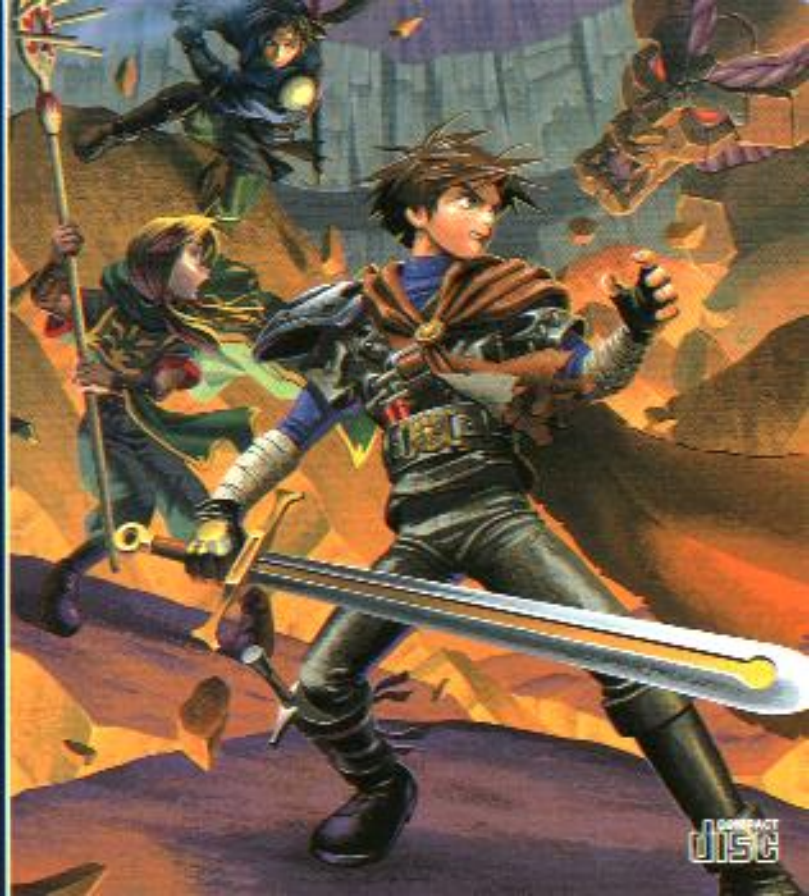
INSTRUCTION MANUAL

Shining the Holy Ark

SEGA SATURN™



Spinning the Threads of Destiny

Ages past, the kingdom of Enrich was a prosperous realm, blessed with the mines of the Desire mountain range, rich in precious ore. But this once happy kingdom is now known only as a cursed land. The wealth and success of Enrich sowed the very seeds of its downfall, attracting dark visitors from neighbouring lands and unleashing strange magic from the depths of the earth.

Some days ago Arthur, a masterless warrior, received an urgent summons to appear before the king in the capital city of Enrich. Bonding together with the renowned conjurer Forte, and Melody, his apprentice, Arthur set off to do the royal bidding – capture a renegade ninja by the name of Rodi. The king's men have tracked their quarry to Desire Mountain, and cornered him in an abandoned mine.



That is three days past, and Arthur's party has arrived after a hard journey at the mouth of the mine. They have girded themselves for a hard fight, but what could prepare them for the tricks of capricious destiny? And who could fathom the portent of the recent unforeseen eclipse of the sun? Dire prophecies echo throughout the kingdom; a climate of dread and foreboding prevails. Perhaps the Fates are spinning unkind threads on their loom...

Setting Forth...

An animated story sequence follows the Sega and Sonic Software Planning logos. Wait for the animation to end, or press any button while it plays to make the **Press Start Button** message appear onscreen. Press Start to bring up the Start menu and enter the game.

Game Start Options

The first time you load the game, and whenever you begin a new game, the Name Entry screen will appear. Press the D Button in any direction to highlight a character, and Button A or C to select. Press Button B, or select **Backspace** to delete the previous character. Select **End of name** to finish entering your name, and begin the game. Be warned – you cannot change your character's name during play, so choose wisely.



1. If you have data saved from a previous game the Game Data menu appears. This menu allows you to select game data to delete, copy, or continue a saved game, or start a new game from the beginning. Press the D-Button up or down to highlight a menu item, and Button A or C to select.

2. If you select **From the beginning**, the Name Entry screen comes up (see page 14); otherwise the Game Data Options menu appears. In the Game Data Options menu, press the D Button up or down to highlight Begin, Copy or Erase, and Button C to select.



Be thou Ware!

Saving Game Data is a crucial part of your *Shining the Holy Ark* adventure. Each data file occupies 65 memory units in your Sega Saturn's internal RAM, or on your Sega Saturn Backup™ cartridge (sold separately). If you don't have enough memory available to save game data, a message appears onscreen before you start your game, warning you that you will not be able to save new game data. At this the Sega Saturn Memory Manager screen to erase unneeded data before beginning play (see your Sega Saturn Instruction Manual for details). For a full explanation of how to save game data during play, see page 92.

The Control Pad

There are three main screen environments in the game: 3D Motion, Options Menu and World Map. The Button Commands for each environment are shown below.

BUTTON NAME	3D MOTION
1 **D-Button**	Move (See **Note 1**)
2 **Start**	Bring up area map
3 **Button A**	Bring up Options menu
4 **Button B**	(See **Note 2**)
5 **Button C**	Check or Talk
6 **Button X**	Look left and right
7 **Button Y**	Look up and down
8 **Button Z**	Look straight ahead
9 **Button L**	Select pixie (See **Note 3**)
10 **Button R**	Select pixie (See **Note 3**)



OPTIONS MENU	WORLD MAP
1. Highlight menu items	Move
2. No function	No function
3. Enter selection	Enter selected area
4. Cancel selection	No function
5. Enter selection	Enter selected area
6. No function	No function
7. No function	No function
8. No function	No function
9. No function	No function
10. No function	No function

Note 1: Press up to move forward, down to move back, and left or right to move in those directions. Press up twice quickly and hold to dash forward.

Note 2: Hold Button II to continue facing forward while moving left or right.

Note 3: See pages 74-76 for information on how to use pikes.

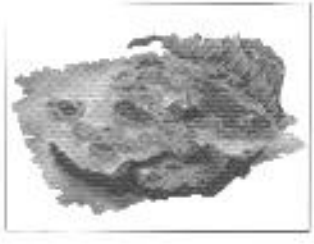
The Object of your Quest

Shining the Holy Ark is a fantasy role-playing game set in a three dimensional world for you to explore with your loyal band of companions. Do battle with nefarious monsters and unravel mysteries profound in your efforts to recover a magical artifact of fabulous power. The true nature of the quest will be revealed only to those bold enough to persevere through the trials of each perilous dungeon and maze. Suffice it to say that the adventure at hand begins in the dark mines of the Desire Mountains, where you must seek out and vanquish Rasi, an infamous ninja wanted by the king.



An Errant Knight's Progress

As you journey through the kingdom of Enrich, you must solve the riddles of timeless ruins, overcome the treacherous obstacles and labyrinths that stand in your way, and engage foul monsters in combat. At the end of each successful battle encounter, your company of adventurers collects Gold and Experience. Gold can be used to buy items at the various shops located throughout Enrich, while Experience is needed to advance levels and gain strength. Collecting Gold and Experience is vital to succeeding in the game adventure. When confronted with a seemingly unbeatable foe, it may be a good idea to retreat and seek out some weaker opponents, gain Experience and increase your fighters' levels before trying again. Take heart there are no enemies or obstacles too strong to be overcome by a well-equipped group of high level characters.



Game modes

Whether it be searching the corridors of a dank subterranean maze, or visiting with friendly townsfolk in an isolated village, most of your adventure will be spent in the 3D Motion screen environment. Within the 3D Motion screen type, there are several main types of modes.



Search mode

This is the mode that shows your surroundings as you move through the wilderness and dungeons of Ennrch. In Search mode, press:

Button A to call up the Main Options icon menu (See pages 38-42 for details on the options available.)

Button C to Check areas for clues and secret treasure caches. (Can also be used to call up the Main Options menu when you are not facing a searchable area.)

Button X to look to the left and right

Button Y to look up and down (Who knows what might be hiding just out of sight?)

D-Button up twice quickly and hold to dash forward at high speed, letting you race down long tunnels or crash through stubborn barriers. (A burst of light appears onscreen when you dash.)

Button B to continue facing forward while moving to the left or right.

Start to call up the area map, when you have lost your way.

Options mode

Options mode allows you to use items and magic, check the status of party members and reconfigure several aspects of gameplay. See the section beginning on page 38 for full details of Options mode menus and functions.

Battle mode

When you encounter monsters, the game automatically shifts into Battle mode and the Battle Options icon menu appears. If you succeed in a battle you gain both Gold and Experience, so fight bravely. See the section beginning on page 60 for information on Battle mode.

Factfinding mode

Not all of your adventure will be spent in forbidding dungeon areas — you must interact with townsfolk and other characters you meet in order to gather clues and purchase items to aid you in your quest. Move about towns and buildings just as in the Search mode, and be sure to check all areas thoroughly for hidden treasure. When you meet other characters, press Button C to engage them in conversation — they might have some knowledge of value to impart.

Exploring Dungeons

To unriddle the mysteries of the Holy Ark, Arthur and his companions must make their way through grim cave networks, murky enchanted forests, frozen mountain passes and haunted ruins. These areas are known as dungeons, and while they hold many dangers for the unwary traveler, they also reward the stout hearted with fabulous hoards, lost ancient secrets, and items of magical power. Sharp-eyed adventurers may find helpful booty in pools of water or hidden under rocks, or release an enchanted pixie from the trunk of an old tree. Treasures may be hidden anywhere in a dungeon, so check all suspicious areas thoroughly by pressing Button C. The wise will remember that, 'Those who would find, must seek.'



Dungeons, whether above ground or below, are notorious for their twisting passageways, dead ends and forking paths. As you travel through a dungeon, a map of the areas you have already explored will fill out, allowing you to keep your bearings and plot your course. Press Start when you need to refer to the area map of the dungeon you are currently exploring. A map of the dungeon you are in appears, with your position and direction marked by a flashing red arrow. While the map is onscreen, press the D-Button up or down to view the upper or lower sections of a large map, and press left or right to call up maps of other levels in the same dungeon complex. Press Start again to return to Search mode when you have finished viewing the map.



Options menus

In Search mode, press Button A to bring up the main Options icon menu. When the menu appears, press the D-Button in any direction to highlight a menu icon, and Button A or C to select. Press Button B to cancel, or move back one step in the selection process.

Main Options menu

1 **Check**
To investigate the area in front of you, as with pressing Button C in Search mode.

2 **Magic**
To use magic spells. Brings up the Magic Usage screen (see page 70).

3 **Possessions**
To use items in your possession. Brings up the Possessions submenu (see page 40).

4 **Tactics**
To check character status and change gameplay configurations.
Brings up the Tactics submenu (see page 42).



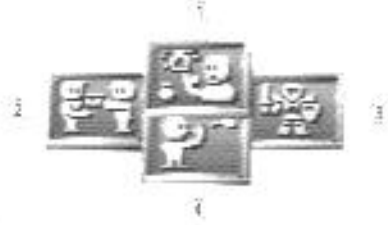
Possessions sub-menu

1 **Use**
To use an item. Brings up the Usage screen (see page 46).

2 **Give**
To hand an item from one character to another. Brings up the Usage screen (see page 46).

3 **Equip**
To put on or take off items that can be worn. Brings up the Usage screen (see page 46).

4 **Discard**
To drop an unneeded item. Brings up the Usage screen (see page 46).



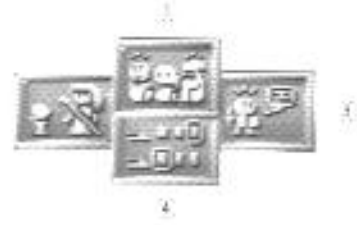
Tactics sub-menu

1 **Lead Team**
To check the status of any member of your party. Brings up the Party Status screen (see page 48).

2 **Reserve Team**
To call up an inactive character into the main party. Brings up the Substitution screen (see page 54).

3 **Commands**
Select this to set character controls to manual or automatic. Brings up the Command screen (see page 56).

4 **Customize**
To change several aspects affecting gameplay. Brings up the System Config screen (see page 58).



Game screens

Several of the options menus call up a selection screen, letting you make decisions regarding the magic or items you want to use, view character status, or change gameplay features. Press the D-Button in any direction to move the highlighter around the screen. Press Button A or C to select a highlighted character or icon. Press Button B to cancel a selection, or go back one step in the selection process.

Party Status screen

When you select the Lead Team icon from the Tactics sub menu, the Party Status screen appears. This screen displays the basic statistics for all the characters in your party, and allows you to select characters and view their full statistics in the Individual Status screen. For an explanation of the statistics shown, refer to the Individual Status screen item descriptions on page 50.



Individual Status screen

This screen displays a full listing of all of a character's statistics, items and magic. The Individual Status screen displays the following information:

HP The current and maximum number of HP Points.

MP The current and maximum number of Magic Points*.

EXP The number of Experience points the character has acquired.

ATT The Attack rating for the character when using hand held weapons.

DEF The Defence rating for the character against physical attacks.



AGI The Agility, or speed, rating for the character.

CRT The character's Critical rating. This determines how frequently the character will be able to execute Power Attacks**.

TEQ The character's Technique rating. This determines the number and type of Power Attacks** the character can use in battle (see page 72).

LCK The character's Luck rating. This affects the character's chances of attacking successfully, and ability to dodge enemy attacks.

MD The Magic Defence rating for the character against enemy spells.

BD The Breath Defence rating for the character against breath attacks.

The Individual Status screen also displays all the items carried by the character, and all the magic spells the character knows. Highlight an item or spell to view a brief description in the text window mid-screen. Press Button B to return to the Party Status screen.

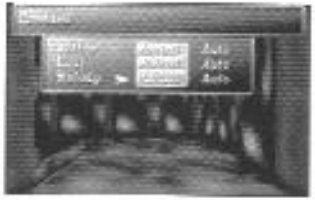
*For more information on Magic Points, see the Using Magic section on page 70.

**For details on Power Attacks, see the Doing Battle section on page 72.

Substitution screen
When you select **Reserve Team** from the Tactics sub-menu, the Substitution screen appears. You can only have four active characters in your party at any time, so when you have assembled a party of more than four members, you may wish to change the status of a character. First select the active character you want to replace, then select the reserve team member you want to activate. All the characters, only Arthur cannot be replaced.



Command screen
The Command screen appears when you select **Commands** from the Tactics sub-menu. This screen allows you to set the control for any character (except Arthur) to **Manual** (to let you control the character's actions) or **Auto** (to have the CPU control the character). Press the D-Button left or right to switch Command types for a highlighted character.



System Config screen
The System Config screen appears when you select **Customize** from the Tactics sub-menu. In this screen, you can adjust certain features of gameplay as follows:

Message Speed
Set the speed at which message windows appear to **Slow**, **Normal**, **Fast**, or **Turbo**.

Window Type
Set the message window appearance to opaque, semi-transparent or transparent.

Window Colour
Customize the message window appearance by adjusting red, green and blue colour levels.

Frame Colour
Customize the colour of the message window frame.

Sound Mode
Select **Mono** or **Stereo** for the game sound output.



Doing Battle

When you encounter monsters while exploring a dungeon, the game automatically enters Battle mode, and the main Battle Options icon menu appears onscreen. Battles in *Sharing the Holy Ark* take place in rounds. The participants act in a battle order determined by their individual Agility ratings (faster characters move first). The battle continues until all the members on one side are exhausted (no Hit Points remaining), or have fled. Before every round, you can modify your active party roster, change character controls, opt to run away, or select one battle action for each active member of your party. (For information on the battle commands available, see the Battle Options menu section on pages 64-68.)



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The key to success in battle is knowing your opponents' limits, and your own. Keep track of things like your current Hit and Magic Points, how much damage various attacks and magic do, and how much damage different types of monsters can take (if you've faced their kind before.) Use what you know to judge the best course of action before every round.

The main three members of your party (Arthur, Rod, and Melody) do not die if their Hit Points fall to zero in a battle, but they are out of commission until the end of the fight. Once the battle ends, the fallen member's Hit Points are restored to one, and the character is able to use magic and engage in battle. However, additional party members do not revive automatically after they lose all their Hit Points. They can only be brought back from the brink by spells, special items or priestly intervention. (see page 90)

When the battle is over, you will either reap the rewards of Gold and Experience, or your battered party will be magically transported to the place of refuge nearest the point where you entered the dungeon.



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Battle menus

The Battle Options menu appears automatically when a monster appears, and before every round of a battle. Select icons from the Battle Options as with the main Options menu. (see page 36).

Battle Options menu

1. **Battle**

To stand and fight. Brings up the Battle submenu (see pages 66-68).

2. **Substitute**

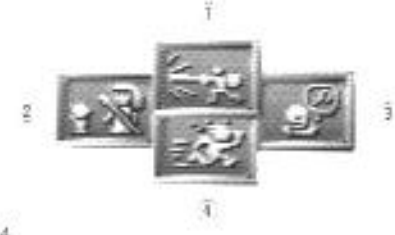
Functions exactly as selecting **Reserve Team** from the Tactics sub menu. Brings up the Substitute screen (see page 54), allowing you to switch active and inactive party members.

3. **Command**

To set the controls for active party members. Brings up the Command screen (see page 56).

4. **Retreat**

To run away when confronted with an overpowering foe. But be warned, some battles can't be avoided and you won't be able to Retreat.



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Battle sub-menu

When you decide to give battle to your monstrous foes, the Battle sub-menu appears, allowing you to select one command for each active party member before every round. Select menu items as in the main Options menu (see page 38). The Battle sub-menu reappears for each active member of your party in turn. Press Button B to cancel a selection, or back up one step in the selection process.

1 **Fight**

To engage your opponent in hand to hand combat.

2 **Use magic**

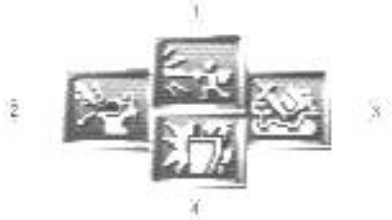
To use one of the character's spells. Brings up a list of the spells that character can use, and the Magic Points needed to use them.

3 **Use item**

To use one of the character's items. Brings up a list of the items the character is carrying. Usable items appear as large icons.

4 **Defend**

To have the character concentrate on self-defence for a round. Defend reduces the amount of damage the character takes from attacks for that round.



Using Magic

Many of the characters in *Shining the Holy Ark* have the ability to use magic. Some spells can only be used in battle, others can be used at any time, but all spells require Magic Points. Keep aware of each magic-using character's current and maximum MP levels, in order to avoid running out of Magic Points at a critical moment.

1 Magic-using characters learn new magic as they gain levels of experience. And all spells come in different levels of effectiveness, beginning at Level 1 when the spell is first learned, and increasing up to a maximum level of 4 as the character gains experience. Higher level spells use more Magic Points, but also have stronger effects. You can select the level you want to use for a spell (if it is higher than Level 1) by pressing the D-Button left or right when the highlighter is positioned next to the level indicator in the Magic Usage screen.



Power Attacks

1. Characters are sometimes able to execute special Power Attacks during hand-to-hand fights. The type, frequency and effectiveness of the characters' Power Attacks are determined by their individual CRT and TEQ ratings. A high CRT rating increases the chance that the character will execute a Power Attack in any given round. And new Power Attacks are added to a character's arsenal as his or her TEQ rating increases.
2. Some Power Attacks do extra damage, others help regenerate Hit Points or stun an opponent. But there is no way of knowing when they will be deployed. Think of them as a stroke of good fortune. Heaven smiles on the bold.



Using Pixies

1. Due to the influence of some occult power, the wee folk of Erick have been frozen in magical stasis and lie hidden throughout the kingdom. You can make allies of these tiny beings by discovering and releasing them from their enchanted slumber. Though small in stature, these creatures can become valuable allies in your quest, bringing you luck in battle and helping to find treasures.
2. You start the game with no pixie allies, but in the course of your adventure you may uncover them concealed in the unlikeliest of places. Once you have befriended a pixie, it will appear as an icon in the bottom right corner of the screen and it will follow along with you wherever you go. There are five types of pixie (Pixies, Fairies, Succubi, Incubi and Leprechauns), each with a different icon. As you find more pixies, they will join your party and form groups with other pixies of the same species.



When a monster first appears, pixies may be used to launch a single first attack against it. The different types of pixies are effective against monsters appearing from different directions, as follows:

TYPE	Can be used against*
Pixie	Monsters coming from directly ahead of the group
Fairy	Monsters which attack from above
Succubus	Monsters appearing from the left of the party
Incubus	Monsters appearing from the right
Leprechaun	Monsters coming up from the ground

*When monsters appear from more than one direction, you can use pixies of any of the corresponding types against them. For example, if a Zombie appears from the left and two Hind Beetles spring up from the ground, you could use either the Succubi or Leprechauns.

To use a pixie (or group of pixies) in battle, first select the icon of the pixie type you want to use by pressing Button L or R. The highlighted icon will flash, indicating that it is the active pixie type. When a monster first appears, press Button C to send the active pixie(s) out to attack. If your timing is good, and the right pixies are activated, they will charge into battle before you and deal an unanswered first blow to your foes. The more pixies there are in a group, the higher the damage their attack does. And you will find that not only do they fight your enemies, but pixies also help you by increasing the Experience you gain, and by uncovering additional Gold when the battle is done.

Seek out the hidden pixies – they will aid you in your quest!



Rest and Refuge: Churches and Towns

As you make your way through battle, from time to time you will come across a small village or bustling town. These are important stops for bone-weary adventurers to gather new clues, replenish depleted supplies, rest their aching bodies and make records of their adventures. When you enter a town, you can move about just as you would in a dungeon environment in Search mode (see page 30). However, there is no area map available in towns. One of the most important functions of towns is as sources of information. Be sure to avail yourself of the citizens of every town you visit – they can provide you with the clues you need to solve many of the riddles that stand in your way. Press Button C to Talk when there is a person in front of you. And be sure to search areas (by pressing Button C to check) while you rove the streets and buildings; dungeons aren't the only places with hidden treasure.

Inns and Pubs

Every town, no matter how small, has an establishment where wayfarers can get a hot meal, a cold drink, and lodging for the night. When you enter an inn or pub, press the D-Button left or right to approach the various customers and staff, and Button C to engage them in conversation. After you have made everyone's acquaintance, you may want to stay for the evening. Ring the bell on the counter for service. Press the D-Button left or right until the bell is highlighted, then Button C to ring it and get the chambermaid's attention. For a small fee, you can rest off the effects of your adventure. When you awake, your Hit and Magic Points will be fully restored.



Shops

Besides the local tavern, every town has several shops where you can buy the armour, weapons and goods you'll need in your travels, repair damaged equipment, and sell off items you no longer need. When you enter a shop building, you can talk with its customers just like in an inn (see page 82). When you want to make a purchase, highlight a shop name by pressing the D Button left or right, and Button C to begin bargaining with the keeper. The Shopping Options icon menu appears.

Shopping Options menu

Select Exit from the Shopping Options menu (or as in the main Options menu (see page 38).



1 **Buy**

To view the merchandise for sale. Displays all the items available, their prices, and the number of Gold coins in your possession.

2 **Sale items**

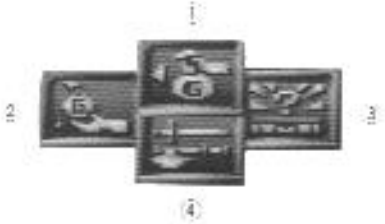
To see the shop's special merchandise. Some shops will have rare or unusual items in stock from time to time. The prices of such items may be high, but they can prove their value in the depths of a gloomy dungeon.

3 **Repair**

To make repairs to worn or damaged items. Some items may begin to wear out from the rigors of hard exploration. They can be repaired for a slight charge. A Usage screen showing all broken items appears, allowing you to select the item you wish to repair.

4 **Sell**

To sell unneeded items back to the shop. Brings up a Usage screen, letting you select the character whose item you want to sell, and the item.

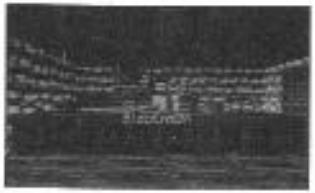


The Smithy

Not every town has a blacksmith's shop, but it is an important resource, so you should remember where it is when you find one. The blacksmith is the only man in Daich who can forge items from mithril ore, a magical metal which you might come across in the mines and caverns along your way. The smith is a cantankerous old man, but his skills are known throughout the kingdom, and it is well worth the trip to his shop if you should come across mithril ore.

Houses of Worship

The last important site in any village is the church. Most churches are located on the outskirts of town, marked by a small sign. When you enter a church, you can speak with the parishioners as you would in a shop or inn, then approach the priest. The priest performs several valuable services for his flock. When you approach, the Church Options icon menu appears:



Church Options menu

Select menu icons just as in the main Options menu (see page 38).

1 **Record**

To record your progress onto the system (or cartridge) memory. See page 92 for a full description.

2 **Revive**

To bring a fallen character back from the otherworld. The priest can revive character Hit Points, but not Magic Points. There is a fee for this service.

3 **Cure**

To restore a character's condition to Healthy. This is effective against many types of poisons and other hazardous elements which plague the dungeons of Enrich. A slight donation is requested.

4 **Change class**

To change the class of a character. After reaching a certain level in their original classes, the characters are able to advance to new classes with the help of the priest. Changing class enables characters to master new magic spells, and use new items. There is no charge for this service.



Saving Game Records

When you select Record from the Church Options menu, the Record Options screen appears. Select **New** to record your progress in the current game into a new data file, or select a previous record to overwrite with the current game data. Remember that each record occupies 65 units of memory. When you opt to create a new record you can specify to record the data into the System memory or onto the Backup cartridge (if you are using one). When you record over old data, it is automatically recorded in the same RAM location of the previous record.

