If you highlight another party member, the selected character will attempt to protect that member.





**MAGIC.** Allows you to use magic and skills a character has learned. To use a magic, move the cursor to the magic you wish to use and then press the "A" button. You will then need to decide who to use the magic on, after which you can execute your choice by pressing "A."



**TACTIC.** Uses strategies that can be set up under Ruby's Tactical Menu. Select a strategy you wish to use by moving the Direction Key up or down. Once you have decided, press the "A" button to execute that tactic. After the characters perform their assigned task, you will then be taken back to the combat menu. *Note: The tactical option lasts only for one round of combat.*



**RUN.** Selecting this option will make the selected party member attempt to run away. If they successfully run, they do not earn any experience points.



**RUN.** Allows you to flee from the battle. After selecting this command the *entire party* will try to flee from the attack. However, escape is not always possible. If the party does not escape, they will have to endure a round of monster attacks before you can issue more commands. If they do run successfully, they will not gain any battle or magic experience points which are necessary to increase your character's level and magic abilities!

## Ruby Attacks!

If the party pummels an enemy to within three hit points of its life, Ruby will swoop to the rescue and finish it off with a blast of flame. When this happens, it is a party rule that everyone say "G'on, girl!"

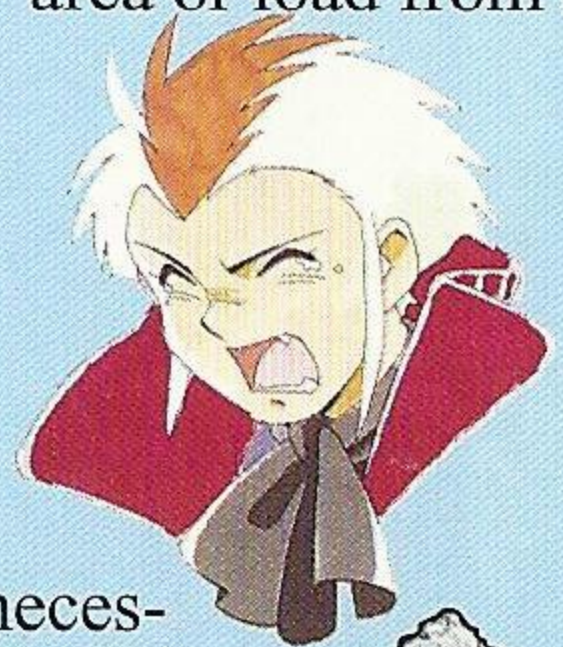


## Host Mortem

If all of the party members are killed during a battle, the following screen will appear. This menu will allow you to continue from a "checkpoint" area or load from a saved location.



The checkpoint may be far from where you died. To avoid unnecessary setbacks, save frequently - but not so much that you waste Magic Experience. *Remember, save is your friend!*





# MAGIC



The world of LUNAR is filled with magic. Each character you will encounter is an expert in a certain field of magic. Their magic abilities will increase when their level is increased. The magics listed below are a brief overview of the magics for each character.

Each character's magic has an effective range. A magic might affect just one character/enemy, or several characters/enemies. The chart below is a key to the range notations you'll find in the game.

Abbreviation	Name	Magic Effect
1A	1 Ally	Only affects the selected ally.
AA	All Allies	Affects all allies in the party.
AZ	Ally Zone	Affects the area around an ally.
OS	One's Self	Affects the person casting the spell.
1E	1 Enemy	Only affects the enemy selected.
AE	All Enemies	Affects all the enemies on the screen.
EZ	Enemy Zone	Affects the zone around an enemy.

## Hiro

Name	Type	Magic Effect	Range
Boomerang	Wind	Boomerang attack.	1E
Squall	Wind	Flip by wind.	AZ
Rushing Breeze	Wind	Attack by tornado.	EZ
Poe Sword	Blade	Jump attack.	1E
Sybillum Sword	Blade	Split-spirit attack.	EZ
Batallion Sword	Blade	Fast multi-attack.	AE

## Swyn

Name	Type	Magic Effect	Range
Heal Litany	Health	Recovers HP for one person.	1A
Calm Litany	Health	Recovers HP for party.	AA
Herbal Breeze	Health	Pleasant sleep-inducer.	1E




## Ronfar

Name	Type	Magic Effect	Range
 Purity Litany	Health	Recovers HP for one person.	1A
 Tranquil Litany	Health	Recover HP for party.	AA
 Bright Litany	Health	Steals HP ---> Party.	1E
 Lucky Dice	Chance	Attack/Heal crapshoot.	AE/AA
 Risk Roulette	Chance	Attack same party.	1E/1A
 Anger Flame	Chance	Big damage crapshoot.	1E
 Herbal Breeze	Assist	Pleasant sleep-inducer.	1E
 Clean Magic	Assist	Heals most conditions.	1A

## Jean

Name	Type	Magic Effect	Range
 Vulture Dance	Dance	Poison attack.	EZ
 Needle Chop	Dance	Freeze attack.	1E
 Fantasy Dance	Dance	Creates confusion.	EZ
 Haduken	Karate	Offensive energy ball.	1E
 Aura Wave	Karate	Energy shockwave.	EZ
 Comet Tail	Karate	Attack with flying kick.	EZ

## Remina

Name	Type	Magic Effect	Range
 Flame Bomb	Fire	Throws fire at enemy.	1E
 Burning Rage	Fire	Creates deadly fire ring.	EZ
 Power Drive	Fire	Increases attack power.	1A
 Ice Arrow	Water	Drops ice on target.	1E
 Ice Wall	Water	Cascading ice wall attack.	EZ
 Ice Shell	Water	Increase Defensive Power.	1A
 Spell Sucker	Mystic	Seals off enemy's magic.	1E
 Pressure Cooker	Mystic	???	1E
 Magic Swiper	Mystic	Hijacks MP from enemy.	1E



# SHOPS



Most of the towns and villages that you will find on your quest will have shops in which you can buy or sell weapons, protective gear, and items. You can earn silver to purchase items in these shops by fighting monsters or searching chests you may discover on your quest. *Be sure to keep the silver away from Lemina!*

## PARTY

Displays the condition of the party. If the character steps forward, they can use or equip the item.

## ITEMS

Displays weapons, armor, and items that are for sale.



## S (SILVER)

Amount of silver the party has collected.

## ITEM NAME

Name of the item currently highlighted.

## PRICE

Buy/Sell Price.

## BUY STUFF

Buy new equipment. You can only purchase items for characters that are moving in the Party Window. To buy an item, first move the cursor to an item you wish to buy, and press the "A" button. You will then be given the following three options:



## BUY STUFF

BUY&EQUIP

Purchases the item and automatically equips it to the character.

## BUY STUFF

BUY

Purchases the item and places it into the character's inventory.

## BUY STUFF

CANCEL

Cancels the purchase and returns you to the shop window.

## SELL STUFF

Sell unneeded belongings. To sell belongings, first move the Direction Key right or left to decide which character will sell stuff. Next, in the character's window, move the cursor to an item you wish to sell, and press the "A" button. *Be careful not to sell items that you may need later!*



## SELL STUFF

SELL

Confirms the sale and removes the item from the character's inventory.

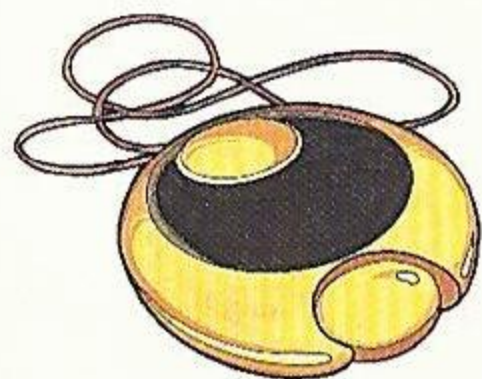
## SELL STUFF

CANCEL

Cancels the sale and returns you to the character's inventory window.

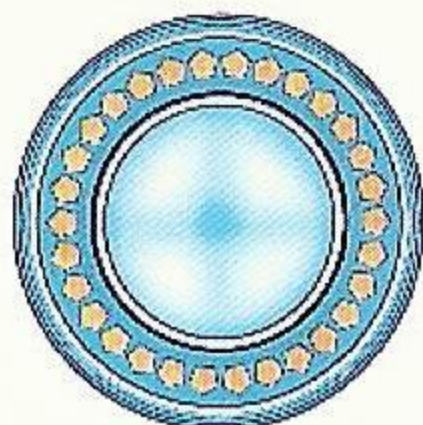


# ITEMS



## Lucia's Pendant

This pendant is worn by Lucia, the mysterious visitor from the Blue Star.



## Starlight

Starlights can restore small amounts of lost Magic Points.



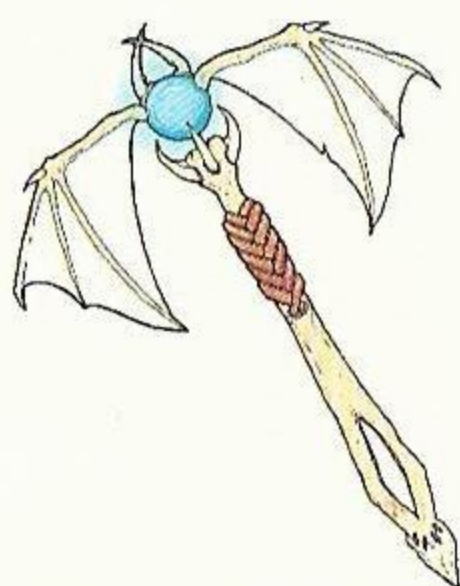
## Herb

This herb is an inexpensive way to heal small amounts of lost Hit Points.



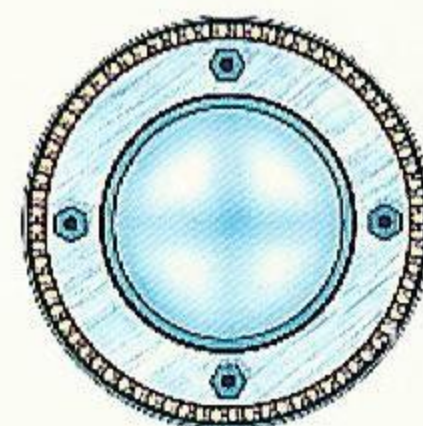
## Power Nut

This delicious, nutritious nut invigorates anyone who ingests it.



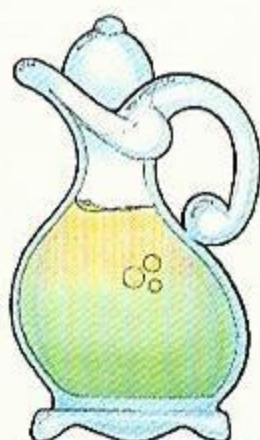
## White Dragon Wings

These wings have lost some power over the years, but they can still warp characters out of dungeons.



## Silverlight

Silver Lights can restore large amounts of lost Magic Points. However, they are very hard to find, and expensive to purchase.



## Spring Water

This refreshing water can heal the paralysis (FRENZ) condition.



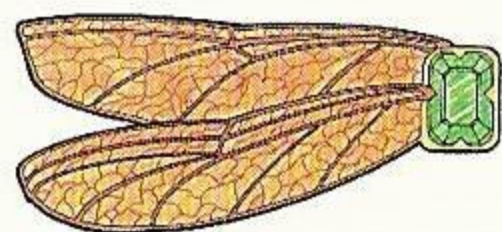
## Angel Tears

These precious items can revive dead party members during combat.



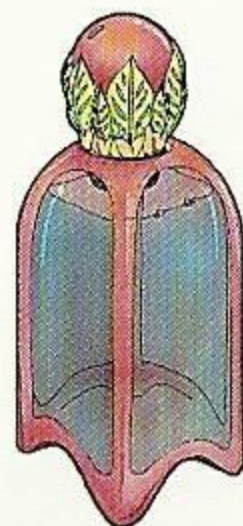
## Holy Water

This tonic contains special properties that can purify afflicted souls of almost any condition.



## Dragonfly Wings

These wings perform the same function as the White Dragon Wings, but are destroyed when they're used.

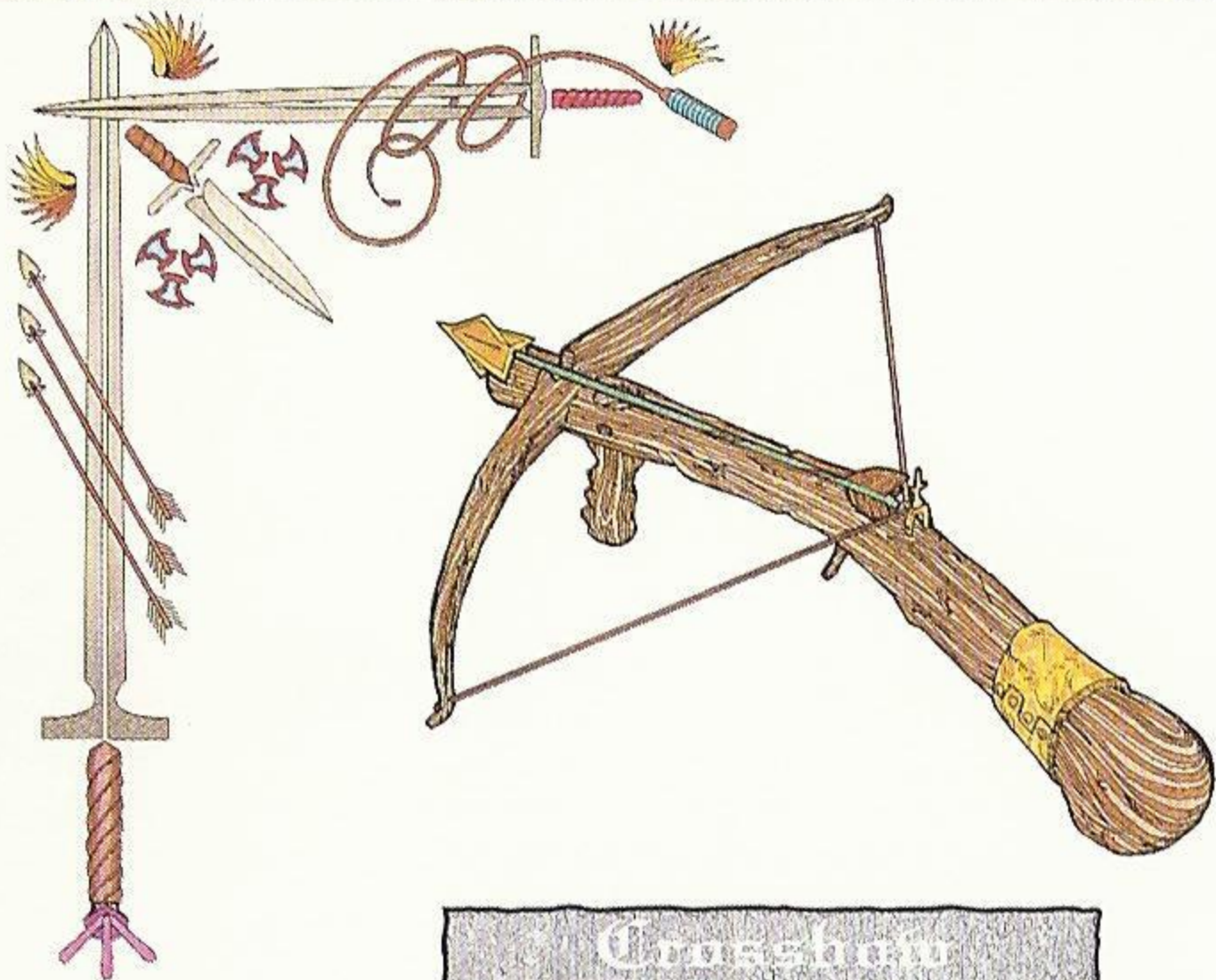


## Vitality Heal

Heals poison conditions.

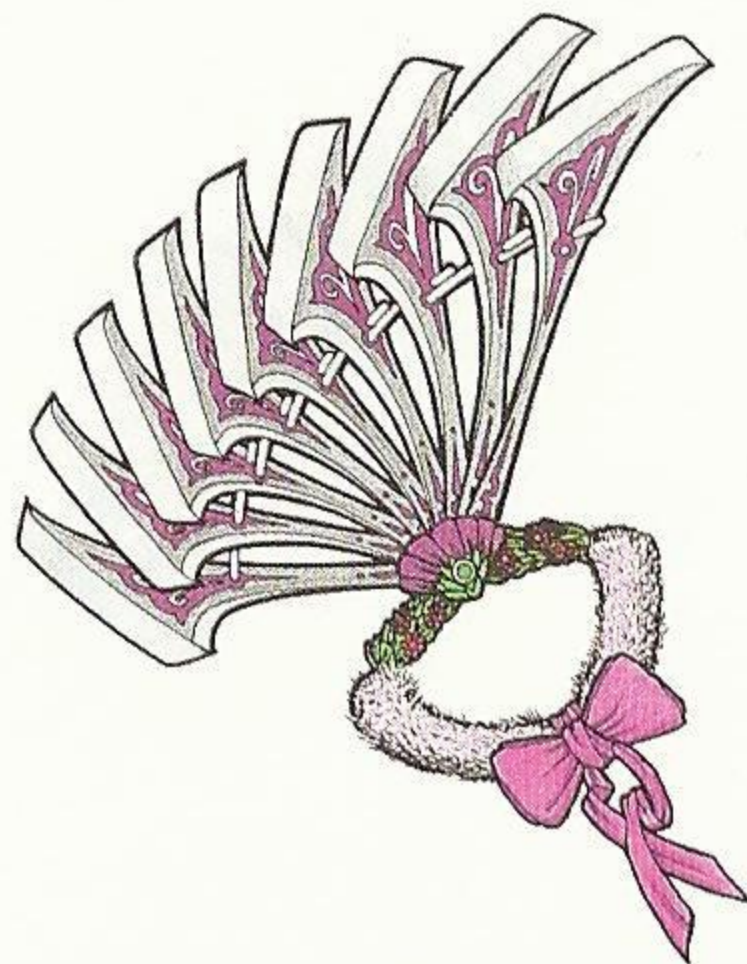


# WEAPONS



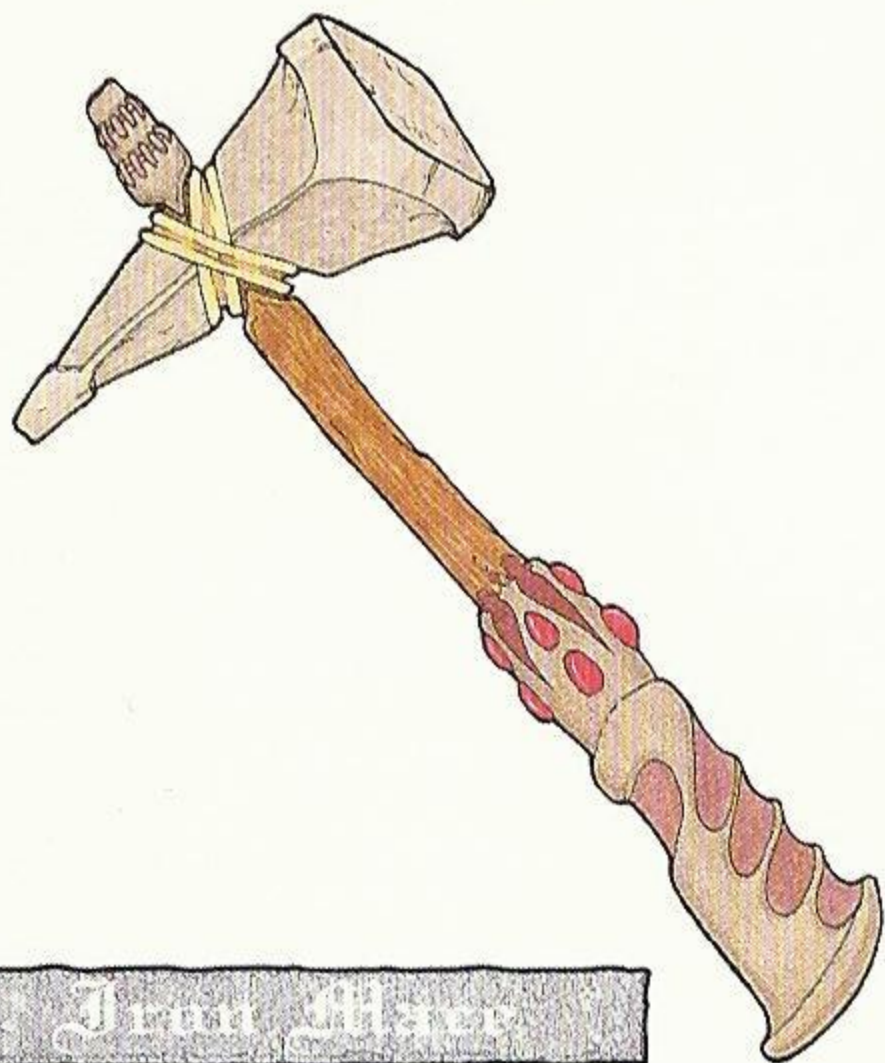
Crossbow

This deadly weapon can put a little 'oomph' in Lemina's attack.



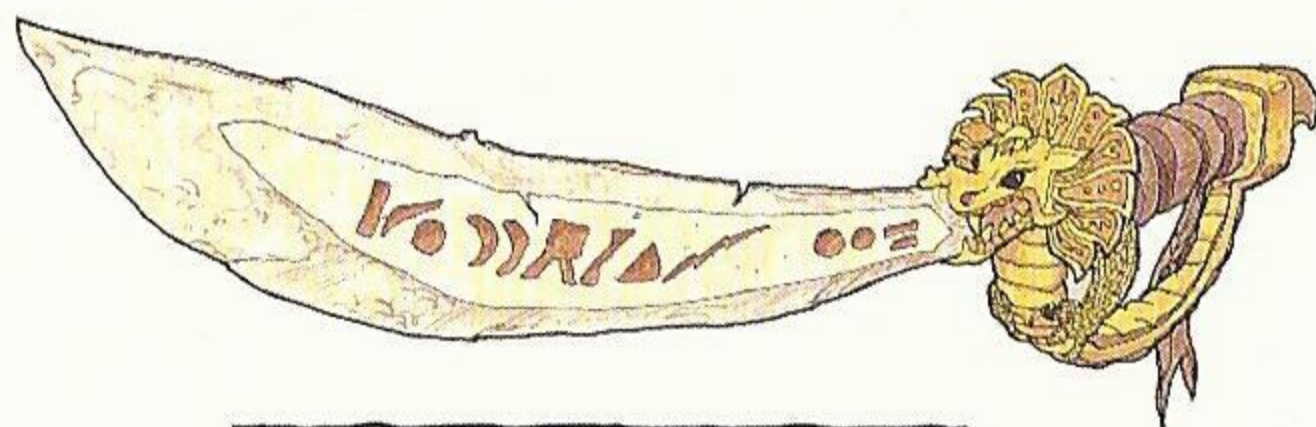
Razor Fan

This fan is constructed entirely of razor blades. It's quite deadly, and only Jean has the skill to use it.



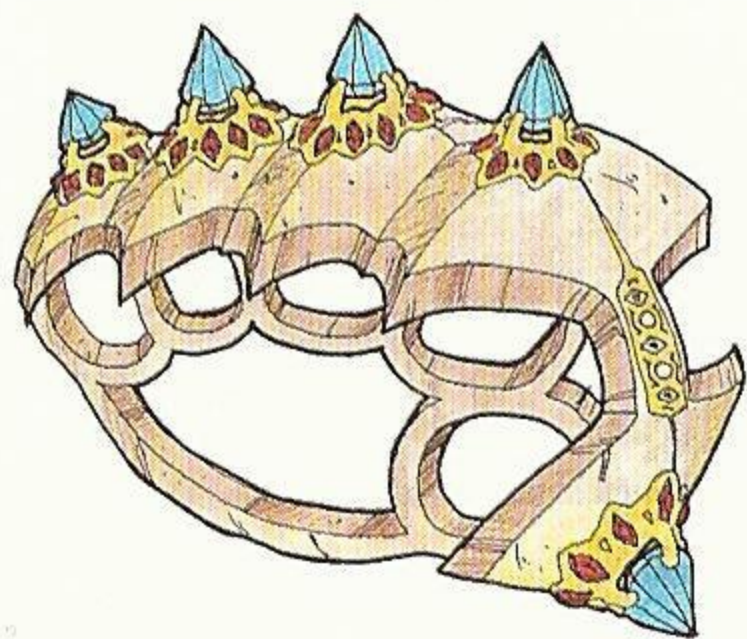
Iron Mallet

Designed with close combat in mind, this blunt, heavy weapon is very effective at pummeling opponents into dripping mush.



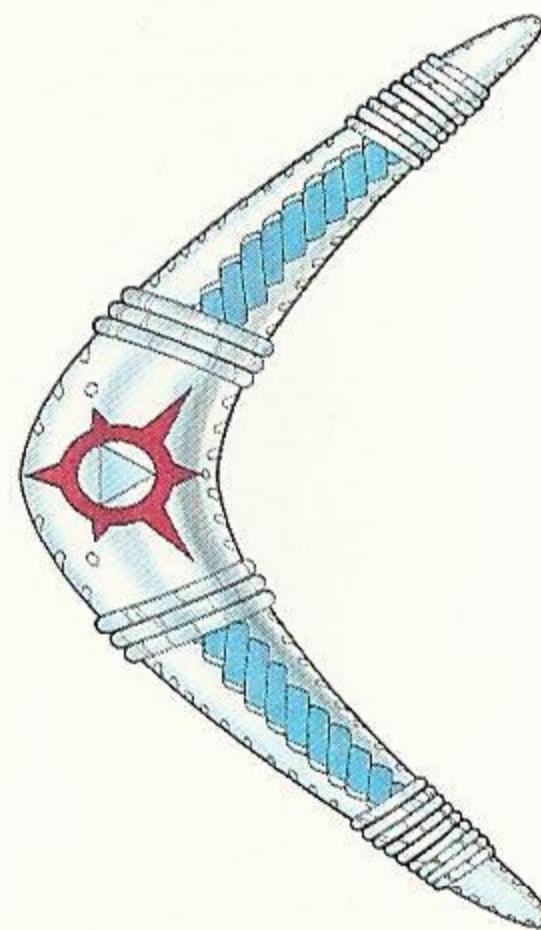
Dark Scimitar

Little is known about this mysterious blade, except that it is said to empower the bearer with great offensive power. It was last seen over a century ago.



Jeweled Knuckle

The jewel-encrusted knuckles on this fistcuff are razor sharp and very deadly.



Boomerang

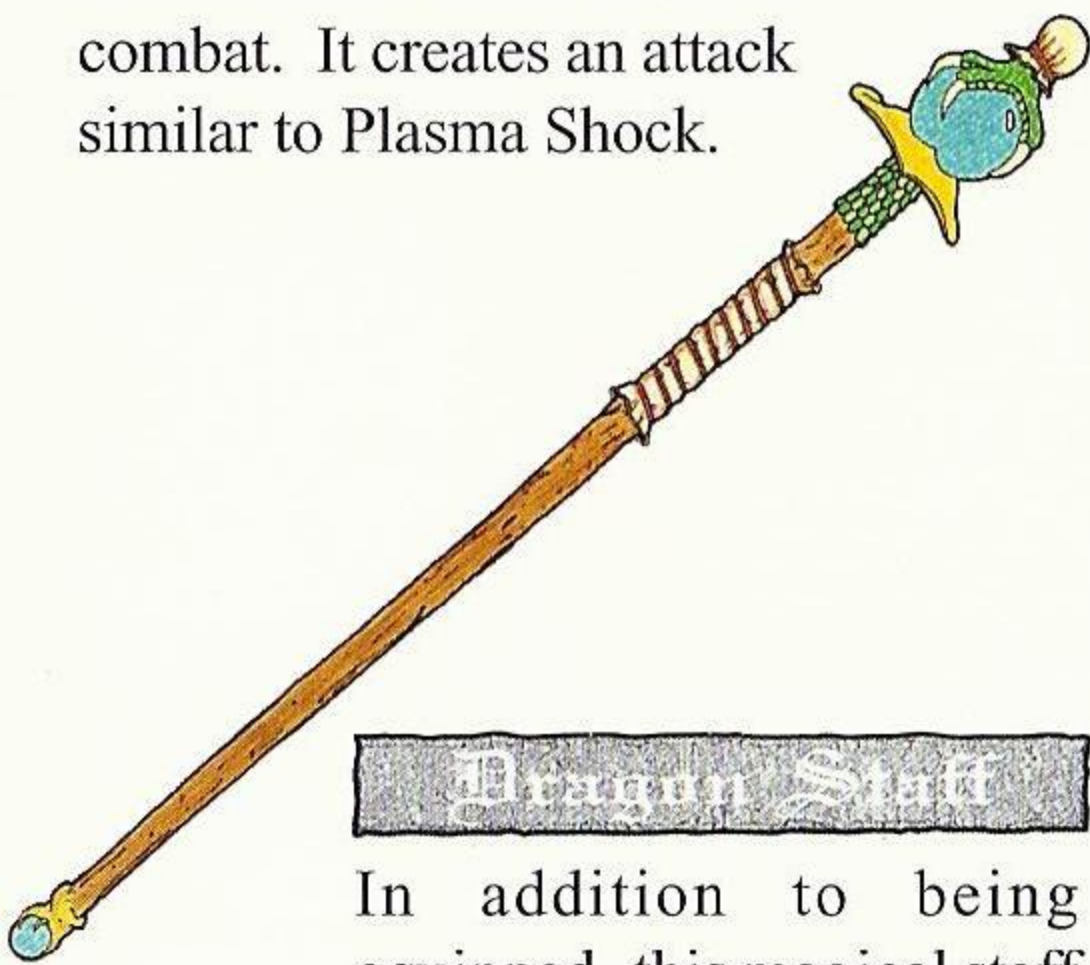
This device will return to the user after it's been thrown. It is Hiro's weapon of choice.





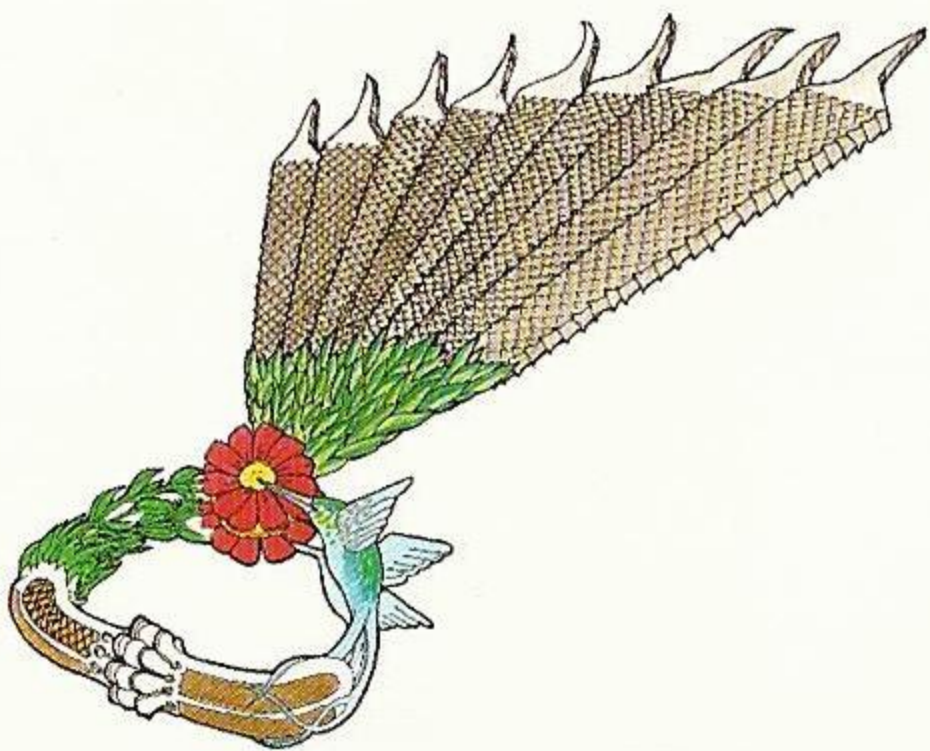
### Flame Fist

Due to its power, this weapon cannot be equipped, but it can be used as an item in combat. It creates an attack similar to Plasma Shock.



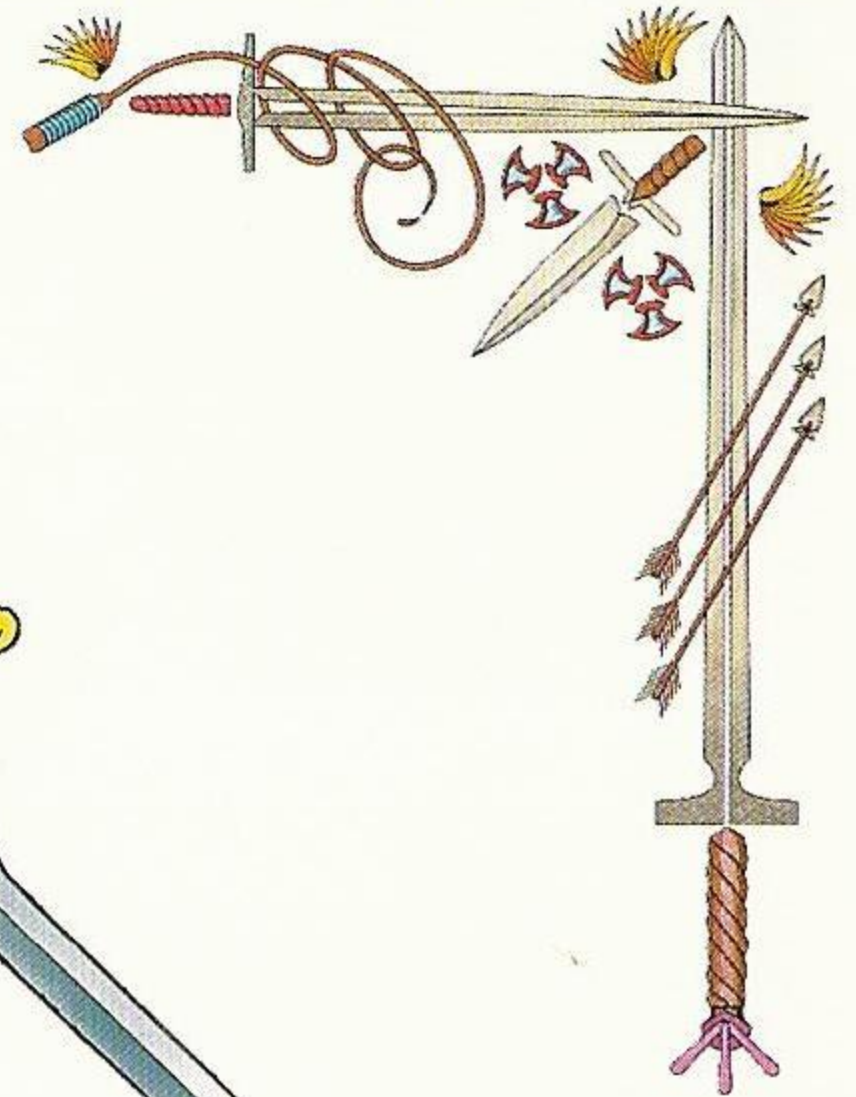
### Heaven Staff

In addition to being equipped, this magical staff can also be used as an item in combat to create an effect similar to 'tempest.'



### Iron Fan

The iron fingers on this deadly device can hook enemies before grating their flesh to shreds. Jean is an expert using it.



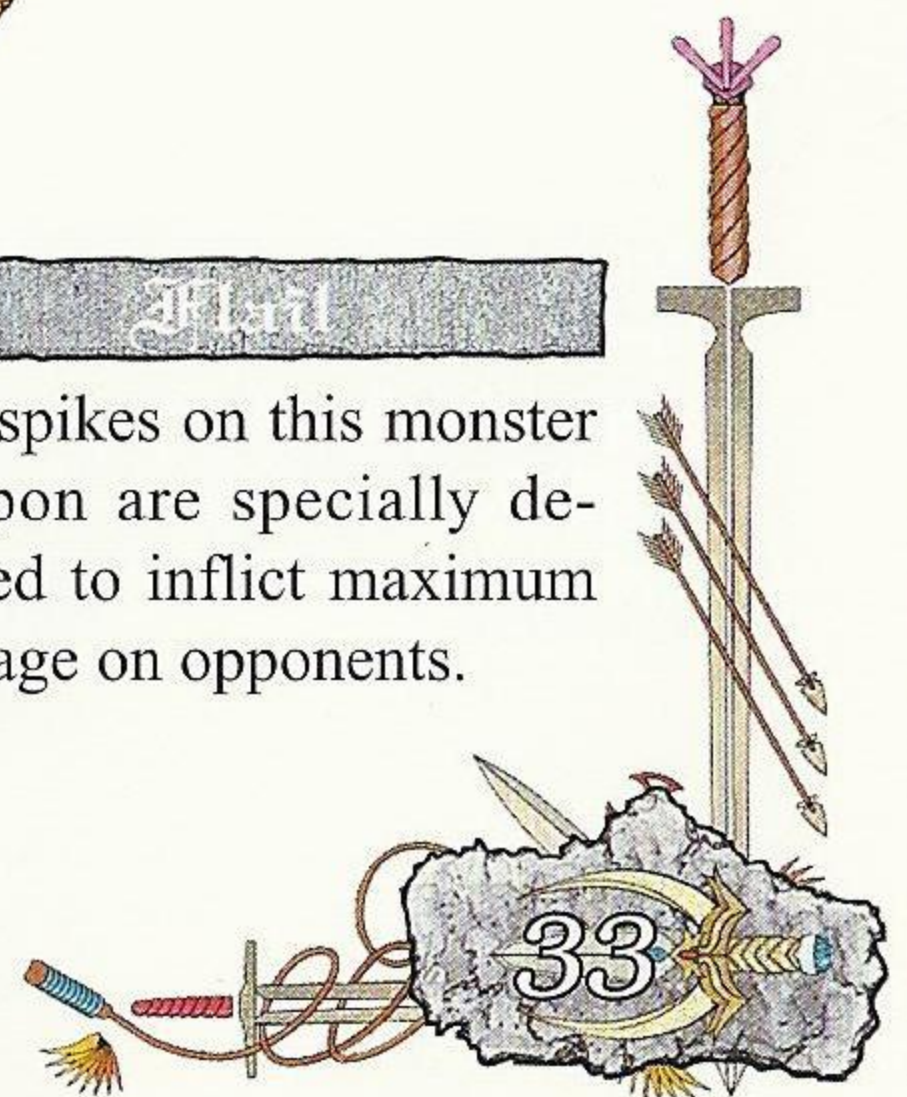
### Althena's Sword

This sword holds the power of Althena. It is one of the most effective battle weapons, if you can find it.



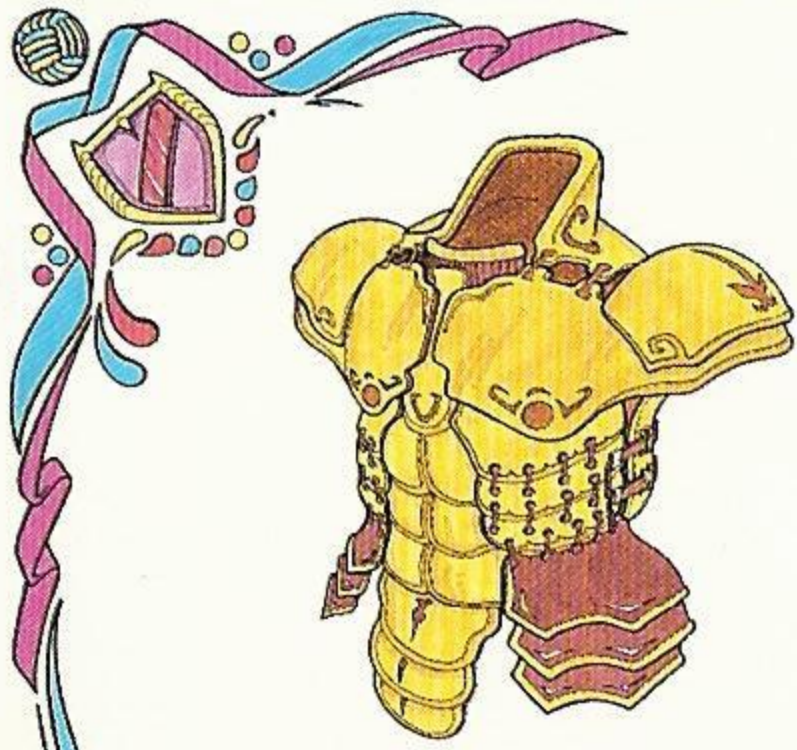
### Maul

The spikes on this monster weapon are specially designed to inflict maximum damage on opponents.





# PROTECTIVE GEAR



**Regal Armor**

This regal armor provides superior defensive protection from enemy attacks. Once equipped, it also adds the "Soul Blaster" spell to the character's magic.



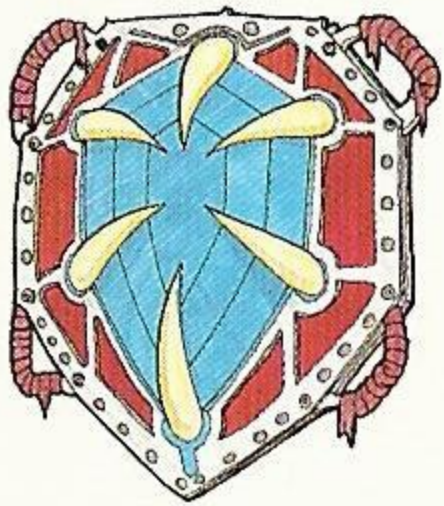
**Pressure Cooker Bandana**

This innocent-looking cloth bandana empowers the user to use the pressure cooker spell, which lowers the level of opponents.



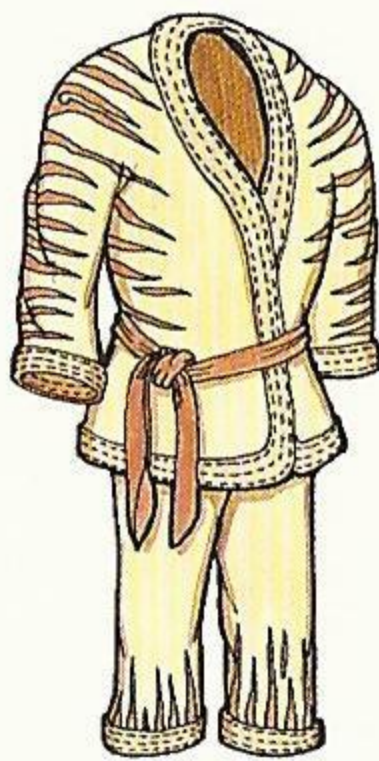
**Uplifting Pendant**

The uplifting powers of this pendant will add one to the number of character attacks in combat, as well as protecting from Fire and Earth Magic.



**Storm Shield**

The best feature of this handy shield is that it protects the user from most confusion spells.



**Jeon's Gi**

This suit gives Jean the flexibility to execute some of her best karate moves, as well as providing good protection.



**Poison Protection Helmet**

The best reason to buy this beautiful helmet is to use its anti-poison powers. Once equipped, it protects from poison attacks.



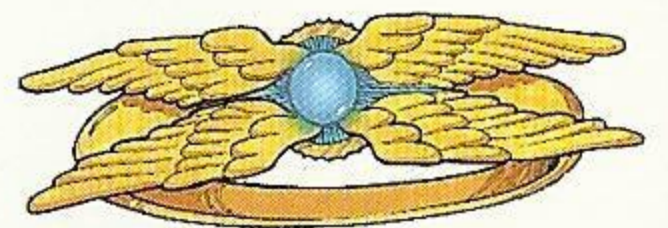
**Wisdom Cap**

This cap will increase the wisdom of the wearer, as well as making a stunning fashion statement.



**Revival Dress**

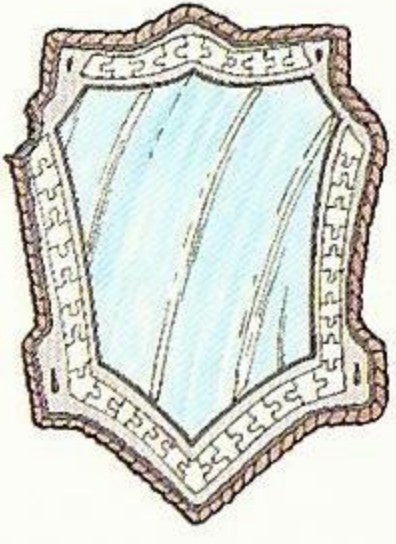
Bleechwell gave this dress two pinkies way up! It's attractive and yet, very functional.



**Angel Ring**

One of the most valuable items in the game is this little ring. If equipped, it will revive the user from death instantly, and restore half their Hit Points.





### Platinum Shield

Made from a special alloy enriched with magic that protects the user from poison attacks.



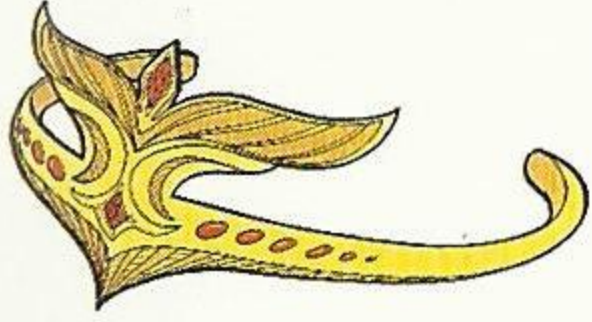
### Thunder Armor

When enemies that cast frequent Freeze spells are a problem, this armor can help. It features awesome defensive features, as well as built-in anti-freeze capabilities.



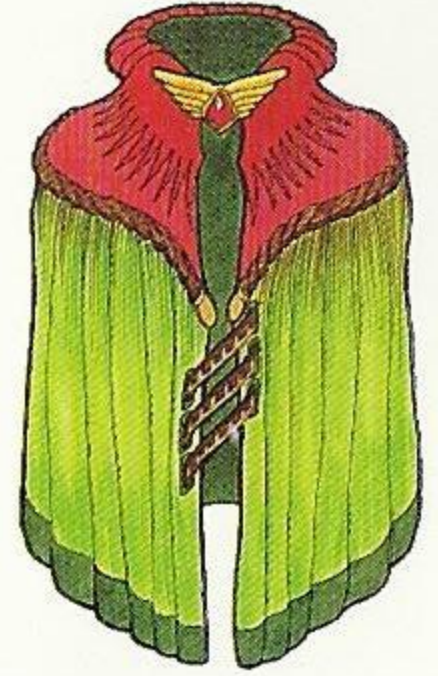
### Goddess Clip

This clip empowers the user with the Power Drive spell, which can increase the attack power of the person on which it's cast.



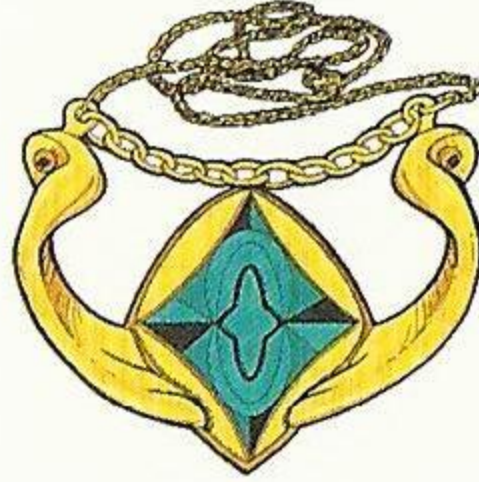
### Mystery Crown

Equipping this item increases the user's magic endurance, which will increase the effectiveness of magic spells.



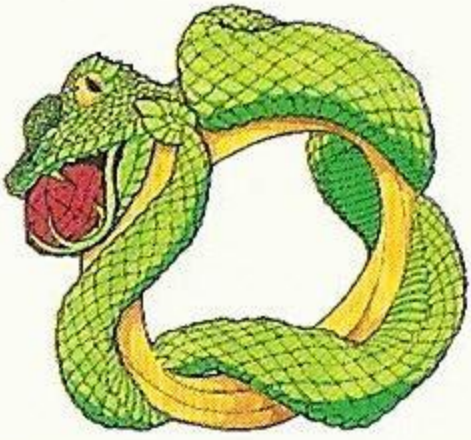
### Immortal Robe

Once equipped, this robe will empower the user with the ability to cast the Recovery Litany.



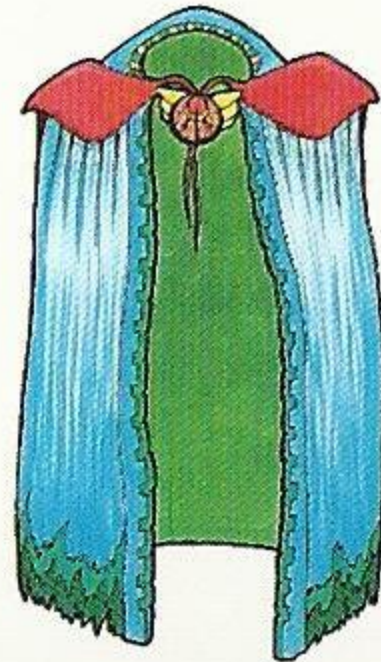
### Love Pendant

This pendant increases the wisdom of the user, as well as reducing the effect of enemy Thunder and Fire assaults.



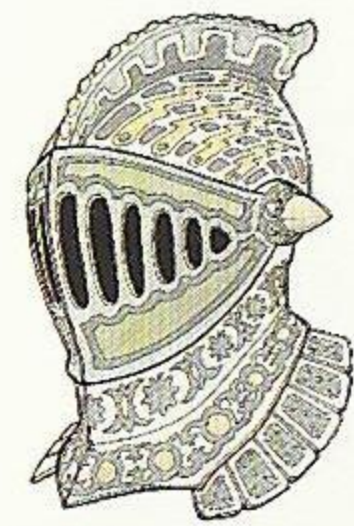
### Snake Ring

Magic users will appreciate the fact that this ring, once equipped, will reduce the magic cost of spells by half.



### Wisdom Robe

Once equipped, this robe will protect the user from sleep spells.



### Thunder Helmet

Anti-freeze magic is melded into this fine helmet, which is a match for the Thunder Armor.



# HELPFUL HINTS

## Remember to Search!

You can use the "A" button not only to talk to people, but to search and to start events. If you take the time to search, you can find hidden items that will be helpful in your quest. *Don't forget to press the "A" button to activate switches and to start key events.*



## Use the Help Menu!

If you don't know what a certain item does, check the help screen for a brief description. The help screen will allow you to see what effect a certain weapon, armor, or equipment will have on your character's status. Some items have magic properties. If an item has a spell enabler, it will be displayed in red at the bottom of the box.



## Recover HP and MP



If you need to restore your character's HP and MP, you can do it at the Goddess Statues located in the towns and temples that you will visit. To recover HP and MP, push the "A" button in front of the statue, and the character will completely recover all their HP and MP. *There are places where you will have to pay for it, so be careful.*



## Finding Your Location

Since many of the caves and dungeons have elaborate mazes, you may get lost exploring them. When you get lost, check the save screen to find out your present location. To access this screen, open up Ruby's menu and select SYSTEM then SAVE. Your present location will then be displayed next to the word "AREA." You can cancel by pressing "B."



## Rotate Save Slots!

When you choose a SAVE slot, don't use the same slot for an extended period of time. Every hour or so of gameplay, switch to another slot. This way, if you want to back up to a previous location in the game, you can do so effortlessly.





# TRANSLATION NOTES

LUNAR:Eternal Blue has taken almost three years to complete. It features almost twice the text and over four times the amount of animation of the original game. Games of this quality do not come cheap. LUNAR 2's production cost exceeded \$2,500,000. In Japan, the game cost players the equivalent of over \$100, and they paid it eagerly. Since we were against that kind of bloated price tag, regardless of how mind-shatteringly wonderful we thought the game was, we decided early on to keep the MSRP at \$62.99. But, we weren't going to cut any corners in the production or packaging of the American product.

For LUNAR:Eternal Blue, only minor things were changed from the original Japanese version, simply because the Japanese version was so incredible. First, the SAVE feature was modified to add cost to each save. We've wanted to do something like this for a long time, and the experience system in this game finally gave us the opportunity. We felt that this would make the game more challenging by making you, the player, decide if the necessity of a save was worth giving up valuable magic experience points. Second, we made it so that the combat system remembers which magic was selected by a character. This seemingly small change makes combat much faster, and therefore less tedious. Third, we added the second song to the CD in standard 44.1 Khz CD audio form. In the original Japanese version, you could only hear the second song in the game, since it was part of an animation sequence that was compressed. There was just enough space on the CD to fit this second song on in full CD audio, so we put it on so that users could listen to it whenever they wanted. Fourth, special music was added to the sequence within the Star Dragon tower that provided a better fit with the "mood" of the game at that point. Finally, as has become customary in our games, at the end of the game a number of outtakes from the recording process are played. Since the project was so large, there were actually quite a few chosen this time around. We hope you enjoy them - let us know if you want even more of this kind of "extra" in our future games

One thing long-time fans will notice in this manual is that our listing and description of magics and weapons remains very austere. We get a few letters complaining that we're forcing people to buy the hint books because we don't detail everything you can use in the game. This seemed a good time to explain our position. The whole point of a Role-Playing game is to "Role-Play." Your character doesn't necessarily know the exact effect of the spells or weapons they gain until they try them out. Likewise, we feel that the trial and error adds to the game. There's a sense of discovery when you finally figure out what obscure spells do and, if it's a cool and useful, wonder as well. Listing absolutely everything in the manual will take that away. We look at the manual as a "starting point." It gives you all the basics, and you're free to roam from there. *But, if you absolutely can't live without knowing everything, there IS a hint book available.*

This is our last game for the SEGA-CD. The time has come to move on to the Next-Generation platforms. Look for our first Saturn project soon, as well as a number of announcements regarding our expanding product line. *So, enjoy Eternal Blue, and keep those letters coming! We'll see you on Saturn!*



# SONG LYRICS

## Eternal Blue English Lyrics

A legend of old.  
A story forgotten.  
The memories, of true love  
stolen from time.

A darkened romance.  
Try hard to remember.  
A doorway to the heart  
beckons your mind!

And now, a corner of night,  
can lift the weight from you.  
It's in your hands.  
If just you understand.

A destiny lost.  
A bond that's been broken.  
The memories, of a time  
that slipped away.

Just open your mind  
the way lies before you.  
A doorway to the heart  
you seek to find.

Love can change the key you hold  
into a gilded chance.  
So tear a memory from your mind  
and make it so real.

<chorus 1>  
Blue Star above me,  
Your mystic shimmer tells of love,  
I should know.  
Whisper your secret.  
That can eradicate my fear.

Blue Star above me,  
When shadows lengthen and the dark  
looms ever closer,  
Turn on your shine and hold me near.

<bridge>  
When the comet pulls the bow,  
The stars begin their dance.  
The time when destiny and hope,  
Will give birth again.

<chorus 2>  
Then if it's to be,  
I'll find a glimmer of the life,  
I should know.  
Only that moment  
can show me what I hold so dear.  
Until that moment,  
I'll find some comfort in the love  
within my slumber.  
Turn on your charm and hold me near.

<repeat chorus 1>

## Eternal Blue Japanese Lyrics

Legend, vanishing memories, endless pageant.  
Deep sleep of solitude,  
someday time will come to be awoken.  
Now, the forgotten old book.  
Only the past is recorded.

Circle of lights and shadows, the moon  
is melting into the clouds.  
Sound of wind, tune of journey,  
in the unknown foreign town.  
Someone is waiting for me for sure,  
as if whispering in my ears, tells me secretly.

Blue moon, dance the sky with a fairy.  
Future in my mind in such a way.  
Even if the dark shadow brings the storm,  
We'll turn the light on.

When the comet pulls the golden bow,  
I will start sailing in the see of the Milky Way.

Blue moon, a fairy plays songs.  
A premonition wanders around the maze  
in such a way.  
In the midst of the endless rondo of lights  
and shadows.  
Inviting Me.

Blue moon, dance the sky with a fairy.  
Future in my mind in such a way.  
Even if the dark shadow brings the storm,  
We'll turn the light on.



## Luria's Theme English Lyrics

When I was alone as one,  
my eyes were as blind, I know.  
Sky brilliant with blue elegance,  
I couldn't behold.

When I was alone as one,  
My heart was as ice, so cold.  
Wind whispering sweet melodies,  
I could not behold.

Sight to my eyes,  
and warmth to my heart,  
Your love has been such to me.

Pull closer now,  
And strengthen my leaning,  
Toward love to heal all my wounds.

<chorus 1>  
When our hearts both beat in time,  
There's magic in your smile,  
It seems there's nothing we can't do.

And within your warm embrace,  
My heart will find a place,  
Even from afar,  
Our love forever shall be destiny.

<bridge>

When I was alone as one,  
my eyes were as blind, I know.  
Sky brilliant with blue elegance,  
I couldn't behold.

When I was alone as one,  
My heart was as ice, so cold.  
Wind whispering sweet melodies,  
I could not behold.

Sight to my eyes,  
and warmth to my heart,  
Your love has been such to me.

Pull closer now,  
And strengthen my leaning,  
Toward love to heal all my wounds.

<repeat chorus 1>

<chorus 2>  
When our hearts both beat in time,  
There's magic in your smile,  
I know there's nothing we can't do.

And within you warm embrace,  
My heart will find a place,  
Even from afar,  
Our love eternal shall be destiny.

## Luria's Theme Japanese Lyrics

When I was alone I did not notice  
the piercing blue sky.

When I was alone I did hear,  
Heart trembling, sound of wind.

The person who taught me this is not just anybody.  
Always being close by me.  
Encourage me.

Your hear beat, feeling, imagined.  
Exchange smiles, extended hand, being embarrassed.  
Holding us together too.

Full of sunshine,  
Time to be wrapped in.  
As much as possible with both hands,  
Stretch and hold tight.  
You and I, far away, even being apart.  
Me and you, someday for sure, we can meet.  
Pulling strongly to each other, the two of us.

<repeat>

When I was alone I did not notice  
The piercing blue sky.  
When I was alone.



# LUNAR<sup>®</sup>

## ETERNAL BLUE

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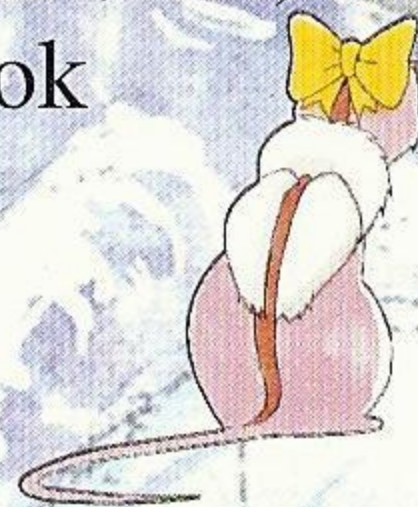
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