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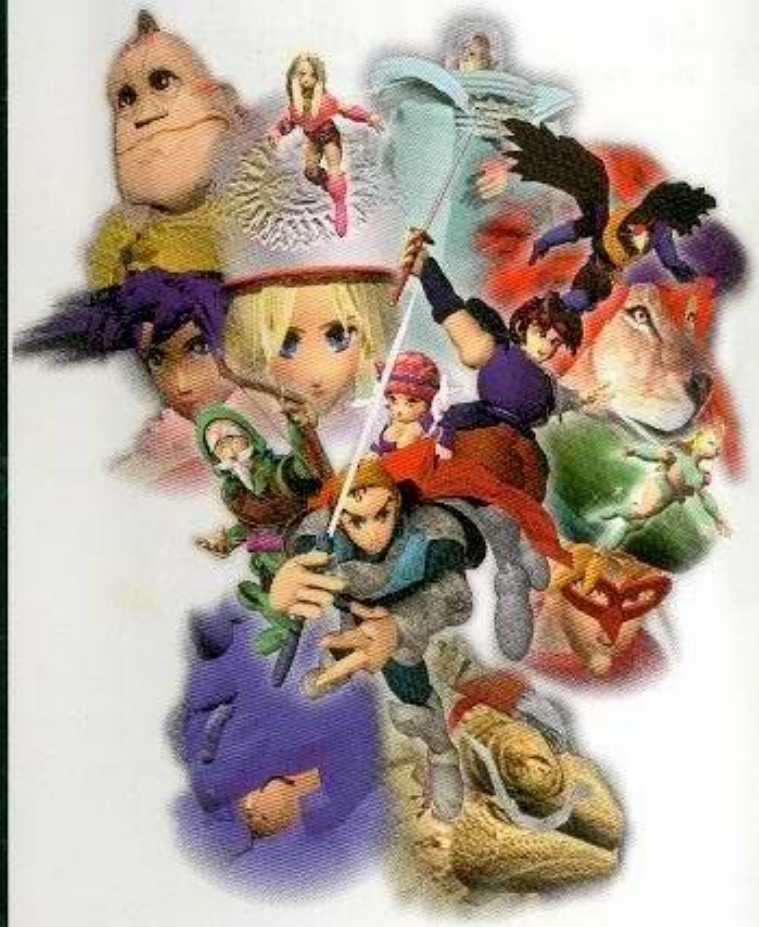
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SEGA™

SEGA SATURN™

MYSTARIA

The Realms of Lore



COMPACT disc

INSTRUCTION MANUAL

Twelve Must Fight Together!

In a distant place, in a time far removed from ours, a series of great battles took place. The legendary Twelve Warriors fought against the War-Mage Bane to stop his plans to take over the continent of Mystaria. But Bane was not defeated, only forced to retreat to his own kingdom.





Bane has not given up his ambitions.
His army, commanded by five super-powerful leaders, has managed to abduct the Queen of the realm before retreating. Prince Aragon, the Queen's only son and the hero of our story, has been kept from harm's way, but in Queensland's darkest hour he knows he is the only hope left for his country.

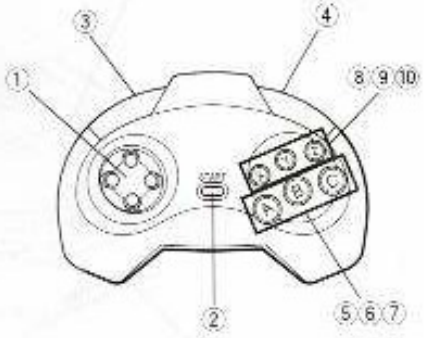
Prince Aragon needs help. The five commanders under Bane's command are powerful adversaries. Aragon must enlist the aid of eleven adventurers, the strongest warriors he can find. He must travel through the lands of Mystaria, fighting Bane's legions as he gathers his group together for the final showdown – against the dreaded War-Mage Bane himself!



Take Control!

① Directional Pad (D)
- Moves Cursor in selection screens
- Cycles through Character Option windows
- Moves Brackets in action screens
- Cycles through the Team Circle (See page 8)

② Start Button (Start)
- Starts game



③ Left Shift Button (L)
- Cycles through characters
- Exits Submenus
- Highlights **Exit** in Town shops and residences

④ Right Shift Button (R)
- Cycles through characters
- Exits Submenus
- Highlights **Exit** in Town shops and residences

⑤ Button A (A)
- Sets the Follow function (characters follow the leader's movement)

⑥ Button B (B)
- Cancels selections
- Exits submenus/Returns to Main Menu
- Highlights **Exit** in Town shops and residences

⑦ Button C (C)
- Selects options
- Checks Stats (press twice for a full description of character type)
- Speeds through messages

⑧ Button X (X)
- Displays First Person view (press D to change point of view)

⑨ Button Y (Y)
- Displays Grid view (if the Grid option is set **ON**–see page 10)

⑩ Button Z (Z)
- Displays Top-Down view with characters' current **HP/MP** (press twice to see Long Distance view)

Note: these are the default button functions. To change button functions see Option, page 10.

Starting Out



If you're using an external memory cartridge, remember to insert it before turning on your Sega Saturn. Up to three Adventures may be stored in both the internal and external memories.

After the opening sequences, the Title screen appears. Press **Start**. Highlight either **NEW GAME** (if you're just starting out) or **CONTINUE** (if you've saved an adventure you want to continue), and press **Start, A** or **C**.

If you're continuing an Adventure, the Adventure Select screen appears. The top of the screen shows the displayed memory (internal or cartridge) and the saved Adventures.

❶ Internal-External RAM Memory

If you're using a cartridge memory, you can switch between it and the internal memory by pressing **D** left or right. Select an Adventure by pressing **D** up or down until the Adventure is highlighted, then press **Start**.

❶

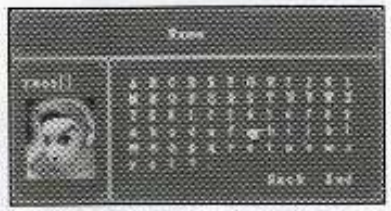




New Adventures

After a short introduction, you and your fighting force appear on the battlefield, facing Bane and his troops. When a spinning pyramid appears at the bottom of the conversation window, you can forward to the next part of the conversation by pressing **C**. Press **C** repeatedly to speed through conversations.

At one point during each character's conversation with Bane, a biography of that character appears. Press **C** when this screen appears to open the Name screen and rename the character. Erase the current name by pressing **B** repeatedly, then move the cursor to a character and press **C** to enter the character. When you're finished, move the highlighter to End and press **C**. Press **B** to exit the screen. To reset the name, press **B** until all the characters of the name disappear, then press **B** again.



On The Field

At the beginning of the player turn, a window appears at the top of the screen, describing the current situation.



① **Area of Combat** ② **Current Turn** ③ **Enemies Remaining**

The bottom of the screen shows your members current HP (Hit Points) and MP (Magic Points) status (HP in blue; upper bar and MP in green; lower bar). The highlight brackets are used to select characters for movement, and to check enemy status and ground type.



④ **HP** ⑤ **MP** ⑥ **Ground Type**

General Options

Press **D** to move the brackets to an unoccupied square and press **B** to see the Main Options window. Here are your options:

End Turn: Ends the player turn (starts the enemy turn phase).
Retreat: Escape to the starting point (not always available–sorry).
Main Map: Shows the location of your fighters on a large map of the battle area. Press **C** again to see your battle area's location in Mystaria (if your party is above ground). Press **B** to exit the map.
Consult: Ask your Guardian Sprite for battle advice.
Party: Shows various stats for all your fighters (see Party, page 10 for an explanation).
Load: Load an adventure from the **RAM** memory(see page 13).
Options: Set various game options (see page 10).

Character Movement

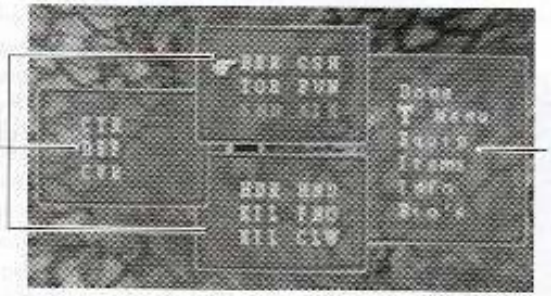
Move the brackets to a teammate with **D** and press **C** to select. That character's **HP/MP** and experience level appear at the top left corner of the screen, and T Menu battle techniques are shown on the right side of the screen.

The character can now move anywhere on the highlighted grid (or if you've turned the Grid option off, anywhere in the lit area). Move the brackets to a location on the grid/lit area, and press **C** to move the character to that place–press **C** twice to speed up movement.

Use the teammate to attack, defend or perform a function listed in the Character Options on the next page. Once the teammate has finished his or her turn, an **E** (End) appears on the character. The enemy attack phase begins when all the teammates have finished moving.

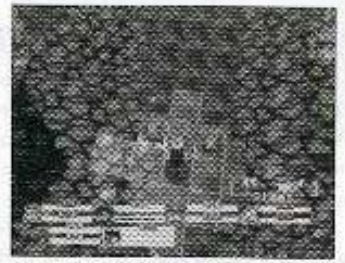
Character Option Windows

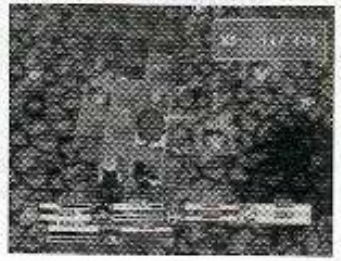
Three of these windows display your character's available battle techniques (the T Menus), and the fourth contains the non-battle options.



Battle Technique Options: These techniques are used for offense and/or defense depending on how you've set them in the T Menu (see page 9). Press **D** left or right to cycle through the four windows, press **D** up or down to move the cursor to an option, then press **C** to select the option/perform the technique.

Attacking: Characters may perform single or multiple attacks, depending on their surroundings. When performing a multiple attack, blue triangles appear above all monsters the attack can reach. When performing a single attack, the blue triangle appears above an enemy, and a highlighter appears around the enemy's feet. If more than one enemy is in range, press **L** or **R** to move the triangle and highlighter to another enemy. When you're ready to attack, press **C**.

① 

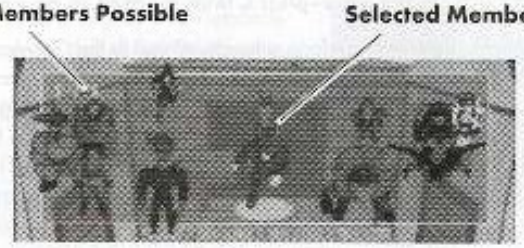
② 

① **Single** ② **Multiple**

Defending: Some techniques are used only to protect that character or other characters. Select the character to protect as you do for attacking a single enemy (explained above).

Picking The Party

Once you have more than six teammates (soon enough!), you need to select the members of the battle party from the Team Circle before going into the fray. The Prince is always selected (you can't leave your leader behind) but you need to figure out who else to use in the upcoming battle.



Team Circle

Press **D** left or right to cycle through the Team Circle. Press **C** to select/deselect members (the maximum number you can select is shown at the top left corner of the window). Press **B** when finished to bring up the confirmation window. Ready? Then move the arrow to **Yes** (to start the battle), or **No** (to reselect members) and press **C**.

In Town

Shopping, making inquiries, saving games, checking on the status of the members in your group. All of these things and more in the towns of Mystaria! When you reach a town, you need to confirm that you want to enter it. To enter the town select **Yes** in the Confirmation window. If you reconsider, select **No**.

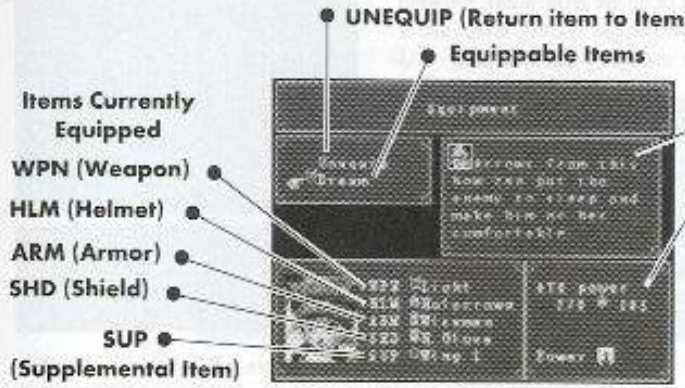
Where To Go And What To Do

There are a number of activities to do in towns. At the end of most town's Main Street there is a message board which displays information about the goings-on in that town. You can enter Private Dwellings and chat with the townspeople (see page 16), buy weapons, armor or other items (see page 13) or check various information about your teammates from the Town Options window.

Main Options

Press **B** to display the Town Options window (press again to close the window). After that, move the cursor to any option with **D** and press **C** to select any of the options listed below. **B** cancels/deselects.

Equip: Equip your characters with weapons armor or special items. Select this option and the Team Circle appears. Press **D** right or left until the character you want to equip is in standing on the white circle (that character starts walking in place). Press **C** and the Equip chart appears.



Move the cursor to an equipped item and press **C**. The cursor moves to the items list. Move the cursor down the list until the item you want to equip appears. Then press **C** again to equip the new item. Pressing **B** returns you to the Team Circle.

Tech: Review your characters' battle techniques and set the T Menu (which displays up to nine battle techniques). Press **C** to see the Team Circle, and press **D** left or right until the character you want to check is standing on the white circle. Press **C** again and that character's T screen appears. The nine current techniques appear at the bottom of the screen, with a cursor next to a technique. The technique's explanation appears on the top half of the screen.





① **T Screen** ② **T Select**

To replace one technique with another, press **D** to move the cursor to the technique you'll shelve, then press **C** to see the T Select screen. The top half of the screen displays the techniques your character is able to perform, and the bottom half shows the details of the currently indicated technique. Move the cursor to the technique you want to put in the menu, and press **C**. The color code for the displayed techniques:

- Techniques displayed in **white** can be placed in the T Menu.
- Techniques displayed in **blue** are already in the T Menu.
- Techniques displayed in **orange** are techniques not yet useable by the character (the character knows about the technique, but doesn't have the experience level needed to use the technique).

Note: For more on Techniques, see page 12. To see the Techniques list, see pages 17-19.

Condition Chart

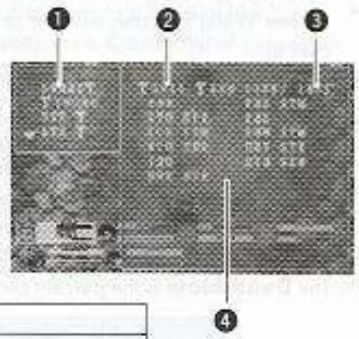
This chart explains the symbols which are highlighted when a character is influenced by magic spells cast by friends or enemies. When hit by a spell, you have three choices: wait for the effects to wear off (in about three or four turns), use Amlita (healing herbs) to cure the character, or use a spell-caster to perform the Holy Cure (which cures the character of the condition).



① **FLY:** The character is not affected by water, holes in the floors or other ground obstacles. Also renders ground-based attacks ineffective.
② **TRANSPARENT:** Renders non-magical attacks ineffective against the character.
③ **SLEEP:** The character has been put to sleep.
④ **TERROR:** The character has been frightened out of his or her wits, and will freeze in position or move out of the battle area.
⑤ **FREEZE:** The character has been encased in ice.
⑥ **PARALYZED:** The character is unable to move.
⑦ **CONFUSION:** The character is unaware of who he or she is, and will attack enemies or allies at random.
⑧ **MANIPULATION:** The character is being controlled by an enemy.
⑨ **LARGE:** The character's size and Attack Strength increase.
⑩ **SMALL:** The character's size and Attack Strength decrease.
⑪ **HEIGHT:** The character's attack range is extended.
⑫ **DEPTH:** The character's attack range is decreased.

Skill

❶ This shows the character's available techniques, by type. Press **D** up or down to move the cursor to a technique type, and the technique's information is shown in the window to the right. The Technique types are as follows:



SPR T	Spear Techniques
HMR T	Hammer Techniques
SWORD T	Sword Techniques
T SWORD	Magical Sword Techniques (Hero Only)
BOW T	Bow Techniques
NINJA T	Ninja Techniques
HTH T	Hand To Hand Techniques
STEAL T	Steal Techniques (Thief Only)
ATK T	Attack Techniques (Magic)
HOLY T	Holy Techniques (Magic)
SPC T	Special Techniques (Magic)
DEF T	Defense Techniques

❷ The **T Lv** (Technique level) shows the current experience level for that type of technique. As the character uses that type of technique, he or she gains experience, and when he or she reaches the next level of experience, new techniques can be learned.

❸ The **T Exp** (Technique Experience Points) shows the current number of experience points the character has in that type of technique, and the number of points needed for the next level in that type of technique.

❹ This is a list of all Techniques that character can currently use. For more information on selecting techniques, see Tech, page 9.

To take a look at details on information contained in the Status or Skill windows, press **C** in either window and a list of the terms used in that window appears. Scroll through the information by pressing **D** up or down.

Note: See pages 17-19 for a list of some of the techniques in the game.

Bio's: Select this to see the biography for any of your characters, or change a character's name. Press **C** to see the Team Circle, and select a character. Press **C** again and that character's history appears. To change the character's name, press **C** to open the Name Select screen, and follow the directions for entering a name given in New Adventures, on page 6.

Save: Save your adventure in the Saturn internal memory (or cartridge RAM memory, if you're using it). Select **Save** and the Save Menu appears. Switch from the Saturn internal memory to the cartridge memory by pressing **D** left or right. Highlight the space you wish to save the adventure in, and press **C**. Confirm your choice (**Yes** to confirm, **No** to cancel) and press **C**. Press **B** to exit the screen.

Load: Load an adventure from the RAM memory. Load an Adventure as you would save one (described above).



Shops and Shopping

Step into any shop and you find yourself surrounded with the finest Mystaria has to offer. From Arrows to Zombie-killing swords, there's nothing you won't be able to purchase--providing of course you have the $$Gold$$.



① **Armor**
When you want the best in defense, step into the Armor shop, where every imaginable type of armor, helmets, shields, gauntlets and magical defense items are available.

② **Weapons**
In this shop you can find swords, spears, bows and war hammers. Feel free to browse!

③ **Bar**
Pick up the latest information from the bartender in the town pub. There is often special information to be found, and sometimes new teammates to contact, and it's a good bet that the bartender can help you out.

④ **Tools**
Magical Rings and Medical Herbs are among your choices here. This shop has a potpourri of items to choose from—take your time.

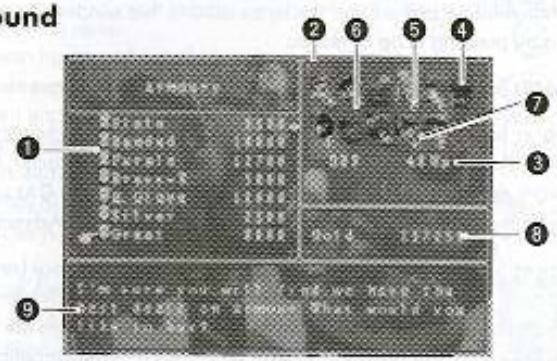
⑤ **Market**
In smaller towns, you may find this shop instead of the Armor and Items shop-this shop combines the two. Don't worry, though, you should be able to find what you're looking for.

⑥ **Arena**
Step right up, adventurers, come one come all to the Arena, where you pit a member of your party against an opponent or opponents for fun and profit!



You'd Better Shop Around

Once you enter a shop, you have three choices: **Buy** an item, **Sell** an item or **Exit** the shop. Move the cursor to your choice and press **C**. If you're Buying an item, the following screen appears:



❶ This window shows the item type, the name of the item and its asking price.
❷ The Character Window.
❸ An explanation of the item's point effects (when the item is equipped), and any magical effects the item has.
❹ The character can't use the item (wrong character type).
❺ The character is already equipped with the item.
❻ The item will increase the character's skills.
❼ The item will decrease the character's skills.
❽ The party's current Gold funds.
❾ An explanation of the item, including any magical effects.

The Character window shows the item's effects for each character. If the character's face is dark, the character can't use that weapon. If the arrow points up, the item will improve some aspect of the character's skills, and if the arrow points down, that character's skills will be lowered. An **E** appears if the character is already equipped with the item.

Press **D** left or right to pick how many of the item you want (the window appears above the Gold amount), then press **C** again. A description of the item appears at the bottom of the screen press **C** again to buy the item, or **B** to cancel. When you're finished, press **B** to exit the screen.

Special Items

Potions: Restore a certain amount of Hit Points or Magic Points to a character, or cure any character under the effects of a magic spell.

Heal: Restores 100 Hit Points
Heal + 1: Restores 500 Hit Points
Heal + 2: Restores all Hit Points

Mana: Restores 100 Magic Points
Mana + 1: Restores 200 Magic Points
Mana + 2: Restores 500 Magic Points

Amlita: Cures a character of magic spell effects.

Rings: Change a character's skills in some way (only one ring can be worn at a time).

T. Claw (Tiger Claw): Increases a character's Deathblow chances
R. Leg (Rabbit's Leg): Increases a character's luck
W. Shoes (Wind Shoes): Increases a character's speed
Wing 1 (Feather of Heaven): Increases a character's energy
P. Ring (Protection Ring): Increases resistance to magic
P. Glove (Power Gauntlet): Increases Attack Strength
Gauntlet (Gauntlet): Increases Defense Strength

Grenades: Can be thrown at enemies from a distance.

Ball: Attack of 50 HP
Ball + 1: Attack of 100 HP
Ball + 2: Attack of 200 HP
Ball + 3: Attack of 200 HP(at a greater distance than Ball + 2).

Special Weapons And Armor

Keep in mind that many weapons you come across in Mystaria will have more than just one effect on a character, and some have a special effect on some monsters. For example, if a character has a strong Defense rating but is easily affected by magic spells, the Silver shield (Defense + 32 and protection against magic) might be a better choice than the Great shield (Defense + 48).

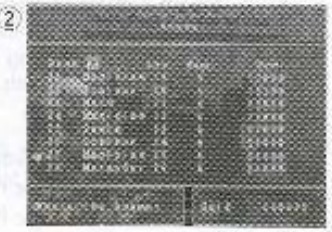
Arena

① Walk through the gates and the master of ceremonies (he's the guy with the happening headgear) asks you your pleasure. Get acquainted with the rules by selecting **Listen**, jump into the action with **Partake** or if you reconsider, select **Exit**.



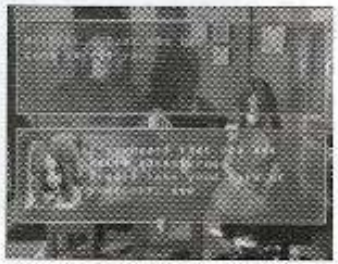
If you select **Partake**, the Character circle appears. Select a character and press **C** and a list of possible opponents appears, showing their rank on the list, name, Experience level, the number of opponents you'll be facing, and the prize sum if you win.

(2) Move the cursor to an opponent and press **C**. When the Confirm window appears, enter the contest (select **Yes**) or pick a different opponent (select **No**). Press **B** at any time before the battle to exit the screens.



The object is to defeat all the opponents in the Arena in 20 turns or less. You may find yourself in the outdoor or indoor arena, depending on the type of enemy you're facing. Experience, level ups and new techniques can all be gained in the Arena (not to mention the prize money). The battlefields are smaller than you're probably used to, and there's only one of you, so you'll need to use tactics to fight, not just brute force.

Private Dwellings



Find out information about upcoming opponents and hints regarding your quest. And don't be shy-make it a point to talk to all the locals when you enter a town or you risk missing vital news. Move the cursor to a conversation topic and press **C** to hear what the person has to say. When you're finished, select **Exit**.

Public Notices

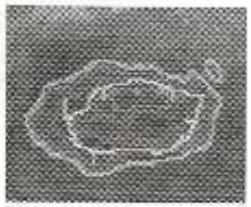


Many towns have a public notice board at the far end of Main Street. Step up and read the notices. These often have a bearing on your quest, and may even lead you to important new allies.

Outdoor Adventuring

When traveling through Mystaria, you might wonder where you are and where to go. Signposts can be found here and there by the main road. Step up and take a look-the nearest towns and Kingdoms are listed on each signpost.

A map appears at the bottom left corner of the screen when you are walking from place to place. Use this as a general guide to where you are (your current position is shown by a blinking white light, and areas you can enter are displayed in red).



Be careful when traveling from one Kingdom to another. Bandits have heard of Bane's return and are taking the opportunity to try and relieve travellers of their gold.

Techniques

This is a partial list of the techniques used by the warriors of Mystaria. There are, of course, even more powerful ones than these-and it's up to you to make sure your team learns the skills they need to defeat Bane and the ultimate evil!

T Icon Key

	SHORT RANGE–NEAR THE CHARACTER
	SELF-PROTECTIVE
	DIVINE INTERVENTION
	ENCOMPASSING–OBSTACLES DO NOT INTERFERE WITH ATTACK
	360 DEGREES–OBSTACLES INTERFERE WITH ATTACK
	STRAIGHT LINE–OBSTACLES MAY INTERFERE WITH ATTACK
	DIRECTIONAL–OBSTACLES DO NOT INTERFERE WITH ATTACK
	RADIAL–OBSTACLES INTERFERE WITH ATTACK

Magical Powers Key

	EARTH POWER
	FIRE POWER
	WATER POWER
	WIND POWER
	ELECTRIC POWER
	STAR POWER
	MOON POWER
	MIND POWER
	DARK POWER
	HOLY POWER

T Type	On-Screen	Description	Type
Spear	SPR ATK:	Pin an enemy with the **Spear Attack**	
	SPN SPR:	Use the **Spinning Spear** against surrounding enemies	
	SLA SPR:	Use the **Slashing Spear** against multiple enemies	
	KIL WML:	The **Killer Windmill** is a powerful spinning attack	
Hammer	HMR STK:	Pummel an enemy with the **Hammer Strike**	
	HMR SMA:	The **Hammer Smash** is a long-range attack	
	HMR SPN:	Hit surrounding enemies with the **Hammer Spin**	
	HMR BMB:	The **Hammer Bomb** hits multiple enemies-hard	
Sword	STK:	**Strike** enemies with your sword	
	RNG STK:	Add distance to your attack with the **Range Strike**	
	SPN STK:	Hit surrounding enemies with the **Spin Strike**	
	HVY STK:	The **Heavy Strike** has range and power	
T Sword (Magic)	HLY SWD:	Use the **Holy Sword** against unholy opponents	
	FLM SWD:	The **Flame Sword** uses the Element of Fire	
	CLD SWD:	Freeze enemies with the **Cold Sword**	
	VMP SWD:	Steal **HP** from an enemy with the **Vampire Sword**	
Bow	ARW SHT:	Aim and fire an **Arrow Shot**	
	LTG SHT:	Add **Lightning Shot** power to arrows	
	STR SHT:	Send a **Straight Shot** at multiple enemies	
	MLT SHT:	Fire the **Multi Shot** at nearby enemies	
Ninja	STK:	Perform a **Sword Strike**	
	THR STR:	Toss **Throwing Stars** at an enemy	
	MYS STK:	Hit multiple enemies with the **Mystic Strike**	
	CRC STK:	Slash surrounding enemies with a **Circle Strike**	

T Type	On-Screen	Description	Type
Hand to hand	PUN:	Use a **Karate Punch**	
	KIK:	Use a **Karate Kick**	
	HVY PUN:	Smash an enemy back with a **Heavy Punch**	
	MRL THW:	Toss an enemy with a **Martial Throw**	
Steal	STL GLD:	**Steal Gold** from an enemy	
	STL T:	**Steal a Technique** from an enemy	
	STL ITM:	**Steal an Item** from an enemy	
	STL HP:	**Steal Hit Points** from an enemy	
Attack (Magic)	FRB:	Blast an enemy with a **Fireball**	
	LTG SPK:	Shock enemies with a **Lightning Spark**	
	FRZ:	**Freeze** an enemy	
	ICE STM:	Blast enemies with an **Ice Storm**	
Holy (Magic)	HLY CUR:	Use **Holy Cure** on a teammate under a spell	
	HLG:	**Heal** a teammate's **HP**	
	RAS DED:	**Raise** a fallen teammate	
	GRP HLG:	Cure multiple teammates with **Group Healing**	
Special (Magic)	RAS GND:	**Raise Ground** to extend attack range	
	PTC SHD:	Raise a **Protective Shield** for teammates	
	SLP:	Put an enemy to **Sleep**	
	SRK:	**Shrink** an enemy's attack power	
Defense	DEF:	**Defend** against an attack	
	CVR:	**Cover** a teammate by taking their damage	
	CTR:	Strike back at an enemy with a **Counterattack**	
	ELD:	**Elude** an attack	

And Finally

Some tips for travellers in Mystaria.

General

- Certain battle situations are better suited for some warriors than others. Once you enter the battle zone, check out the geography, then withdraw and reselect the battle party to fit the situation.
- Arenas are ideal training grounds for your characters, and allow you to pick up extra Gold as well as information about the kinds of enemies you'll be facing in real battle later on.
- Study the geography of Mystaria well, and note the locations of all the areas on the Main Map. Some areas may seem inaccessible at first–perhaps you'll find the means to get to them later on.
- Make special note of your characters' weaknesses, and figure out the best way to make up for those weaknesses. For characters who fall under spells easily, protect them with magic shields and keep them out of the way when facing spellcasting enemies. If a character can climb hills easily, select that character for mountain battles.
- Press **L** or **R** in Town or on the Main Map when walking around to change the character shown on screen. When saving Adventures, the face of a character appears next to each Adventure in the memory. Use this function to remember which Adventure is which by selecting a character before you save an Adventure so that the character's face appears in the RAM memory.

Battle Shortcuts

- Press **L** or **R** to move the highlighter directly from one teammate to another.
- Press **C** repeatedly to speed up the enemy turn phases.
- If no enemies are left and you are making for the other end of the battlefield, move the teammate closest to the exit as far as his or her movement allows, then end the turn without moving the other teammates. Continue until the character reaches the exit.

Handling Your Sega Saturn CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

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.