RENOVATION PRODUCTS

SEGA GENESIS 16-BIT CARTRIDGE

# Ys III

INSTRUCTION MANUAL

## HANDLING THE SEGA GENESIS CARTRIDGE



- The Sega Genesis cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush, or submerge in liquids.
- Do not leave in direct sunlight or near a radio or other source of heat.

**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.**

## GAME HINT HOTLINE

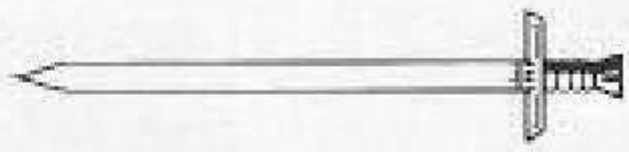
If you have any questions about playing **Ys III,** or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at: **(415) 591-7529**

## DISCLAIMER

The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblence 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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LOS GATOS, CA 95030
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*Thank you for purchasing the* ***Ys III*** *Game Cartridge for the Sega Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.*



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# STARTING UP YOUR SYSTEM

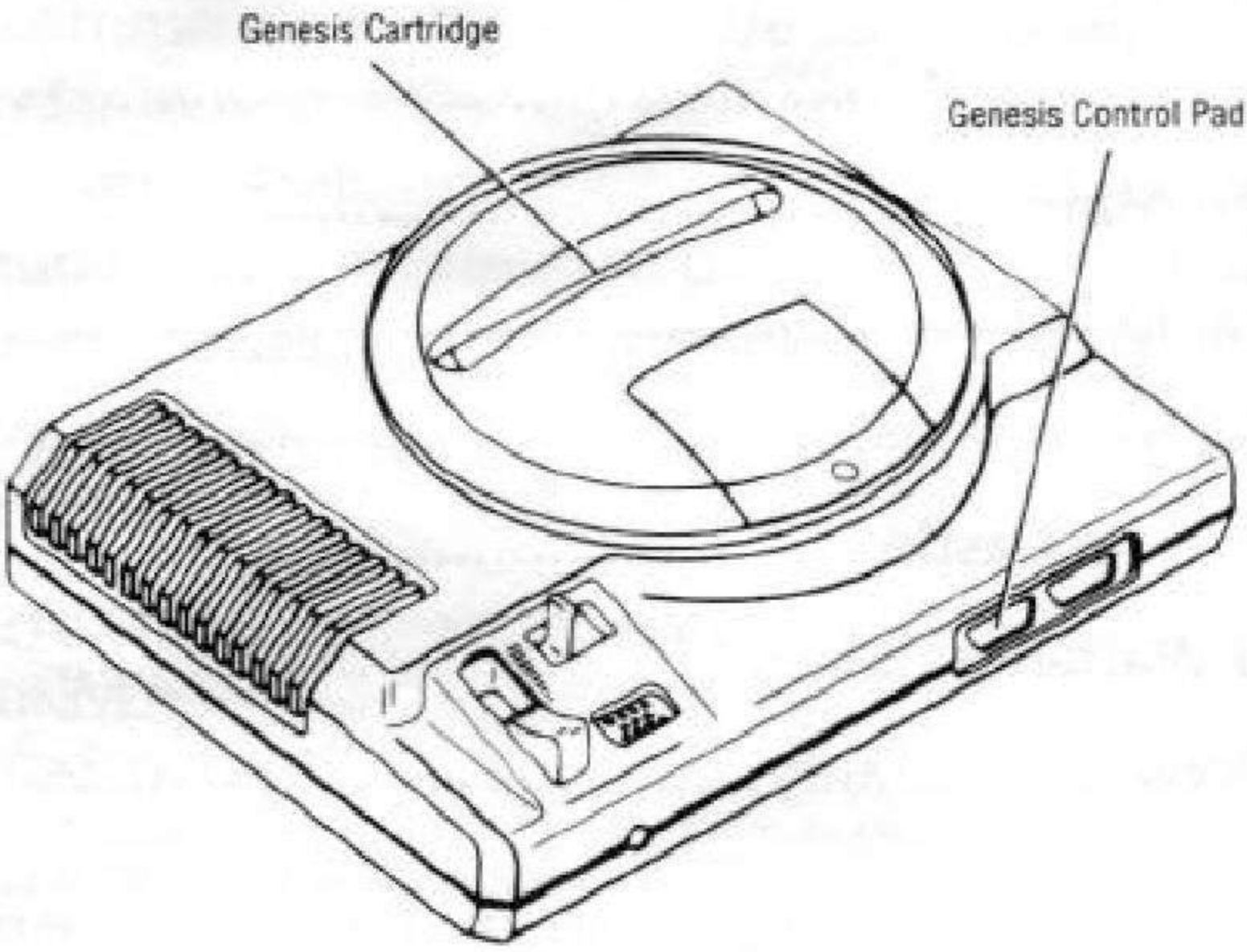
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the Ys III cartridge into the console, *with the label facing towards you* and press it down firmly.

3. Turn the power switch ON. In a few moments, the SEGA screen appears.

4. Press Start when the Title screen appears.

**Important:** If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



# RETURN OF THE WANDERERS

It has been two years since Adol Christine and his friend, the ex-theif, Dogi began their journey. They have been traveling together since Dogi helped Adol on one of his daring missions. Now it looks like Dogi can use Adol's help.

Dogi's home town of Sarina can be found in the troubled region of Kenai. Strange rumors and wild tales have made their way to the adventuring two-some - tales of monsters and mayhem! Dogi pleaded with Adol to return with him to his home town to see if they can help his kinsmen.

Ever looking for adventure, Adol joins his friend on a quest that is larger than either could have imagined. Terrible secrets and awesome forces await their journey into a dark and mysterious land. Can our heroes save the people of Sarina from an ancient curse? Join them as they pit their skills as swordsmen against the very heart of evil!



# MAJOR CHARACTERS

The new adventure of Adol Christine takes place in the town of Sarina of the Kenai Region, where Adol's companion Dogi was born. The following characters are the principals of this story:



**Adol Christine** - He is an adventurer who began his journey when he was 16 years old and saved the Kingdom of Ys from a disastrous end. He heard the horrible stories of the Kenai Region and decided to help his friend restore peace to this land.



**Dogi** - A former thief, Dogi still possesses some incredible powers. After saving Adol's life he has been his constant companion. Sarina is his home town.



**Elena** - She was a little girl when Dogi left town, but now she is a beautiful young lady. She worries about her brother who works at Valestine Castle.

# MAJOR CHARACTERS



**Chester** - Elena's older brother and childhood friend of Dogi. He is presently serving King McGuire of Valestine Castle and is helping with the king's schemes.



**King McGuire** - The king of Valestine Castle. He is disliked by the people of Kenai Region. There is a rumor that he is involved in an evil plan.

# TAKE CONTROL

## Control Pad Functions:

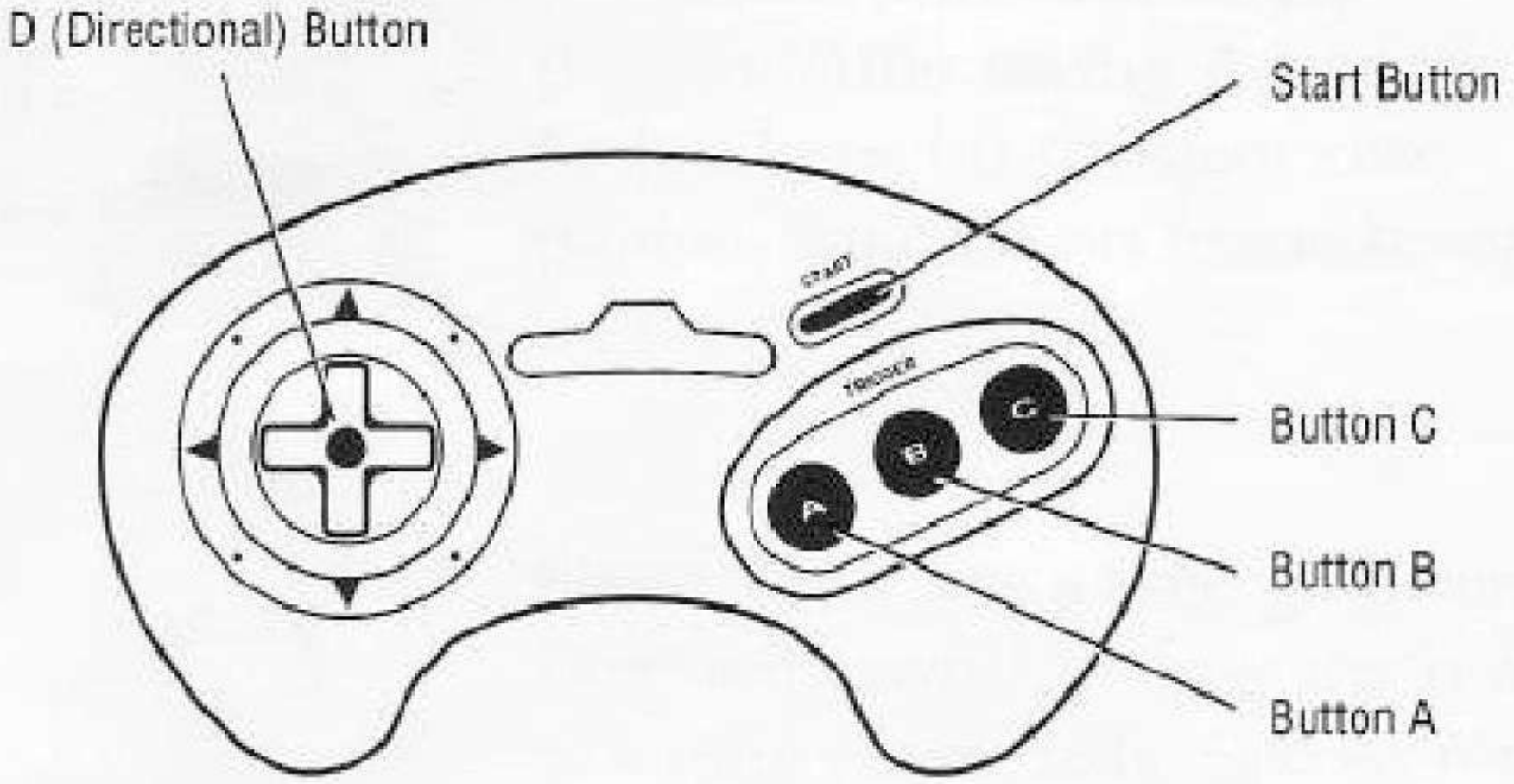
**A Button:** Press to use items.

**B Button:** Press to use swords and to change the speed of the messages.

**C Button:** Press to make characters jump.

**Directional Button:** Press to move your character, aim your weapons in a fight and to set Items.

**Start Button:** Press to start a game, to select the Menu Screen and to cancel.





# TAKE CONTROL cont.

**Configuration Mode:** Once the game is in progress, press the Start button to select the Menu Screen and choose the Configuration Mode. Select a menu by pressing the A, B or C button. to exit from the Configuration Mode, move the cursor to EXIT and it will return to the Game Screen.

**Control:** This changes the settings of the A, B and C buttons.

**Message:** This changes the speed of the messages from Slow to Fast.

**Int Mode:** This jiggles the screen to get a clear message indication. It is not usually necessary to use this mode.

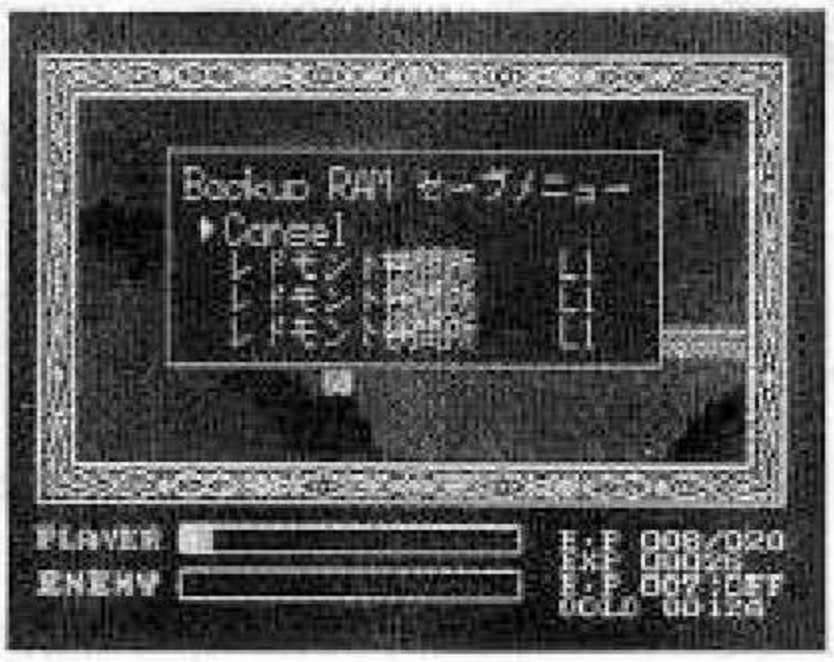
**Sound Test:** Choose the desired volume by moving the Directional button up or down and press the A, B or C button to select. Press the Start button to return to the Menu Screen.

# STARTING THE GAME

When you press the Start button, the opening sequence begins, unless Save Data is in the Backup RAM. You can skip the opening sequence by pressing the Start button again.

**Save:** During the Game, press the Start button to bring up the Menu Screen. Select Backup Save. You can save that part of the game as long as you are not on the screen where the Boss Character Music is playing. You can also take advantage of this technique to get out of the Boss Character's room.

**Backup Load:** This screen appears when you restart the game or your game ends. Select the LOAD which you have saved by moving the Directional button and pressing the A, B or C button. During the game, you can restart from any part of the game by selecting the Menu Screen and pressing the Start button and then choose the Backup Load.



# STARTING THE GAME cont.

**Screen Indicators:** After starting the game, it is very important that you understand that each screen contains necessary information about Adol's adventure. The more familiar you are with this information, the greater your chances are for success.

The indicators on the lower right corner of the screen are as follows:

| | |
|---|---|
| **HP** | Life power |
| **EXP** | Earned Experience Value |
| **RP** | Ring Power - when this shows '0' you cannot use the rings. |
| **GOLD** | The amount of money you have. |






# TRAVEL THROUGHOUT THE GAME

**Town Screen:** Similar to the Fight Screen, you can move to the right or left by by using the Directional button. Talk to others in town and get equipped in the local shops. Press the B button to converse with the other characters.

**Fight Screen:** Same view as the Town screen with energy bars at the bottom of the screen. PLAYER indicates Adol and ENEMY indicates your enemies' HP. The yellow part shows the remainder of HP, and the red part indicates the damage. When you are in a dungeon, your HP does not recover automatically.

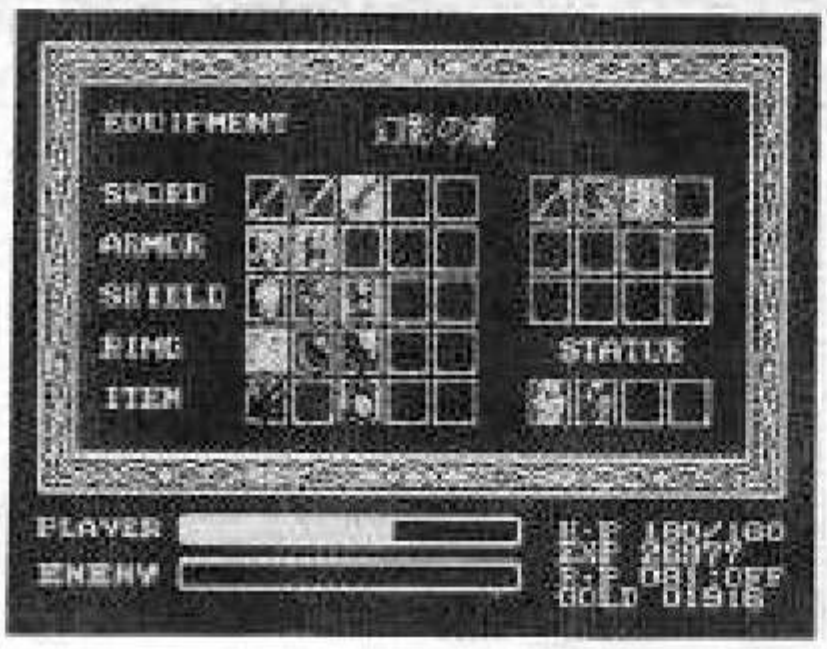
**Equipment:** You must arm Adol before he enters a fight! To do this, press the Start button to call up the Menu Screen. Select Equipment and by using the Directional button, choose the items you wish to use. Adol will be armed with only the items that are glowing red. Press the B button to change the Menu on the left or right.






# TRAVEL THROUGHOUT THE GAME cont.

The right Menu is for the equipment that is automatically deployed. Move the cursor on a piece of equipment and the name of the equipment will be displayed in the top area of the screen.






**Status:** select the Status Screen by choosing Status on the Menu Screen. LEVEL indicates Adol's level. HP indicates the present level of HP which is the best HP at the time. STR is his attack power and DEF is his defense power. GOLD is his accumulated money and EXP is the amount of experience he has gained. NEXT EXP indicates the experience value you need to achieve to rise to the next LEVEL. Press the Start button to exit this menu screen.



# CHARACTERISTICS - ADOL

Get to know the following information regarding Adol's movement and playability to master this game.

**Walking:** Press left or right on the Directional button. This works in the Town and Fight screens.

**Crouching:** Press the lower side of the Directional button to make Adol crouch down. Use this while walking to avoid low hanging obstacles.

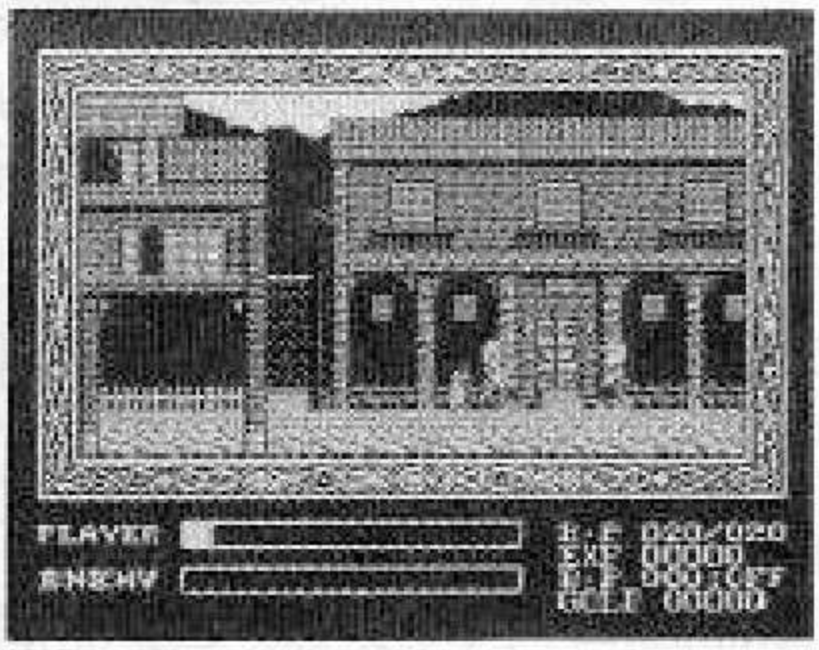
**Jumping:** Press the C button to make Adol jump.

**Staircases:** Ascend or descend flights of stairs by angling the Directional button Up with Right or Left and Down with Right or Left respectively.

**Doors:** Move Adol in and out of doors by pressing Up on the Directional button while standing in a doorway.

**Treasure Chests:** To open a treasure chest, press the B button or Up on the Directional button while Adol is facing the chest. If Adol overlaps the treasure chest, it will not open.

**Conversations:** Press the B button while facing the character. You must finish a conversation before continuing on your quest.



# ATTACK TECHNIQUES

Learn the variety of attack techniques to round out your abilities as a swordsman. The better you know these moves, the more efficiently you will dispatch your enemies!



Once you have armed Adol with a sword, pressing the B button swings it. All forms of movement; walking, crouching and jumping can be combined with the swinging of the sword for devastating attacks.

**Jump and Swing:** B button + C button. This technique is good to attack flying enemies. Learn the timing of the jump to the speed necessary to hit your opponents. Use with the Directional button to move Adol Right or Left as he attacks.



# ATTACK TECHNIQUES cont.

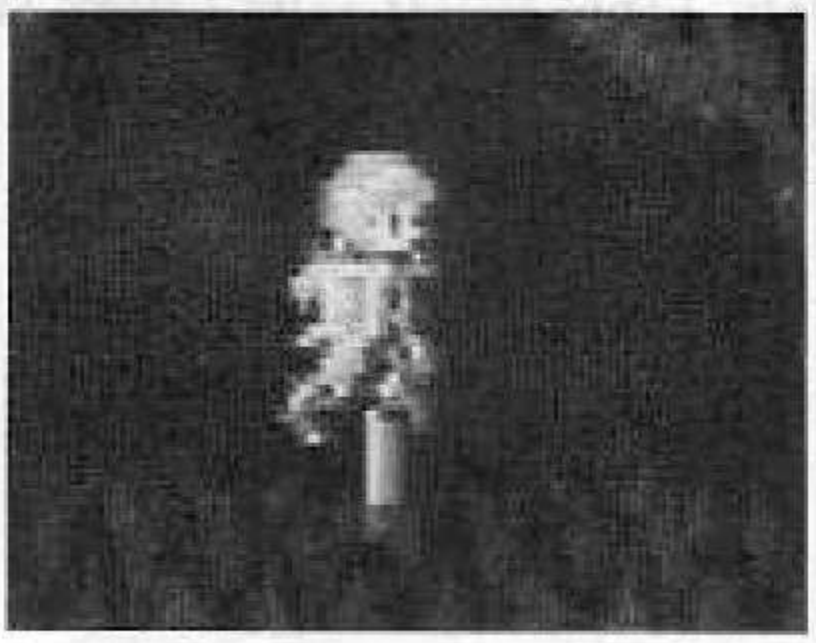
**Crouch and Thrust:** B button + Directional button (down). This is good against small, creeping enemies as well as sword wielding and whip cracking monsters.

**Crawl and Cut:** B button + Directional button (lower Left and Right). This is useful to crawl and attack continuously and also for thrusting at the enemy's chest while you are avoiding his sword.

**Thrusting Up:** B button + Directional button (Up). This action is good against enemies that are directly above you and flying creatures. There is a chance during the game to upgrade a level by using this technique.

**Thrusting Down:** Directional button (Down) + C button. You can also achieve the same action by pressing the B button continuously along with the C button. This technique is quite useful.



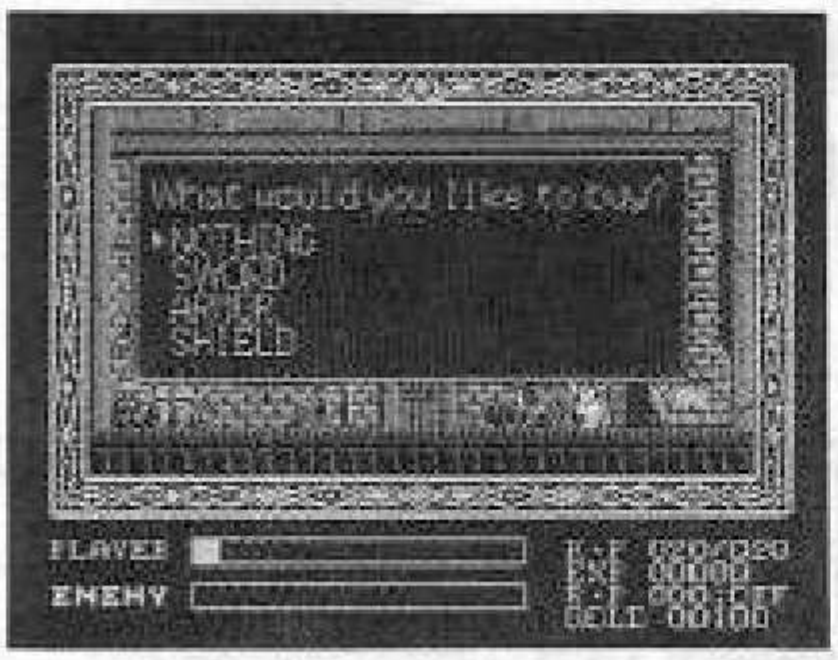


# THE TOWN OF SARINA

Sarina, Dogi's hometown, is known for having the biggest coal mine and trading post in the Kenai Region. To ensure the safety of the town, it has only only one gate with a check point. This beautiful, safe town is worthy of a visit. Many wonders await a weary traveler.

**Vero's Weapon Shop:** Stock up on swords, armor and shields before setting out on your adventure. Select the weapons with the Directional button and decide with the B button.

**Sheena's Item Shop:** Sheena, a childhood friend of Dogi, owns the shop. The shop sells Items and Ring Power Recharges for your Rings. It is very hard to recharge the Ring Power all by yourself.

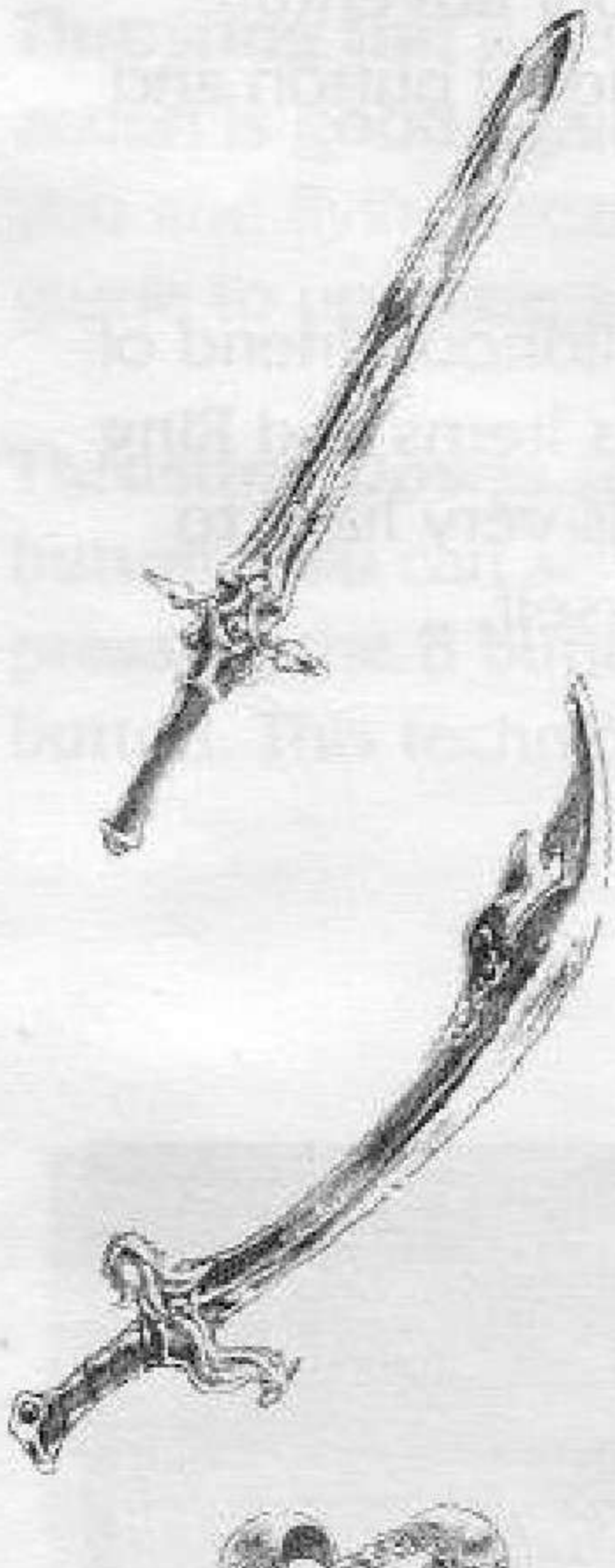





# SWORDS AND AMOR



**Short Sword:** Roughly 20 inches long, it is light and easy to use; therefore it is good for the beginners, but the damage points you get are very small. You will need a longsword soon enough.



**Long Sword:** About 40 inches long and more powerful than a short sword. You need great strength to use this weapon. Unfortunately, old Vero ran out of stock on this blade.

**Broad Sword:** A sword forged from pure steel. You will need strength and experience to handle this weapon well.



**Leather Armor:** Made from layered cattle hide, it is light and provides a minimum of defense. While it does not restrict your movement, its weak strength may let you decide to save your money for better armor.

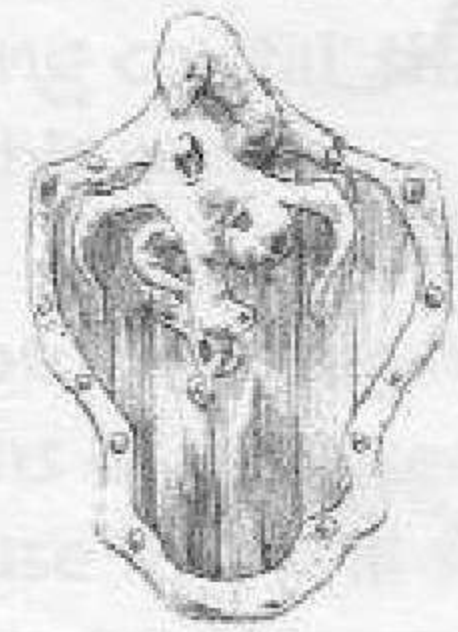
# SWORDS AND ARMOR



**Chain Mail:** This is made from small steel links. It is light and has good ventilation, but it too is weak in its defensive protection.



**Plate Mail:** Although it is made of steel and offers good protection, it is quite heavy. At this time, Vero's clean out of stock. . .



**Wooden Shield:** While this primitive device offers limited protection, it is better than going without one. This shield may not stand up against a powerful monster's attack.



**Small Shield:** Made from alloyed steel, this shield is light and handles well. Too bad you can't find one at Vero's.



**Large Shield:** This is made of steel plate similar to the plate mail and is very large. This one is expensive and heavy. It is hard to handle, but has great defensive strength.

# MAGIC RINGS

The Ring Power is useless when you fight with a boss character and when you defeat the boss, the ring Power is automatically cancelled.

**Power Ring:** You can double your fighting power with this ring. It is a good tool to have against a powerful enemy.



**Shield Ring:** Double your protective power by using this ring. You only take half the damage from attack while wearing this ring.



**Healing Ring:** This ring is blessed by a spirit and restores HP.



**Time Ring:** This ring affects the flow of time around you, thereby slowing down all monsters.



**Protection Ring:** This ring protects you from all kinds of attacks but drains power quickly.



# ITEMS

An item can have little to no effect against monsters. You can acquire items in places other than shops.

**Herb:** When you take the herb, your HP recovers instantly. You can get the herb at Sheena's Shop, or other locations.



**Brosha Serum:** This partially restores Ring Power energy, but you first must find the 'shining crystal' that will get you this serum.



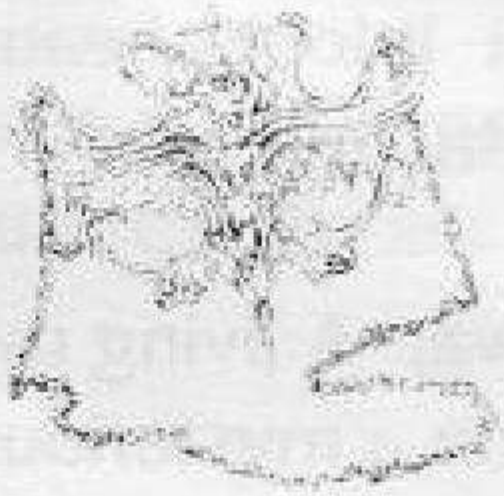
**Mirror:** This can freeze the actions of monsters. If you overuse it, it will shatter into many pieces.



**Amulet:** This can destroy all nearby enemies. It can be used only three times and can affect the boss character in a small way.



**Necklace:** This expensive piece of jewelry is rumored to have been created by a spirit force. It possesses a mysterious power.



# THE TIGRE MINE

East of Sarina is the wealthy Tigre Mine. Managed by Mayor Grady, this mine has been infested by the following creatures:

**Gululmus:** A six-legged poisonous spiderlike creature.

**Keyron:** A giant bat. It bites with its fangs and scratches with claws at the edge of its wings.

**Bikmorl:** A giant wasp with a stinger that has a paralyzing sting.

**Raddel:** A small demon with splotchy green skin. They despise humans and attack on sight!

**Slime:** The slime normally hide behind rocks and jump around.

**Geld:** A monster with one long sharp claw at the end of each hand. It can see in the dark and uses this to attack.

**Rowbal:** A carnivorous sea anemone that lives on land. Stay out of its tentacles reach.

**Duran:** He is a magician who made a pact with the Dark World to gain eternal life and great magical power.

**Elfeilu:** It looks beautiful, but attacks with waves of electricity.

**Istersiva:** A living mineral that is stationary, but attacks you with a mysterious force.



# THE ALCAINO RUINS

These ancient ruins are located north-northwest of Sarina in a forest that surrounds an active volcano. No one who has attempted to find the treasures here has returned to tell their tale. The people near this region consider this a forbidden place. The following people/ creatures may be encountered here:

**Seean:** A forgotten priest who once served at the Alcaino Temple.

**Earger:** This slow moving creature is all teeth and appetite.

**Fazul:** Daytime owls with keen eyesight. They can spot you from a distance and attack!

**Shiguld:** The head of a dog on the body of a human. Their tribe was created to guard the ancient ruins.

**Galg:** Land crabs with tough shells. Use a strong sword and aim at their belly.

**Almengar:** The giant Almagila monster. They attack you by rolling themselves into balls.

**Kelzuarl:** This flaming bird belongs to the fire nymphs and lives near molten lava. It attacks you with its warp capability.

**Girun:** This fire dragon is born from a volcanic eruption. It will suddenly jump from a lava flow to attack you.

**Gyalva:** This is a spirit of the volcano and it lives in a cave. It is a red hot flying bird that breathes fire.

# THE SEKO MOUNTAINS

These mountains lie to the northwest of Sarina. They are located in the middle of the Kenai Region where the weather is mild, but the peaks are always covered in snow. The locals refer to them as the Devil's Mountains. Look for these beasts here:

**Halic:** An abnormal creature with small hands and legs. It attacks with a strong tail.

**Iruva:** A spirit of stone that lives in a cave. Be careful! It resembles ordinary rock and will use this for a sneak attack.

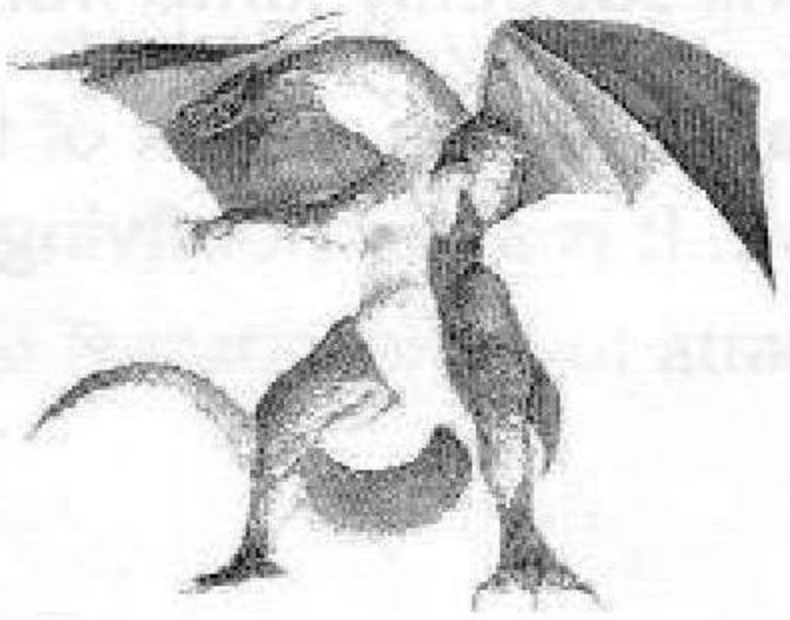




**Jigel:** A large and hearty specimen of bees. The young ones are more vicious than their elders.

**Gildias**: An Ice Dragon with green shining scales. It attacks with a frost breath and powerful sweeps of its mighty tail.





# THE VALESTINE CASTLE

It is located northeast of Sarina. This regal castle is next to a clear blue lake. The previous lord of the castle and his family, the McGuires, were charitable and kind rulers. The current King of Valestine, however, is hated by his subjects. Beware the following horrors that are rumored to walk the halls of Valestine:

**Deto:** Half Slime and half slug. This creature makes an extremely potent acid.

**Garlium:** They belong to a small demon tribe and are excellent archers. They launch dozens of arrows from perches above you.

**Ishguest:** Castle sentries. These poor souls wear armor that have enslaved them to an evil warlord.

**Halvaiger:** Demons with two large horns who wear suits of armor that attract the curse of the Dark World.

**Estarion:** This is a suit of armor that houses a human soul. The soul was imprisoned there by an ancient evil force. The inside of the armor is hollow.



# LIMITED WARRANTY

Renovation Products, Inc. warrants to the original purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Renovation Products, Inc. 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 cause 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
987 University Avenue, Suite 10
Los Gatos, CA 95030

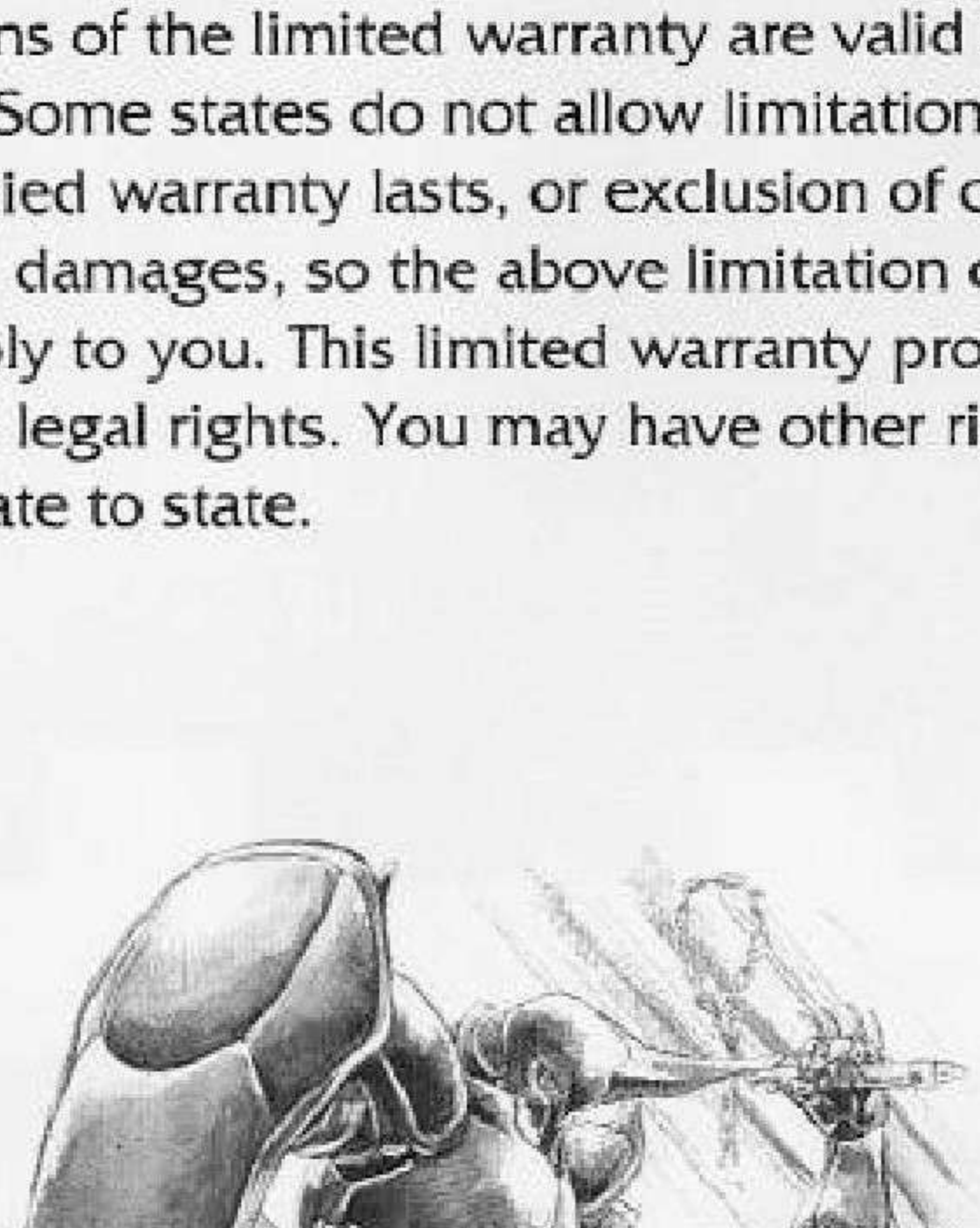
**Repairs After Expiration of Warranty**

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you'll need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. 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 (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall RENOVATION PRODUCTS, INC. be liable for consequential or incidental damages resulting from possession or use of this product.

The provisions of the 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 limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.



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Canada #1,183,276;
Hong Kong #88-4302;
Singapore #88-155;
Japan #82-205605 (Pending)**

# VAPOR TRAIL™

OFFICIAL SEGA SEAL OF QUALITY







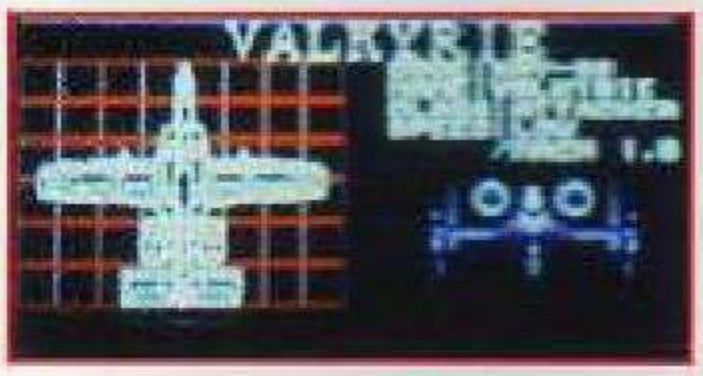
## That's All Your Enemies Will See.

*It's 1999. A terrorist group called DAGGER is holding the entire planet hostage, under threat of using nuclear bombs to destroy the world's great cities. Your elite Special Forces air unit, code-named VAPOR TRAIL, has been called in to engage and destroy the terrorist armada on land, at sea, and in the air. Choosing from three ultra-sophisticated jet fighters, you will fly your mission solo, or in tandem with your buddy in his own awe-some superfighter. You must end this terrifying nuclear siege of the planet...or we all turn to ash!*










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