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**TAITO**™  
TAITO CORPORATION

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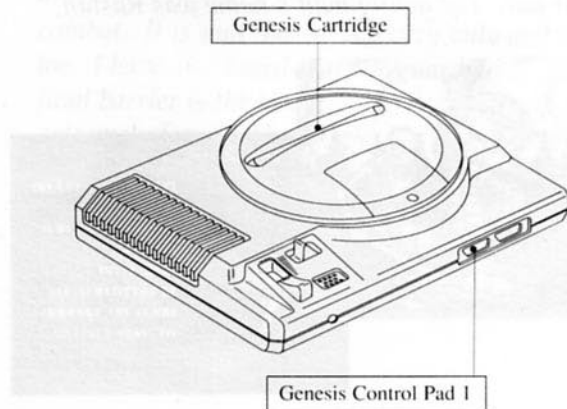
# INSTRUCTION MANUAL

## Loading Instructions/Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Genesis System (shown below) as described in your GENESIS SYSTEM.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion .

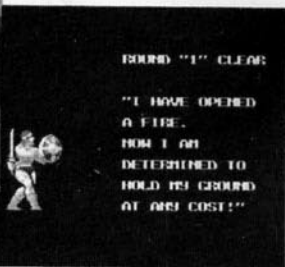
**IMPORTANT:** Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Control Pad 1.



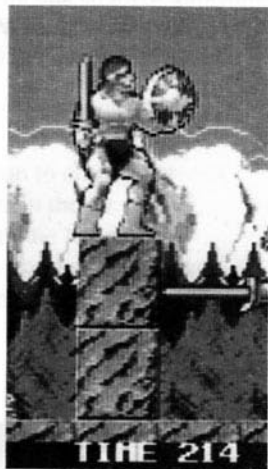
## Story

In days of yore, a temple that towered up to the sky was the hiding place of the "Stone of the Wise", a symbol of power. Legend has it that the one who succeeded in taking the stone to the top of the towering temple... "The Skyscraper" ... would be awarded the power to rule over the earth. People and demons had been in a relationship of peaceful coexistence on Earth. However, the demons decided they would bring Earth under their control by obtaining the "Stone of the Wise". If they were not stopped before they brought the "Stone of the Wise" to the top of the temple, Earth would come under the rule of the demons. Many people simply cowered in fear. But a young, brave warrior rose up and headed for the temple, which the demons had turned into their lair. The young man's name was Rastan,



and this was to be the first great test of a legendary hero whose name would be uttered with reverence by generations to come.

A wise elder spoke to Rastan as he set off on his journey. "There will be five barriers on your way and each barrier contains three traps. The first trap contains a band of lower and middle-grade demons. The second trap contains a device. The third trap contains the guardian of the demons whom you must meet in single



combat. It is said that he is a very wily and evil foe. I have also heard that the guardian of the final barrier is the leader of the demons, and extremely formidable foe who has discovered the secret of eternal life." It is a fearful mission that you undertake but you should be brave and set out.

## Using your control pad

This in an action game that features horizontal scrolling. You manipulate Rastan to defeat the attacking demons and allow him to advance to the right on the path of trials.



### Δ Directional Button (D Button)

By pressing the left and right buttons you move Rastan to the left or right. Generally speaking, the up-down button is not used for movement.

### Δ A Button (Attack Button)

Rastan attacks with weapons. When this button is not depressed, he automatically goes into a defense stance.

### Δ B Button (Jump Button)

Rastan can jump. Use this button to climb over elevations and to attack enemies in the air. When this button pressed together with the left-right Directional Button, Rastan jumps sideways. Press the Jump Button lightly for a small jump and longer for a big jump.

### Δ C Button

Not used.

### Δ Start Button

Used to start the game. When the Start Button is pressed during the game, the game goes to still screen (pause state). Press the Start Button again to resume play.



## Attack

When the A Button on the control pad is pressed, it is possible to attack. When used together with the Direction Button, it is possible to attack in four directions: up, down, left, and right.

### *Normal Thrust*

#### **\* A Button + Up Direction Button;**

Rastan swings his sword over his head.

#### **\* A Button + Left (or Right) Direction Button;**

Rastan swings his sword to the left (or right).

#### **\* A Button + Down Direction Button + Left (or Right) Direction Button;**

Rastan crouches and swings his sword to the left (or right).

### *Jump Thrust*

Rastan can also attack while jumping. Action in an up-right /left direction is the same as that for Normal Thrust. For action in a down direction, if you press the A Button + Down Direction Button during the jump, Rastan continues a downward thrust offense until he hits the ground to inflict damage on enemies below him.



## Defense

When the A Button on the control pad is not depressed, Rastan is always in a defense stance. However, this does not mean he is defending in all directions. It is only by combined use of the direction keys that it becomes possible to defend in different directions.

### *Standard Defense*

#### **\* Up Direction Button;**

Rastan defends himself above his head.

#### **\* Left (or Right) Direction Button;**

Rastan defends in a left (or right) direction.

#### **\* Down Direction Button + Left (or Right) Direction Button;**

Rastan crouches and defends in a left (or right) direction.

### *Defense During Jumping*

Rastan can also carry out a defense while jumping. The direction is operated in the same way as for Standard Defense.





## Weapons

During the game, Rastan can use the following three types of weapons:

### 1. Normal Sword & Normal Shield

The normal combination with which Rastan is equipped.

### 2. Long Sword

Longer than a Normal Sword for a wider attack range and greater power. However, because the speed of swinging the sword is somewhat slower, it is not suited to continuous attack.

### 3. Iron Claw

A weapon that is held with two hands. It is light and fast, making it ideal for continuous attacks.

\* **1** is supplied at the start of the game and when Rastan is resurrected after dying once. **2** and **3** are supplied by obtaining the items that appear in the course of the game.



NORMAL SWORD  
&  
NORMAL SHIELD



LONG SWORD









IRON CLAW

## Items

Items include those that appear when demons are defeated and those that are already located on the map.

### Δ Items that appear when demons are defeated:

1. Crest of Flame: **400 pts.**  
  
Flames fly out from the end of the sword to increase offensive power.
2. Crest of Time: **200 pts.**  
  
The time on the timer is restored to some extent.
3. Crest of Lightning: **400 pts.**  
  
Lightning dances from the end of the sword to increase offensive power.
4. Crest of Hegemony: **600 pts.**  
  
Allows Rastan to wipe out all demons that are presently on the screen.
5. The Fang of Hidler: **400 pts.**  
  
Allows Rastan to defend himself by causing skeletons to fly around him.
6. The Cowl of the Wizard: **400 pts.**  
  
Decreases the damage caused by the demons.

### △ Items located on the map:

1. The Light of the Blue Power: **200 pts.**



Rastan's physical power is restored by one point.

2. The Light of the Yellow Power: **300 pts.**



Rastan's physical power is restored by three points.

3. The Light of the Red Power: **400 pts.**



Rastan's physical power is completely restored.

4. The Dark Jewel: **300 pts.**



Four of the demons on the screen are transformed into the Light of the Blue Power.

5. Long Sword: **400 pts.**



Rastan's weapon changes into a long sword.

6. Shield and Sword: **400 pts.**



Rastan's weapon changes into a normal sword and shield.

7. Iron Crow: **400 pts.**



Rastan's weapon changes into an iron claw.

### △ Other items:

1. "Stone of the Wise": **0 pts.**



Appears when Rastan succeeds in defeating the higher-ranked demons.

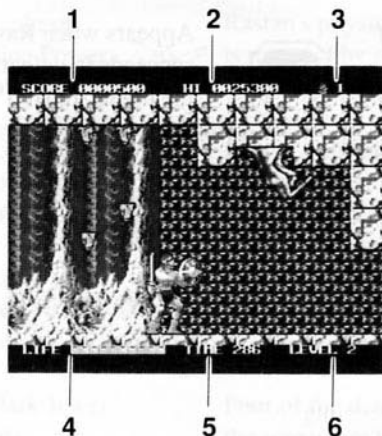
2. Goddess: **500 pts.**



Rastan's lives are increased by one.





## Information Windows



1: Shows the score of the present player.

2: Shows the highest score up to then.

3: Shows the number of remaining lives for Rastan.

4: Life Meter. The  is extinguished each time Rastan receives damage. When all the  disappear, Rastan loses one life.

5: Round Timer. Starts a countdown simultaneous with Game Start for each round. Unless you clear the round before the timer reaches 0, Rastan loses one life.

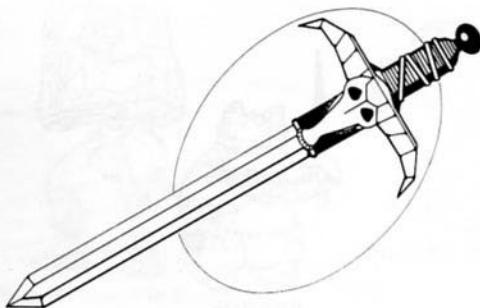
6: Rastan's level: The level rises one step and Rastan's offensive power increases each time he obtains one of the "Stones of the Wise".

## Game Over

The game is over when Rastan loses all his lives and there is nothing more on the Life Meter.

## Continue

When the game is over, the "Continue?" message appears on the screen. Press the Start Button if you wish to continue playing.





## Enemy Characters



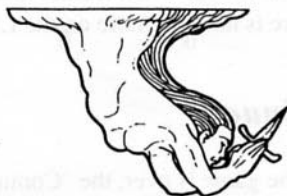
SKELTON BUTLER



MOSTIN



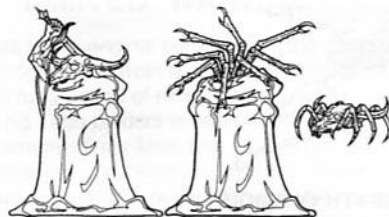
MUD MOK



WATER SHADOW



BYKROK



GYGANEK



High-grade demon in Round 1  
WANDERING CHIEF



DEMON SPEAR



High-grade demon in Round 4  
CLAW



MUSCLE SNAKE

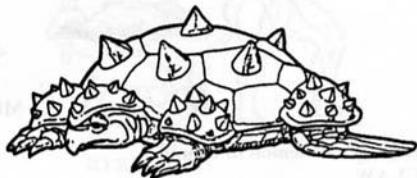


**DEATH GLAMOUR**

**High-grade demon in Round 3  
HAL CENTAURUS**



**High-grade demons in Round 2  
MEDUSA NEY**



**SPIN TURTLE**

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