Lemmings™



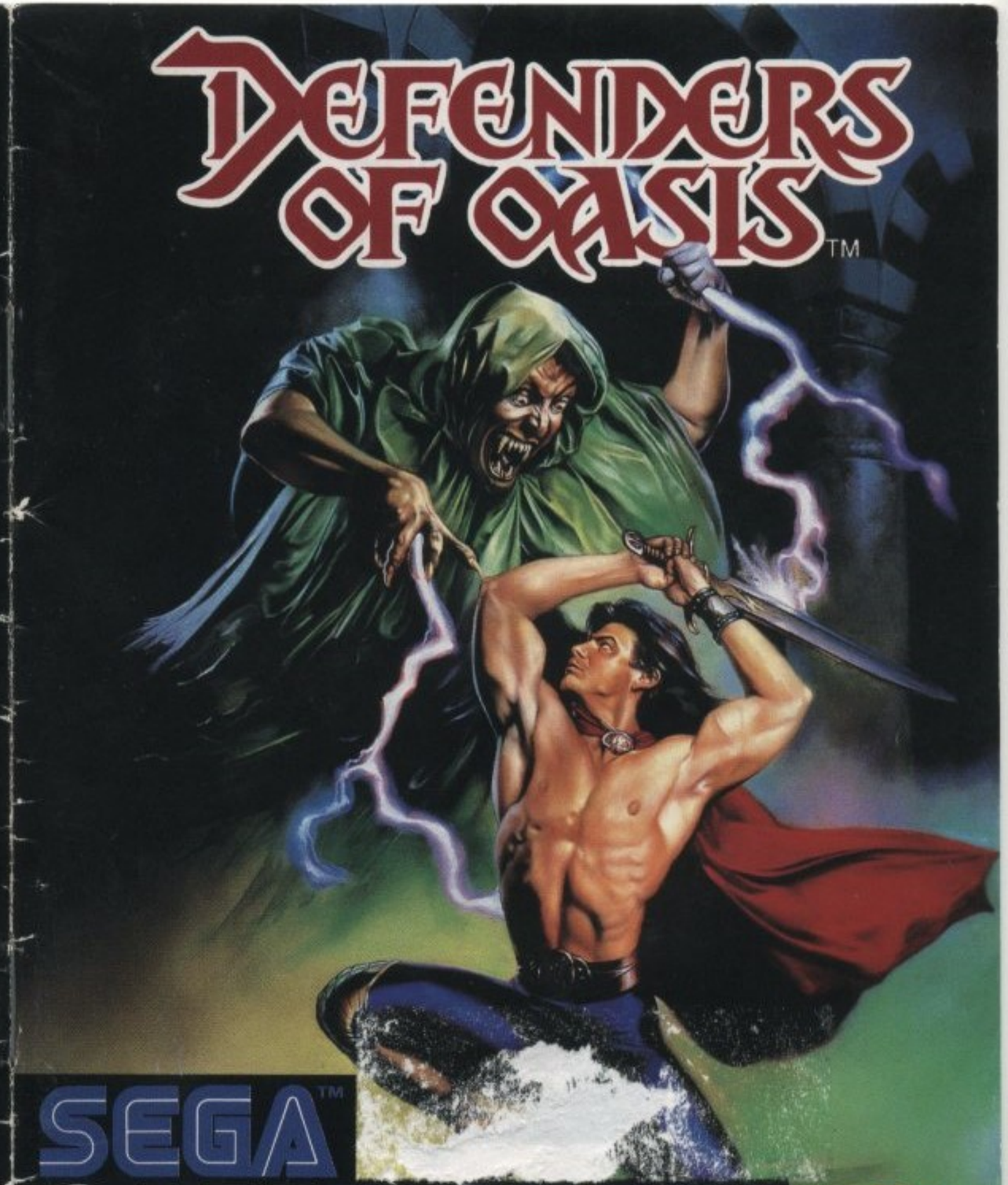
Here they come again! Those laughable, light-headed Lemmings are marching mindliessly towards disaster - and only you can save them!

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Defenders of Oasis™



SEGA™

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

EPILEPSY WARNING

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 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.**

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Defenders of Oasis* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Defenders of Oasis* 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: *Defenders of Oasis* is for one player.



For Game Play Assistance, call 1-415-591-PLAY

Prince Awaken...



...you've slept late again! And today is an important day, because the Princess from the nearby kingdom of Mahamood is coming to Shanadar to visit your father the King! She is bringing news about the empire of Eflaat.

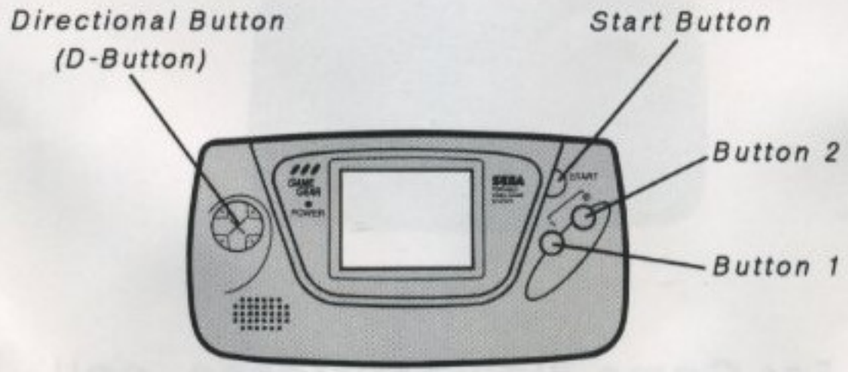
The news is that Eflaat has been planning a war against your kingdom of Shanadar, and their allies. You've already heard the talk in the city that the ancient evil one, Zahhark the Snake King is behind the growth of Eflaat's power.





If Eflaat attacks Shanadar, all civilization will fall into darkness. The Ring of Power your father has was one of three Rings of Light, which were used to imprison Ahriman a thousand years ago. This ring must not fall into the hands of the Eflaat empire. If the empire does attack, it'll be up to you to face Ahriman and his army of monsters!

Take Control!



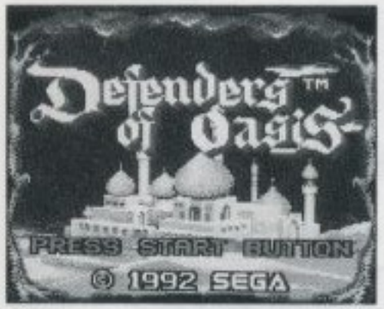
Directional Button (D-Button)
- Press to highlight options in Option screens.
- Press to move the Prince and his party in different directions.

Start Button
- Press to start the game.
- Press to see the Character Options screen (which automatically pauses the game).
- Press to leave the Character Options screen and resume game play.

Button 2
- Press to select options in the Option screens.
- Press to search the immediate area for Items, etc.
- Press to start conversations.

Button 1
- Press to cancel selections in the Option screens.
- Press to advance through conversations.

Game Options



Once you turn on your Game Gear unit, the SEGA logo will appear, followed by the Defenders of Oasis introduction. Press the Start Button to see the Title screen, or wait until the introduction is finished, and the Title screen will appear. Press the Start Button to see the Game Select screen.



In the Game Select screen you have four choices:

New Game: This starts you off at the very beginning of the game.

Continue: If you have game data saved, you can continue the game where you left off. The Defenders of Oasis game allows you to save up to three copies of a game, wherever you stop playing. The game is saved automatically when you turn off the power. Highlight Continue with the D-Button and press Button 2 to see the saved games. Pick the game you wish to continue by highlighting it with the D-Button, and press Button 2 to start the game.



Copy Game: You can save the game in a dangerous place so that you can try again if the worst happens... Pick the game you want to copy with the D-Button and press Button 2, then pick where you'll copy the game into the same way and press Button 2 again. You're done! **Note:** You can only copy a game if you have space in one of the game save slots. If all three slots are filled, you'll have to delete a saved game before you can copy another one.

Delete Game: If you want to get rid of one or all of the games you've saved, just highlight the game you don't want with the D-Button, and press Button 2. A screen will appear asking whether or not you want to delete this game. If you're sure you want to get rid of the game, highlight Yes and press Button 2 again. Now you have space to copy a game or start a new one!

The Quest Begins!



You are the young Prince of Shanadar, prince of a kingdom which has guarded the world of Oasis for thousands of years. Ancient history tells about how Jamseed, a great warrior and the founder of Shanadar, defeated the dark lord Ahriman by using 3 magical Rings of Light.

Ahriman himself was imprisoned by the rings, but his servant, the Snake King Zahhark was able to defeat Jamseed and take control of Shanadar. Zahhark ruled Shanadar through fear and terror for a thousand years, but was finally killed by another great warrior named Fallidoon. Peace was finally restored to Shanadar and the rest of the Oasis world. Such is the history of Oasis.

Recently, the empire of Eflaat has been growing stronger. There are rumors that Ahriman is using Eflaat to wage war on the peaceful kingdoms of Oasis to find the three Rings and free Ahriman from the magical prison he's in. You, the Prince of Shanadar will have to travel to the allied kingdoms of Shanadar in your quest to defeat the evil empire of Eflaat and foil Ahriman's plans to destroy Oasis!





Along the way, you will find yourself surrounded by danger on all sides: as well as meet powerful friends who will join you in your quest to find the Rings of Light and defeat Ahriman. If your combined powers aren't enough to stop the spread of evil in Oasis, then there is no hope left!

The Heroes of Oasis

At the start of the game you have one character: The Prince of Shanadar. As the game continues, you will meet three others who will join your quest for the Rings of Light. All of your group have 4 basic qualities: Power, Speed, Stamina and Will. These qualities affect that character's ability to attack enemies and defend themselves.



To see any character's current status, press the Start Button to see the Character Option screen, and choose the Status option by highlighting it with the D-Button and pressing Button 2. Choose which character you want to see by highlighting that character with the D-Button and pressing Button 2.



LV: This is the character's current Experience Level.

EX: This indicates the number of Experience Points the character has gained so far.

To Next Level: Shows how many Experience Points the character needs to reach their next level of Experience. Each time a character gains an Experience Level, their Quality points go up, which means they fight and defend themselves better.

HP: This is the Hit Points indicator. The top number is the character's current number of remaining Hit Points. The bottom number is the maximum number of Hit Points the character has.

Power: This number shows how powerful your character is. The more powerful he is, the more damage he does to opponents (better weapons will increase the amount of damage the character does).

Speed: This shows how fast a character moves. This determines how soon a character can attack in an Encounter situation, and what his chances are of dodging the enemies' attacks.

Stamina: Stamina determines how much damage a character will take each time he is hit in an Encounter (naturally, the armor he is wearing on his head and body will lessen the amount of damage he takes).

Will: Some enemies use special attack methods, which can cause a character to lose consciousness from sheer terror. The stronger your Will is, the less chance you have of fainting!

Dinar: This shows you how much money you're carrying at the present time.



The Prince has the highest attack and defensive power, although he's a bit slower than the others. Also, he can use Items none of the others can- and some of those Items are especially helpful.



Saleem has the advantage of being able to attack all the enemies on the screen by using his "Dance of Death." He's not as fast as Agmar, but faster than the Prince.



Agmar, being an excellent thief, can hide so well that the enemy can't see him. After he does this, he can then use his "Assault" option to jump from the shadows, causing a lot of damage to an enemy. He is also fairly strong, and very fast.



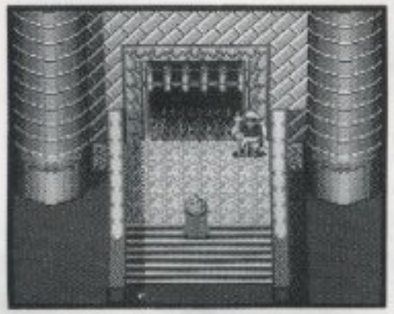
The Genie is, as you can guess, a powerful spellcaster. He is also able to fight, and he starts out with the highest speed and stamina in the group. Unfortunately, the Genie always stays at the same level unless you find certain Items which can improve his basic qualities.



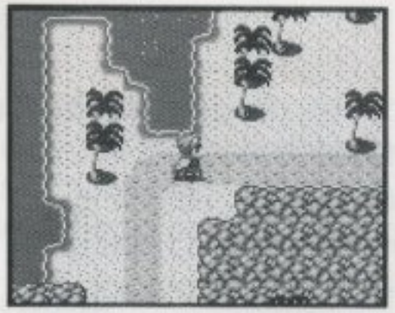
The Genie can cast spells at any time. In Encounter situations, the option shows up at the bottom of the Encounter screen when it's his turn to attack. The Genie can also cast spells when the group is just walking around. To see the spells the Genie can cast, highlight "Spell" at the bottom of the Character Options screen with the D-Button and press Button 2. At the top of the screen you will see two numbers. The top number is the number of Spell Points Genie has left and the bottom number is how many Spell Points he has in all. The bottom half of the screen shows the spells the Genie knows. Select the spell you want to use by highlighting it with the D-Button, and press Button 2. If it is a healing spell, select the character you'll heal by highlighting the character with the D-Button and press Button 2. If you wish to travel (using the Raag spell) highlight the place you want to travel to and press Button 2. Presto! You're there!

Game Screens

In Defenders of Oasis, you are in one of two types of situations. You are either adventuring or walking around in the villages and castles of your allies.



When you're in a village, you usually have the option of talking to the people who live there, or buying items at one of the local shops. Also, there is usually a castle near the village, where you can visit the rulers of that kingdom. You should also keep in mind that in every Kingdom you will visit there will be some place that you can rest and recover your Hit Points and Spell Points.



In the Main Game screen, you can see the Prince and a section of the area around him. The main game screen is a real-time screen: the Prince walks as you press the D-Button (the Prince can only walk in one of four directions– up, down, right or left).

Note: Other characters will join the group as the game goes on, but only the Prince is visible in the MainGame screen.

Conversations

Be sure to talk to the people who are walking around in the castles and villages. Sometimes the people don't have much to say, but other times they will give you very important information.



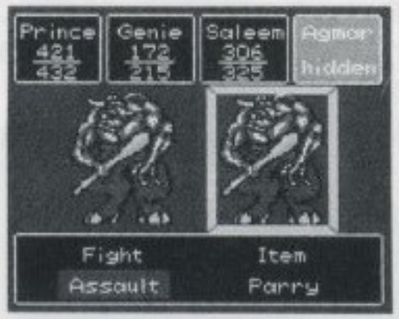
To start a conversation, just move up to the person and press Button 2. After that you'll see a text window appear on the screen. If there's too much text to fit in the window, you will see a white flashing arrow at the bottom of the window. Press Button 1 or 2 to see more of the message. Once one person has finished speaking, press Button 1 or 2 to see what the next person will say.

Encounters

The villages and castles of your allies are almost always free of monsters, but once you step outside the village boundaries, you are almost sure of an encounter (in fact, to gain experience and money, you'll have to go through your share of battles).

All kinds of monsters have begun to appear in Oasis. As you make your way from place to place, you are bound to come across these creatures. Some encounters are random, while others happen in specific spots.

Combat Screen



Once you encounter an opponent, you will see the Combat screen. At the top of the screen are the names of the people in the party, and two sets of numbers. The bottom set is the total number of Hit Points each character has, and the top set is how many Hit Points each one has left. As each character takes damage, the top number will decrease. If the number reaches zero, that character will be knocked out, and will stay that way unless another character in your party uses a spell or an Item to wake them up, or until the battle is over.

Below that, you will see the creatures that are attacking you (1, 2 or 3 opponents show up at a time). By remembering the opponents and what kind of attacks they use, you can be better prepared the next time you meet up with the same kind of creature.

At the bottom of the screen you will see a text window. When your group is being attacked, this will show you who is being attacked, how much damage they've taken, and what kind of attack it was. After that you will see the choices available to the person in your party who is attacking. The person who is attacked usually has the option to fight back first, and after that, the fight goes in order of your characters' and the opponents' speed. (To find out your character's speed, see page 8). Here is an explanation of each character and their encounter choices:

Prince

Fight: Attack one enemy.
Item: Use an Item the group is carrying.
Run: Try to lead the group away from the encounter.
Parry: Try to avoid being hit by the enemy.

Saleem

Fight: Attack one enemy.
Item: Use an Item the group is carrying.
Dance: Perform a Dance of Death that affects all the enemies.
Parry: Try to avoid being hit by the enemy.

Agmar

Fight: Attack one enemy.
Item: Use an Item the group is carrying.
Hide: Agmar first finds a good hiding place, then in the next combat round, he has the "Assault" option. Hiding also lessens his chances of being attacked.
Parry: Try to avoid being hit by the enemy.

Genie

Fight: Attack one enemy.
Item: Use an Item the group is carrying.
Spell: Use a spell that the Genie knows.
Parry: Try to avoid being hit by the enemy.



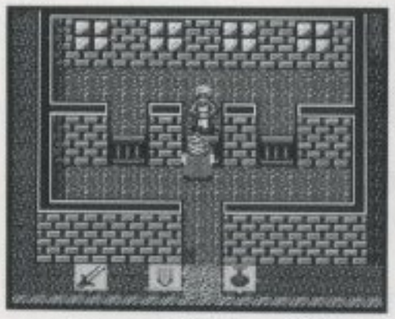
The Genie's Spell List

Alma: Restores 20-40 Hit Points to one character in the group.
Haoma: Removes poison from one character in the group.
Varyu: Encircles one opponent in a magical field. The opponent will not be able to use their magical powers for the rest of the battle.
Urus: Increases the offensive power of one character.
Almaty: Restores all Hit Points to one character.
Asha: Does 40-60 points of damage to one opponent.
Raag: This spell transports you to any known location in Oasis.
Asma: Does 40-60 points of damage to all opponents on the screen.
Wofmanaf: Increases the defensive power of all the characters in the group.
Amultart: Restores consciousness to one unconscious character.
Kshasla: Allows the group to pass certain barriers.
Halwtart: Allows the Genie to return to the lamp and restore some of his Hit Points and Magic Points.
Skanda: Allows the group to escape from Encounters.
Ashawan: Does 80-100 points of damage to one enemy.
Asman: Does 60-80 points of damage to all enemies.
Meialma: Restores 60 Hit Points to all characters in the group.
Ast: Stops one of your enemies' breath.
Afnawar: Does 100-120 points of damage to all enemies.

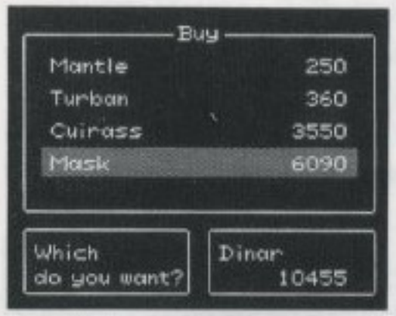
After you win the battle (hopefully!) the text window will tell you how many experience points each member of your party has gained, as well as the amount of Dinars, and in some cases, an Item you have found on an enemy.

Shops

Every town has at least one shop which buys and sells Items. If you have enough money, you can buy any of these Items. Also, if you are carrying an Item you don't think you need, you can sell it at the shop.



Buying and selling is very simple: walk around a village until you see a building with a sign outside. Step inside, walk up to the counter and press Button 2. The merchant will ask you if want something, then a small text window will appear asking if you want to buy or sell an Item. Move the flashing arrow to Buy or Sell and press Button 2 to see the Item choices, or press Button 1 to exit.



Once you press Button 2, you'll see a list of goods which you can buy (or if you're selling something, a list of the things you're carrying which you can sell). At the bottom left of the screen, you'll see a small text box (for the merchant's comments) and on the bottom right you'll see how many Dinars you have. Press the D-Button to move the highlight bar to the Item you wish to buy or sell, and press Button 2 to confirm the sale. If you want to buy or sell more than one of the item, then press Button 2 each time to buy or sell more of the Items. When you've finished, press Button 1 to return to the Main Game screen.
Note: You can only carry 9 of any Item.

Items

The world of Oasis is filled with shops and merchants just waiting for an occasional traveler with cash to stop by. All Items that are sold in the shops are of some use to you in your journey– it's up to you to figure out what you want to buy and when you want to buy it. Naturally, you're obligated to pay for your purchases in cash, so make sure to have plenty of Dinars on hand.



In addition, your group will come across a lot of other Items that aren't sold in the shops. Some of these Items are essential to a successful completion of your journey. These Items can be obtained in one of three ways- by winning them in an encounter, by finding them in treasure chests, or by finding them in hidden places.

Different Items are used in different ways. Some can only be used in Encounter situations, while others can be used any time. Items are divided into two types: Equip Items and Non-Equip Items. Armor Items are carried by each character, and are used in Encounter situations for offense and defense. Each character starts out with a sword, some kind of protection for the head and protection for the body.

Equipping



To equip a character, press the Start Button to see the Character Option screen. Choose the Item option by highlighting it with the D-Button and pressing Button 2. In the Item Option window you have three more choices: Use, Equip and Drop. Highlight Equip with the D-Button and press Button 2. Highlight the character you wish to equip, and press Button 2. The next screen you'll see is the Equip Screen.

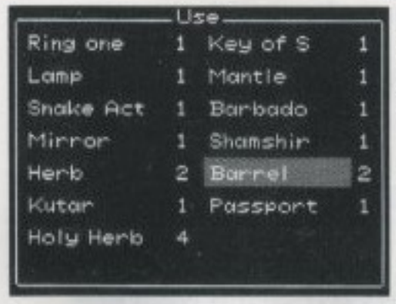




In this screen you can see the character, his current weapons, his attack and defense points and at the bottom of the screen weapons available. Highlight the part of the body you wish to equip with the D-Button, and press Button 2. The available item will be highlighted at the bottom of the screen. To equip, simply press Button 2 again. The new weapon's name will appear in place of the previous one, and the previous weapon will appear at the bottom of the screen. If there's more than one weapon available at the bottom of the screen, select the weapon you wish to equip by highlighting it, and press Button 2.
Note: Not all weapons can be used by all players. The highlighter will be red on the items that character can't equip, and blue on Items that character can equip.

Using Non-Equip Items

To use a Non-Equip Item, press the Start Button to see the Character Option screen, and choose the Item option by highlighting it with the D-Button and pressing Button 2. Highlight "Use" with the D-Button and press Button 2, then select the Item you wish to use with the D-Button, and press Button 2. Finally, choose which character will use the Item by highlighting that character with the D-Button and pressing Button 2.
Note: Items that can't be used will be highlighted in red, and those that can be used will be highlighted blue.



Shown here is a list of some Items one group of adventurers have come across in the game, and an explanation of their purpose. This is by no means a complete list– there's lots more to be found in Oasis!

Ring One: This is one of the three Rings of Light you'll need to defeat Ahriman.

Key of S: This is the Key of Shanadar, which opens the door to the Shanadar treasury.

Lamp: This is the fabled lamp which holds the Genie. Find this Item and you're sure to find a friend as well.

Mantle: This is an Equip Item, which affords some protection for the wearer.

Snake Act: This one-use Item drains poison from one character who has been poisoned. In combat, you can only fight for so long after being poisoned before you fall unconscious, so it's best to get the poison out as soon as possible.

Barbado: The Harp of Sleep, this very useful Item can be used as often as you want to, and it works against almost every enemy.

Mirror: You'll get this item from one of the local town elders (we're not telling which town). This will help you read wall inscriptions. These inscriptions often give you advice, or teach the Genie spells, so keep an eye out for them.

Shamshir: This is the sword the Prince has at the beginning of the game. You will come across much more powerful weapons as the game continues.

Herb: Restores Hit Points to a character at any time except when they are unconscious.

Barrel: This Item restores a large number of Hit Points to all characters in the group.

Kutar: More powerful than the Shamshir, this weapon can only be used by the Prince.

Passport: In order to gain entrance to one of the kingdoms, you will need to borrow this Item.

Holy Herb: This has the same effect as Herb except it restores more Hit Points to the character.

Game Over/Continue

If your entire group is defeated in battle, the scene fades out and the SEGA logo appears. Restart the game from the Game Select screen as explained on page 6.

The Tutor's Wisdom

- Don't try to take on strong opponents before you are sure you can handle them. You will be tempted to rush into things, but it is wiser to build up your strength and experience with weaker opponents first.

- Don't spend your money foolishly. Make sure you really need an Item before you buy it, by thinking carefully about your characters' needs.

- Each of your characters has their own strengths and weaknesses in Encounters. Watch how much damage each character does to the enemy, to figure out how best to use them in future combat.

- Try to keep a constant supply of restorative potions on hand. As you move farther away from "safe" areas, you'll need a larger reserve- just in case.

- Make a quick stop at the Potions shop for some Herb before you meet the princess's ship. It'll come in handy.

❄❄❄❄❄❄❄❄❄❄❄ Treasures Of Oasis ❄❄❄❄❄❄❄❄❄❄❄

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CHAPTER	SPECIAL ITEMS

Oasis Memos

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.

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.