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SEGA SATURN

SONIC TEAM

NiGHTS™

into dreams...



INSTRUCTION MANUAL

# Quick Reference Guide

Below and on the next page is a basic description of how to play a stage in the game and the moves needed to do so. For a full description of the game refer to the rest of the manual.

## Game Goal

For each stage in NiGHTS you need to collect 20 Blue Chips and take them to the Ideya Capture (both Blue Chips and Ideya Capture are pictured to the right). Once the Ideya Capture disappears return to the Ideya Palace to go to the next stage.



After you complete a series of stages you fight the dream henchman. Here you do not need to collect Blue Chips but instead discover the henchman's weakness and force the henchman out of the dream.





## Moves

① 

② 

③ 

① **Jump**
Button A, B or C (when walking)

② **Grab Item**
D-Button in item's direction or D-Button to loop around item(s)

③ **Ring Pass**
D-Button in ring's direction







④ 

⑤ 

⑥ 

④ **Grab Minion**
D-Button in minion's direction (when flying)

⑤ **Drill Attack**
Button A, B or C (when flying) (See Drill Attack Gauge, page 18)

⑥ **Acrobatics**
Button L or R (when flying)

# Cast Introduction

## Elliot



Elliot is playing basketball with his classmates. Some of the older kids from school show up and challenge Elliot and his friends to a game. A teammate passes long to Elliot, who is just feet from the net, but the star player on the other team steals the ball. A long pass downcourt and a slam dunk finishes the day. Elliot walks back home, alone.

## Claris



Today is Claris' chance to show her family she has stage talent. The stagelight flares on, and her heart starts racing. The directors are out there, watching. Claris approaches the microphone, but something's not right. A small voice inside tells her that everyone will laugh. A few seconds pass, and the voice grows louder. No longer able to bear it, Claris runs off the stage.

## NiGHTS



In their dreams Elliot and Claris have seen NiGHTS, a being capable of flying freely through the sky and performing the trickiest of aerial acroba But what is NiGHTS? A spirit? A memory? Whatever he, she or it is, NiGHTS plays an important part in the upcoming battle with the evil Wizeman.

# Nightopia in Peril

That night Elliot and Claris return home, thinking of themselves as failures, not realizing that the real challenge is about to begin. In the world of Nightopia where our dreams are played out, an evil being is gaining tremendous power. He is Wizeman the Wicked, and through his creations the Nightmaren, he captures precious dream energy from humans. If he is not stopped, he will rise from the subconscious and enter our world. No power on Earth will be able to stop him.







As Wizeman's Nightmaren start fulfilling his horrible plan, a Nightopian escapes from the dream world and begs the sleeping Elliot and Claris to save the world from the evil being. Just a few moments ago they felt like total failures. But now that the world needs their help, Elliot and Claris feel, for the first time in their lives, a courage growing within them. They accept the Nightopian's desperate request.



The creature explains to them that they need to recover four types of dream energy from Wizeman's Ideya Capture, a group of large machine-like beings. The four energies are White (representing purity), Green (wisdom), Yellow (hope), and Blue (intelligence).

Wizeman will attempt to steal Elliot and Claris' dream energy and try to confuse them by placing them in strange dream worlds. These worlds are places developed from the depths of their minds. The fifth and rarest of the dream energies, bravery (Red in colour), is the only type of energy Wizeman and his henchmen cannot steal. It is said that the only one not yet under Wizeman's power is NiGHTS, who appears as an aerial acrobat and is attracted to red dream energy. The Nightopian believes that Elliot and Claris possess this rare energy, and thus NiGHTS will come to their aid.



The Nightopian warns that sooner or later Wizeman will send the most powerful of his Nightmaren, his henchmen, after Claris and Elliot. The two children will need the help of NiGHTS every step of the way to thwart Wizeman's plans if they are to restore peace to Nightopia.





① 

② 

③ 

④ 

1. **Reala**
2. **Gulpo**
3. **Clawz**
4. **Wizeman**
5. **Jackle**
6. **Puffy**
7. **Gillwing**

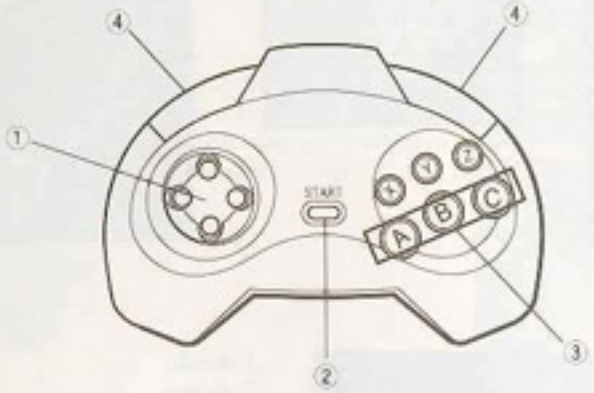
⑤ 

⑥ 

⑦ 

# Control Functions

## Saturn Control Pad




| | Pre-game | During Game |
|---|---|---|
| ① **D-Button** | Highlights dream | Moves character around game screen |
| ② **Start** | Makes pre-game selections | Pauses game; resumes play when paused |
| ③ **Button A, B or C** | Selects dream | Speeds up character when flying<br>Makes character jump when walking |
| ④ **Button L or R** | No function | Makes character perform acrobatics when flying<br>Changes game view when character is walking<br>Press together to make NiGHTS float upright |

**Note:** For Button Z see Select Diary, page 12, and for Button X see Dream Data, page 15.

## Saturn 3D Control Pad™

Precision-engineered to intensify the 3D-gaming experience, the Sega Saturn 3D Control Pad (sold separately) delivers the ultimate in smooth and dynamic control. The revolutionary 3D Directional Button reacts to your every impulse and brings you the new standard in game control. Press it for more fluid movement as you direct NiGHTS to soar through the skies, and press the Triggers to perform acrobatics while flying. For more on the 3D Control Pad, refer to the Sega Saturn 3D Control Pad instruction manual. For Button Z see Select Diary, page 12, and for Button X see Dream Data, page 15.





### Front View

① 3D Directional Button
② Directional Button (D-Button)
③ Buttons X, Y and Z
④ Buttons A, B and C
⑤ Start Button (Start)
⑥ Mode Switch (Switch between + and O modes; see below and the next page)




### Back View

❶ Right Trigger (Trigger R)
❷ Left Trigger (Trigger L)




## 3D Directional Button Mode ("O Mode")

| | Pre-game | During Game |
|---|---|---|
| ① **3D Directional Button** | Highlights dream | Moves character around game screen |
| ② **D-Button** | No function | No function |
| ④ **Button A, B or C** | Selects dream | Speeds up character when flying<br>Makes character jump when walking |
| ⑤ **Start** | Makes pre-game selections | Pauses game; resumes play when paused |
| ❶ **Trigger R**<br>❷ **Trigger L** | No function | Makes character perform acrobatics when flying<br>Changes game view when character is walking |

## Manual D-Button Mode ("+ Mode")

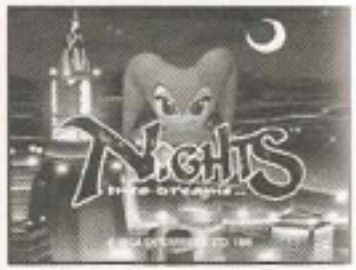
| | Pre-game | During Game |
|---|---|---|
| ① 3D Directional Button | No function | No function |
| ② D-Button | Highlights dream | Moves character around game screen |
| ④ Button A, B or C | Selects dream | Speeds up character when flying<br>Makes character jump when walking |
| ⑤ Start | Makes pre-game selections | Pauses game; resumes play when paused |
| ❶ Trigger R<br>❷ Trigger L | No function | Makes character perform acrobatics when flying<br>Changes game view when character is walking |

# Getting Started

After the Sega and Sonic Team logos, the *NiGHTS* introduction begins. Press Start from the Title screen to advance to the Select Diary screen, or wait a few moments to see the introductions for Elliot and Claris and the game demo.

During the intros or demo press Start to bring up the Title screen. Press Start again to advance to the Select Diary screen.






## Loading a Game

Whether you are playing for the first time or continuing an adventure use the Select Diary screen to load a game.

If you are playing for the first time select NEW GAME to store your adventure. Press the D-Button UP or DOWN to highlight the adventure name and press Start or Button A or C to select.








## The Sega Saturn Backup™

With a Sega Saturn Backup cartridge (sold separately) you can store and load games to and from the cartridge. Make sure that the cartridge is inserted before you turn the Sega Saturn ON.

To load a game from the cartridge, press the D-Button DOWN until the Backup cartridge is displayed on the Select Diary screen. Highlight the adventure of your choice and press Start or Button A or C to select.

For more on the Sega Saturn Backup cartridge, refer to its instruction manual.

## Naming a New Adventure



After you select NEW GAME you assign a name to the adventure.
Press the D-Button in any direction to highlight a character. To enter a character, press Start or Button A or C. Highlighting DEL (delete) and pressing Button A or C erases a character. When you've finished entering the name, highlight END and press Start or Button A or C to advance to the Dreams select screen.

# Enter the Dream

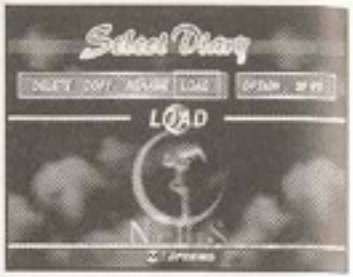
From the Dreams select screen choose where in Nightopia you want to attempt to recover the stolen dream energy and battle with the Nightmaren. From this screen you can also look at *NiGHTS* high scores (Dream Data) or reopen the Select Diary screen.




Depending on the dream location, you play the part of either Elliot or Claris (select a dream from the left side to play Claris, or the right side to play Elliot). After you finish a dream of Elliot's or Claris', other dreams become available. Press the D-Button LEFT or RIGHT to highlight a dream, and press Start or Button A or C to begin play.

## Select Diary

Press Button Z on the Dreams select screen to open the NiGHTS diary.




| | |
|---|---|
| **DELETE** | removes a saved adventure from the diary. |
| **COPY** | saves an adventure to the Sega Saturn Backup cartridge (sold separately). |
| **RENAME** | allows you to create a new name for an adventure. |
| **LOAD** | lets you resume an adventure. |
| **OPTION** | accesses the game's Option screen. |
| **2P VS** | battle a friend in this mode (see page 14). You need to beat Reala in Nightmare to access this mode. |

Press the D-Button LEFT or RIGHT to highlight the feature, and press Start or Button A or C to access it.

Press Button B at any time to cancel your selection.

### Deleting an adventure

Press the D-Button UP or DOWN to highlight the adventure you want to delete, and press Start or Button A or C to select.




On the confirmation screen, press the D-Button UP or DOWN to highlight DELETE, OK or EXIT. Press Start or Button A or C to confirm.







### Copying an adventure

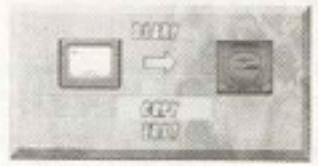
Use this feature to copy adventures from the Sega Saturn internal memory to the Backup cartridge or vice-verso.




Highlight the Diary Box by pressing the D-Button RIGHT. Toggle the D-Button UP or DOWN to highlight the picture of the Backup cartridge or the Sega Saturn. Whichever one you highlight is the data source. Press Start or Button A or C to select the source.




On the confirmation screen press the D-Button UP or DOWN to select COPY to confirm or EXIT to cancel. Press Start or Button A or C to confirm. Pressing Button B aborts the selection.



### Renaming an Adventure

To rename an adventure, highlight it by pressing the D-Button UP or DOWN and press Start or Button A or C to confirm.

Press the D-Button in any direction to highlight a character. To enter a character, press Start or Button A or C. Highlight DEL (delete) and press Button A or C to erase a character.



When finished entering the name, highlight END and press Start or Button A or C to return to the previous screen.

### Loading a game

See Loading a Game on page 10 for information on this.

### Options




Press the D-Button LEFT or RIGHT to highlight the feature, and press Start or Button A or C to access it.

Unless otherwise noted, for any of the features on pages 14 and 15 press the D-Button UP or DOWN and Start or Button A or C to select. You can press Button B at any time to cancel your selection.

**Sound Test**
Sample the background music and sound effect tracks of the game. Press the D-Button UP or DOWN to highlight a dream name, and Start or Button A or C to access the sound effects (SE) or the background music (BGM) for the dream.



Press the D-Button UP or DOWN to highlight SE or BGM. In SE, press the D-Button LEFT or RIGHT to make your selection. Press Button A or C to play the sound effect.

In BGM, press Button A or C to play the track, and Button B to stop it. Press Button B at any time to return to the Sound Test main screen.

**Note:** You can sample SE tracks while a BGM track is playing.

**Audio**
Choose either the Stereo or the Mono (Monaural) setting for your television stereo system.

**TV Screen**
For best viewing, set to WIDE for letterbox format wide-screen televisions and NORMAL for all other types of television sets.

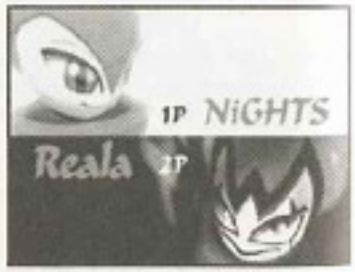
**Nightmaren**
See the best times for the Nightmare stages. When BEST TIME appears press Start or Button A or C. Press the D-Button UP or DOWN to scroll through the Nightmare levels.

**Select Diary**
Returns you to the Select Diary main screen.

## 2P VS

With this feature play a two-player battle with a friend! Player 1 takes the role of NiGHTS and Player 2 takes the role of Reala.

The goal of the game is to run into your opponent at top speed (by pressing Button A or C) and perform Paraloops around your opponent. Each time you successfully do so your opponent loses a Hit.




Both players have three Hits. The first player who makes the other lose all his/her Hits wins. However, if both players still have Hits when time runs out, the player with more Hits remaining is declared the winner.

After the match, the Continue screen appears. Press Start or Button A or C to go head-to-head again before the timer runs out. Pressing Button B speeds up the timer. There is no limit to the number of continues.

**Note:** You need to beat Reala in Nightmare before you can access this mode.








## Dream Data

With this feature you can see the high scores for NiGHTS. Highlight one of the dreams on the Dream select screen and press Button X to bring up the high score screen for that dream.

① Top Five Dream Scores
② Highlighted Course (Stage) High Score
③ Dream Map




- Press the D-Button LEFT or RIGHT to highlight a Stage on the Dream Course Map and bring up the Stage High Score
- Press Button L or R to change the rotation of the Dream Course Map
- Press Button B or X to return to the Dreams select screen

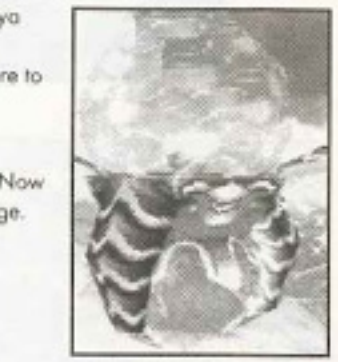
# Nightopia

At the start of the dream, the Nightmaren steal almost all of your dream energy except for the most precious and powerful energy of all, bravery. Now it's time to fight back and recover all the dream energy.

Nearby is an Ideya Palace. Just walk right in and NiGHTS comes to your aid! Immediately you start floating off of the platform. Have fun flying!



Each dream has four Mares (stages). In each Mare is an Ideya Capture which guards one of the types of captured dream energy. Collect Blue Chips and give them to the Ideya Capture to overload it and release the stolen dream energy!



After you zap the Ideya Capture, the time it took for you to overload the Ideya Capture and your Time Bonus are listed. Now head back to the Ideya Palace where you'll start the next stage.

Should the timer reach zero before you finish the stage, you fall to the ground. You are once again Claris or Elliot, and you are now in danger! Wizeman has sent giant Alarm Eggs that track you down when you walk on land in the dream worlds.

Hurry up and finish the stage, otherwise the Alarm Egg will find you and force you to wake up. Night Over!

After you finish the last stage of a dream you are transported to Nightmare, where once again as NiGHTS you battle one of Wizeman's henchman.



## Items

There are many kinds of items that you find on your journeys. Your goal for each Mare is to overload the Ideya Capture and reach the Ideya Palace, but you also have time to explore the stages and discover the game's treasures.









① **Colour Chips**
Each Colour Chip is worth 10 points. Blue Chips found at the beginning of the stage are used to overload the Ideya Capture. After you destroy the Ideya Capture, collect Gold Chips. The more you collect, the higher your bonus at the end of the stage.

② **Star Chips**
You are awarded 10 points for each Star.

③ **Rings**
Each time you pass through one you are given 10 points.

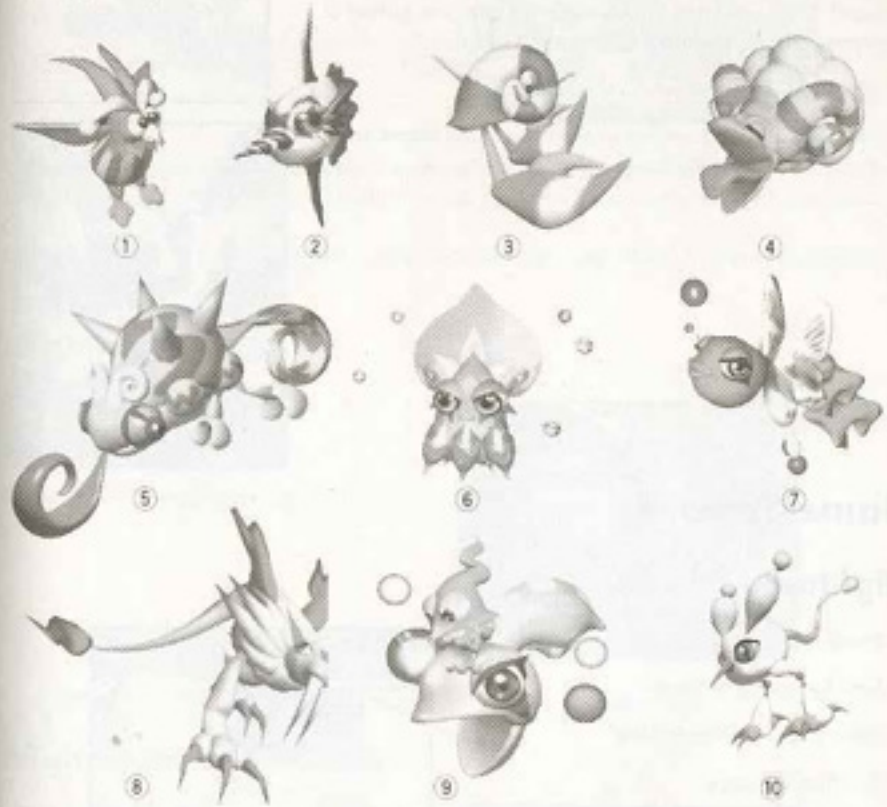
④ **Power Loop**
Pass through this ring and a streamer trails behind you! Loop the streamer for bonus points. The greater variety of circle sizes you make, the higher the bonus.





## Minion Nightmaren

These creatures have overrun Nightopia. Though not as strong as Wizeman's henchmen, many of them can attack. You lose 5 seconds on the Timer if one of them hits you. Get the jump on them by grabbing them first!



① **Hollow**
② **Mamu**
③ **Kircle**
④ **Shleep**
⑤ **Verol**
⑥ **Cuttle**
⑦ **Party**
⑧ **Gao**
⑨ **Crewle Pole**
⑩ **Snip**

## Paraloop

There are two ways you can obtain an item. One way is to move your character in the direction of an item to have the character touch it. The other way is to perform a Paraloop.

Performing a Paraloop is easy: maneuver NiGHTS with the D-Button to loop around Star Chips and Color Chips. The manoeuvre is useful for catching many items at once, though it takes some training to get all the items in one loop.



## Major Scoring

You are rewarded with bonuses for acrobatic skill. The more items you collect and the more rings you move through on one pass, the higher the acrobatic bonus you receive. On the game screen, the word "Link" preceded by a number indicates the number of items you collected and rings you passed through.




Use bumpers or speed up your character to reach distant items for gigantic acrobatic skill bonuses.



# Game Screens

## Nightopia

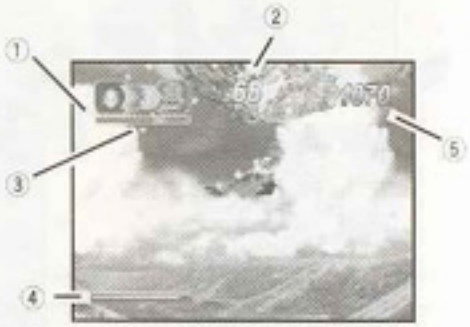
① Number of Colour Chips currently held

② Time Remaining in Stage

③ Ideya Capture Strength Level

④ Drill Attack Gauge

⑤ Current Score




When your **Drill Attack Gauge** reaches zero, NiGHTS loses the ability to Drill Attack! You need to pass through Rings to build this gauge back up.



## Nightopia Stage Clear

⑥ Chips

⑦ Bonus

⑧ Level Rating

⑨ Total Score for the Stage



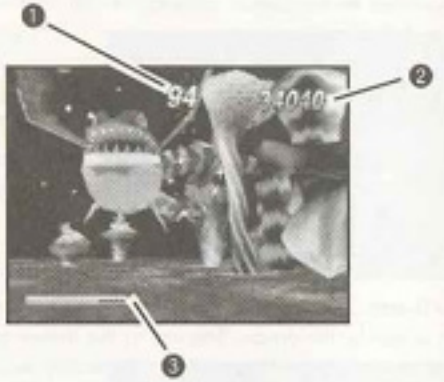

**Chips** is the number of **Gold Chips** you collected for the stage.
**Bonus** is based on the number of Gold Chips you collected. You receive 50 points per Gold Chip.
**Level Rating** is an indicator for the number of Gold Chips you collect. The more you collect, the higher the rating.

## Nightmare

❶ Remaining Time

❷ Current Score

❸ Drill Attack Gauge (see page 18)



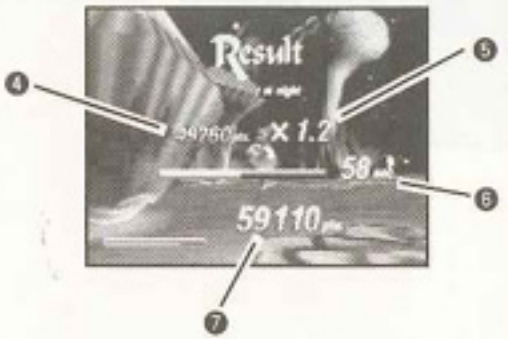

## Nightmare Level Clear

❹ Nightopia Score

❺ Time Bonus

❻ Unused Time

❼ Total Score




The faster you finish this level, the higher your **Time Bonus**. Your **Nightopia Score** is multiplied by the Time Bonus, and this number is added to the Nightopia Score for the **Total Score**.

# Nightmare

After you finish the last stage of a dream in Nightopia, you are transported to Nightmare, the second level in the dreamworld. There, as NiGHTS, you face one of Wizeman's henchmen. The henchman you face depends on the dream you last visited.

Before you battle, your total score, overall Level Rating and stage Level Ratings for the Nightopia dream are displayed.




As in the Nightopia dreams, you have a certain amount of time to finish the level. Each henchman has a unique weakness, and your goal is to find that weakness and defeat the henchman. Should time run out before you finish Nightmare, the game ends.

If you beat the henchman, congratulations! Your overall Level Rating for the dream appears.




The Dream Top Scores screen appears, listing the top five scores for the dream. You can try the dream again by pressing Start and Button A simultaneously, or press Start to bring up the Dream Select screen.








# Dreams

## Claris' Dreams

### Spring Valley

Spring Valley is a beautiful world lush with vegetation. Walk on natural stone bridges which cross over small ravines. Strong breezes at the top of the mountains send you to treasures. Other items are hidden in giant trees. Look high and low or you'll miss some of the goodies.



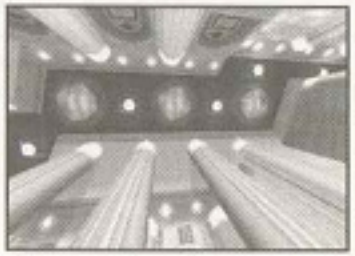
### Mystic Forest

Stone blocks are solidly in place in some parts of the forest, but pillars lay broken and scattered in others. Traffic signs which dot the land seem out of place in the dark and silent surroundings. Look for the core of this dream, a "shining" cave buried deep in the ground. The forest growth here might help send you on your way.



### Soft Museum

A large museum towers in the middle of a European-style garden. The ground seems to warp underneath you, and red brick roads suddenly end without warning. The museum has no obvious door, so you'll need to find another way to enter.



## Elliot's Dreams

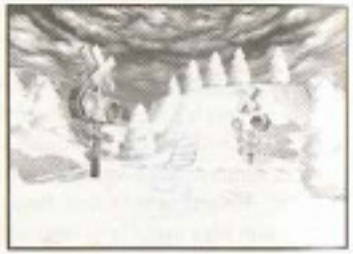
### Splash Garden

Glide above lakeside parks where fountains shoot jets of water high into the sky. Giant blue orbs hold tempting treasures, but knock you off course when you enter them. Plunge into the water and race along the lake bottom, picking up as many items as you can.



### Frozen Bell

The frozen landscape is highlighted by railroad tracks which lead into the distance and towers which soar into the sky. Fly and climb over snowy mountains covered with steep slopes. Look high and low while swinging on the bars, for you can find many goodies. Race the bobsled run to gather Star Chips and Colour Chips.



### Stick Canyon

The canyon is set in the middle of a desert. It is filled with numerous traps which are designed to slow you down. Giant magnets suck in everything that passes. Another type of machine magnetizes you, so that items and creatures stick to you as you pass them. You need to reach amazing heights to get through this dream.







## 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.