

ARCUS ODYSSEY™

INSTRUCTION MANUAL

RENOVATION PRODUCTS

Handling the Genesis Cartridge

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

Warning to owners of projection televisions: still pictures or images may cause permanent picture-tube damage or mark the phosophor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

GAME HINT HOTLINE

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

(415) 871-GAME

DISCLAIMER

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

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Renovation Products wishes to thank you for purchasing **Arcus Odyssey** for your Sega Genesis system.

CONTENTS

The Story of The Arcus Odyssey..... 2

Starting Up..... 5

Taking Control..... 6

Mode Selection..... 7

The Game Screen..... 8

Using the Windows..... 9

Moving Up One Level..... 10

Magic..... 11

Player Characters..... 12

Ally Characters..... 18

Items..... 20

Enemy Characters..... 22

Stages..... 25

Game Over..... 27

Limited Warranty..... 28

THE STORY OF THE ARCUS ODYSSEY

The story of The Arcus Odyssey is a story of the eternal struggle of light over darkness. It is a story of a princess called Leaty, whose Sword of Light brought goodness to the hearts of men. It is a story of a dark sorceress, Castomira, whose lust for power would stop at nothing to reign darkness in the hearts of men. But most of all, it is a story of four brave Arcusians who vowed their lives to Light on the night of the thousandth full moon.

The Legend of Leaty

Legend has it that a thousand years before this night, the sorceress Castomira had reared her ugly head against the goodness of Light with a force so terrible that mountains were leveled, lakes became deserts and a valley became a pinnacle.



On that night, a Princess called Leaty, preparing herself for Castomira's attack, clung with all her might to a sword given her at birth by her Great Grandfather, the King of Light. And when the night had passed, Princess Leaty, still

gripping the sword, had defeated Castomira. And so Leaty's Sword of Light became a symbol of goodness and hope for all of the people of Arcus.

But according to the legend, Leaty was so weakened from passing her strength through the sword, that on the next night of the full moon, she passed from the world, leaving only her glowing sword as a reminder that goodness, even in death, had been victorious.

The Legacy of Castomira

There are men (if you can call them that) who remained untouched by the Light, and who live for one thing -- to restore the powerful Dark Sorceress and assist her in reigning the world with darkness. They are the Dark Lords.

They have kept in hiding in a ruined temple at the top of a steep precipice which was raised up by Castomira in her last fabled battle. They have practiced the Dark Arts and have built a fortress and a shrine for their Dark Sorceress.

The Dark Lords believe that after 1,000 years and 1,000 full moons, Castomira's power will be fully restored and strengthened; that she will defeat Light and Goodness and assume absolute power forever.

The Hope of the Sword

Only the Sword of Leaty, which like Leaty herself, dimmed on the night of the full moon, can keep back the Dark Sorceress...and only if wielded by one who possesses the goodness of the Princess herself. Is there a person in Arcus with enough goodness to use the Light of the sword on this night?

The answer doesn't seem to matter now. Castomira's followers have already snatched the Sword of Leaty from its sacred chamber in the castle of the King of Arcus. Darkness has already begun to enter the hearts of men.

Castomira's followers have brought Leaty's Sword of Light to the place known as the Cave Where the Demigod Cried, where Castomira, on her floating shrine, awaits the thousandth full moon.

The Four Brave Warriors

The four brave Arcusians of whom we spoke are two men and two women. They are Jedda, the remarkably skilled swordman; Erin, the stunningly fierce warrior-maiden; Diana, the cunningly shrewd archeress; and Bead, the mysteriously talented magic-stick fighter.

What You Must Do

You must assume the role of one of these four brave warriors, and try to defeat Castomira before it's too late. First you must find your way into the seven-layered labyrinth full of elaborate traps, and solve its puzzle. Use your knowledge, judgement, fighting skills, and most of all, your courage!



STARTING UP

1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 or 2 players. Plug in Control Pad 1 for 1 player, or plug in Control Pad 1 and 2 for 2 players.

   Note: Control Pad 2 is optional for the Genesis System.

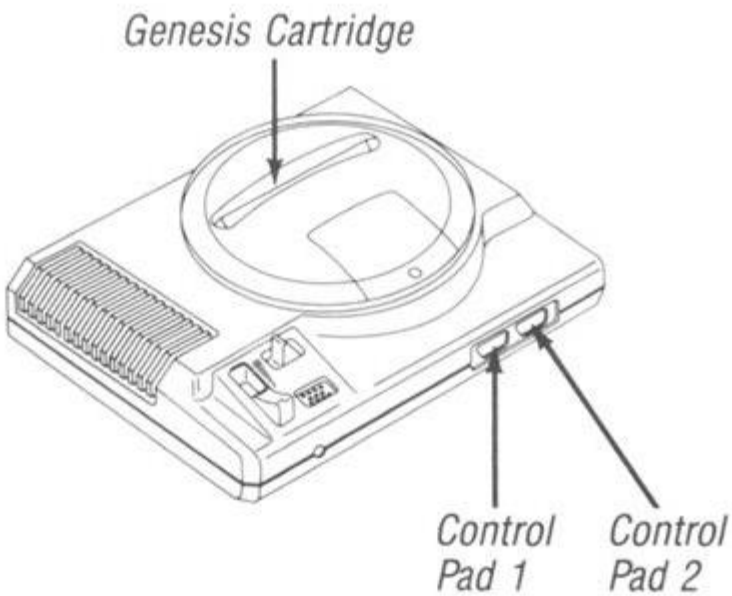
2) Make sure the power is off.

3) Insert the Arcus Odyssey Cartridge into the Genesis System Console. With the label facing toward you, press the Cartridge firmly into the Cartridge slot.

4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

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

5) To play the game, press the Start button on Control Pad 1.



TAKING CONTROL



The Start button is used to:

- Begin play
- Pause action
- Resume play

The Directional button is used to:

- Move a character in eight different directions
- Remove the selection cursor from the window

The A button is used to:

- Select from within a window

The B button is used to:

- Use an item that has been selected in the window
- Use magic
- Cancel something from a window that has been called up

The C button is used to:

- Attack
- Use weapons
- Cancel a window

Holding the C Button down will:

- Make character assume defensive posture in order to partially recover from an attack

MODE SELECTION

When you press the Start button, this screen will appear.

You can now select the mode that you want by pressing the Direction button up or down. Make your selection by pressing either the Start button or buttons A - C.



SELECT 1 PLAYER START: for 1 person to play
SELECT 2 PLAYER START: for 2 people to play

Password

After inputing the password displayed in the previous game, you can continue playing the same game (see page 13 for more information).

Music Mode

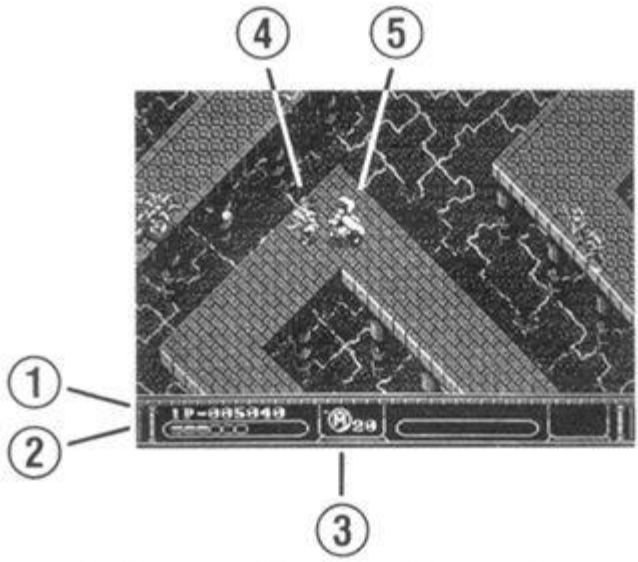
In this mode, music will add excitement to the game in addition to the constant sound effects.

To activate the music mode, after selecting one of the items displayed vertically, select the horizontal number indicating whether you would like to hear music in addition to the sound effects. Press the A button to confirm your selection. Press the B button to deactivate it.

Note: The music for each of the game's stages is predetermined.

THE GAME SCREEN

In addition to an action screen, the game screen also displays the mode of your character(s), and items (or magic, etc.) you can use.



(1) Score: Points are displayed here when an enemy is defeated.

(2) HP: This allows you to endure and alleviate the attacks. Once HP is lost, the game is over.

(3) Selection Item (Magic): This displays items (magic) you can use by pressing the C button.

(4) The Character: This is the character you have selected to play.

(5) Ally Characters: These characters will support your attacks and defense.

Note: The display on the left shows 1 P status, and the display on the right shows 2 P status.

USING THE WINDOWS

The windows show items in your possession and changes in levels of magic. The first row shows the present level of magic. The second row shows the magic crystal you possess. The third row shows a special item you may use. The fourth row shows the event-clear items that are in your possession.

You will usually make decisions with the A button. Cancel or close the window with the B button.

Selecting Items

Move the cursor to the third item of the display list in the window. Align the cursor with the item that you want to use and press the A button. If the item where the cursor is resting is displayed, you can use this item in the game. You can also use the magic which can be selected at the far left of this column. However, if you have already selected magic, you will not be able to use the item.

Upgrading the Level of Your Magic

Move the cursor to the crystal on the list displaying a crystal with magical powers in the second window. Select the number that you want to use by pressing the direction button to the left or right, and then press the A button. Although the number of crystals will grow smaller, the portion of the bar in the MP display in the upper column of the window will be upgraded. This means that the level of magic has gone up. Don't forget that you cannot exceed the limiting level of the magic that your character has.

MOVING UP A LEVEL

You may move up (upgrade) a level in 2 ways. You may upgrade your attack level and you may upgrade your magic level. Use any items to upgrade these attributes.

The Power Jewel (HP—Upgrading Attack Level)

Upgrade your level of attack without limits by taking the jewel of the monsters waiting in the final stage.

The color of the jewel changes. Take the jewel when the color corresponds to the value of the ability you desire (i.e. HP – blue, attacking power–red). You will have one upgrade for that color.

Magic Power Crystal (Upgrading Magic Level)

Upgrade your level of magic to a pre-set level by taking the Magic Power Crystal.

You may upgrade your level of magic for the first time by taking advantage of an open window.

You can use more magic by upgrading your level of magic to a maximum of 5.You will be able to stock up on items, but the maximum number of crystals you can stock is 5. Increasing your number of crystals will not automatically upgrade your level of magic.

Note: The level of power you can upgrade to is limited by the power of the individual character you are playing. There is a limit to the extent and the number of times that this can be used.

The Power Jewel



Magic Power Crystal



EXPLANATION OF MAGIC

The magic can have one of the following functions, depending on its level. This is only reference material. The actual methods of how the magic can be used are determined by the objectives, the strategy, and the priorities of the player. Since it is not indicated how the magic should be used, depending on specific locations and other factors, please feel free to try out how best to use the magic—for instance, during assaults, etc.

A Level 1: A specific magic that is in possession of each character. Useful mainly for defense and recovery.

B Level 2: This magic fulfills auxiliary roles during attacking. It serves to increase your power by a certain amount when you are attacked by enemies.

C Level 3: This magic fulfills auxiliary roles during attacking. It is a stronger magic than the one from level 2. (The maximum level of Erin).

D Level 4: This serves to inflict damage on the enemy, within a certain range. (The maximum level of Jedda and Diana).

E Level 5: This magic will eliminate all the enemies on the screen. It will inflict great damage to the boss. (The maximum level of Bead).

PLAYER CHARACTERS

You may assume the role of any one of the 4 heroic warriors of Arcus. Each character uses different weapons, has a different maximum level of magic, and has other various differences. (2 players cannot select the same character for the same game).

Jedda Chef (Male, 25 Years Old)

Jedda of Arcus is a handsome sword-fighting knight who is well-versed in the uses of magic. Many people fear him. He has practiced his skills relentlessly and passionately since the untimely death of his mother when he was a boy. All alone in life, he has never learned to express his true feelings. He is actually a kind-hearted and gentle person.

Jedda is also the owner of the mysterious "Teamatto Sword". The sharpness of this "Teamatto Sword" is so incredible that it generates a type of vacuum wave which inflicts deep wounds on the enemy it is used against. Jedda is a master with the Teamatto.

Practicing his magical arts, he has learned of enemy destroying secrets. In particular, he knows the "Magic of Hiamu" which gives a surge to his own defensive powers.



Erin Gashuna (Female, 26 Years Old)

Erin the warrior-maiden has travelled and fought in lands far beyond Arcus. Her swiftness and cunning technique have astonished thousands, and her reputation preceeds her.

In her life and her travels, she has seen sides of the human soul which have caused her own heart to be hardened. Once a warm and gentle person, she now favors her chain sword, the most difficult weapon a warrior can master. In her hands, this weapon can perform miracles.

Erin, however, never had patience for the magical arts, and she cannot use advanced spells. She does know how to use "the wind of shirufu" to heal a body poisoned by the "venom of the white wind". And, with "the bracelet of shirufu" in her possession, she will be able to use simple spells.

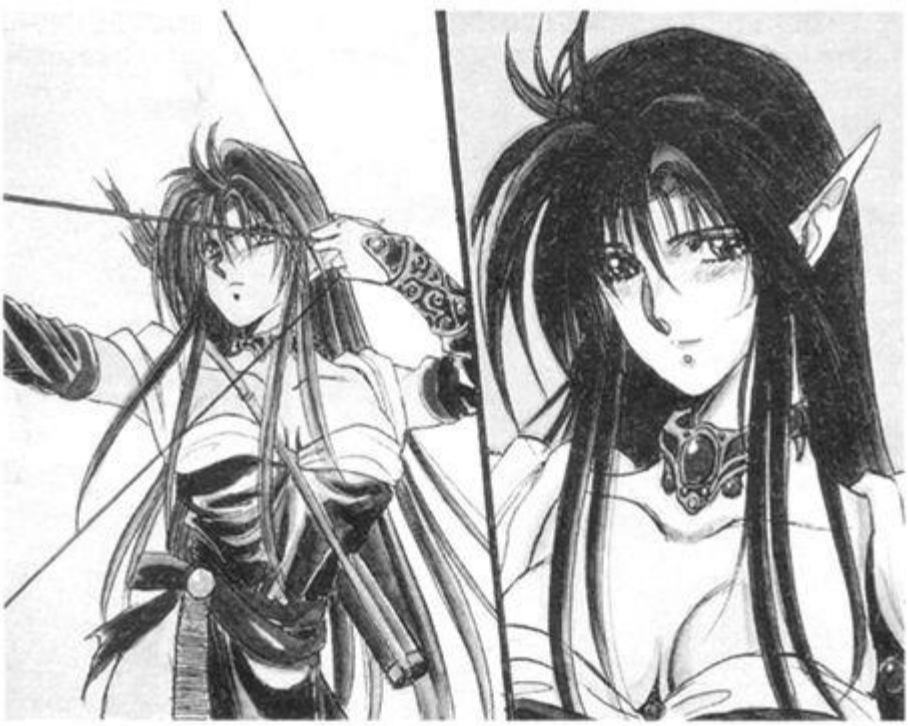


Diana Fireya (Female, Age Unknown)

Diana is originally from a tribal land land called Erufu. Her father, the chief of her tribe, saw to it that she was trained, by Erufu's greatest warriors, in archery and other military arts. She eventually rose to the position of tribal chief herself. As a true daughter of the country of Erufu, she takes pride in her graceful dignity and conduct. She is fanatically dedicated to justice.

She has always known the legends of Leaty and Castomira, and she has been waiting and watching for the time to come to the aid of Arcus.

With her bow, she uses the magic of the light systems. Although her knowledge of magic is limited, she knows how to use the magic of "Light Healing" to heal a body suffering from wounds.



Bead Shia (Male, Age 59 Years)

Bead Shia is a well-known scholar of magical arts who has spared no expense in study and practice. He has acquired a knowledge which enables him to speak directly to the dark lords.

With this knowledge he is confident and has an air which is sometimes described as that of a proud and self-centered man.

Bead is extra skilled at deception, and can even deceive a dark lord. Unleashing his own magical powers to isolate and neutralize the magic of his adversaries is also one of his special skills.



Players Attack Methods

Each of the four hero-warriors have their own unique way of attacking enemies.

Jedda: The swordsman attacks an enemy by waving his sword, which shoots out an extremely sharp web of vacuum waves.



Erin: The warrior-maiden has attached wings to her chain sword and launches a powerful attack against whatever enemy is in front of her. Depending on how she is using the chain sword, something else may happen ...?



Diana: The archeress attacks enemies by shooting arrows at them. She can take advantage of the terrain by bouncing her arrows off of walls.



Bead: The magic-stick fighter can summon one of the lower dark lords called "Wisp", who will attack his enemies.



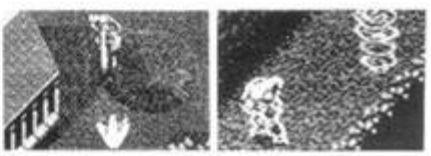
The Magic of Each Character

Each of the four hero-warriors has his or her own system of magic. This magic will change depending on the level. Try to use the magic to match the conditions you face.

Jedda: At magic-level 1, for a period of time, has a magic that can increase his defensive powers. After level 2, he will use his magical system of flames. He will reach his highest magic during level 4.



Erin: At magic-level 1, has a magic which can purify a body damaged by poison. After level 2, she has a magical system of winds. She will reach her highest magic during level 4.



Diana: At magic-level 1, has a magic which restores physical strength. After level 2, she has a magical system of light rays. She will reach her highest value of magic during level 4.



Bead: At magic-level 1, has magic that purifies poisons. After level 2, he has a magic that summons a dark lord to appear. He will reach his highest level of magic during level 5.



ALLY CHARACTERS

These allies will provide advice and participate in action– some of them will even help defeat Castomira.

Beware: The labyrinth is narrow, and a brave warrior will only be able to take along only one ally. Be careful to choose an ally with attacking powers nothing short of spectacular.

Fureya Ashinae (Female, 21 Years Old)



Fureya was born into a family whose members fought against the dark lords for generations. Since she was a child, she was trained in the magic of light rays, and she was brought up as a warrior. She admired her father, who was a strong leader, so she chose to lead the life of a hunter of the dark lords. It is said that the magic of light rays that she releases is so powerful that every dark lord near her will be affected.

Kahdega (Male, Age 36 Years)

Once a warrior of the Kingdom of Arcus, he was banished into exile after being sentenced for a crime he does not remember committing.

He was a winner of a high fighting prize. His bitterness has led him to forma band known as "The Stalkers".

Kahdega's weapon is a revolving hatchet . To see him use it is to tremble with fear.



Nadiru (Female, Age 26 Years)

Born the second daughter of a noble family, jealousy and restlessness caused her to tire of pretentious ways. She ran away from her home to search for adventure. Missing the wealth of her family, but not their ways, she became a thief. Fellow robbers call her "the beautiful panther". Being well-versed in alchemy, she protects herself with a knife that is filled with a liquid that creates fire.

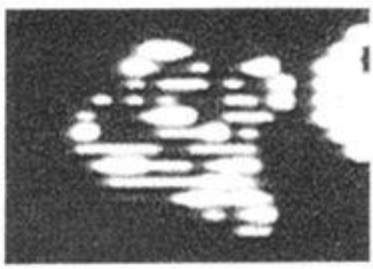


ITEMS

There are many items inside the labyrinth. Some of those items are hidden or owned by enemy characters.

The more items you have, the more efficient you become, as each of the items assists the action of brave warriors. We will now introduce some of the items and how they were used in past endeavors.

Herb of Purification



You must put this herb in your mouth whenever your body has been permeated by any type of poison that the dark lords possess. This herb has the power to purify the body from any poison, and it will completely heal the body.

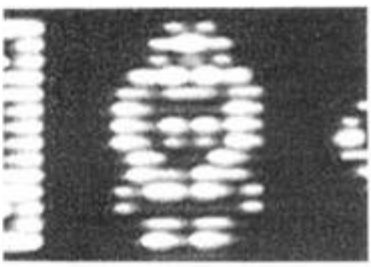
Anti-poison Herb of Wizardry



This magic that is used by the dark lords upon their enemies can sometimes be blocked and rendered ineffective by the magic of the warriors. Since this magic can confront the powers of any dark lord, it is an indispensable power that must be available to the warrior.

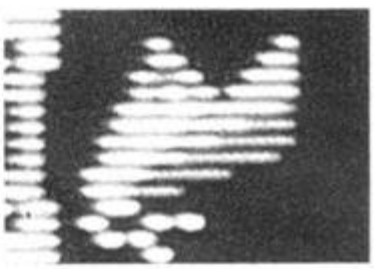
When the magic is used against you, without a moment's delay, you should take this herb. The magical power will purify your body in an instant.

Doll Of Life



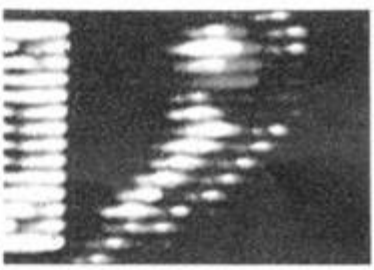
When the life of a brave warrior has been used up, the doll can be substituted for him or her. So, you will have one free life for every doll you possess.

Potion of Invincibility



When the warrior uses this medicine, he or she will be able to avert any attacks for a short period of time.

Magic of Elemental Summoning



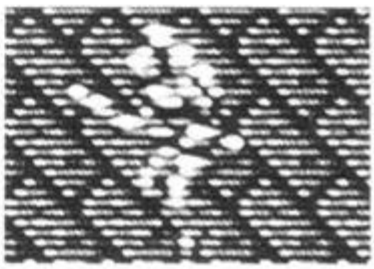
When you use this item, spirits will gather around the brave warrior, and a spectacular celebration will unfold itself. If dark lords are present at this party, they will follow the spirits to the world that is inhabited by spirits only. They will be destroyed...

In addition to these items, there are also other items, but we would like to you to see how effective they are with your own eyes.

ENEMY CHARACTERS

Inside the labyrinth, many dark lords await the brave warriors. Do not take this fact lightly. The dark lords will challenge you to fight in order to keep you from Castomira. They will protect her even at the risk of losing their own life from the fight...

Handagon
This amphibious tribe does battle in water and on land. They have a superior intellect. Their primary method of attack is with the harpoon.



Furerain Fish
This meat-eating fish with wings can fly short distances. Its jaws can crush stone. It has sharp fangs which it uses to pierce armor. You will need to be on your guard for this creature who lives somewhere in the labyrinth.



Kefroggey
This huge frog loves choppy waters. It hurls itself at its enemy, using its huge body as an advantage. It will capture its prey using its extremely powerful tongue.



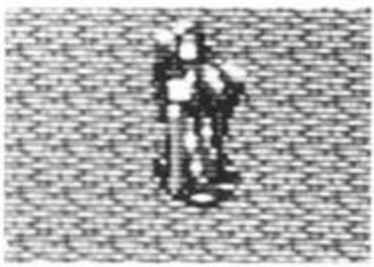
Scaamu
This green caterpillar lives inside buildings. It will attack humans when it is under a dark lord's spell. It lives in the walls of pyramids. Don't expect it to become a butterfly.



Spider Knight
This is a dark lord who used to be a warrior, but was turned into a huge spider. He lives in a cave. His monstrous form will change, and he attacks with multiple swords.

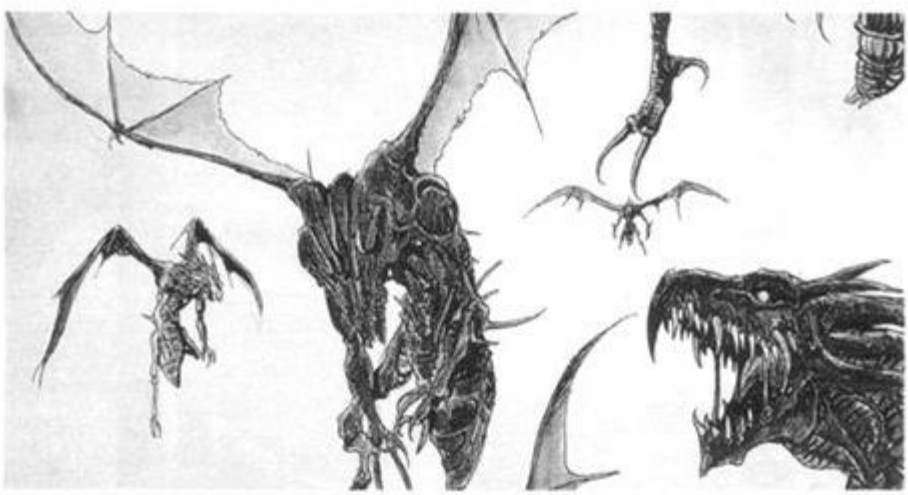


Ginoban
Ginoban is a multi-faceted dark lord consisting of three dark lord princesses. This creature is the guardian of a floating shrine and the wind spirit of the dark side. It usually takes the form of a human to trick its enemy, but it is said to have a true form more bizarre than any of the dark lords who have their den in the shrine.



Lagunadea
This is a mysterious dark lord unlike any of the creatures who live in Arcus. Legend says he may be a dragon. He can jump with the help of two small hands.





Castomira

Castomira's secret fear is that her legend is coming to an end. One of the creatures conceived at the dawn of time, she is a powerful sorceress who is three beings in one. She has lived twice. It is certain now that she is alive again, although no one has seen her yet. She is said to have a thousand forms.



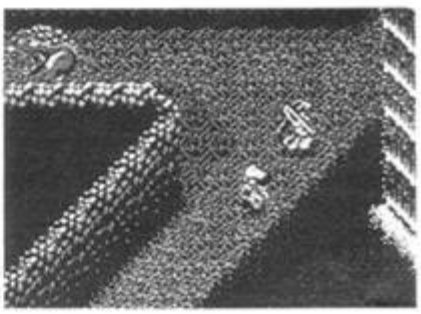
STAGES

The fighting of the brave warriors takes place in different labyrinths characterized by different terrains. These are only two. You will discover many.

The Cave Where the Demigod Cried

This is a cave with an entrance leading to the inner part of the ruins; a shrine where a demigod was once worshipped. A large body of water fills the cave from an ancient cistern. Great numbers of dark lords stay in this cave...

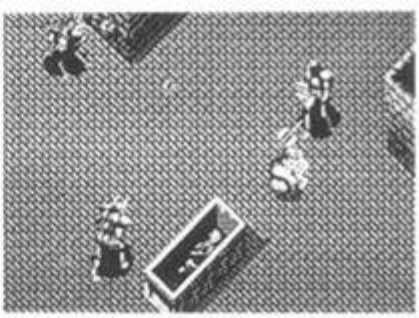




Pyramid Of Bad Attitude Enemies

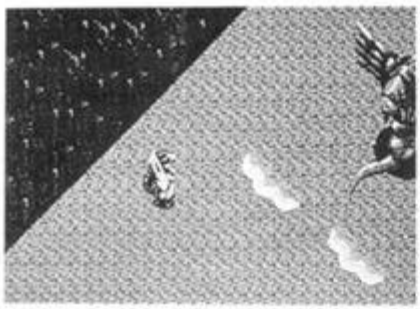
This pyramid is the symbol of the power of ancient kings, rising high above the ground and running deep underground. Any warrior brave enough to enter this place will be attacked by hordes of enemies with bad attitudes.

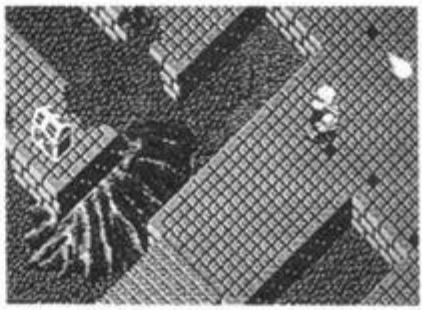




The Ruins of the Sacred Ground of Rurudo

Although it is said that a healing hot spring is here at the sacred ground where the shrine of Yukioda used to stand, this former shrine has now been turned into a labyrinth filled with fire.

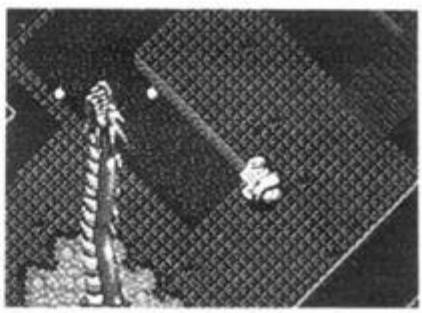




The Floating Shrine

According to legend, this is the shrine where Castomira will reappear. Incredibly, the shrine floats high into the sky, and descends deep into the underworld. A legion of dark lords protects this shrine.





GAME OVER

The game is over when the lives of the character(s) are lost. After the game-over signal, END and CONTINUE will be displayed. You can select either of these by moving the Direction button up or down. If you want to START a game, press any button A through C.

Explanation of Passwords

A password will appear in the upper part of the screen each time you clear a stage. You can write down the password and use it later to play from that point at a later time. To use the password, input it at in the Start screen by selecting the item "password". Align the Direction button and select the correct letters. Confirm the input by pressing the Start button.

LIMITED WARRANTY

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

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

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

Renovation Products, Inc.
Customer Service Department
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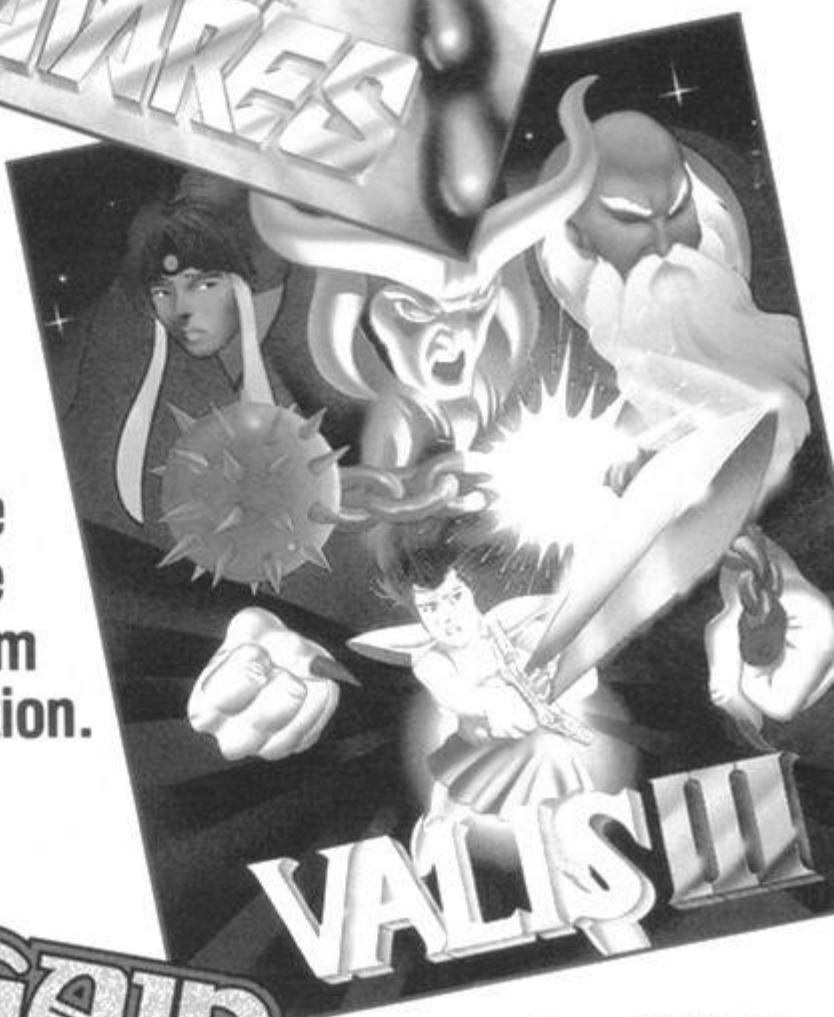
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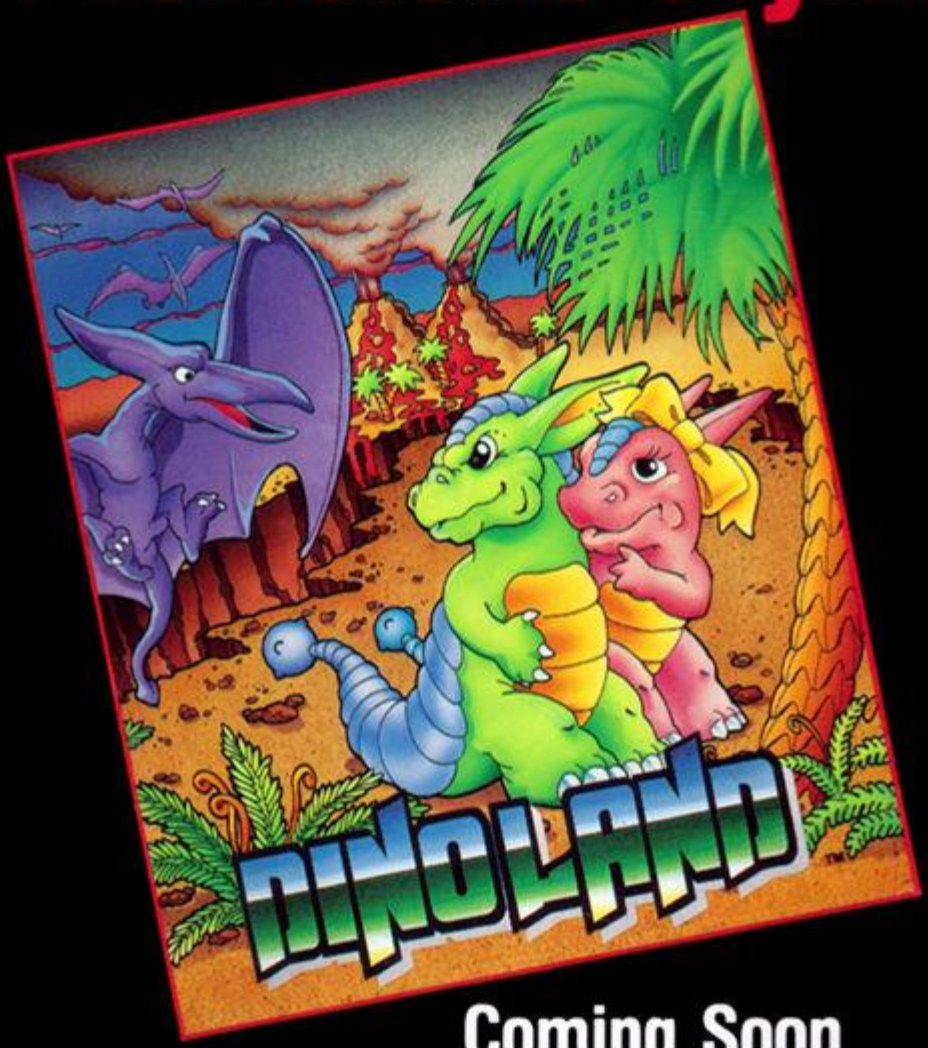


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