

*The Mistress
Of The Wind
Will Blow
Your Mind.*



Available Now From Renovation.

RENOVATION
PRODUCTS

Renovation Products, Inc.

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Printed in Japan



VALIS™

INSTRUCTION MANUAL

RENOVATION
PRODUCTS

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 or 20 minute break every hour. Try to be as far as possible from the TV screen while playing the game.

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 projection televisions.

GAME HINT HOTLINE

If you have any questions about playing VALIS, or if you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at:

(415) 591-7529

DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Renovation Products wishes to thank you
for purchasing **VALIS**
for your Sega Genesis System.

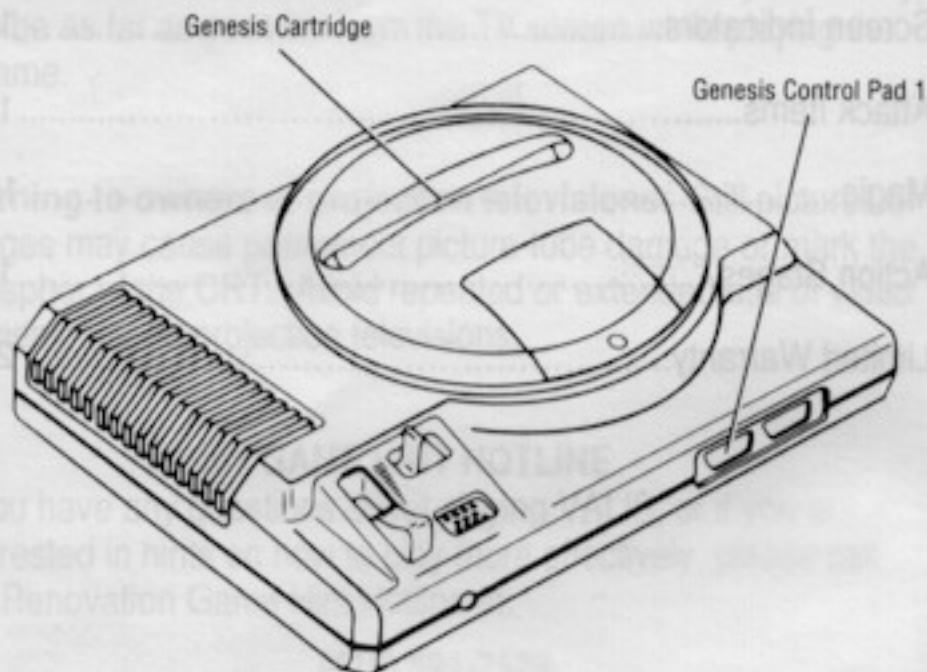
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STARTING UP

- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in the Control Pad.
- 2) Make sure the power is off.
- 3) Insert the VALIS Cartridge into the Genesis System Console. With the label facing toward you, press the Cartridge firmly into the Cartridge slot.
- 4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

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



THE LEGEND OF A FANTASM SOLDIER

What would you think if your best friend went on a date with the King of the Dark World; and, she did it just because she thought he was cute!?

You'd think that she'd been duped, set up; and you might be right.

The universe is a system of worlds chiefly represented by the Human World, The Dream World of Queen Valia, and the Dark World of King Rogles.

The hideous Dark World of Rogles and his 5 Dark Lords is poised to beat all other worlds into submission. The universe is in danger of becoming completely Dark.

They have already taken the force of Yang from Queen Valia, and have sealed it into a fantasm jewel.





Now, the only one who can help is the one with a heart perfectly balanced with Yin and Yang, the one you control – Yuko, a student from the Human World, chosen to wield the sword of Valis against the encroaching Darkness.

As she becomes the greatest warrior in the universe, she never suspects in her wildest thoughts that her greatest battle will not be against one of the five Dark Lords, but against the one she called her closest friend, the one she warned "don't go out with him, he's the Dark...", and before she could finish, her friend ran off...into Darkness.



CAST OF CHARACTERS

Yuko Ahso

She is an average high school senior, who happens to possess a heart completely balanced with equal parts of Yin and Yang. She is, therefore, potentially the greatest warrior of all the worlds. ▼



Reiko Kirishima

She is a high school student, born into money, but not love. She's been lured on a date with Rogles, against the advice of her friend Yuko. Using the dark power of "Vecanti", Rogles turns her into a powerful soldier of Darkness. ▼



Rogles, King of the Dark Lords

He is the supreme ruler of the Dark World, and a clever manipulator of "Vecanti". He is scheming to destroy the Dream World and the Human World, and ultimately rule all of the worlds. His "Warriors" consist of five Lords of the Dark World, who challenge Yuko greatly with their mysterious powers! ▼



Voldes, The Lord of Thunder

Despite his fierce exterior, he possesses superior intelligence. Before Rogles, he was feared most by the others. He is diligently seeking to become the King of the Dark World. ▼



Izard, The Lord of Winds

He is a loner, always acting independently. He hates to fight; therefore, he seldom does. Even Rogles would not dare to challenge his magical power. ▼



Venon, The Lord of Fire

He pretends to be a loyal warrior to Rogles, but is really an articulate schemer. He believes that he is superior to Rogles; and, he has a strong rivalry with Izard. ▼



Gyeda, The Lord of Earth

He lacks brain-power, but has muscle and endurance. He is very loyal to Rogles, and has vowed to help the Dark World conquer all of the worlds. The chatty Venon annoys him. ▼



Geeva, The Lord of Water

She possesses supreme mobility, and is the master of gathering information. She is not committed to fighting, but will come to the aid of her friend Gyeda. ▼



COMMANDING THE SWORD

D Button

Start Button

C Button

B Button

A Button



Your game depends on how well you can maneuver Yuko!

Changing Directions: D Button

Pressing the D Button to the right or left makes Yuko change her direction. Press the D Button down and she crouches to avoid enemy attacks. Pressing the D Button + the A, B, or C Buttons makes Yuko slide, use magic or jump up or down, respectively.



General Attack: B Button

During the attack, Yuko cannot change her position or turn around.



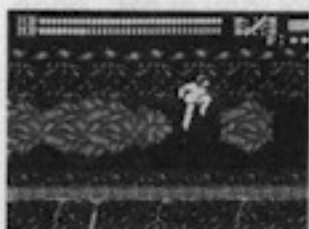
Crouching: D Button DOWN

Press the D Button down + B Button to attack while crouching.



Jumping: C Button

Using the D Button for direction, press the C Button to jump. Combining the D Button, B Button and C Button, Yuko can attack while jumping.



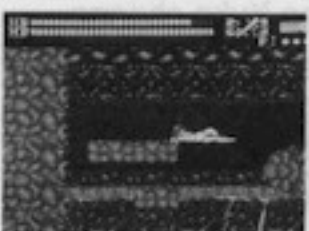
High Jumping: C Button AND D Button UP

Press the C Button and the D Button UP to make Yuko Jump higher.



Jumping Down: C Button AND D Button DOWN

Press the C Button and the D Button DOWN together, to make Yuko jump down.



Sliding: A Button

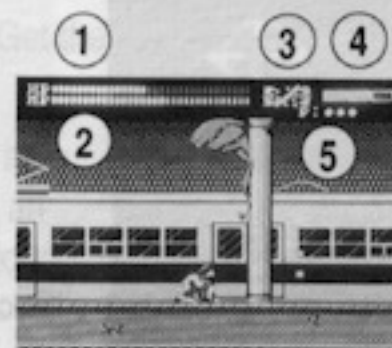
Yuko can slide when the other side is the same height or lower.

Magic Window: Start Button

Yuko acquires magic in many places during her quest. Press the Start Button to open a magic window. Move the cursor up or down to select a magic power. During game, press UP and B Button to execute.

SCREEN INDICATORS

This shows the present Status of Yuko: Her HP (Hit Points) and the power gauge of her sword.



- ① This indicates the remaining HP. When the HP becomes 0, it consumes one player.
- ② This indicates the strength of her Magic Points. As she uses magic, the MP will go down.
- ③ This indicates weapons in use.
- ④ This indicates her weapon power.
- ⑤ This indicates the number of remaining players.

REPEATS



On the Continue Screen, after the game is over, if you press the Start Button within 10 seconds, you can start the game from the same screen you just ended on and repeat unlimited times.

ITEMS



You cannot win the game without these Items! Know the effects to enhance your game!

ITEM BOX

Break the item box and many items will come out.

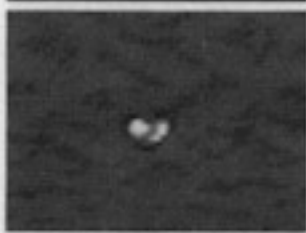


S MAGIC



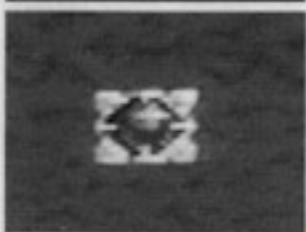
Recovers the MP gauge by 6 points.

HEALING



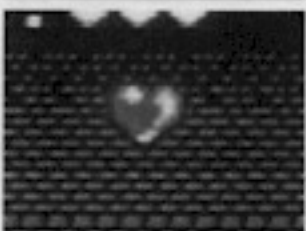
Recovers the HP gauge by 6 points.

B MAGIC



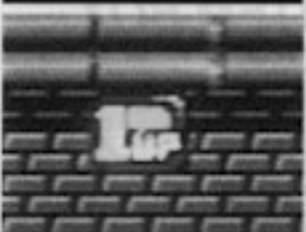
Recovers the MP gauge by 12 points.

RECOVER



Recovers the HP gauge by 12 points.

1 UP

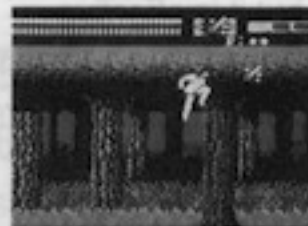


Gains an extra player.

ATTACK ITEMS

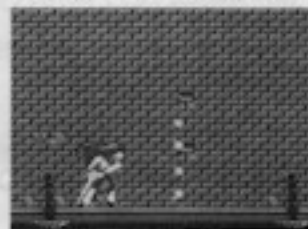
Increase the level of your weapons. Get them all, and defeat the powerful Rogles!

There are 5 kinds of weapons. Each item has its own special effect. By getting an item, your sword will change its function; and taking the same item many times will raise the weapon level 3 times.



Bullets

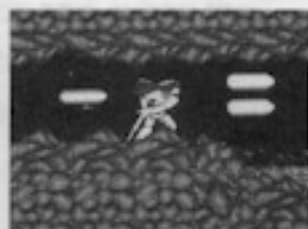
Bullets shoot out from the tip of the sword. Its attacking and piercing power



may vary; but, it is good for a continuous shooting spree.

Lasers

A laser shoots out from the tip of the sword. Its piercing power is great, but it does not shoot



continuously. At level 3, it can shoot the enemies behind you.

Arrows

Arrows shoot out from the sword. These arrows can trace the enemy. The piercing power



is weak, but at level 3, it can shoot in five directions at once.

Cutters

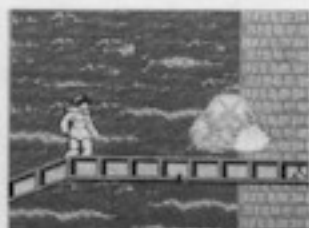
Cutters shoot out from the sword. This does not have a piercing power, but it is effective

when it hits an enemy. It can continue shooting, and can shoot upwards at level three.



Grenades

The sword shoots out grenades. The shooting range is short, but it can continue shooting, and its destructive power is great. At each level, it shoots more grenades.



MAGIC

Every time you knock down a boss character, you gain its magic!

EARTHQUAKE (GYEDA)

MP consumption = 6



Get this magic by destroying Gyeda, the Lord of Earth. This is very effective for the enemies on the ceiling and the ground, but there is no effect on enemies in the air. It consumes the least power, but the attacking power is weak.

ICE FEATHER (GEEVA)

MP consumption = 8



When you destroy Geeva, the Lord of Water, you acquire this ice magic. It shoots out two ice balls and, when the balls break, they scatter many ice feathers. Enemies get damaged by being hit by the ice feathers.

FLAME RING (VENON)

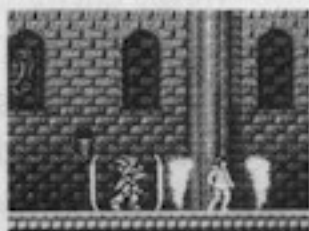
MP consumption = 10



When you destroy Venon, the Lord of Fire, you acquire this fire magic. For several seconds, a ball of fire circles around you, and those who come in contact with the flames are injured. It can also protect Yuko from enemy bullets.

TORNADO (IZARD)

MP consumption = 12

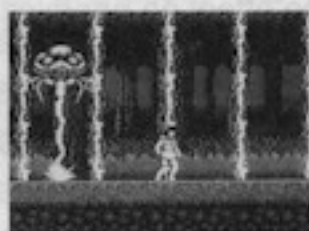


When you destroy Izard, the Lord of Wind, you acquire this wind magic. It creates two tornados on the left and right sides of Yuko. Their movement is only parallel to Yuko. It does not effect the

enemies above and below her.

GIGA THUNDER (VOLDES)

MP consumption = 14

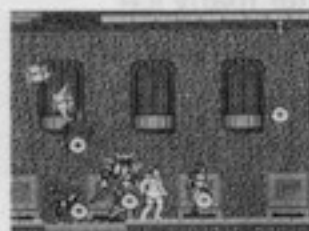


When you destroy Voldes, the Lord of Thunder and Lightning, you acquire this thunder and lightning magic. Several lightning bolts shoot down from the sky, and damage all the enemies on the

screen. At the same time, all the enemy bullets are destroyed.

DEATH FLASH (REIKO)

MP Consumption = 18



You get this magic by knocking down Reiko. The screen flashes with white light, and destroys all but the boss character on the screen. The destruction power is great, but it consumes high MP.

It is a great magic, when you use it wisely.

ACTION STAGES

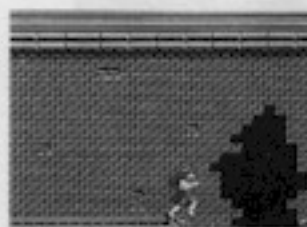
Act 1



five Dark Lords.

This is the only human world you see in this game, when Yuko is wearing a school uniform. It is important to master Yuko's basic movements. The boss character here is Gyeda, one of Rogles'

The Lords of the Dark World have invaded the human world, and Yuko's fight begins.



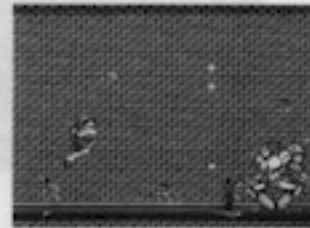
This hole is a passage to the Dream World. Destroy Gyeda and meet with Valia.

When they attack you with spears, leave enough distance between you and the spears.

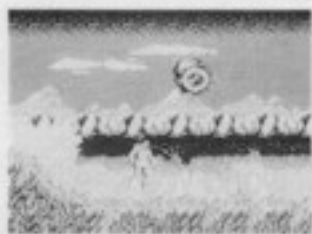


They shoot while jumping.

GYEDA stamps on the ground to create an earthquake. Avoid damage by jumping.



Act 2



First stage in the Dream World is the World of GEEVA, the Ice World.



Jump high when you get to a slope and shift the screen. Items may be hidden.



Enemy characters may appear from anywhere. Be careful!



GEEVA approaches from above. Jump to avoid her!



She moves fast while shooting fire balls. Be alert and fight back!

GEEVA attacks you with ice feathers. You can avoid them with your sword or with magic. When she moves up and down while kicking, avoid her by sliding.



Act 3

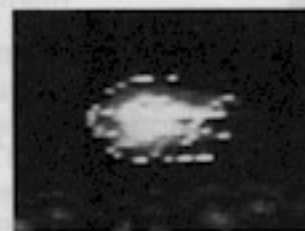


In this stage you are surrounded by lava and flames. You need to use High Jump and Sliding. It gets to be very complicated, so don't get lost!

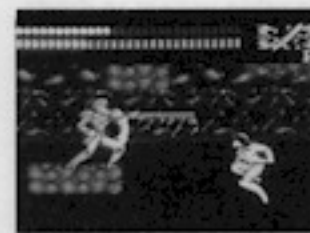
Jump very carefully! If you fall into the lava, you get damaged.



If you don't have much space for jumping, try sliding!



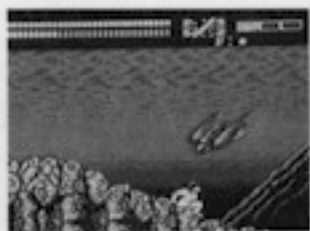
A ball of flame flies around you. Stay alert.



Air waves created by a sword can be destroyed by your sword.

The boss character of this stage is VENON, the Lord of Fire. When he jump-kicks, avoid damage by sliding. You can avoid his wave of flames with your sword.





This stage is very rocky. Avoid slipping and jumping on the slope. The enemy movements are very quick, so avoid damages by leaving enough distance between you and your enemies.

There are many strong enemy characters, so avoid damage by leaving enough distance between you and your enemies.



Landing space is limited, so be careful when you jump. If you slip, a life is consumed.



Prehistoric birds fly above and around you, and they can dive fast to attack.



While VENON is jumping, he shoots out bubbles. You can burst the bubbles with your sword.



He attacks you with his tornados. Since you cannot destroy the tornados with your sword, avoid them by jumping. Your timing is very crucial here. He may put up a barrier in the air, but you can destroy it with your sword.



LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this Warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Patents: U.S. #4, 442, 486/4, 454, 594/4, 462, 076;
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Singapore #88-155; Japan #82-205605 (Pending)