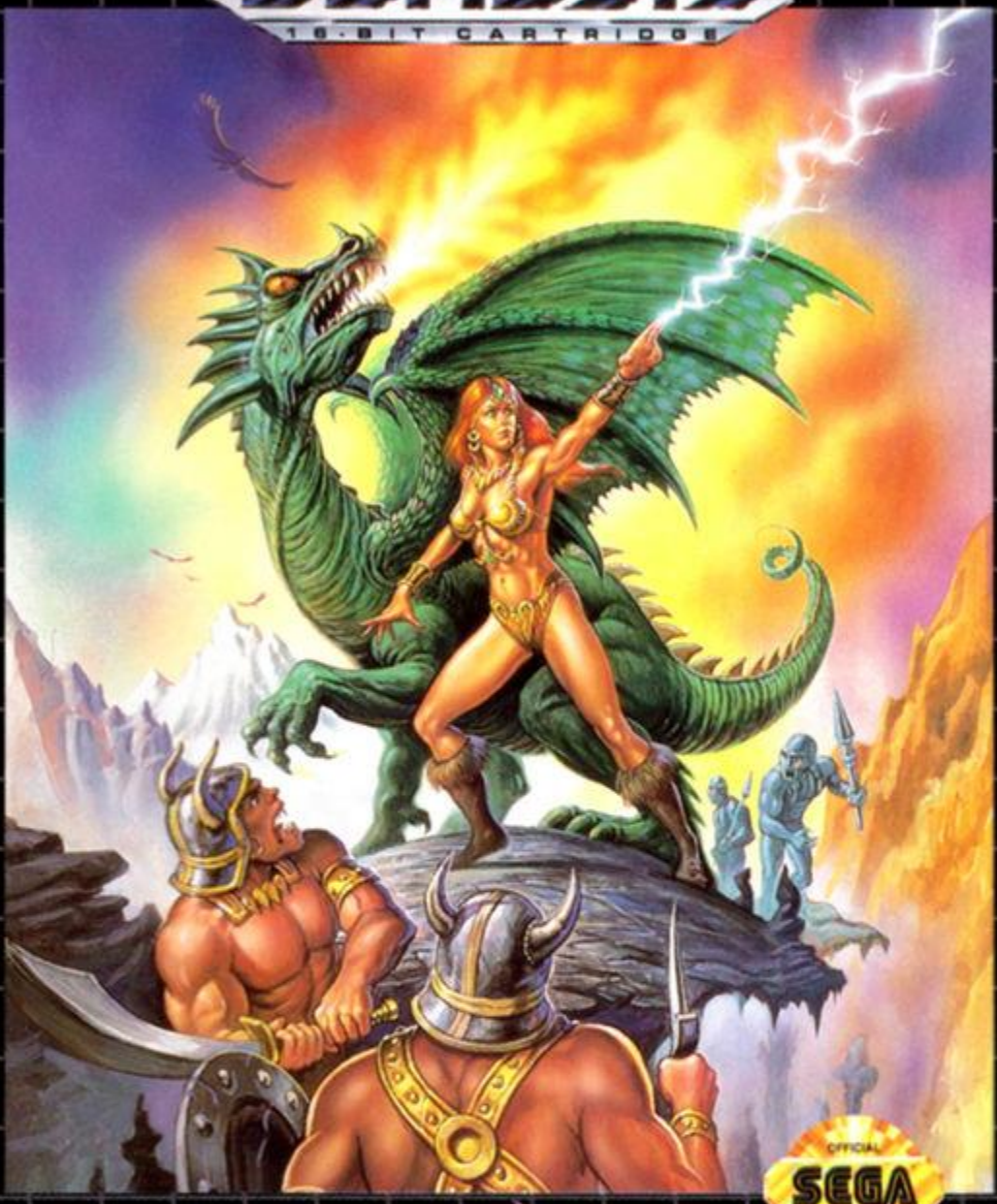
SEGA GENESIS

16-BIT CARTRIDGE



OFFICIAL SEGA SEAL OF QUALITY

ALISIA DRAGOON™

INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

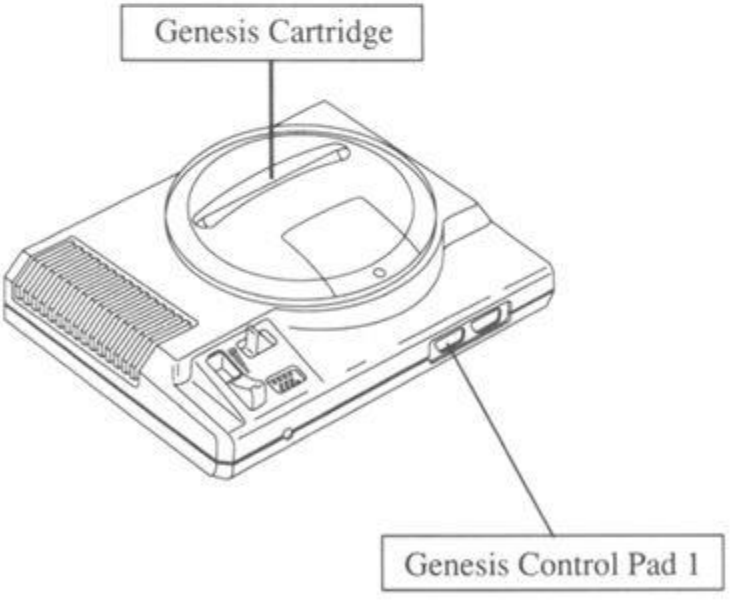
2. Make sure the power switch is OFF. Then insert the *Alisia Dragoon* cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.

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

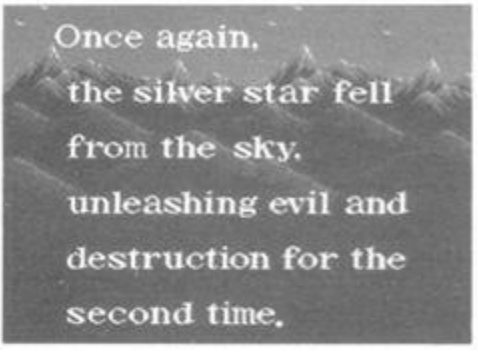
5. Press the Start Button when the Title screen appears.

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



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

The Dreaded Awakening



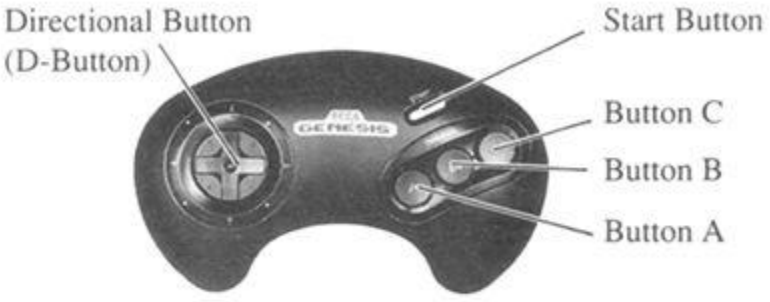
As Baldour, the prince of all things evil, nears the end of his dormancy, the cocoon in which he rests is transported to Earth by his aide, Ornah. The world is still recovering from the devastating effects of Baldour's last visit.

Alisia Dragoon is the daughter of the magician who attempted to stop Baldour. When she was a child, Alisia's father was tortured to death before her very eyes. His final cries of agony ring in her ears even now. Inexplicably, Alisia's life was spared. She is now a woman with magical ability rivaling that of her father. "Baldour is going to wish he had killed me as well," she vows.



Alisia must find Ornah and the cocoon before Baldour awakens. Use her Thunder Magic to demolish enemies, and summon any one of the four friendly monsters to help you. If Baldour awakens before you can destroy the cocoon, there may be no more tomorrow...

Take Control!



Start Button

- Press to start the game.
- Press to pause the action; press again to resume play.

D-Button

In Selection Screens...
- Press up or down to move the marker.
- Press left or right to highlight options.

During Play...
- Press left or right to move in those directions (either on the ground or in mid-jump).
- Press down to squat. To make Alisia face left while crouching, press diagonally down and left. Press down and right to make her crouch and face right.
- Press up or down to scroll through monsters.

Buttons A, B and C

- Alisia's capabilities (Monster Select, Thunder and Jump) are controlled by Buttons A, B and C. Set the specific function of each button in the Options screen (see page 5).

Getting Started



The Title screen follows the opening credits. When the words "Press Start Button" appear near the bottom of the screen, press the Start Button. The Start/Options window appears next. Place the marker next to your choice and press Button A, B, or C or the Start Button to continue.



Note: A demonstration follows the Title screen if you don't press any buttons. Press the Start Button at any time during the demo and the Sega logo appears. Press again to bring up the Title screen.

Selecting Start takes you to the story screens and the beginning of your adventure (press Start to skip the story and go right to the game). Choosing Options gives you the chance to set certain game conditions before starting play.

Options



Place the marker next to a category by pressing the D-Button up or down, then press left or right to highlight choices. The option last highlighted when you exit the screen is the one in effect when the game begins, so double check your choices before exiting.

Level: Choose a Normal or Hard game.

Control: Now's the time to set the functions of Buttons A, B and C. There are four different Control arrangements, as shown below:

	TYPE 1	TYPE 2	TYPE 3	TYPE 4
Monster Select	A	C	C	A
Thunder	B	A	B	C
Jump	C	B	A	B

1) Monster Select– To summon a monster companion, press the Monster Select Button. Press the D-Button up or down to cycle through a list of the four monsters. When you've found the monster you want, press the Monster Select Button once more.
2) Thunder– Alisia attacks enemies using her Thunder Magic. Press the Thunder Button to unleash a furious blast. Alisia can normally only attack in the direction she's facing. To attack enemies behind her, turn her using the D-Button. When the Thunder Power gauge is at maximum, it begins flashing. Attacking at this time produces a rolling bolt that damages all enemies on the screen. Alisia can attack while standing, walking, crouching or jumping.
3) Jump– Press the Jump Button to make Alisia jump. Press it in conjunction with the D-Button to perform a running jump. You can also press the Thunder Button and attack while Alisia's in midair.

Sound Test: Press the D-Button left or right to reveal a number, and press Button C to hear the track or effect. In the case of a music track, press Button B to turn it off.

Press the Start Button to exit the Options screen.

Screen Signals



1) Alisia's Status window. Her remaining Hit Points (HP), her current level (strength of her abilities) and the Thunder Power gauge are displayed.

2) The Status window for the monster our heroine has selected. The monster's HP, Power gauge and a photo are displayed.

3) Alisia Dragoon.

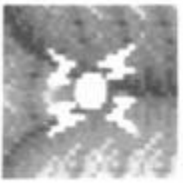
4) Alisia's current monster companion.

Items



Inside the winged receptacle are items that give Alisia or her monster more power, increase their level or HP total or protect them from damage. To get the receptacle's benefit, destroy it with a thunder blast, then move Alisia over the item when it falls to the ground.

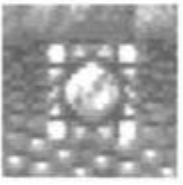
Alisia



Thunder Level Up Increases the power of Alisia's Thunder Magic to the next higher level.

Potion Fills the equivalent of one section of Alisia's HP gauge.

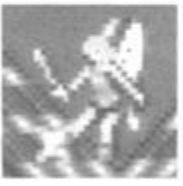




HP Up Adds one full section to Alisia's HP gauge.

1 UP Allows you to continue play even after Alisia runs out of Hit Points. You can keep as many as nine of these items.





Invincible A Red Fairy appears, keeping Alisia safe from attacks. The protection is only good for sixteen seconds, so take this item wherever it's available.

Thunder Power Max Alisia's Thunder Magic becomes immensely powerful for sixteen seconds. She can unleash a rolling bolt, damaging all enemies.





Platform Two Fairies work together to help Alisia reach levels she couldn't get to by herself.

Creatures



Level Up Increases the level of the monster currently selected, and adds one full section to its HP gauge.

Beef Fills the equivalent of one section of the selected monster's HP gauge.





Revive Brings all dead creatures back to life. The revived monsters, when next selected, start over at Level 1 strength.

Alisia's Companions

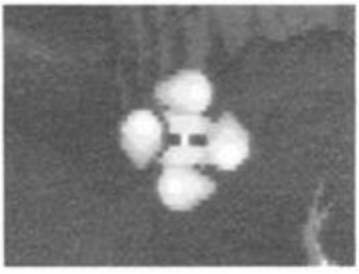
Alisia can summon one of four monsters, which help her either by attacking the enemy, or protecting her in battle. Each has three methods of attack, which are changed automatically by the computer. The monsters' levels can be increased, and HP replenished, by taking items.

The monsters begin with a three-section HP gauge, which becomes one section larger when you find a Level Up item. The maximum size of the gauge is five sections. If a monster loses all its HP in battle, you can bring it back to life only by taking a Revive item. Additionally, when a monster's level increases, so do its attacking/protective powers.

Dragon Frye



Ball O' Fire



Thunder Raven



Boomerang Lizard



Alisia's Revenge!

You must guide Alisia to Baldour's palace and destroy the cocoon before he awakens. Use Alisia's Thunder Magic, and summon one of her four monster companions, to wipe out enemies along the way. The terrain is extremely hazardous, and there are many obstacles to overcome. Alisia's depending on you to help her pay Ornah and Baldour back!

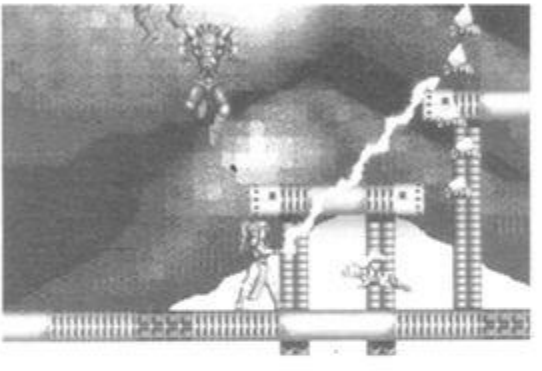
Stage 1

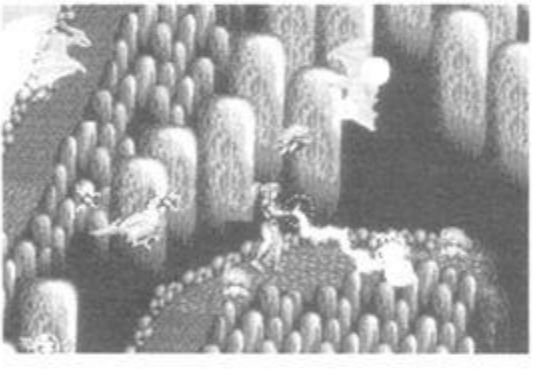




Stage 2

Stage 3





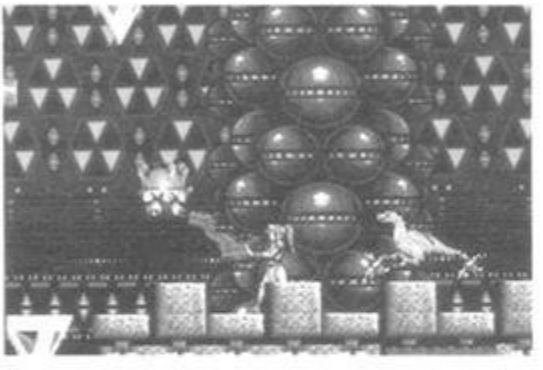
Stage 4

Stage 5



Stage 6

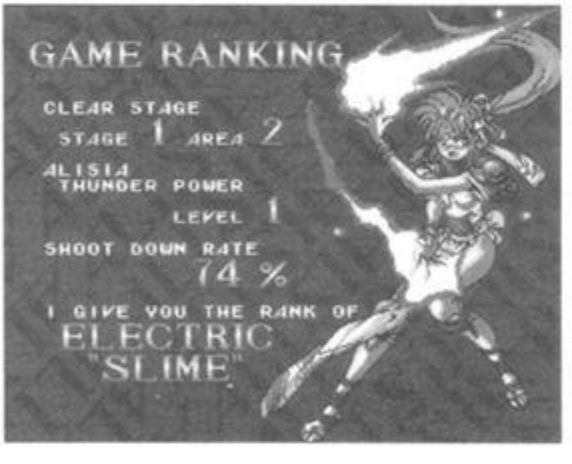




Stage 7

After you guide Alisia safely to Baldour's palace, the ultimate confrontation begins. Only one of you will survive!

Game Over/Continue



Alisia's hopes of avenging her father's death are dashed if her HP gauge becomes empty. When this happens, the Game Over screen appears, followed by the Game Ranking

screen. The last stage you cleared, Alisia's Thunder Power level, the percentage of enemies you were able to destroy, and your overall ranking are displayed.

The only way to continue play is by taking 1 UP items at every opportunity. The journey to the palace of true evil is a treacherous one indeed!

Suggestions for Staying Alive...

- Pay attention to the HP gauge of the active monster. If it's in danger of becoming empty, change to another monster as soon as possible. The Revive item is hard to find, and it's the only way to return dead monsters to life!

- Thunder can be fired in short bursts, but holding the Thunder Button guarantees severe damage. Don't worry– the gauge refills while you're not attacking.

- Master all movement techniques early. Alisia must travel over difficult terrain while fending off attacks from scores of vicious enemies. Agility will save her from sustaining unnecessary damage!

- Take every item you find. You don't have to pass one up for fear of losing another one. All items help Alisia or her companion monster.

- There are hidden chambers containing items in certain areas of the game. If you can search for them without risking damage, go for it!

- If you get lost, keep trying to find your way. Arrows will appear to help you get back on track. Go now, and destroy Baldour once and for all!

Journey Log

Last Stage	Thunder Power	Shoot Down Rate	Ranking

Journey Log

Last Stage	Thunder Power	Shoot Down Rate	Ranking

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it 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.

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-screen projection televisions.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. 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 Sega Genesis Cartridge requires repairs after termination 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.

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GOLDEN AXE II™

Chop down the forces of evil in this intense sequel to Golden Axe. Battle the dreaded Dark Guld with the Barbarian, the Amazon and the Dwarf. Use tough new warrior skills and dazzling magic. Kick, hack, and hurl away enemies in the struggle to recapture that legendary symbol of peace, the Golden Axe.



Devastate with a double-sided sword attack. Or do battle from an enemy's dragon.

So let the battle begin! Lift your mighty blade high to crush the demon Dark Guld!



Firepower! Engulf foes with the searing flames of Amazon fire magic.



Cornered? Clobber the enemy fast with a quick back flip attack!

1 OR 2 PLAYERS

672-0786

Patents: U.S. #4,442,486/4,454,594/4,462,076; Europe #80244; Canada #1,183,276; Hong Kong #88-4302; Singapore #88-155; Japan #82-205605 (Pending)

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