
PlayStation
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PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00698
94021
O.D.T
TM
ESCAPE...
...OR DIE TRYING
PSYGNOSIS

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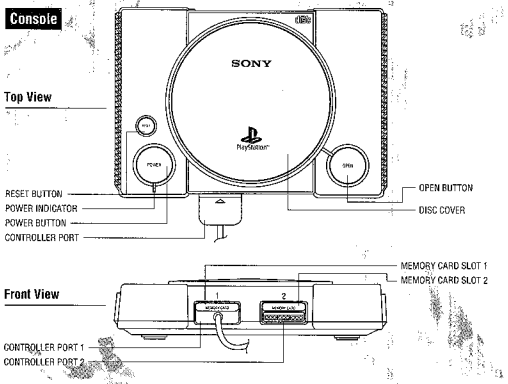
BEGINNING YOUR JOURNEY

To play O.D.T. on your PlayStation® game Console:

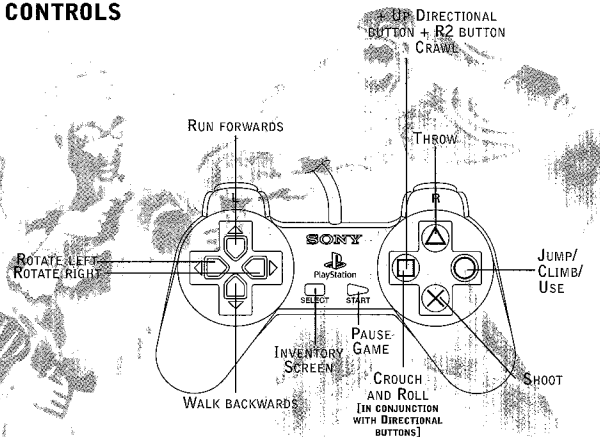
1. Set up your PlayStation® game Console in accordance with the instruction manual supplied with the system.
2. Open the Disc cover and place the Disc onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the Console is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.
4. Follow the on-screen instructions.

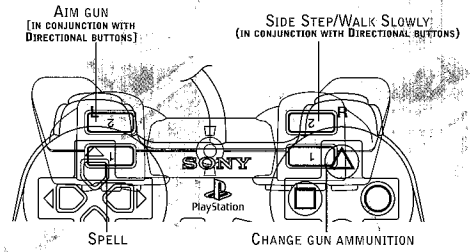
There are a number of animated movie sequences throughout O.D.T. These can be skipped by pressing the ⊗ button or the START button on the Controller.

WARNING! It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on. Make sure you have enough free blocks on your Memory card before commencing play. O.D.T. uses 1 Memory card block.



CONTROLS





FROM THE SHIP'S LOG OF THE NAUTIFLYUS, UNDER THE AUTHORITY OF CAPTAIN LAMAT:

SOME MAY SAY IT WAS FOOLISH TO FLY OVER UNMAPPED TERRITORY WITH SUCH A VALUABLE CARGO ON BOARD; I WOULD REPLY THAT THE CARGO'S VALUE MADE SUCH A DECISION IMPERATIVE AND ROBBED ME OF ANY REAL CHOICE IN THE MATTER. THE GREEN PEARL WITH ITS EXTRAORDINARY POWERS MUST BE DELIVERED TO THE CITY OF CALLI, OTHERWISE MANY MILLIONS WILL FALL VICTIM TO THE EPIDEMIC WHICH EVEN NOW IS DECIMATING THE POPULATION. IT WOULD HAVE TAKEN TOO LONG TO TAKE THE NAUTIFLYUS OVER KNOWN LAND. WE SIMPLY HAD TO RISK A FLIGHT PATH ACROSS THE FORBIDDEN ZONE.

NOW, HOWEVER, THE DECISION APPEARS TO HAVE WORKED AGAINST US. I AM AFRAID WE MAY HAVE FAILED THE CITIZENS OF CALLI AND PERHAPS THE EPIDEMIC WILL EVEN SPREAD ACROSS THE WHOLE OF TONANTZIN. IF THIS HAPPENS, I FEEL THAT I WILL BE RESPONSIBLE.

THE SHIP IS SEVERELY DAMAGED FROM THE CRASH, THIS IS TRUE, BUT WE MAY BE ABLE TO REPAIR IT IF WE WORK QUICKLY AND IN HARMONY. UNFORTUNATELY, WE NEED GAS TO REINFLATE THE NAUTIFLYUS' BALLOON AND THIS WILL BE MORE DIFFICULT TO COME BY; I WILL NEED TO DISPATCH ONE OF THE CREW ON A SEARCH FOR MORE. I DO NOT EVEN KNOW IF THE GREEN PEARL AND ITS CONTAINER ARE SAFE; IF THEY ARE LOST, OUR OPERATION MAY BE IN VAIN. AND I FEEL CERTAIN THAT IF WE COULD TRANSPORT IT TO CALLI, THE EPIDEMIC'S SPREAD COULD BE STOPPED. ITS POWER SEEMED TO PROTECT US AS WE FELL FROM THE SKY AND THOUGH WE ARE TRAPPED HERE NOW, WITHOUT IT WE WOULD SURELY BE DEAD.

SO, I MUST DELAY MY DECISION NO LONGER. ONE OF THE CREW MUST BE SENT OUT ALONE TO FIND THE GAS WHICH COULD STILL SET US ON OUR WAY. WE APPEAR TO BE ATOP A DARK TOWER - I CONCEDE THAT FURTHER EXPLORATION WOULD APPEAR TO BE DEADLY. AND YET, IT MUST BE DONE.

RESET FUNCTION

YOU CAN RESET O.D.T. AT ANY TIME BY HOLDING DOWN THE SELECT BUTTON, THEN PRESSING AND HOLDING THE START BUTTON FOR 2 SECONDS. THIS WILL RETURN YOU TO THE GAME'S TITLE SCREEN.

STARTING YOUR MISSION

ONCE THE INITIAL INTRO SEQUENCE IS FINISHED, YOU WILL ARRIVE AT THE MAIN MENU.

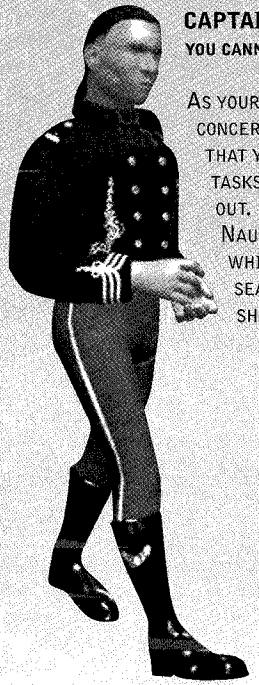
ALL MENU SCREENS ARE NAVIGATED BY USING THE UP AND DOWN DIRECTIONAL BUTTONS TO HIGHLIGHT OPTIONS AND USING THE ⊗ BUTTON TO CONFIRM. PRESS THE △ BUTTON TO RETURN TO THE PREVIOUS MENU.

TO GET STRAIGHT INTO THE GAME FROM THE MAIN MENU, CHOOSE 'NEW GAME'.

THIS TAKES YOU TO THE CHARACTER SELECT MENU. USE THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO CYCLE THROUGH THE 4 AVAILABLE CHARACTERS - PRESS THE L2 OR R2 BUTTONS TO ROTATE THE CHARACTER. PRESS THE ⊗ BUTTON WHEN THE ONE YOU WANT IS DISPLAYED.

A SHORT MOVIE SEQUENCE WILL INTRODUCE YOU TO THE STORY, BUT ONCE THAT'S OVER, YOU'RE ON YOUR OWN...

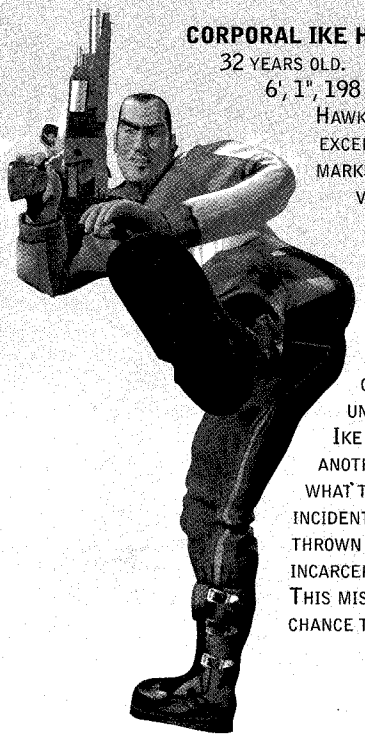
THE CREW



CAPTAIN LAMAT

YOU CANNOT CHOOSE TO PLAY AS CAPTAIN LAMAT.

AS YOUR CAPTAIN, LAMAT WILL BE CONCERNED FOR YOUR SAFETY AND ANXIOUS THAT YOU ARE ABLE TO COMPLETE THE TASKS YOU HAVE BEEN ASKED TO CARRY OUT. HE WILL REMAIN WITH THE NAUTIFLYUS TO ORGANIZE ITS REPAIR WHILE YOU EXPLORE THE TOWER IN SEARCH OF GAS TO REINFLATE THE SHIP'S BALLOON.

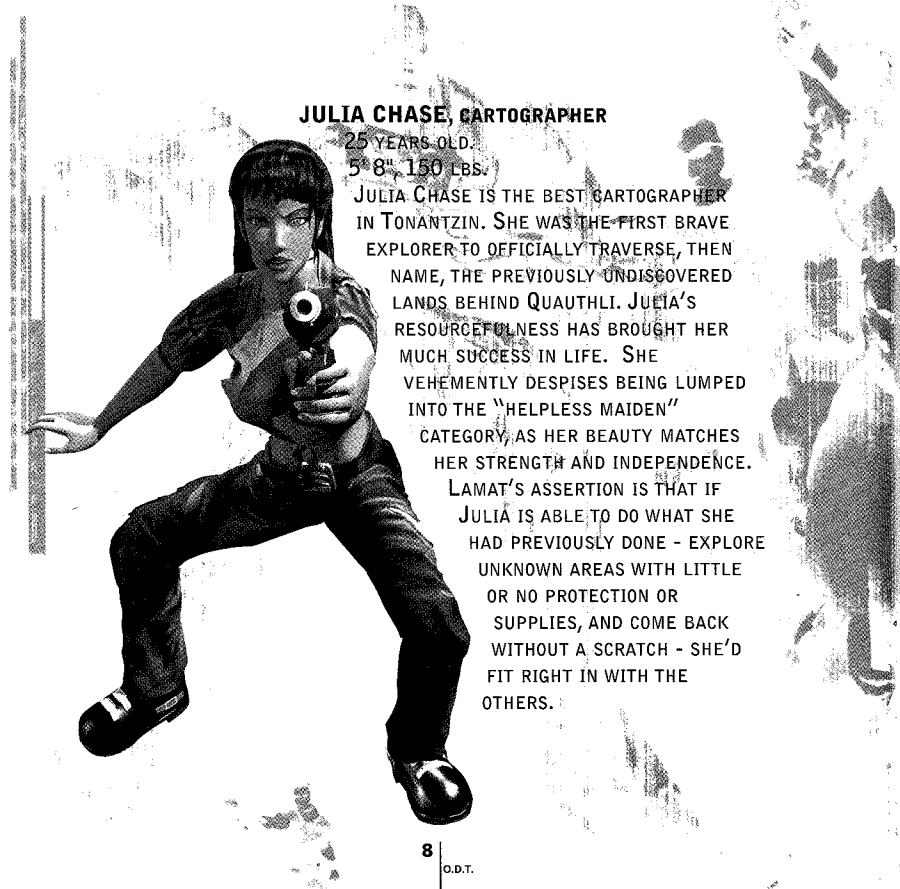


CORPORAL IKE HAWKINS

32 YEARS OLD.

6', 1", 198 LBS.

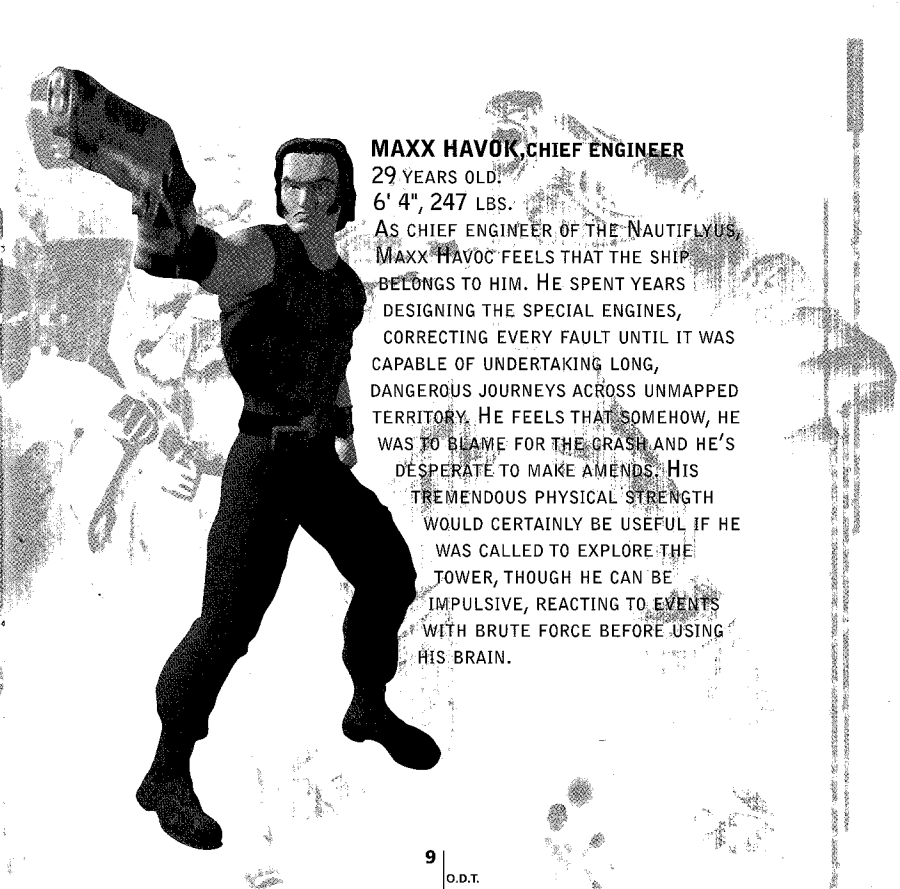
HAWKINS IS KNOWN AS A FINE STRATEGIST, AN EXCELLENT LEADER AND AN ACCURATE MARKSMAN, ALL QUALITIES CAPTAIN LAMAT VALUES IN HIS SECOND-IN-COMMAND. THESE SKILLS HAVE BEEN NOTICED BY THE CAPTAIN FOR SOME TIME SINCE THEY HAVE FOUGHT SIDE-BY-SIDE THROUGH SEVERAL PAST BATTLES. UNFORTUNATELY LAMAT'S STEADY DEMEANOR NEVER DID FULLY RUB OFF ON THE ROWDY CORPORAL. IT IS THIS UNRULY ATTITUDE THAT HAS RECENTLY LED IKE INTO AN UNFORTUNATE INCIDENT WITH ANOTHER COMMANDING OFFICER. DUE TO WHAT THE MILITARY DEEMED A "DISGRACEFUL INCIDENT", IKE REMAINS IN JEOPARDY OF BEING THROWN OUT OF THE ARMY, AND FACES POSSIBLE INCARCERATION FOR HIS UNTIMELY DISSENSION. THIS MISSION MAY VERY WELL BE HIS LAST CHANCE TO PROVE HIMSELF AND CLEAR HIS NAME.



JULIA CHASE, CARTOGRAPHER

25 YEARS OLD.
5' 8", 150 LBS.

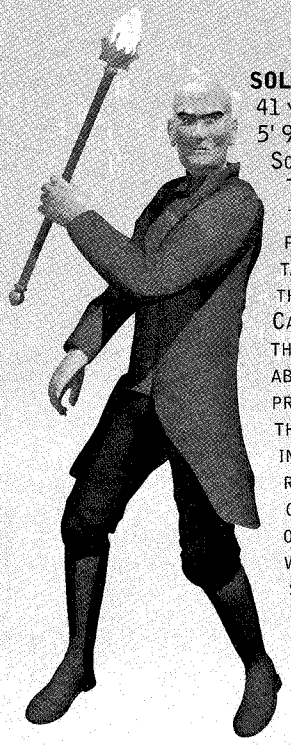
JULIA CHASE IS THE BEST CARTOGRAPHER IN TONANTZIN. SHE WAS THE FIRST BRAVE EXPLORER TO OFFICIALLY TRAVERSE, THEN NAME, THE PREVIOUSLY UNDISCOVERED LANDS BEHIND QUAUTHLI. JULIA'S RESOURCEFULNESS HAS BROUGHT HER MUCH SUCCESS IN LIFE. SHE VEHEMENTLY DESPISES BEING LUMPED INTO THE "HELPLESS MAIDEN" CATEGORY, AS HER BEAUTY MATCHES HER STRENGTH AND INDEPENDENCE. LAMAT'S ASSERTION IS THAT IF JULIA IS ABLE TO DO WHAT SHE HAD PREVIOUSLY DONE - EXPLORE UNKNOWN AREAS WITH LITTLE OR NO PROTECTION OR SUPPLIES, AND COME BACK WITHOUT A SCRATCH - SHE'D FIT RIGHT IN WITH THE OTHERS.



MAXX HAVOK, CHIEF ENGINEER

29 YEARS OLD.
6' 4", 247 LBS.

AS CHIEF ENGINEER OF THE NAUTIFLYUS, MAXX HAVOC FEELS THAT THE SHIP BELONGS TO HIM. HE SPENT YEARS DESIGNING THE SPECIAL ENGINES, CORRECTING EVERY FAULT UNTIL IT WAS CAPABLE OF UNDERTAKING LONG, DANGEROUS JOURNEYS ACROSS UNMAPPED TERRITORY. HE FEELS THAT SOMEHOW, HE WAS TO BLAME FOR THE CRASH AND HE'S DESPERATE TO MAKE AMENDS. HIS TREMENDOUS PHYSICAL STRENGTH WOULD CERTAINLY BE USEFUL IF HE WAS CALLED TO EXPLORE THE TOWER, THOUGH HE CAN BE IMPULSIVE, REACTING TO EVENTS WITH BRUTE FORCE BEFORE USING HIS BRAIN.



SOLAAR, THE ARCHBISHOP

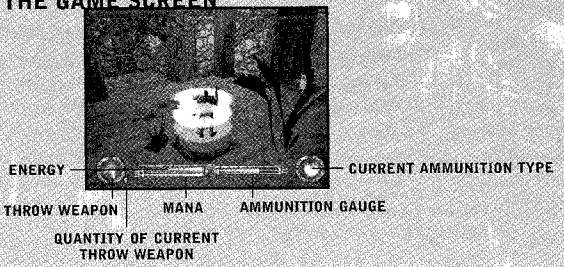
41 YEARS OLD.

5' 9", 159 LBS.

SOLAAR IS ONE OF THE MAGI OF TONANTZIN, THE SIX PEARL KEEPERS WHO TRADITIONALLY PROTECT THE GREEN PEARL AND ITS POWER. HE WAS GIVEN THE TASK OF ACCOMPANYING THE PEARL AND THE NAUTIFLYUS ON THE JOURNEY TO STOP CALLI'S DEADLY EPIDEMIC - IT WAS THOUGHT THAT HIS POWERFUL SPIRIT ABILITY AND CONTROL OF MAGIC WOULD PROVE INVALUABLE, ALTHOUGH THERE ARE THOSE WHO QUESTION THE MAGI'S INTENTIONS. AFTER ALL, THERE ARE RUMORS THAT A DARK PEARL EXISTS CONTAINING EVIL POWERS, THE OPPOSITE OF THE BENEFICIAL PROPERTIES HELD WITHIN THE GREEN PEARL. THE MAGI SEEM TO WALK BETWEEN THE WORLDS OF GOOD AND EVIL – THE TINY ANIMALS THEY CARRY ON THEIR SHOULDERS ARE SAID TO

PREVENT THEIR MASTERS' SUCCUMBING TO THE DARK SIDE OF MAGIC.

THE GAME SCREEN



ENERGY

THIS GAUGE REPRESENTS YOUR CHARACTER'S PHYSICAL HEALTH. WHEN THE GAUGE IS EMPTY, YOU WILL DIE. REMEMBER THAT ENERGY POWER UPS CAN BE COLLECTED AND USED TO REVIVE ENERGY WHEN IT'S RUNNING LOW.

THROW WEAPON

YOUR CHARACTER IS EQUIPPED WITH THROW WEAPONS WHICH CAN BE USED BY PRESSING THE △ BUTTON. THE NUMBER BY THIS ICON SHOWS HOW MANY OF THE CURRENTLY SELECTED THROW WEAPONS YOU HAVE AVAILABLE. WHEN YOU HAVE MORE THAN ONE TYPE OF THROW WEAPON AVAILABLE, YOU CAN SELECT OTHER ONES FROM THE INVENTORY.

MANA

MANA IS YOUR CHARACTER'S PSYCHIC ENERGY – IT WILL BE DEPLETED EACH TIME YOU CAST A SPELL. REMEMBER THAT MANA CAN BE BOOSTED BY COLLECTING AND USING MANA PEARLS WHICH ARE HIDDEN THROUGHOUT THE TOWER. YOU WON'T BE

able to cast spells if your mana is too low.

CURRENT AMMUNITION TYPE

Your gun is capable of firing 4 different types of ammunition. These are Light (blue), Fire (yellow), Ionic (green), and Fusion (grey). Whichever type of ammunition is currently selected, you can fire it by pressing the ⊗ button. If you have more than one type of ammunition available, cycle through them by pressing the R1 button - you can also select your character's punch/kick using this button. If you run out of your current ammunition but you have the same ammunition available in your inventory, your character will automatically reload the weapon from the inventory. If there is no such ammunition in the inventory, the punch/kick will be selected automatically.

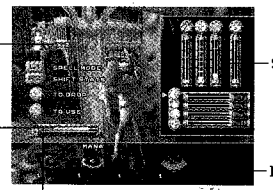
NOTE: Each ammunition type has up to 9 power levels, though the default and maximum levels depend on your character. Ammunition power ups can be collected and stored in the inventory – if you have sufficient Weapon Control ability you can 'use' the power up from the inventory to access a higher power level. (See 'Shift Stats' for more information.)

AMMUNITION GAUGE

This gauge shows how much of your selected ammunition you have left.

THE INVENTORY SCREEN

Press the SELECT button while in-game to bring up the Inventory Screen. Press the SELECT button again to return to the game.



LIVES

This number indicates the number of lives you have left before the game is over. Each time you run out of life energy, you lose a life, though remember that Extra Life bonuses are automatically used if you have any available.

ENERGY

This is your life energy guage as seen on the normal game screen.

MANA

This is your mana guage as seen on the normal game screen.

INVENTORY

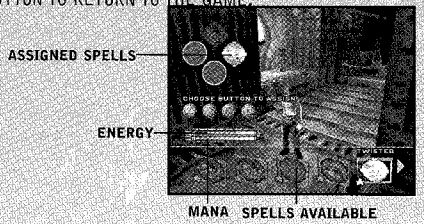
As you collect weapons, ammunition and other items, they will appear in this inventory. Use the Left and Right Directional buttons to highlight the different items, then press the ⊗ button to use the item or press the △ button to drop it.

SHIFT STATS

The gauges in the Shift Stats box allow you to change the balance of your character's abilities and strengths. Press the **R2** button to make this box active. Refer to the section headed 'Shift Stats' for more detailed information.

SPELL MODE

While on the Inventory Screen, press the L1 button to reach Spell Mode. Press the L1 button again to return to the Inventory Screen, or press the SELECT button to return to the game.



ASSIGNED SPELLS

The 4 discs correspond to the 4 symbol buttons on the Controller (✕, ■, ▲, ●). Once you have assigned a spell to one of the Controller buttons, its icon will appear within the appropriate disc. This button will then be used when you want to cast a spell (see the section headed 'Learning And Casting Spells' for more information).

ENERGY

This is your life energy gauge as seen on the normal game screen.

MANA

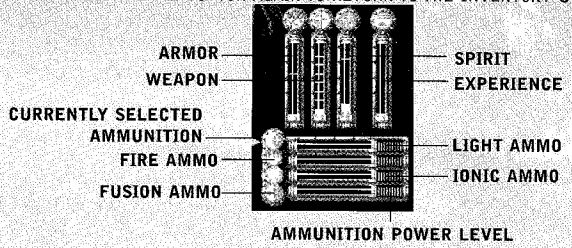
This is your mana gauge as seen on the normal game screen.

SPELLS AVAILABLE

You are able to pick up spells just like other objects as you explore the tower – they are found in the form of crystals. Once picked up, they will appear in the inventory on the Inventory Screen. If you then decide to learn a spell, and if you have enough spirit ability, it will appear here on the Spell Screen. You should read the section 'Learning And Casting Spells' for more information.

SHIFT STATS

Press the R2 button while on the Inventory Screen to activate the Shift Stats box. Press the R2 button again to return to the Inventory Screen.



ARMOR

Determines how much life energy you lose when you take shots or hurt yourself in some other way.

WEAPON
Determines your ability to control weapons. This affects your use of weapon power ups as well as your accuracy and efficiency when shooting at enemies.

SPIRIT
Determines your ability to control magic. The more spirit you have, the easier it will be for you to learn and cast spells without using too much mana.

EXPERIENCE
As you explore the tower, solve puzzles and fight enemies, you will gain experience. Using the Shift Stats box, you can redistribute this experience to your armor, weapon and spirit abilities. Use the Left and Right Directional buttons to cycle through the 3 abilities until the one you want to change is highlighted, then use the Up and Down Directional buttons to redistribute experience to your chosen ability. You should remember that maximum ability levels differ for each character – for example, muscle-bound Maxx Havok will never be a decent magician. The maximum ability level is marked by a red line within the ability gauge.

LIGHT AMMO, FIRE AMMO, IONIC AMMO, FUSION AMMO
The 4 gauges show how much of each ammunition type you have available. At the end of each gauge is the power level indicator. There are up to 9 power levels per ammunition type, but the maximum and default power levels differ for each character. Increase the power levels by finding ammunition power-ups – there are different ones for each ammo type. They are picked up and held in the inventory until you want to use them, though you'll need sufficient weapon control ability in order to do this.

CHARACTER SKILLS

RUNNING
Press the Up Directional button to run forwards. Use the Left and Right Directional buttons to change direction.

180 DEGREE TURN
To turn around, press the Down Directional button twice quickly.

SLOW WALK
Press the Up Directional button together with the R2 button to walk slowly forwards.

JUMPING
Press the ● button while standing still to jump straight up in the air. If you press the ● button while running, you will jump much further – it is important to learn this skill in order to leap over dangerous gaps in the floor. Sometimes, there may be bars from which you can hang in order to clear large gaps. If this is the case, keep the ● button pressed as you jump – your character will catch the bar and jump again.

CLIMBING
If you're standing next to a suitable wall or object, press the ● button to climb on top of it. If the top of the wall is a little too high, you may find your character can hang from the edge but can't climb right up in one go. If this happens, press the Up Directional button to climb up onto the top of the wall. Alternatively, press the Left or Right Directional buttons to move left or right as you hang. Press the Down Directional button to drop down off the wall.

SIDE STEP
Press the R2 button plus the Left or Right Directional button to side step left or right.

CROUCHING
Press the ■ button while standing still to crouch down.

CRAWL
To crawl forwards, press the Up Directional button, the ■ button and the R2 button together.

ROLLING
Press the ■ button in conjunction with one of the Directional buttons to roll in the appropriate direction.

CLIMBING DOWN LADDERS OR HANGING
Sometimes you will need to climb down a ladder to reach an otherwise inaccessible area. To do this, walk to the top of the ladder. Press the Down Directional button together with the ● button to climb down. Once you're on the ladder, you can press the Up Directional button together with the ● button to climb up. This method can also be used to hang from ledges where there is no ladder.

AIMING YOUR GUN
To aim your gun, hold down the L2 button, then use the Directional buttons to move your character's arm. Keep the L2 button held as you fire the weapon.

USING OBJECTS
When you come across an item you want to use, such as a lever which looks as if it might function, stand in front of it and press the ● button. Other objects may need to be picked up and selected from the inventory in order to use them.

LEARNING AND CASTING SPELLS

LEARNING SPELLS
Spells are collected as you explore the tower - they are found in the form of crystals. They represent the 4 elements - there are Earth crystals, Air crystals, Fire crystals, and Water crystals. Each element consists of 4 individual spells, though you won't know which specific spell your crystal represents until you learn the spell.

Once picked up, crystals appear in the inventory on the Inventory Screen. When you decide to learn a spell, use the Left and Right Directional buttons while on the Inventory Screen to highlight the crystal, then press the ✕ button to confirm. If you have enough spirit ability, the crystal will disappear from the inventory and appear as a spell icon on the Spell Screen.

If it is the first spell of a specific type you have learned, the icon will be marked with a single star. This indicates the lowest spell power level. If you subsequently learn spells of the same type, another star will be

added to the icon. Spells can be upgraded 3 times, which means a maximum of 4 stars can be marked on the spell icon.

Once the spell has been learned, you will need to assign it to a Controller button before you can cast it. To do this from the Spell Screen, highlight the spell icon using the Left and Right Directional buttons, then press your chosen symbol button (⊗, ■, ▲ or ●) on the Controller. The spell will be assigned to the symbol button you pressed.

CASTING SPELLS

Press the L1 button while in-game to display your assigned spells. If no spells have been assigned to Controller buttons, you will just see 4 empty discs. If spells have been allocated, some or all of the discs will be filled with the appropriate spell icons.

Keep the L1 button held down and press the appropriate symbol button on the Controller to select the spell, then press the same button again to cast it. If you have sufficient mana, the spell will be cast.

SPELLS

HEALING: Boost your energy.

MANA: Boost your mana by using a quantity of your energy.

MINIATURIZE: Shrink enemy creatures.

BLAST: Boost all weapons to a higher power for a limited amount of time.

TWISTER: Summon up a small tornado and blow enemies away.

GHOST: Become invisible to other characters.

TELEPORT: Transports you away to the last checkpoint you encountered.

LIGHTNING: Summon up an isolated storm against your enemy.

FIRE SHIELD: Receive protection from a ring of fire.

ICE WALL: Receive protection from a wall of ice.

VAMPIRE: Suck away an enemy's energy and add it to your own.

FREEZE: Use an icy blast to combat enemies.

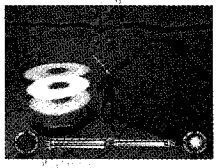
ANTIDOTE: If you've been poisoned, electrified, slowed down, or made ill, the antidote spell will cure you.

FIRE RAIN: Summon a rain of exploding fire against your enemy.

FIRE MISSILE: Summon up flames against an enemy.

FIREWORKS: Summon up fireworks against an enemy.

SAVING THE GAME



Throughout the tower there are checkpoints represented by a green line on the floor – if you lose a life, your adventure will restart from the last checkpoint visited unless all your lives are lost.

However, in addition to checkpoints, there are also save points – when you see one, climb onto it. Make sure you have a Memory card inserted, though remember that you are advised not to insert or remove Memory cards when the Console's power is on.

Previously saved O.D.T. games, if any are detected, will be displayed along with the option 'NEW GAME'. Use the Up and Down Directional buttons to highlight the saved game you wish to overwrite, or 'NEW GAME' if you do not wish to overwrite previous games. Press the ⊗ button to confirm.

Once the game is saved, you can continue exploring the tower.

LOADING A GAME

Previously saved games can be loaded by choosing 'LOAD GAME' from the Main Menu. This takes you to the Load Game screen.

Use the Up and Down Directional buttons to highlight either 'MEMORY CARD SLOT 1' or 'MEMORY CARD SLOT 2', then press the ⊗ button to confirm. A list of previously saved O.D.T. games, if any, will appear on the left of the screen. Use the Up and Down Directional buttons to highlight your chosen game, then press the ⊗ button to confirm.

You can also load a game while in-game by pressing the START button to pause and selecting 'LOAD GAME' from the Pause screen. This will take you to the Load Game screen which is used as described above.

OPTIONS

Choose 'OPTIONS' from the Main Menu if you want to alter some of O.D.T.'s settings. The Options Menu will give you the following choices:

AUDIO SETUP
Go to the Audio Setup Menu where you can adjust 'SOUND FX', 'CD AMBIENCE' and the '3D SOUND' type by using the Left and Right Directional buttons.

GAME SETUP
Go to the Game Setup Menu where you can alter the 'DIFFICULTY', turn 'MOVIES' on or off and 'CENTER SCREEN' on your TV – see section headed 'CENTER SCREEN' for more information.

CONTROLLER SETUP
Go to the Controller Setup screen which allows you to cycle through 4 different Controller configurations using the Left and Right Directional buttons.

CENTER SCREEN / ADJUST TV SCREEN BRIGHTNESS

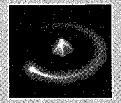
Select 'GAME SETUP' from the 'OPTIONS MENU' then select 'CENTER SCREEN'.

Center the screen using the Directional buttons, then press the ⊗ button when it is set correctly.

You can also use this screen to help set your TV to the optimum brightness for playing O.D.T. While on this screen, adjust the brightness according to the instructions supplied with your TV system – it is set to its optimum level when all the colors above the bottom white line are visible, but the colors below the line have turned black.

BONUSES

The different bonuses are hidden throughout the tower – pick them up by walking through them. This adds them to your inventory.



LIFE ENERGY: Revive your life energy when it's running low.

MANA: Give a boost to your mana level - you won't be able to cast spells if it is too low.

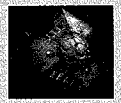


AIR SPELL (SILVER): If you have enough spirit ability, this crystal will allow you to cast Air Spells (eg. Twister.)

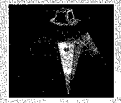
EARTH SPELL (GREEN): If you have enough spirit ability, this crystal will allow you to cast

FIRE SPELL (RED): If you have enough spirit ability, this crystal will allow you to cast Fire Spells (eg: Fire Shield)

WATER SPELL (BLUE): If you have enough spirit ability, this crystal will allow you to cast Water Spells (eg: Freeze)



GRENADE : A throw weapon which can kill several enemies at the same time.



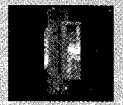
MINE: This throw weapon is a powerful time bomb.



WEAPON CONTROL UPGRADE: Improves your ability to control weapons.

ARMOR UPGRADE: Improves your body's resistance to damage.

SPIRIT UPGRADE: Improves your ability to cast spells.



BLUE AMMO: Ammunition refill for the Light weapon.

YELLOW AMMO : Ammunition refill for the Fire weapon.

GREEN AMMO: Ammunition refill for the Ionic weapon.

GREY AMMO: Ammunition refill for the Fusion weapon.



BLUE POWER UP: Increases the Light weapon's power level.

YELLOW POWER UP: Increases the Fire weapon's power level.

GREEN POWER UP: Increases the Ionic weapon's power level.

GREY POWER UP: Increases the fusion weapon's power level.



EXTRA LIFE : Gives you an additional life.



ANTIDOTE: Stops the poison from spreading when you are stung by spiders or hit by poisoned arrows.