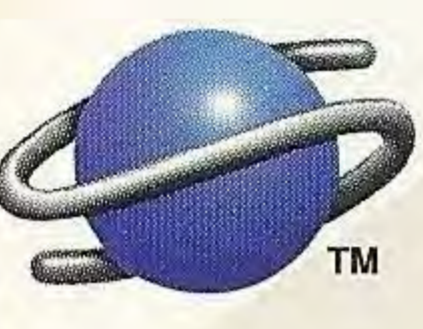


SEGA®

BLAZING HEROES™



SEGA SATURN™



81303

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

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 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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

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**.

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STARTING UP: USING THE SEGA SATURN

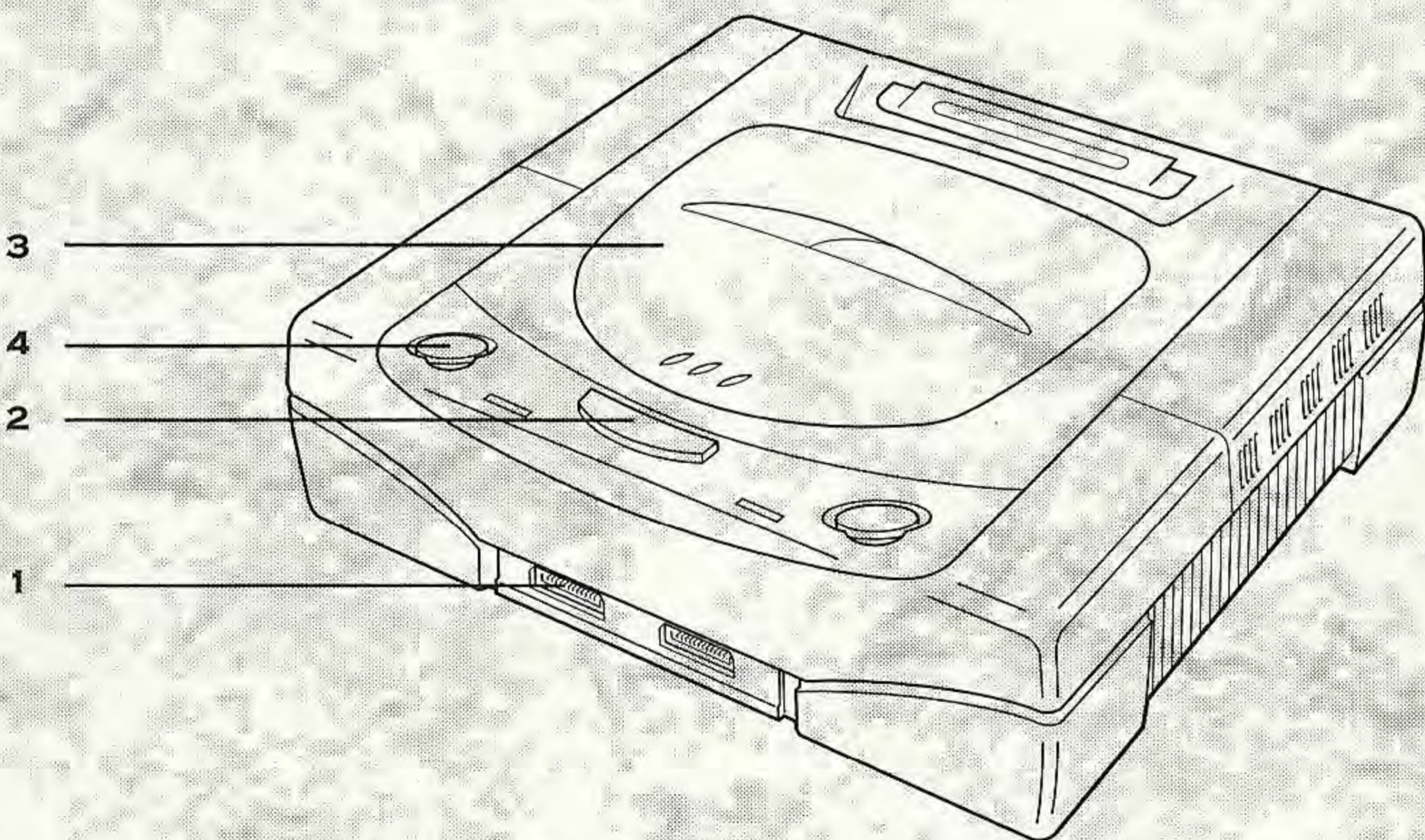
1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.

Note: *Blazing Heroes* is for one player only.

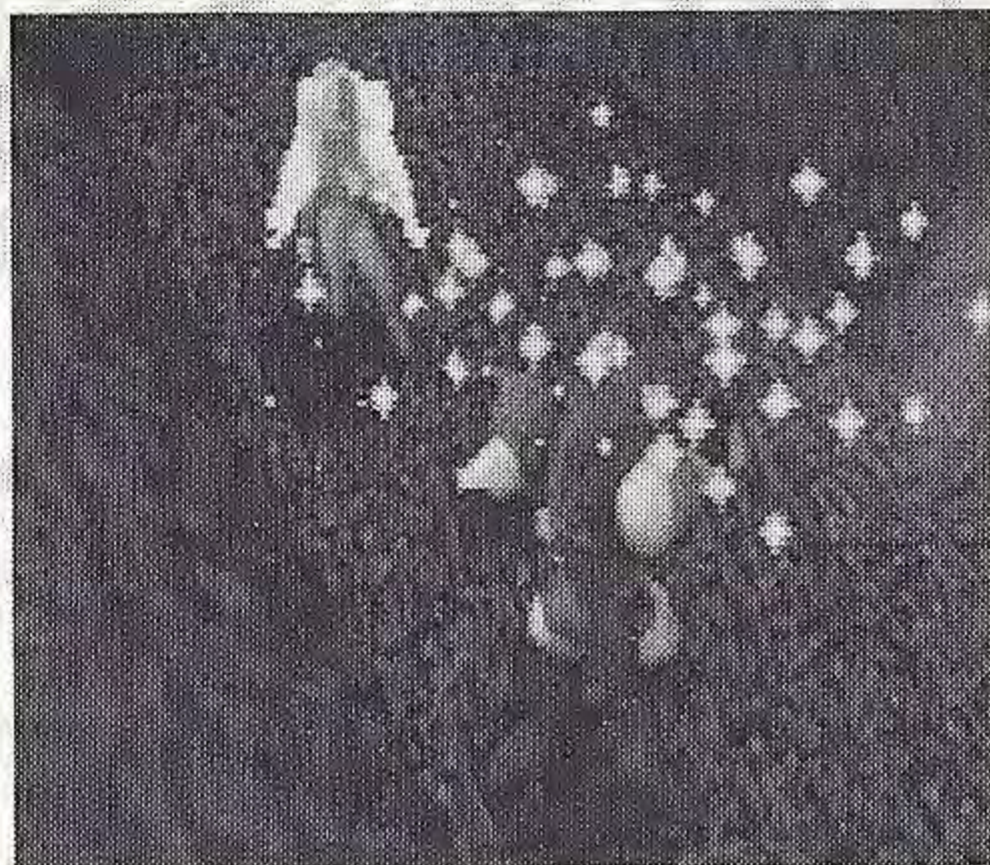
2. Place the *Blazing Heroes* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

1. CONNECT CONTROL PAD 1
2. OPEN CD DOOR
3. INSERT GAME CD
4. TURN POWER ON!



TWELVE MUST FIGHT TOGETHER!



Many years ago, the legendary Twelve Warriors fought against the War-Mage, Bane, to stop his plans to take over the continent of Oldeland. But Bane was not defeated, he was only forced to retreat to his own kingdom.



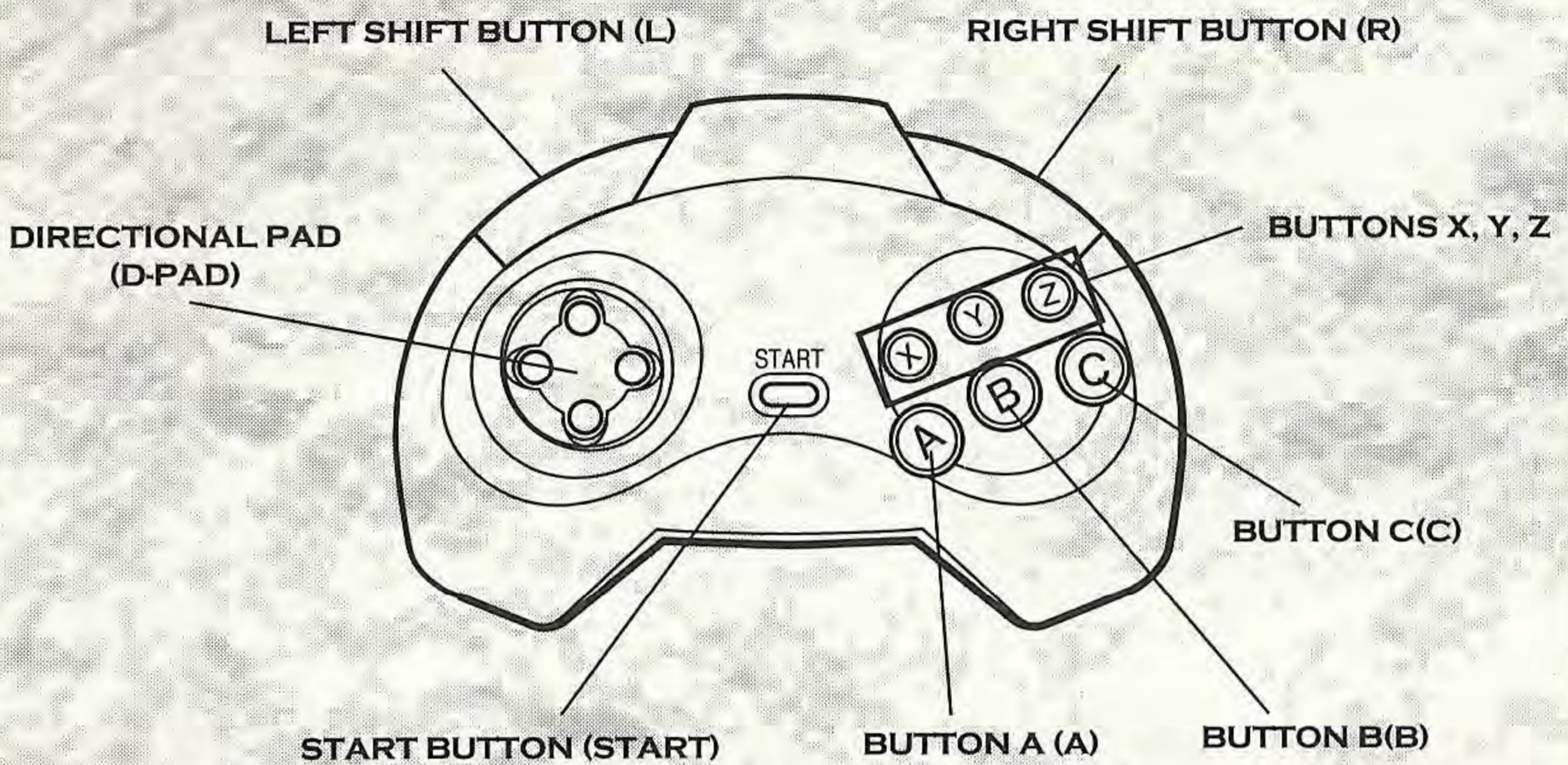
Bane has not given up his ambitions.

Ten years have passed, and his army, commanded by five super-powerful leaders, has managed to abduct the Queen of the realm before retreating. Prince Aragon, the Queen's only son and the hero of our story, has lost his rightful throne. But in Queensland's darkest hour he knows he is the only hope left, and will fight to the end to win back his homeland.



Prince Aragon needs help. The five leaders under Bane's command are powerful adversaries. Aragon must enlist the aid of eleven adventurers, the strongest warriors he can find. He must travel through the lands of Oldeland, fighting Bane's legions as he gathers his group together for the final showdown — against the dreaded War-Mage, Bane, himself!

TAKE CONTROL!



Directional Pad (D-Pad)

- Moves Cursor in selection screens
- Cycles through Character Option windows
- Moves Brackets in action screens
- Moves your character in towns and when traveling
- Cycles through the Team Circle (See page 9)

Start Button (Start)

- Starts game

Left Shift Button (L)

- Cycles through characters
- Exits Submenus
- Highlights **Exit** in Town shops and residences

Right Shift Button (R)

- Cycles through characters
- Exits Submenus
- Highlights **Exit** in Town shops and residences

Button B (B)

- Cancels selections
- Exits submenus/Returns to Main Menu
- Highlights **Exit** in Town shops and residences

Button C (C)

- Selects options
- Checks Stats (press twice for a full description of character type)
- Speeds through messages

Button X (X)

- Displays First Person view (press the D-Pad to change viewpoint)

Button Y (Y)

- Displays Grid view (if the Grid option is set **ON**—see page 12)

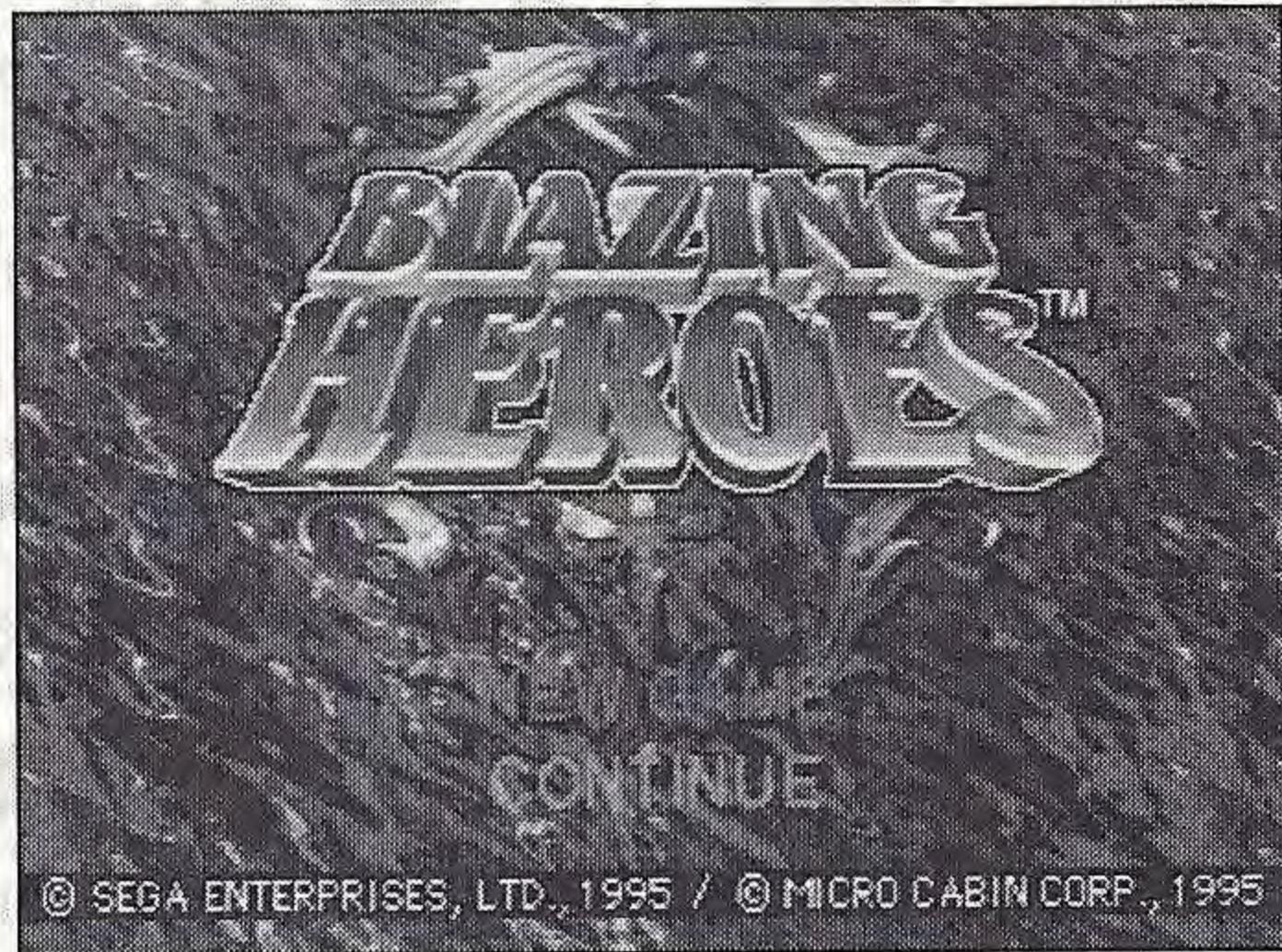
Button Z (Z)

- Displays Top-Down view with characters' current **HP/MP** (press twice for long distance view)

Note: these are the default button functions. To change button functions see Options, page 12.

STARTING OUT

If you're using an external memory cartridge, remember to insert it before turning on your Sega Saturn. Up to three Adventures may be stored in both the internal and external memories.



After the opening sequences, the Title screen appears. Press **Start**. Highlight either **NEW GAME** (if you're just starting out) or **CONTINUE** (if you've saved an adventure you want to continue), and press **Start**, **A** or **C**.



INTERNAL-EXTERNAL RAM MEMORY



If you're continuing an Adventure, the Adventure Select screen appears. The top of the screen shows the displayed memory (internal or cartridge) and the saved Adventures.

If you're using a cartridge memory, you can switch between it and the internal memory by pressing the **D-Pad** left or right. Select an Adventure by pressing the **D-Pad** up or down until the Adventure is highlighted, then press **Start** or **C**.

NEW ADVENTURES

After a short introduction, you and your fighting force appear on the battlefield, facing Bane and his troops. When a spinning pyramid appears at the bottom of the conversation window, you can forward to the next part of the conversation by pressing **C**. Press **C** repeatedly to speed through conversations.

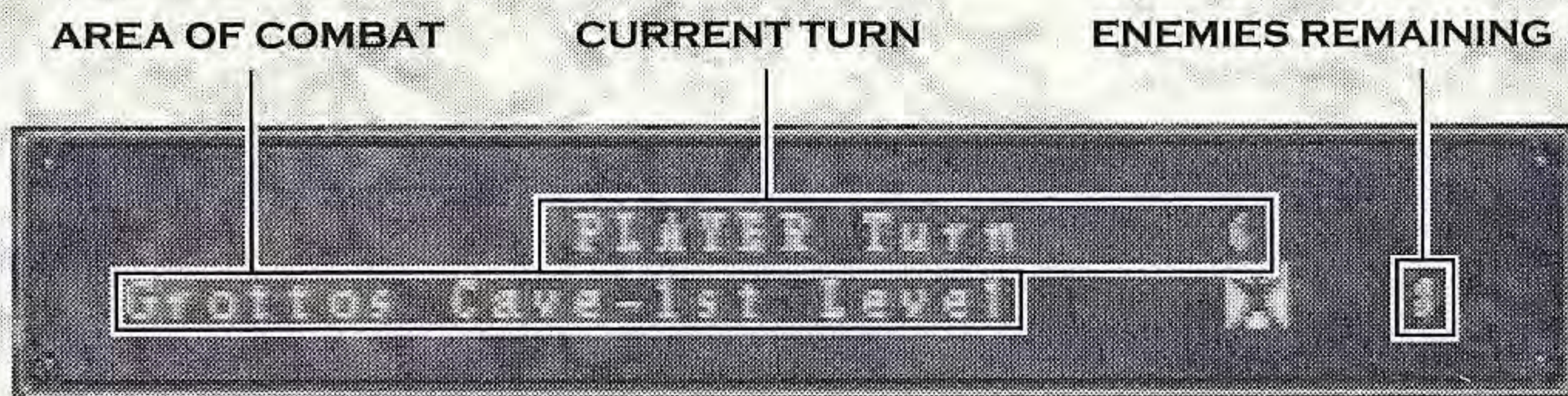


At one point during each character's conversation with Bane, a biography of that character appears. Press **C** when this screen appears to open the Name screen and rename the character (or press

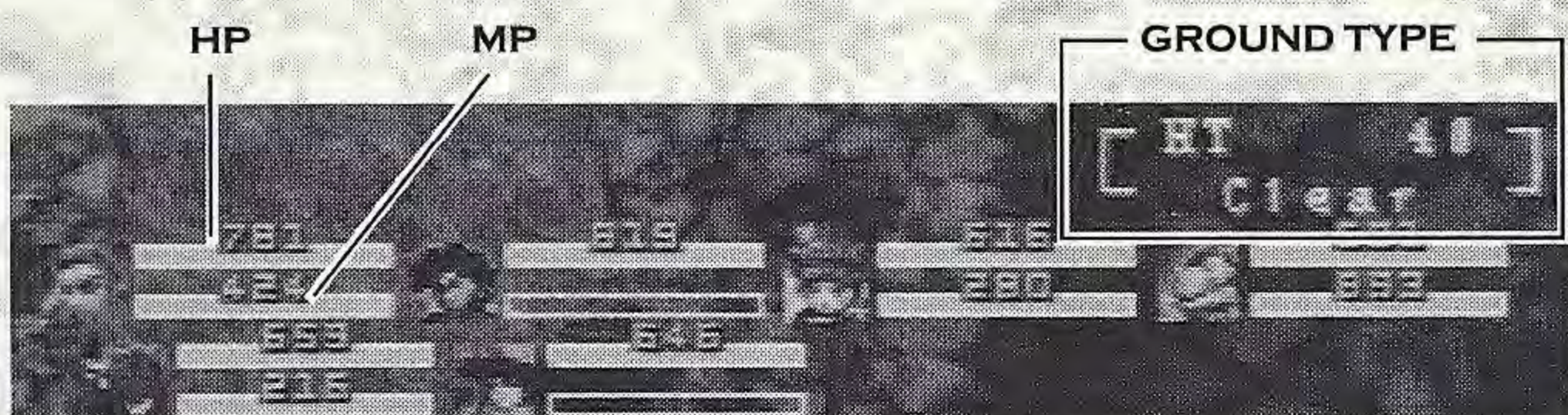
B to leave the default name as is). Erase the current name by pressing **B** repeatedly, then move the cursor to a letter and press **C** to enter it. When you're finished, move the highlighter to **End** and press **C**. Press **B** to exit the screen. To reset the name, press **B** until all the letters of the name disappear, then press **B** again.

On The Field

At the beginning of the player turn, a window appears at the top of the screen, describing the current situation.



The bottom of the screen shows your members current HP (Hit Points) and MP (Magic Points) status (HP in blue; upper bar and MP in green; lower bar). The highlight brackets are used to select characters for movement, and to check enemy status and ground type.



General Options

Press **B** at any time to see the Main Options window. Here are your options:

End Turn: Ends the player turn (starts the enemy turn phase).

Retreat: Escape from the battle (not always available).

Main Map: Shows the location of your fighters on a large map of the battle area. Press **C** again to see your battle area's location in Oldeland (if your party is above ground). Press **B** to exit the map.

Consult: Ask your Guardian Sprite for battle advice.

Party: Shows various stats for all your fighters (see Party, page 12 for an explanation).

Load: Load an adventure from the RAM memory (see page 16).

Options: Set various game options (see page 12).

Character Movement

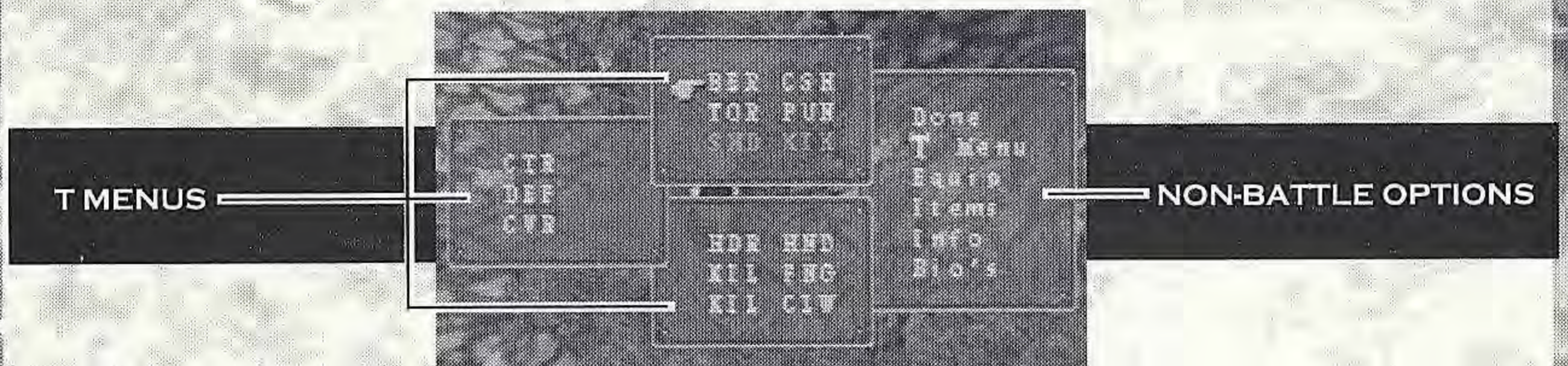
Move the brackets to a teammate with the D-Pad (or press **L** or **R** to cycle through available teammates) and press **C** to select. That character's HP/MP and experience level appear at the top left corner of the screen, and T Menu battle techniques are shown on the right side of the screen.

The character can now move anywhere on the highlighted grid (or if you've turned the Grid option off, anywhere in the lit area). Move the brackets to a location on the grid/lit area, and press **C** to move the character to that place—press **C** twice to speed up movement.

Use the teammate to attack, defend or perform a function listed in the Character Options on the next page. Once the teammate has finished his or her turn, an **E** (End) appears on the character. The enemy attack phase begins when all the teammates have finished moving.

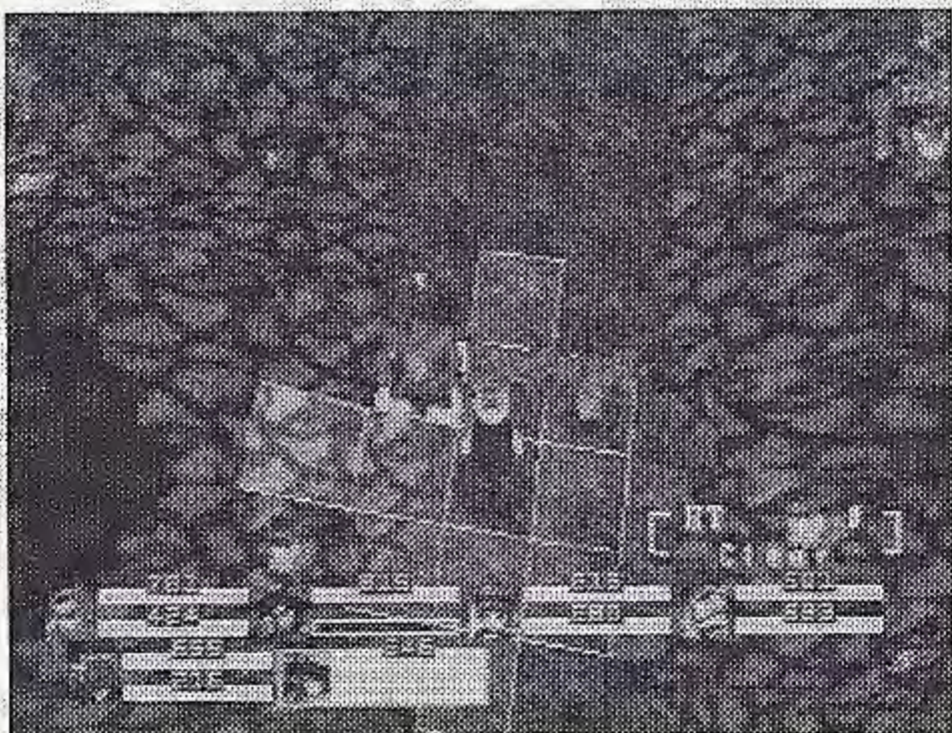
Character Option Windows

Three of these windows display your character's available battle techniques (the T Menus), and the fourth contains the non-battle options.

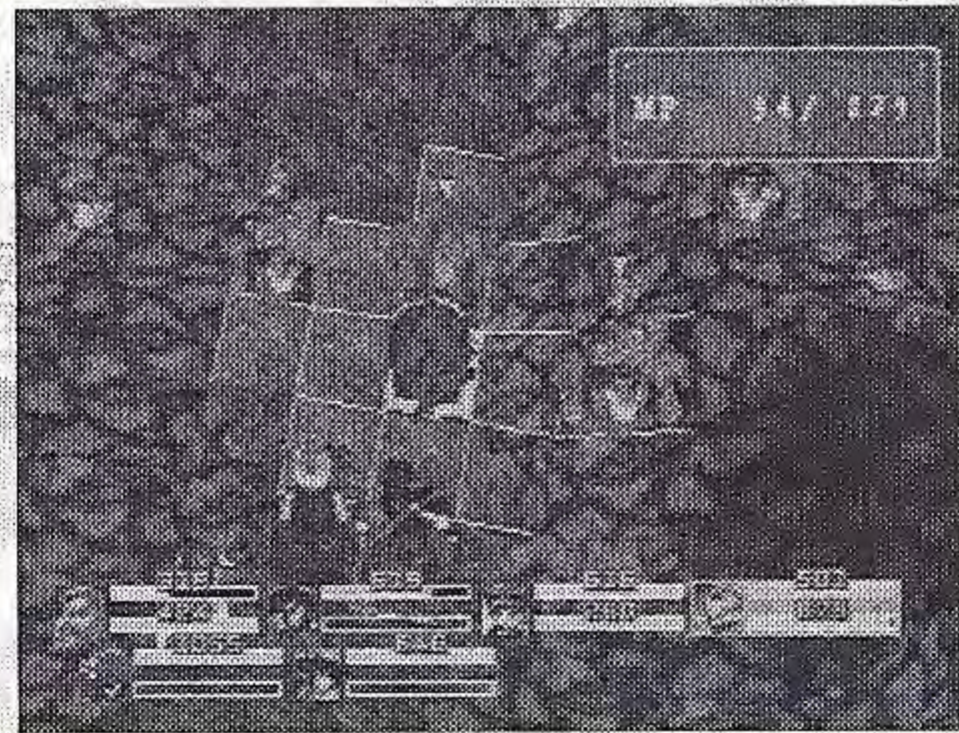


Battle Technique Options: These techniques are used for offense and/or defense depending on how you've set them in the T Menu (see page 11). Press the D-Pad left or right to cycle through the four windows, press the D-Pad up or down to move the cursor to an option, then press C to select the option/perform the technique.

Attacking: Characters may perform single or multiple attacks, depending on their surroundings. When performing a multiple attack, blue triangles appear above all monsters the attack can reach. When performing a single attack, the blue triangle appears above an enemy, and a highlighter appears around the enemy's feet. If more than one enemy is in range, press L or R to move the triangle and highlighter to another enemy. When you're ready to attack, press C.



SINGLE



MULTIPLE

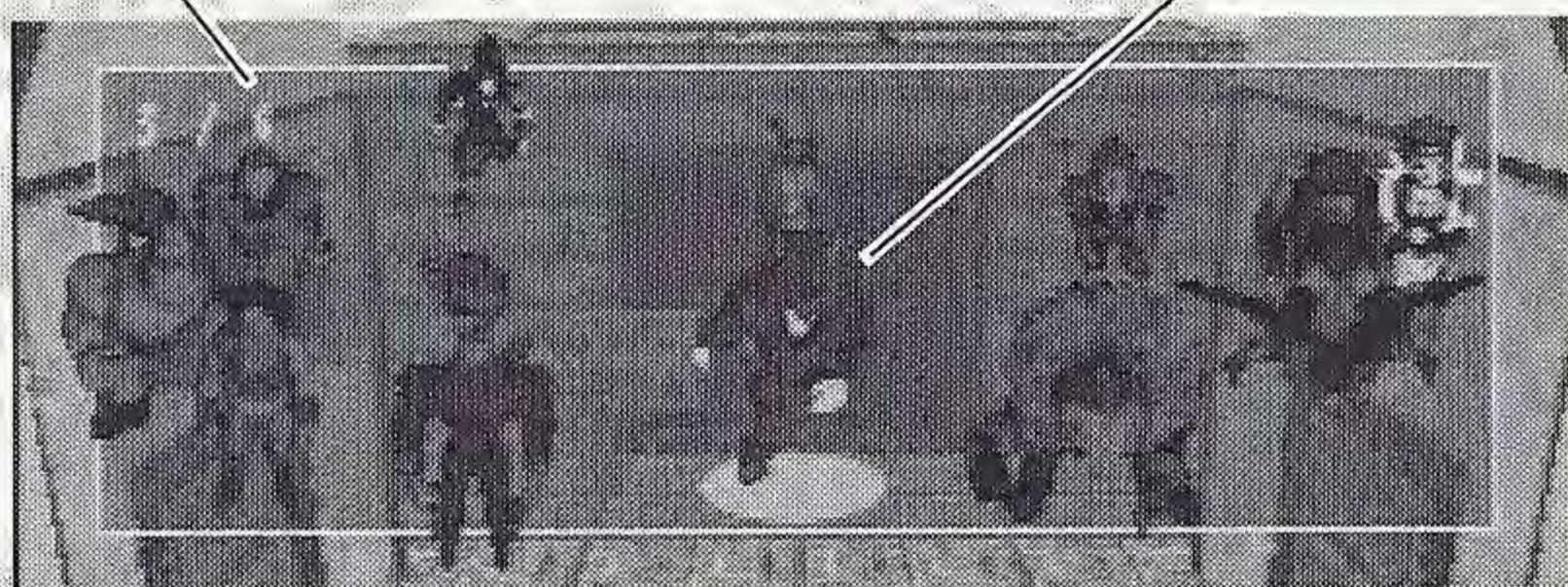
Defending: Some techniques are used only to protect that character or other characters. Select the character to protect as you do for attacking a single enemy (explained above).

PICKING THE PARTY

Once you have more than six teammates (soon enough!), you need to select the members of the battle party from the Team Circle before entering the fray. The Prince and Raiko are usually selected, but you need to think carefully about who else to use. Some battle areas require spellcasters, others require brute strength.

MAXIMUM MEMBERS POSSIBLE

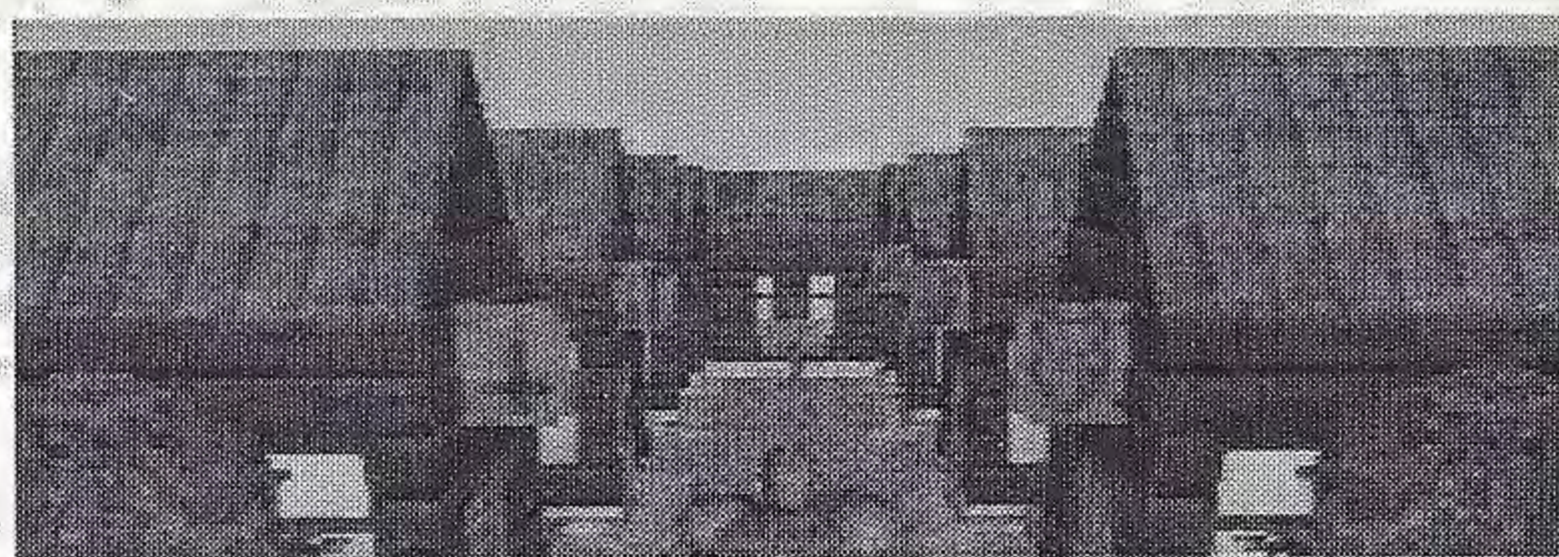
SELECTED MEMBER



TEAM CIRCLE

Press the D-Pad left or right to cycle through the Team Circle. Press **C** to select/deselect members (the maximum number you can select is shown at the top left corner of the window). Press **B** when finished to bring up the confirmation window. Ready? Then move the arrow to **Yes** (to start the battle), or **No** (to reselect members) and press **C**.

IN TOWN



Shopping, making inquiries, saving games, checking on the status of the members in your group; all of these things and more are available in the towns of Oldeland! When you reach a town, you need to confirm that you want to enter it. To enter the town select **Yes** in the Confirmation window. If you reconsider, select **No**.

WHERE TO GO AND WHAT TO DO

There are a number of activities to do in towns. At the end of most town's Main Street there is a message board which displays information about the goings-on in that town. You can enter Houses and chat with the townspeople (see page 21), buy weapons, armor or other items (see page 17) or check various information about your teammates from the Town Options window.

MAIN OPTIONS

Press **B** to display the Town Options window (press again to close the window). After that, move the cursor to any option with the **D-Pad** and press **C** to select any of the options listed below. **B** cancels/deselects.

Equip: Equip your characters with weapons armor or special items. Select this option and the Team Circle appears. Press the **D-Pad** right or left until the character you want to equip is in standing on the white circle (that character starts walking in place). Press **C** and the Equip chart appears.

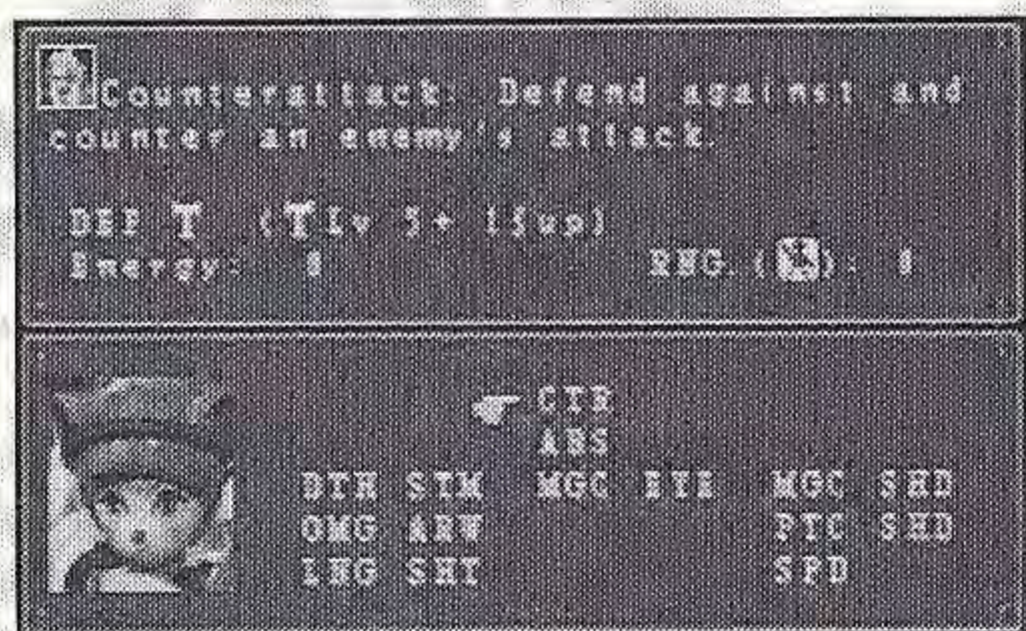
The diagram illustrates the 'Equip' menu interface. At the top, there are three callouts: 'UNEQUIP (RETURN ITEM TO ITEMS LIST)' pointing to the 'Unequip' option, 'EQUIPPABLE ITEMS' pointing to the 'Equipment' header, and 'ITEM EXPLANATION' pointing to a text box describing the 'Dream' item's effect: 'Arrows from this bow can put the enemy to sleep and make him or her comfortable.' Below this is a table of currently equipped items:

ITEMS CURRENTLY EQUIPPED	Item Name	Effect	Power
WPN (WEAPON)	WPN	Light	ATK power
HLM (HELMET)	HLM	Holy crown	278 + 283
ARM (ARMOR)	ARM	Wisemen	
SHD (SHIELD)	SHD	H. Glove	
SUP (SUPPLEMENTAL ITEM)	SUP	Wing 1	Power

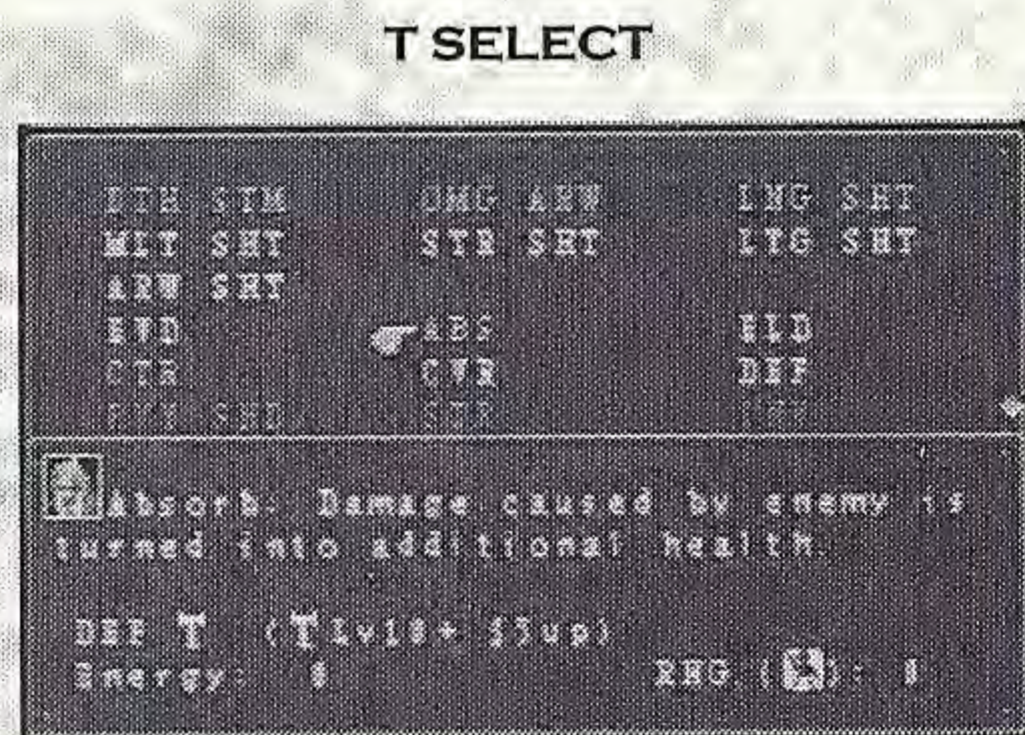
A callout 'ITEM'S EFFECTS (INCREASE OR DECREASE IN BASE POWERS, SPECIAL MAGICAL EFFECTS, IF ANY)' points to the 'Power' field in the SUP row.

Move the cursor to an equipped item and press **C**. The cursor moves to the items list. Move the cursor down the list until the item you want to equip appears. Then press **C** again to equip the new item. Pressing **B** returns you to the Team Circle.

Tech: Review your characters' battle techniques and set the T Menu (which displays up to nine battle techniques). Press **C** to see the Team Circle, and press the D-Pad left or right until the character you want to check is standing on the white circle. Press **C** again and that character's T screen appears. The nine current techniques appear at the bottom of the screen, with a cursor next to a technique. The technique's explanation appears on the top half of the screen.



T SCREEN



T SELECT

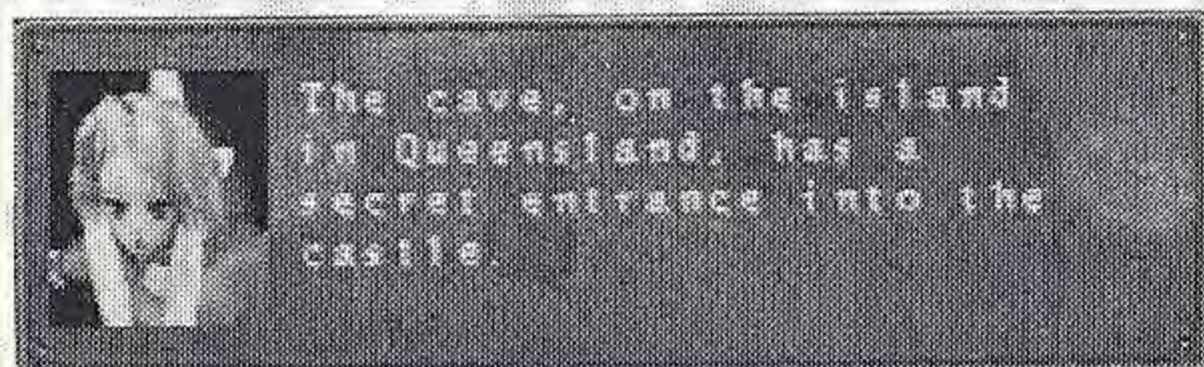
To replace one technique with another, press the D-Pad to move the cursor to the technique you'll replace, then press **C** to see the T Select screen. The top half of the screen displays the techniques your character is able to perform, and the bottom half shows the details of the currently selected technique. Move the cursor to the technique you want to put in the menu, and press **C**. The color code for the displayed techniques:

- Techniques displayed in **white** can be placed in the T Menu.
- Techniques displayed in **blue** are already in the T Menu.
- Techniques displayed in **orange** are techniques not yet useable by the character (the character knows about the technique, but doesn't have the experience level needed to use the technique).

Note: For more on Techniques, see page 15. To see the Techniques list, see pages 22-24.

HP	711	815	316	494	711	615
MP	604	0	316	0	0	316
ATK	313	341	52	213	324	271
DEF	343	345	322	243	325	313
RES	144	273	273	22	24	158
HP	517	581	433	781	445	3823
MP	0	893	216	0	0	0
ATK	214	31	243	247	323	317
DEF	232	382	272	233	371	411
RES	34	312	181	30	34	43

Party: Display a chart of all the teammates, showing Their **HP** (Hit Points), **MP** (Magic Points), **ATK** (attack strength), **DEF** (defense strength), and their **RES** (resistance to magic).



Consult: Ask your Guardian Sprite for advice on where to go and what to do.

Option: Press the **D-Pad** up or down to point the cursor at an option, and press the **D-Pad** left or right to adjust the option's setting.

Battle Animation: Select **ON** to see each character's animated attack/defense, or **OFF** to forward to the results without animation graphics.

Message Speed: Select from one of four message speeds. Your choices are **Slow**, **Normal**, **Fast** or **Turbo**.

Audio Settings: Select **OFF** to stop the game music, **Mono** if your TV has only one speaker, or **Stereo** for stereo sound.

BGM Test: Listen to the music tracks used in Blazing Heroes. Press **C** to start a track, and press **B** to stop.

SE Settings: Select **ON** to have the sound effects audible in the game, **OFF** if you don't want to hear them.

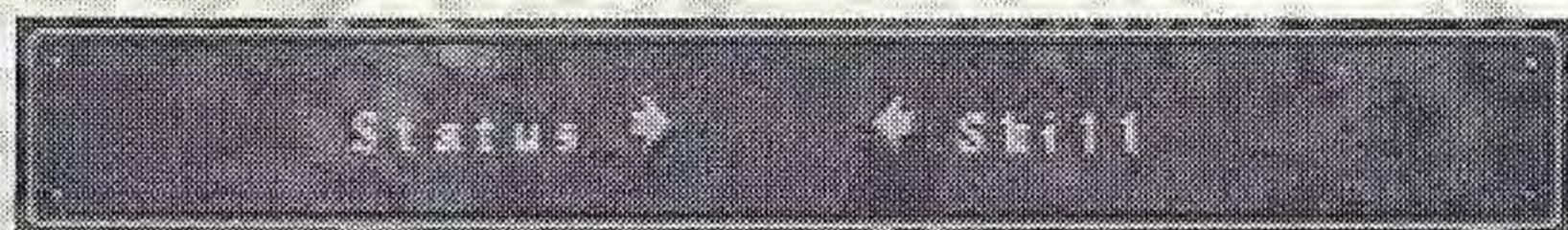
SE Test: Listen to the sound effects used in Blazing Heroes.

Grid Display: Select **ON** to display the Movement Grid, or **OFF** to turn the Grid function off.

Controller Settings: Change controller functions. Move the cursor to a function (the button assigned to that function is shown on the left side of the screen). Press **C** and a list of commands appears to the right of the cursor. Press the **D-Pad** up or down until the function for that button is next to the cursor, and press **C** to assign the function to that button. Press **B** to cancel, and select **Set default** to reset the controls.

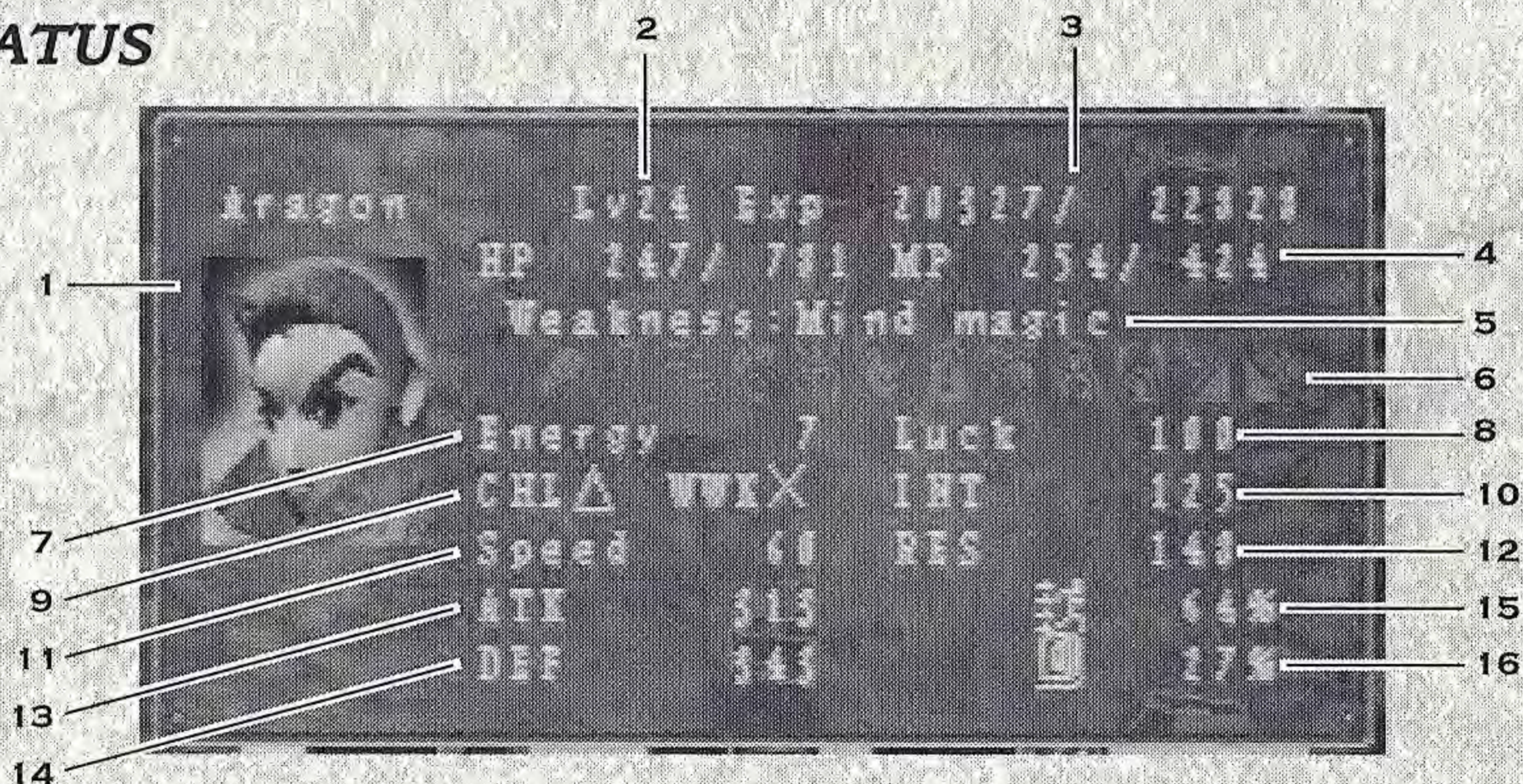
Items: Examine all items your party is carrying. Move the cursor to any item with the **D-Pad** and an explanation of the item and its uses is displayed at the bottom of the screen.

Data: Press **C** to display the Team Circle, then select a character. Press **C** to open the Status Sheet/Skill Sheet.



Press the **D-Pad** left or right to switch between Status and Skill. Press **C** to see an explanation of the displayed screen (the **D-Pad** cycles through the explanations). **B** exits the screens.

STATUS



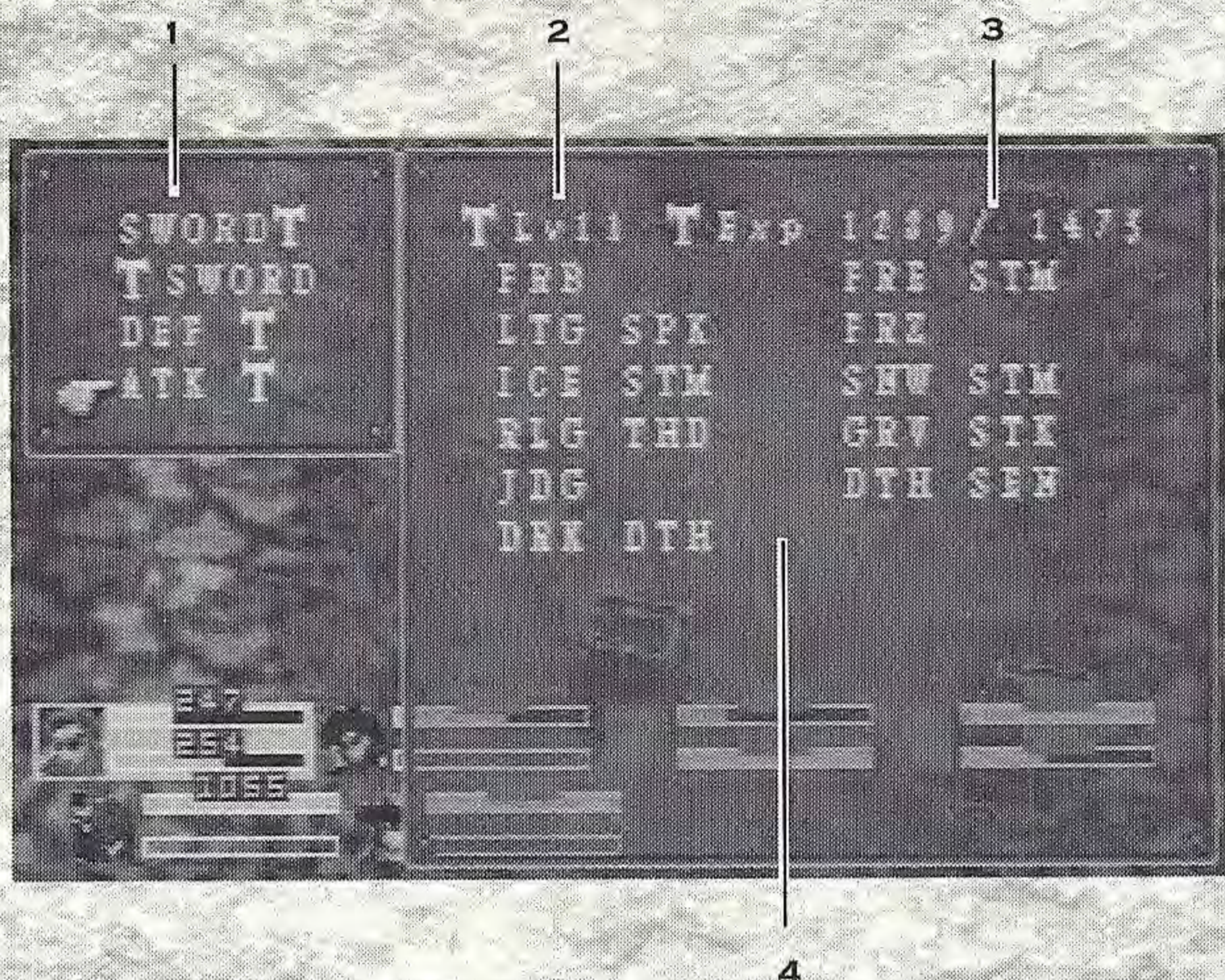
- 1 The character's name and face are displayed here.
- 2 **Lv** shows the character's current experience level.
- 3 **Exp** Displays the current number of Experience Points and the Experience Points needed to reach the next experience level
- 4 **HP** (Hit Points) And **MP** (Magic Points)
- 5 **Weakness** (Weak Points in Defense)
- 6 **Condition** (Shows characters' special conditions-see Conditions chart next page)
- 7 The **Energy** level is the number of points of Energy the character has to move and to use battle techniques. If the character moves his or her maximum, they may be unable to use certain battle techniques for that turn.
- 8 **Luck** affects Defense Strength-determining if the enemy hits the character full on, partially, or misses.
- 9 **CHL** displays how well the character can climb hills or bumpy terrain, and **WWK** (Water Walk) indicates whether or not the character can walk on water (or fly over it).
- 10 **INT** (the Intelligence level) determines how well the character uses magic techniques against the enemy.
- 11 **Speed** affects the character's Attack and Defense strengths.
- 12 **RES** indicates the character's resistance to Magic spells.
- 13 **ATK** indicates the character's current Attack Strength.
- 14 **DEF** indicates the character's current Defense Strength.
- 15 The **Evasion** ability is the percent chance of the character avoiding enemy blows.
- 16 The **Deathblow** is the percent chance of the character making a critical hit.

CONDITION CHART

This chart explains the symbols which are highlighted when a character is influenced by magic spells cast by friends or enemies. When hit by a spell, you have three choices: wait for the effects to wear off (in about three or four turns), use Amlita (healing herbs) to cure the character, or use a spell-caster to perform the Holy Cure (which cures the character of the condition).

	FLY: THE CHARACTER IS NOT AFFECTED BY WATER, HOLES IN THE FLOORS OR OTHER GROUND OBSTACLES. ALSO RENDERS GROUND-BASED ATTACKS INEFFECTIVE
	TRANSPARENT: RENDERS NON-MAGICAL ATTACKS INEFFECTIVE AGAINST THE CHARACTER.
	SLEEP: THE CHARACTER HAS BEEN PUT TO SLEEP.
	TERROR: THE CHARACTER HAS BEEN FRIGHTENED OUT OF THEIR WITS, AND WILL FREEZE IN POSITION OR MOVE OUT OF THE BATTLE AREA.
	FREEZE: THE CHARACTER HAS BEEN ENCASED IN ICE.
	PARALYZED: THE CHARACTER IS PARALYZED WITH FEAR AND IS UNABLE TO MOVE.
	CONFUSION: THE CHARACTER IS UNAWARE OF WHO HE OR SHE IS, AND WILL ATTACK ENEMIES OR ALLIES AT RANDOM.
	MANIPULATION: THE CHARACTER IS BEING CONTROLLED BY AN ENEMY.
	LARGE: THE CHARACTER'S SIZE AND ATTACK STRENGTH INCREASE.
	SMALL: THE CHARACTER'S SIZE AND ATTACK STRENGTH DECREASE.
	HIGH: THE CHARACTER'S ATTACK RANGE IS EXTENDED.
	LOW: THE CHARACTER'S ATTACK RANGE IS DECREASED.

SKILL



- 1 This shows the character's available techniques, by type. Press the D-Pad up or down to move the cursor to a technique type, and the technique's information is shown in the window to the right. The Technique types are as follows:

SPR T	Spear Techniques
HMR T	Hammer Techniques
SWORD T	Sword Techniques
T SWORD	Magical Sword Techniques (Hero Only)
BOW T	Bow Techniques
NINJA T	Ninja Techniques
HTH T	Hand-To-Hand Techniques
STEAL T	Steal Techniques (Thief Only)
ATK T	Attack Techniques (Magic)
HOLY T	Holy Techniques (Magic)
SPC T	Special Techniques (Magic)
DEF T	Defense Techniques

- 2 The **T Lv** (Technique level) shows the current experience level for that type of technique. As the character uses that type of technique, he or she gains experience, and when he or she reaches the next level of experience, new techniques can be learned.

- 3 The **T Exp** (Technique Experience Points) shows the current number of experience points the character has in that type of technique, and the number of points needed for the next level in that type of technique.
- 4 This is a list of all Techniques of the specified type that the character can currently use. For more information on selecting techniques, see **Tech**, page 11.

To take a look at details on information contained in the **Status** or **Skill** windows, press **C** in either window and a list of the terms used in that window appears. Scroll through the information by pressing the **D-Pad** up or down.

Note: See pages 22-24 for a list of some of the techniques in the game.

Bio's: Select this to see the biography for any of your characters, or change a character's name. Press **C** to see the **Team Circle**, and select a character. Press **C** again and that character's history appears. To change the character's name, press **C** to open the **Name Select** screen, and follow the directions for entering a name given in **New Adventure**, on page 6.

Save: Save your adventure in the Saturn internal memory (or cartridge RAM memory, if you're using it). Select **Save** and the **Save Menu** appears. Switch from the Saturn internal memory to the cartridge memory by pressing the **D-Pad** left or right. Highlight the space you wish to save the adventure in, and press **C**. Confirm your choice (**Yes** to confirm, **No** to cancel) and press **C**. Press **B** to exit the screen.

Load: Load an adventure from the RAM memory. Load an Adventure as you would save one (described above).



SHOPS AND SHOPPING

Step into any shop and you find yourself surrounded with the finest Oldeland has to offer. From A to Z, there's nothing you won't be able to purchase—providing of course you have enough Gold.

ARMOR



When you want the best in defense, step into the Armor shop, where every imaginable type of armor, helmets, shields, gauntlets and magical defense items are available.

WEAPONS



In this shop you can find swords, spears, bows and war hammers. Feel free to browse!

TAVERN



Pick up the latest information from the proprietor of the town tavern. There is often special information to be found, and sometimes new teammates to contact, and it's a good bet that the Tavern's proprietor can help you out.

TOOLS



Magical Rings and Medical Potions are among your choices here. This shop has a potpourri of Items to choose from—take your time.

MARKET



In smaller towns, you may find this shop instead of the Armor and Items shop. This shop combines the two. Don't worry, though, you should be able to find what you're looking for.

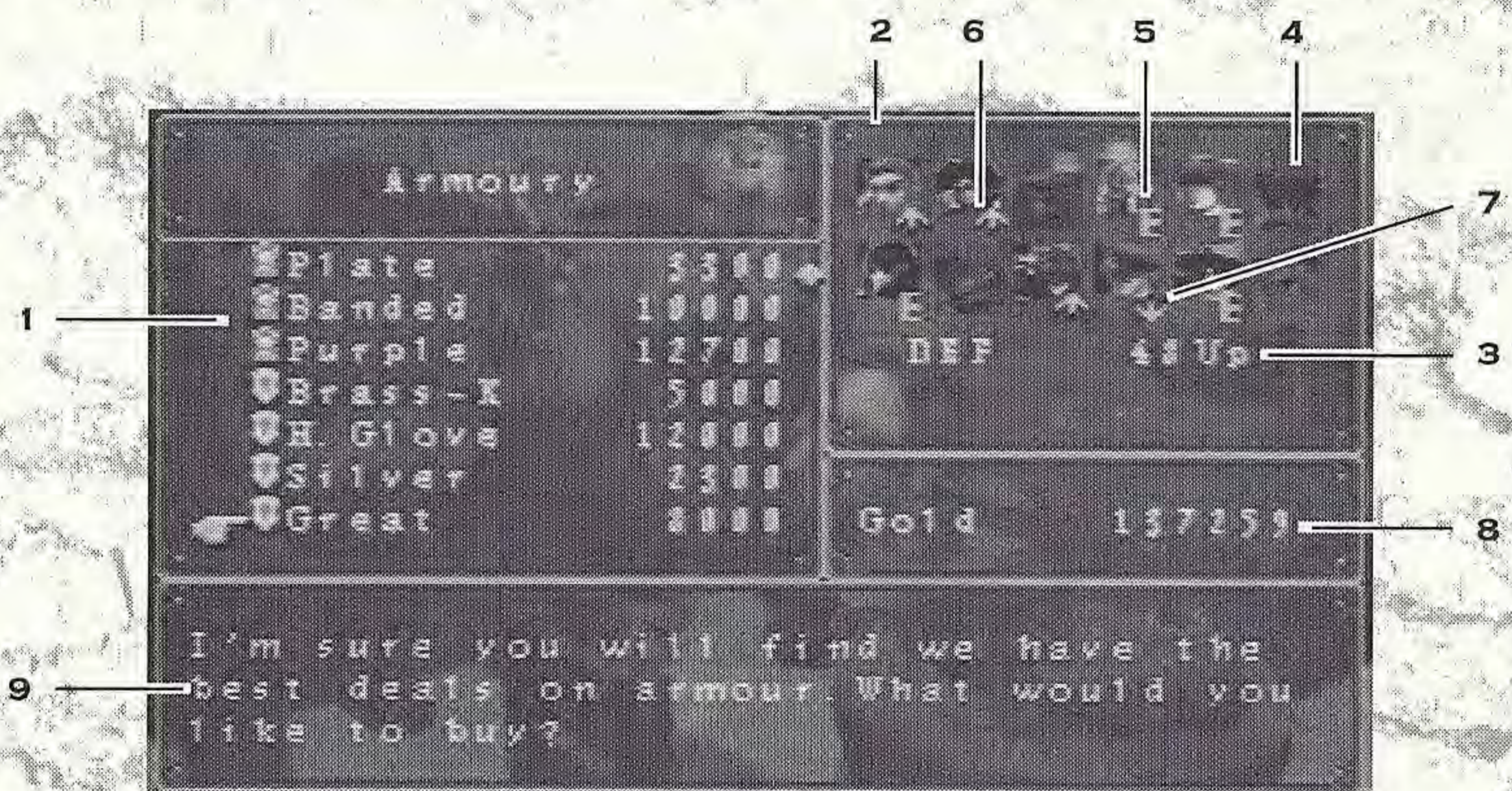
ARENA



Step right up, adventurers, come one come all to the Arena, where you pit a member of your party against more than one opponent for fun and profit!

BUYING ITEMS

Once you enter a shop, you have three choices: **Buy** an item, **Sell** an item or **Exit** the shop. Move the cursor to your choice and press **C**. If you're **Buying** an Item, the following screen appears:



- 1 This window shows the Item type, the name of the item and its asking price.
- 2 The Character Window
- 3 An explanation of the Item's point effects (when the item is equipped), and any magical effects the item has.
- 4 The character can't use the Item (wrong character type).
- 5 The character is already equipped with the item.
- 6 The Item will increase the character's skills.
- 7 The Item will decrease the character's skills.
- 8 The party's current Gold funds
- 9 An explanation of the Item, including any magical effects.

The Character window shows the item's effects for each character. If the character's face is dark, the character can't use that weapon. If the arrow points up, the item will improve some aspect of the character's skills, and if the arrow points down, that character's skills will be lowered. An **E** appears if the character is already equipped with the item.

Press the **D-Pad** left or right to pick how many of the item you want (the window appears above the **Gold** amount), then press **C** again. A description of the item appears at the bottom of the screen—press **C** again to buy the item, or **B** to cancel. When you're finished, press **B** to exit the screen.

SPECIAL ITEMS

Potions: Restore a certain amount of Hit Points or Magic Points to a character, or cure any character under the effects of a magic spell.

Heal: Restores 100 Hit Points

Heal + 1: Restores 500 Hit Points

Heal + 2: Restores all Hit Points

Mana: Restores 100 Magic Points

Mana + 1: Restores 200 Magic Points

Mana + 2: Restores 500 Magic Points

Amlita: Cures a character of magic spell effects.

Rings: Change a character's skills in some way (only one ring can be worn at a time).

T. Claw (Tiger Claw): Increases a character's Deathblow chances

R. Leg (Rabbit's Leg): Increases a character's luck

W. Shoes (Wind Shoes): Increases a character's speed

Wing 1 (Feather of Heaven): Increases a character's energy

P. Ring (Protection Ring): Increases resistance to magic

P. Glove (Power Gauntlet): Increases Attack Strength

Gauntlet (Gauntlet): Increases Defense Strength

Grenades: Can be thrown at enemies from a distance.

Ball: Attack of 50

Ball + 1: Attack of 100 HP

Ball + 2: Attack of 200 HP

Ball + 3: Attack of 200 HP (at a greater distance than Ball + 2).

SPECIAL WEAPONS AND ARMOR

Keep in mind that many weapons you come across in Oldeland will have more than just one effect on a character, and some have a special effect on some monsters. For example, if a character has a strong Defense rating but is easily affected by magic spells, the Silver shield (Defense + 32 and protection against magic) might be a better choice than the Great shield (Defense + 48).

ARENA

Walk through the gates and the master of ceremonies (he's the guy with the happening headgear) asks you your pleasure. Get acquainted with the rules by selecting **Listen**, jump into the action with **Partake** or if you reconsider, select **Exit**.



If you select **Partake**, the Character circle appears. Select a character and press **C** and a list of possible opponents appears, showing their rank on the list, name, Experience level, the number of opponents you'll be facing, and the prize sum if you win.

A screenshot of a table titled "Arena" showing a list of opponents. The table has four columns: Rank, Name, Lev., and Num. Below the table, there are two summary boxes: "Who's the enemy?" and "Gold".

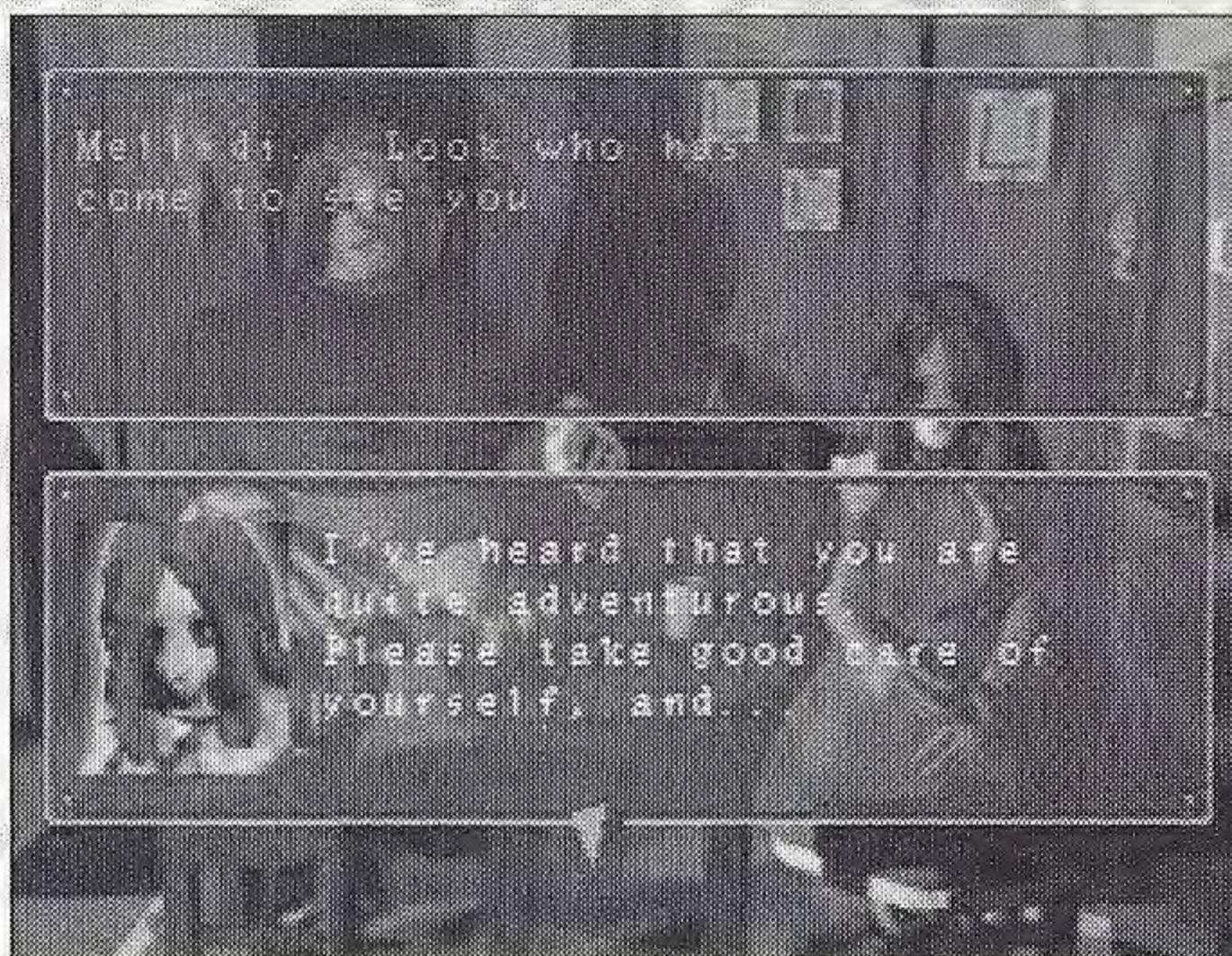
Rank	Name	Lev.	Num.	Gem
21	Magician	19	4	17000
22	Scaleus	20	4	19500
23	Wach	21	4	23000
24	Magician	22	4	25000
25	Seele	23	4	27000
26	Scaleus	24	4	30000
27	Magician	25	4	33000
28	Marauder	26	4	36000

Who's the enemy? Gold 148671

Move the cursor to an opponent and press **C**. When the Confirm window appears, enter the contest (select **Yes**) or pick a different opponent (select **No**). Press **B** at any time before the battle to exit the screens.

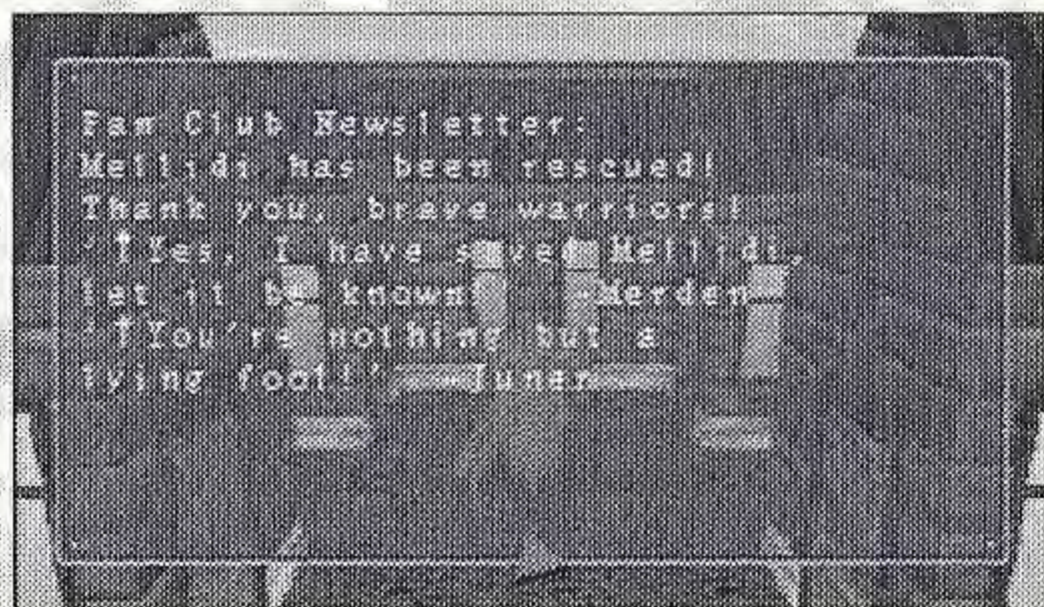
The object is to defeat all the opponents in the Arena in 20 turns or less. You may find yourself in the outdoor or indoor arena, depending on the type of enemy you're facing. Experience, increased levels and new techniques can all be gained in the Arena (not to mention prize money). The battlefields are smaller than you're probably used to, and there's only one of you, so you'll need to use tactics to fight, not just brute force.

HOUSES



Find out information about upcoming opponents and hints regarding your quest. And don't be shy—make it a point to talk to all the locals when you enter a town or you risk missing vital news. Move the cursor to a conversation topic and press **C** to hear what the person has to say. When you're finished, select **Exit**.

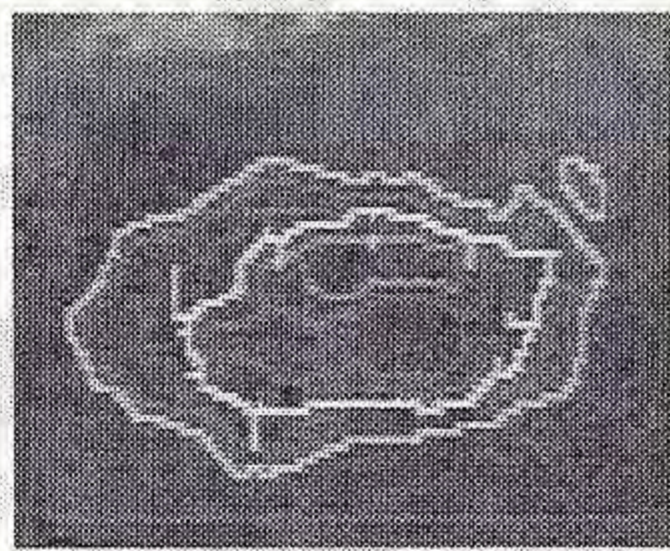
PUBLIC NEWS BOARDS



Many towns have a public news board at the far end of Main Street. Step up and read the various notices written by the townspeople. These often have a bearing on your quest, and may even lead you to important new allies.

OUTDOOR ADVENTURING

When traveling through Oldeland, you might wonder where you are and where to go. Signposts can be found here and there by the main road. Step up and take a look—the nearest towns and Kingdoms are listed on each signpost.











A map appears at the bottom left corner of the screen when you are walking from place to place. Use this as a general guide to where you are (your current position is shown by a blinking white light, and areas you can enter are displayed in red).

Be careful when traveling from one Kingdom to another. Bandits have heard of Bane's return and are taking the opportunity to try and relieve travellers of their gold.

TECHNIQUES






This is a partial list of the techniques used by the warriors of Oldeland. There are, of course, even more powerful ones than these—and it's up to you to make sure your team learns the skills they need to defeat Bane and the ultimate evil!

































T ICON KEY

	ATTACKS A SINGLE ENEMY
	SELF-PROTECTIVE
	DIVINE INTERVENTION
	ENCOMPASSING—OBSTACLES DO NOT INTERFERE WITH ATTACK
	360 DEGREES—OBSTACLES INTERFERE WITH ATTACK
	STRAIGHT LINE—OBSTACLES MAY INTERFERE WITH ATTACK
	DIRECTIONAL—OBSTACLES DO NOT INTERFERE WITH ATTACK
	RADIAL—OBSTACLES INTERFERE WITH ATTACK

MAGICAL POWERS KEY

	EARTH POWER
	FIRE POWER
	WATER POWER
	WIND POWER
	ELECTRIC POWER

	STAR POWER
	MOON POWER
	MIND POWER
	DARK POWER
	HOLY POWER

T TYPE	ON-SCREEN	DESCRIPTION	TYPE
SPEAR	SPR ATK:	Pin an enemy with the Spear Attack	
	SPN SPR:	Use the Spinning Spear against surrounding enemies	
	SLA SPR:	Use the Slashing Spear against multiple enemies	
	KIL WML:	The Killer Windmill is a powerful spinning attack	
HAMMER	HMR STK:	Pummel an enemy with the Hammer Strike	
	HMR SMA:	The Hammer Smash is a long-range attack	
	HMR SPN:	Hit surrounding enemies with the Hammer Spin	
	HMR BMB:	The Hammer Bomb hits multiple enemies hard	 
SWORD	STK:	Strike enemies with your sword	
	RNG STK:	Add distance to your attack with the Range Strike	
	SPN STK:	Hit surrounding enemies with the Spin Strike	
	HVY STK:	The Heavy Strike has range and power	
T SWORD (MAGIC)	HLY SWD:	Use the Holy Sword against unholy opponents	  
	FLM SWD:	The Flame Sword uses the Element of Fire	 
	CLD SWD:	Freeze enemies with the Cold Sword	 
	VMP SWD:	Steal HP from an enemy with the Vampire Sword	 
Bow	ARW SHT:	Aim and fire an Arrow Shot	
	LTG SHT:	Add Lightning Shot power to arrows	 
	STR SHT:	Send a Straight Shot through multiple enemies	
	MLT SHT:	Fire the Multi Shot at nearby enemies	
NINJA	STK:	Perform a Sword Strike	
	THR STR:	Toss Throwing Stars at an enemy	
	MYS STK:	Hit multiple enemies with the Mystic Strike	
	CRC STK:	Slash surrounding enemies with a Circle Strike	 

T TYPE	ON-SCREEN	DESCRIPTION	TYPE
HAND To HAND	PUN:	Use a Karate Punch	
	KIK:	Use a Karate Kick	
	HVY PUN:	Smash an enemy back with a Heavy Punch	
	MRL THW:	Toss an enemy with a Martial Throw	
STEAL	STL GLD:	Steal Gold from an enemy	
	STL T:	Steal a Technique from an enemy	
	STL ITM:	Steal an Item from an enemy	
	STL HP:	Steal Hit Points from an enemy	
ATTACK (MAGIC)	FRB:	Blast an enemy with a Fireball	 
	LTG SPK:	Shock enemies with a Lightning Spark	 
	FRZ:	Freeze an enemy	 
	ICE STM:	Blast enemies with an Ice Storm	 
HOLY (MAGIC)	HLY CUR:	Use Holy Cure on a teammate under a spell	 
	HLG:	Heal a teammate's HP	 
	RAS DED:	Raise a fallen teammate	 
	GRP HLG:	Cure multiple teammates with Group Healing	 
SPECIAL (MAGIC)	RAS GND:	Raise Ground to extend attack range	
	PTC SHD:	Raise a Protective Shield for teammates	
	SLP:	Put an enemy to Sleep	 
	SRK:	Shrink an enemy's attack power	
DEFENSE	DEF:	Defend against an attack	
	CVR:	Cover a teammate by taking their damage	
	CTR:	Strike back at an enemy with a Counterattack	
	ELD:	Elude an attack	

AND FINALLY

Some tips for travellers in Oldeland.

GENERAL

- Certain battle situations are better suited for some warriors than others. Once you enter the battle zone, check out the geography, then retreat and reselect the battle party to fit the situation.
- Arenas are ideal training grounds for your characters, and allow you to pick up extra Gold as well as information about the kinds of enemies you'll be facing in real battle later on.
- Study the geography of Oldeland well, and note the locations of all the areas on the World Map. Some areas may seem inaccessible at first—perhaps you'll find the means to get to them later on.
- Make special note of your characters' weaknesses, and figure out the best way to make up for those weaknesses. For characters who fall under spells easily; protect them with magic shields and keep them out of the way when facing spellcasting enemies. If a character can climb hills easily, select that character for mountain battles.
- Press L or R in Town or on the Main Map when walking around to change the character shown on screen. When saving Adventures, the face of a character appears next to each Adventure in the memory. Use this function to remember which Adventure is which by selecting a character before you save an Adventure so that the character's face appears in the RAM memory.

BATTLE SHORTCUTS

- Press L or R to move the highlighter directly from one teammate to another.
- Press C and hold to speed up the enemy turn phases.
- If no enemies are left and you are making for the other end of the battlefield, move the teammate closest to the exit as far as his or her movement allows, then end the turn without moving the other teammates. Continue until the character reaches the exit.

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NOTES

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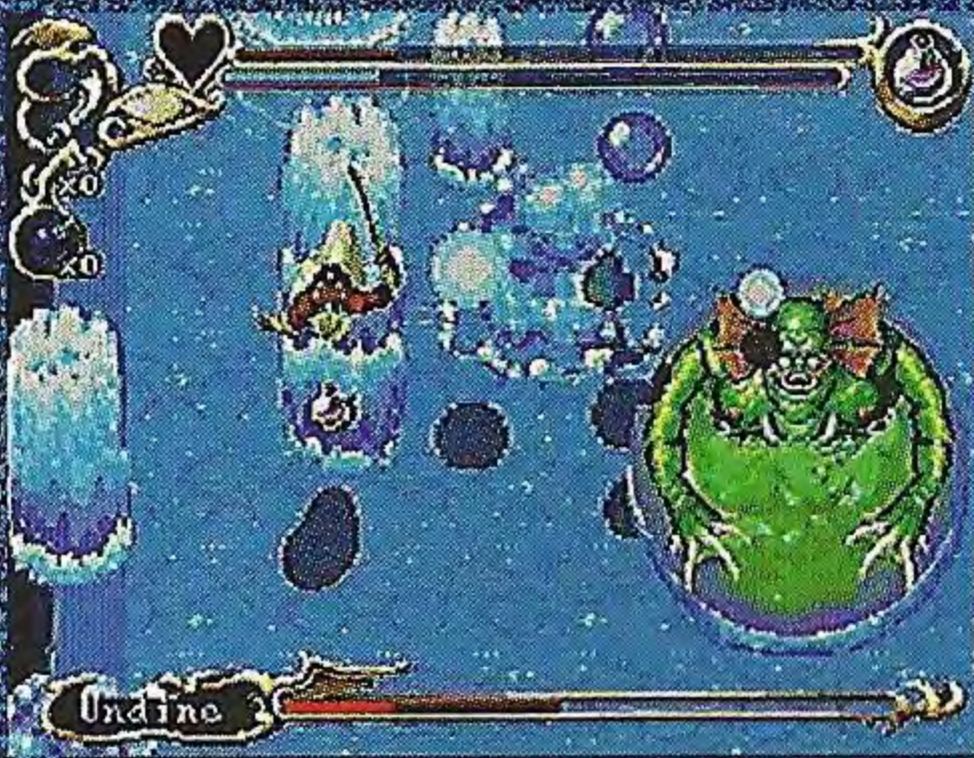
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