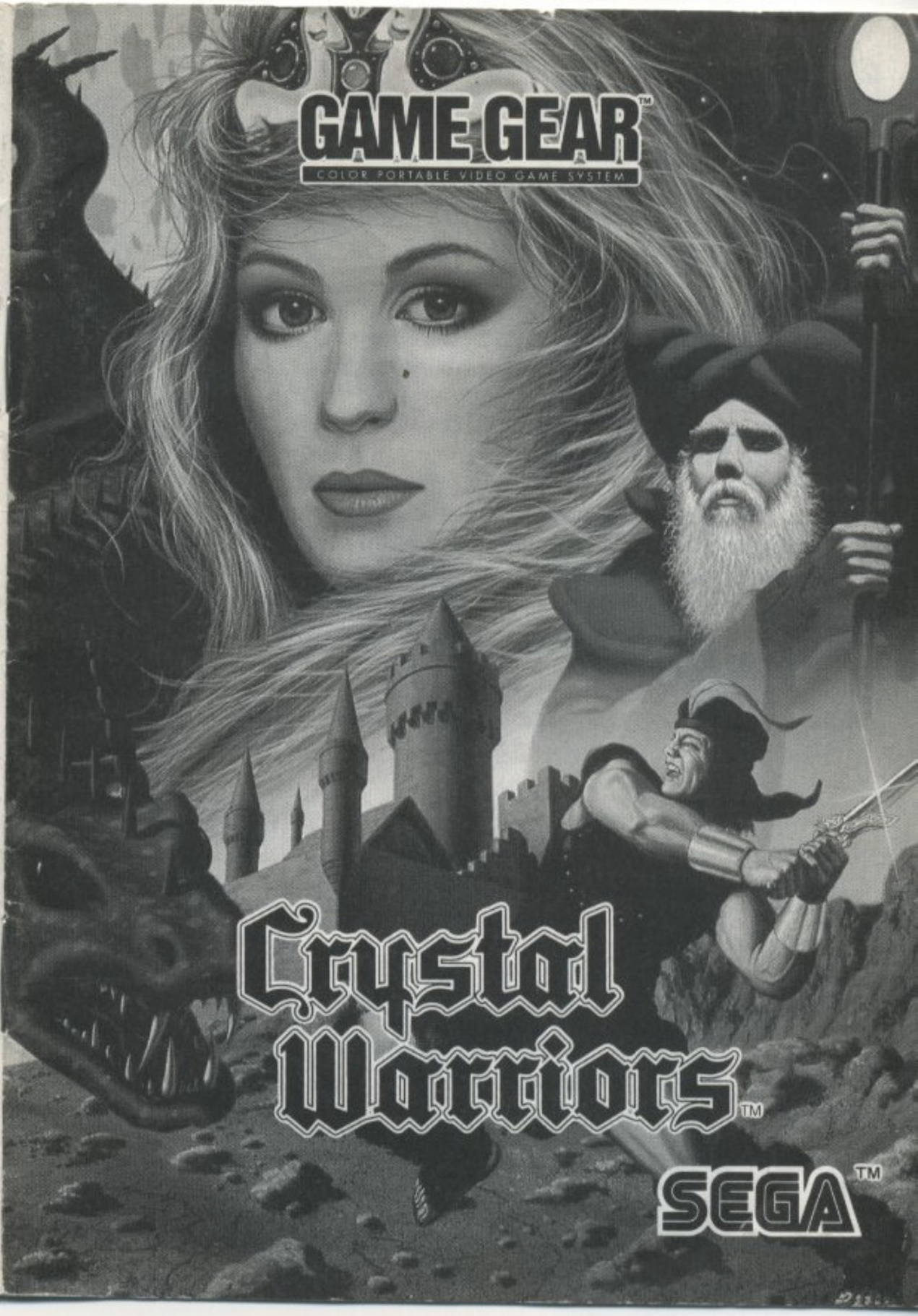
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

Patents:
U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.

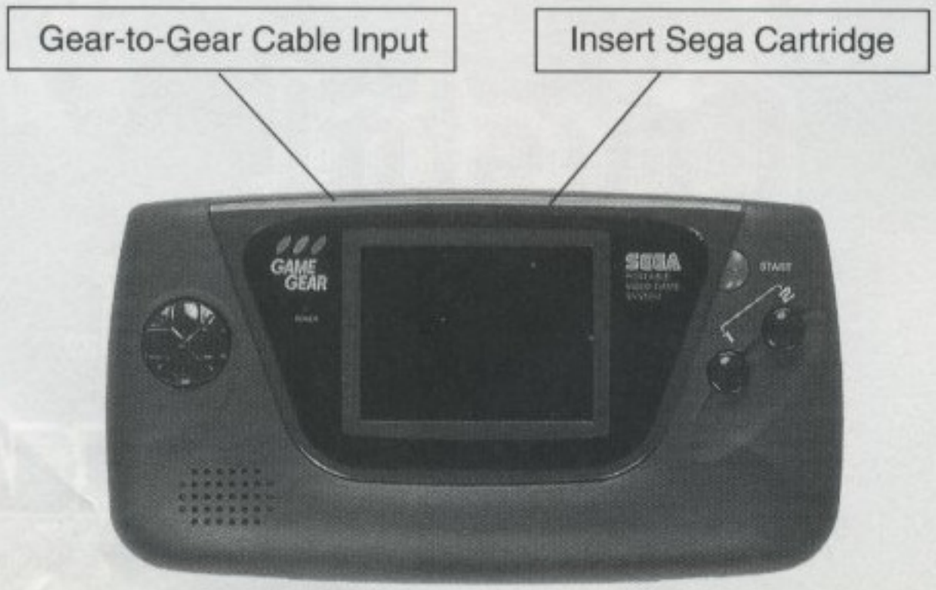
2. Make sure the power switch is OFF. Then insert the *Crystal Warriors* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Crystal Warriors* Title screen will appear.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Crystal Warriors* is for one or two players.



Quest for the Four Crystals



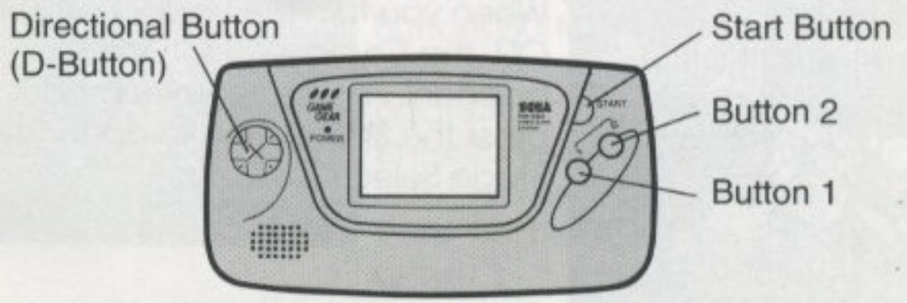
Four magic crystals maintained the balance of power in the peaceful kingdom of Arliel. This was the world of Tyramus where magic and chivalry were still part of everyone's lives.

Tyramus was peaceful while the four crystals were housed in the country of Arliel but the peace did not last forever. Grym came out from the underworld and tried to steal the four crystals. Three of the four crystals were stolen from Arliel, but one, the earth crystal, was saved because the Princess Iris had taken it with her on a journey.

It didn't take Grym long to find out where the remaining magic crystal had gone. He immediately sent his army to track down Princess Iris and the one remaining crystal.

Princess Iris could not just wait to be hunted down. She Immediately took the initiative and with several trustworthy followers, started her journey to find Grym.

Take Control!



Start Button

- Press to start game.
- Press to end each phase.
- Press in town scenes to open the Ally window.

D-Button

- Press to move the marker in map scenes.
- Press to choose commands.
- Press to move Iris in town scenes.

Button 1

- Press to cancel commands.
- Press to open the Character Data screen.

Button 2

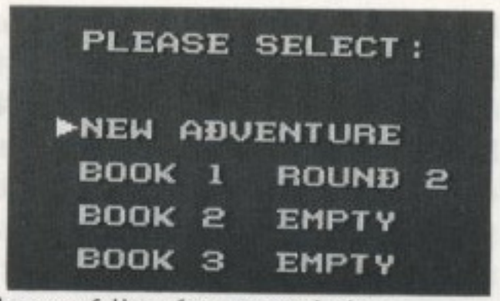
- Press to enter commands.
- Press to enter cursor positions in map scenes.
- Press to select characters.

Getting Started



When you turn the Power Switch ON, the Crystal Warrior Title screen appears. For the 1-player mode, press the Start Button to open the Stage Selection screen.

Stage Selection Screen (1-Player Mode)



Press the D-Button up or down to make a selection and press the Start Button, Button 1 or Button 2 to enter your selection. Select New Adventure to start from the beginning or choose book 1, 2 or 3 to start at a point where you left off during previous play. Read the story of the four crystals or press the Start Button, Button 1 or Button 2 to scroll through the story quickly. Once the story finishes, the initial map scene will appear.

Character Selection Screen (1-Player Mode)

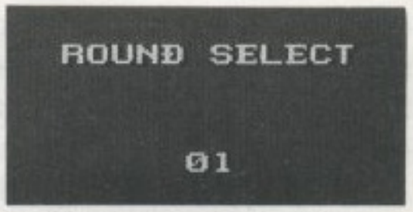
No more than nine characters can go into battle in a single round. If more than nine characters are accompanying Princess Iris, the Character Selection screen will open before you can advance to the next round.

Mode Selection Screen (2-Player Mode)



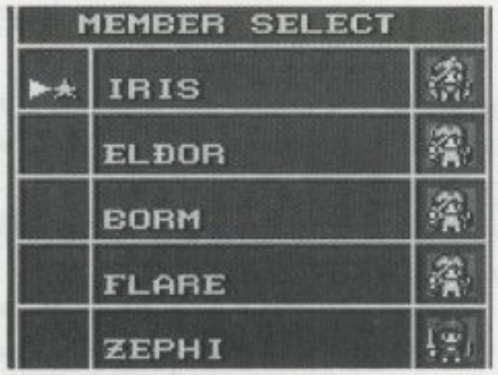
When two Game Gear units are connected with a Gear-to-Gear cable, the 2-Player Title screen appears. Press the D-Button up or down to select 1 Player or Versus and press the Start Button, Button 1 or Button 2 to enter your selection. Select Versus to play against an opponent. When you have entered your selection, the Round Select screen appears. The player to enter his/her selection first becomes player 1.

Round Select Screen (2-Player Mode)



Press the D-Button up or down to select rounds. Press Button 1 to view the map of the round displayed. Press the Start Button to start the game at the round displayed. (Press Button 1 to cancel the selection.) Once the round is selected, the Character Selection screen appears.

Character Selection Screen (2-Player Mode)



Press the D-Button up or down to select up to nine warriors that you would like to send into battle. Press Button 2 to enter your selection. Warriors with a star next to their name will go into battle. Press Button 2 once more to cancel a selection. Once all warriors have been selected, move the marker to End and press Button 2. The game will start with the selected warriors.

Note: The main character cannot be withheld from battle.

Fight for Territory!

The game begins at Princess Iris's own fortress. Press the D-Button to move the white square marker. Use the marker to select a character or to view different parts of the map. The selected characters appear enlarged in a corner of the screen.



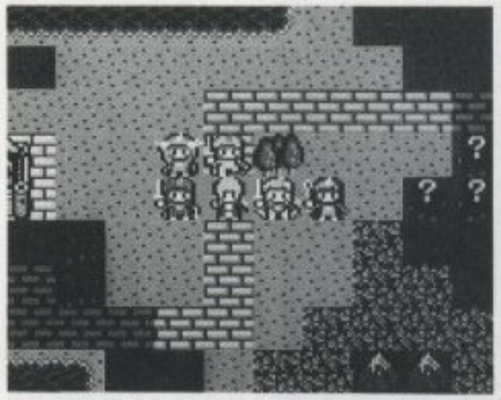
The identity of opposing characters is initially a mystery. They appear as a man with a question mark. Their identity becomes clear when they are attacked by force or by magic. The Scan spell can also be used to illuminate their identity.

Princess Iris and her followers must capture enemy fortresses before the enemy captures theirs. Princess Iris's forces and Grym's forces take turns moving and/or engaging in combat and using magic. Princess Iris's followers include wizards, warriors, and healers. Each round ends when either all enemy characters are destroyed, the enemy boss is destroyed or when an opposing character lands on the fortress entrance.

Note: If there is a boss inside the fortress, the boss must be defeated to end the game. In addition, in the two-player mode, occupying the enemy fortress does not always assure the player of a victory.

Taking a Turn

In each turn, all characters may move, engage in combat and cast magic spells. Once a character has finished a turn, an E will appear over him/her. Press the Start Button after all players have moved to end your turn.



Moving: Select a character with the marker; then press button 2 to enter your selection. The area in which the character is capable of travelling will highlight. Move the marker to the position to which you want the character to move and press Button 2 again. Depending on their position, the character may still engage in combat or cast a spell after they have moved. The distance a character can move depends on the character's mobility (SP) level and the terrain. A move can be cancelled with Button 1 if it is still in progress.

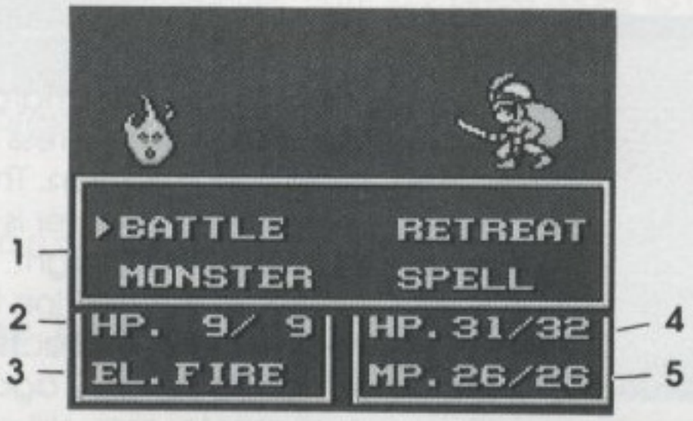
Combat: If a character moves to within fighting range of an enemy, a sword will appear in front of the character. Move the sword in front of the enemy you wish to attack and press Button 2. A Battle screen will open and you can exchange up to two

attacks. If you do not want to engage in combat, press Button 1 and the character's turn will end.



Magic: Only certain characters such as the princess, mages and healers can cast magic spells. When these characters finish moving, a magic option window appears. If you choose Magic, a choice of available spells is displayed. Select a spell with the D-Button and press Button 2 to enter your selection. The area in which the spell can be used highlights and a magic staff appears in front of the character. Move the bottom end of the staff to the other character you want to cast a spell on and press Button 2. A magic screen will appear. Press Button 2 once more to cast the spell.

Battle Screen



1. Command window
   - Battle
   - Monster
   - Retreat
   - Spell
2. Enemy HP (Hit Points): Shows the enemy's remaining vitality.
3. Enemy Element
4. Your HP (Hit Points)
5. Your MP (Magic Points)

Elements

Each character is related to one of the four elements; water, wind, fire and earth. Fire characters are easily defeated by water characters, water characters are easily defeated by wind characters, and wind characters are easily defeated by fire characters. Earth characters are matched evenly against all types of characters.

Phase



Once all your characters have taken their turn, your phase ends. A Wait sign appears at the top of the screen and the enemy characters take their turns. While the enemy characters are making their moves, you cannot control your characters except when they are attacked by the enemy. When they are attacked, you can return their attacks in the Attack screen. If you press the Start Button when not all of your characters have moved, an option window will appear. Select continue to move the remaining characters, or select end if you have moved all necessary characters.

Characters

Including Iris, these are the initial protectors of the final crystal:

Iris: Princess
Element: Earth

Frye: Healer
Element: Earth

Ratt: Ranger
Element: Wind

Dayne: Fighter
Element: Water

Murak: Mage
Element: Earth

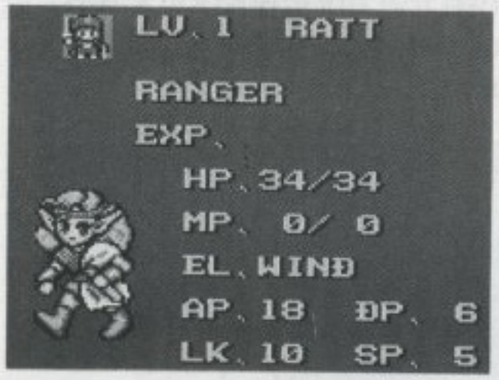
Eldor: Lord
Element: Fire

Character Screens

Move the marker to a character and press Button 1 to learn details about the character.

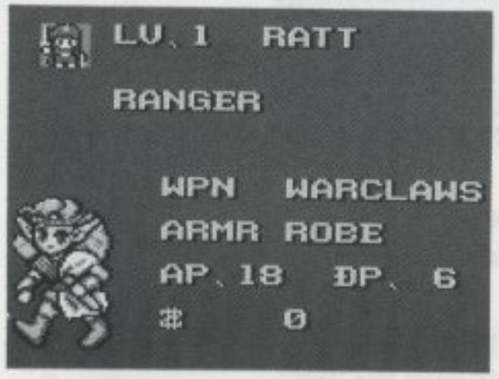


Status: Opens the Status Screen.
Item: Shows the items collected.
Monster: Shows the monsters available for combat.
Magic: Shows the magic available.



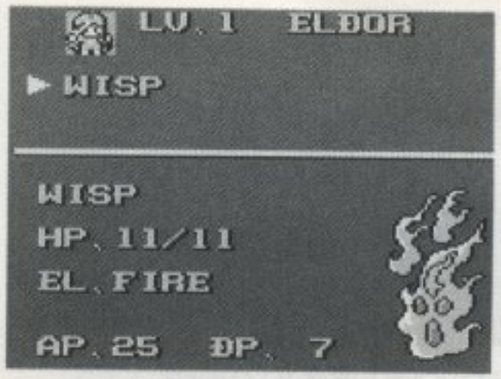
Status Screen

The selected character's Hit Points, Magic Points, Element, and other data can be found here. Attack Points, Defense Points, Luck Factor and Speed Points are also displayed.



Item Screen

Check this screen to confirm the Weapon and Armor the selected character currently has equipped. The character's Attack Points, Defense Points and present financial status also appear.

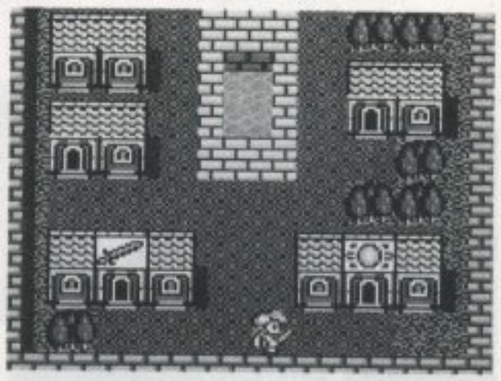


Monster

If one of your characters defeats a monster in battle, he/she can claim the monster and send it into battle later. This screen shows the pertinent data for each individual monster controlled.

Towns

In 1-Player games, you will enter a town each time you take an enemy fortress. Once in the town, you will have a choice of shops in which you can buy useful items.



Weapon Vendor



House



Magic Shop



Inn



Fortune Teller



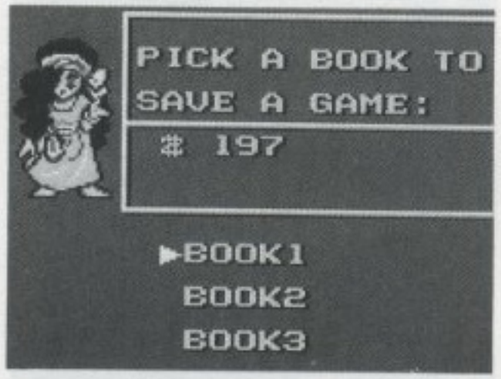
Note: When you wish to enter a town, make sure that you save your game at the inn.

New Friends



If a potential ally is staying at the same inn as you are staying in, the inn keeper will introduce you. If you want to hear about the potential ally, choose Talk when asked if you would like to meet. If there is more than one person at the inn, you must choose who you would like to meet.

Bookmarks



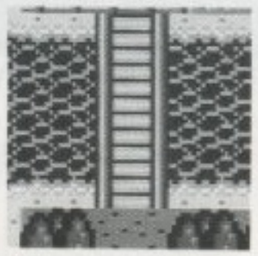
You may place book marks in your adventures so that you can return to the place where you left off. To do so, choose the marker you wish to use at inns and press Button 2 to enter your selection. This allows you to come back to the marker even after you turn the power switch off.

Terrain

Characters have a different mobility over different terrain. The terrain will help determine how far each character can move in each round.

Unhindered Movement

Bridge



Path



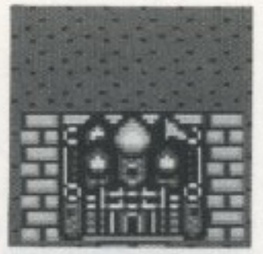
Stairs



Grass Fields

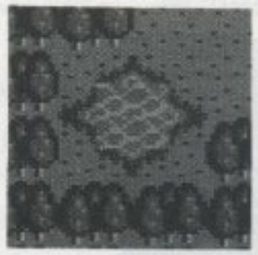


Buildings

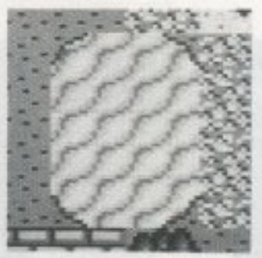


Limited Movement

Pond



Sand



Marshes



Rocky Land



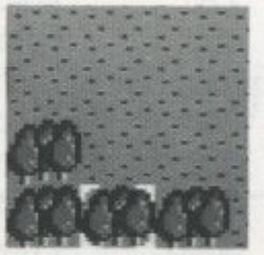
Bushes



Withered Trees



Woods

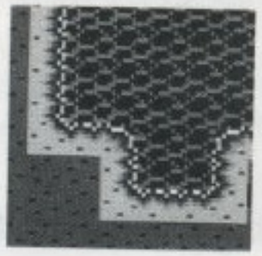


Impassable Terrain

Cliffs



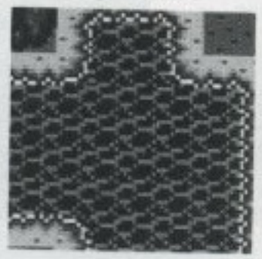
Beaches



Mountains



Oceans



Waterfalls



Travel through areas of Limited Movement depends on each character's Speed Points (SP) and the particular terrain. Wind, Fire and Water characters will find certain terrain easy to negotiate, while Earth characters will move a bit more slowly. Consider the type of terrain your characters must move on as you plan your attack/defense strategies.

Weapons

Weapon	Price	Can be used by...
Rod	110	Mages, Healers
Sword	120	Lords, Fighters
Warclaws	150	Rangers
Estoc	*Cannot be bought (Princess has it from the beginning)*	
Halberd	900	Lords
Falchion	900	Fighters
Warblade	1900	Rangers
Claymore	5800	Princess

Armor

Armor	Price	Can be used by...
Robe	80	Rangers
Cuirass	160	Princess, Lords, Fighters, Rangers
Cape	60	Mages, Healers
Hauberk	3500	Princess, Lords, Fighters

Magic

Name/MP required	Effect	Can be used by...
Scan/MP 1	Identifies enemies	Princess, Mages
Heal/MP 2	Restores an ally's HP	Princess Healers
Life/MP 4	Stronger version of Heal	Healers
Peace/MP 4	Neutralizes enemy magic	Healers
Dark/MP 2	Deflects enemy magic	Healers
Sleep/MP 1	Puts enemy to sleep	Healers
Chant/MP 1	Loans up to 10 MP to an ally	Princess

(continued)

Drain/MP 8	Takes 25% of enemy's HP	Princess Mages
Boost/MP 8	Makes your next attack a critical one	Princess
Cold/MP 4	Most effective against Fire enemies	Mages
Frost/MP 6	Stronger version of Cold	Mages
Fire/MP 4	Effective against Wind enemies	Mages
Blaze/MP 6	Stronger version of Fire	Mages
Flash/MP 4	Most effective against Water enemies	Mages
Bolt/MP 6	Stronger version of Flash	Mages

Monsters

EARTH	WATER	FIRE	WIND
Scorp	Aquan	Wisp	Harpy
Wurm	Siren	Repti	Grivn
Golem	Hydra	Evius	Cyklo
Tut	Tenta	Fenix	Geni

Helpful Hints

- Learn the character's elements so that you can send your characters into battle with an advantage over their opponents.
- Make sure to collect enough money as you advance to hire allies.
- Use monsters to fight in your place so your characters sustain as little damage as possible.

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave 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 cartridge.

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Limited Warranty

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

This limited 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.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he 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 Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. 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 Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited 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 limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.