DARK WIZARD™



Sega CD™

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

Rated by V.R.C.™

MA-13

Parental Discretion Advised.

Mature Audiences

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

STARTING UP: HOW TO USE YOUR SEGA CD™

1. Set up your Sega CD system by following the instructions in your *Sega CD System Instruction Manual*. Plug in Control Pad 1.

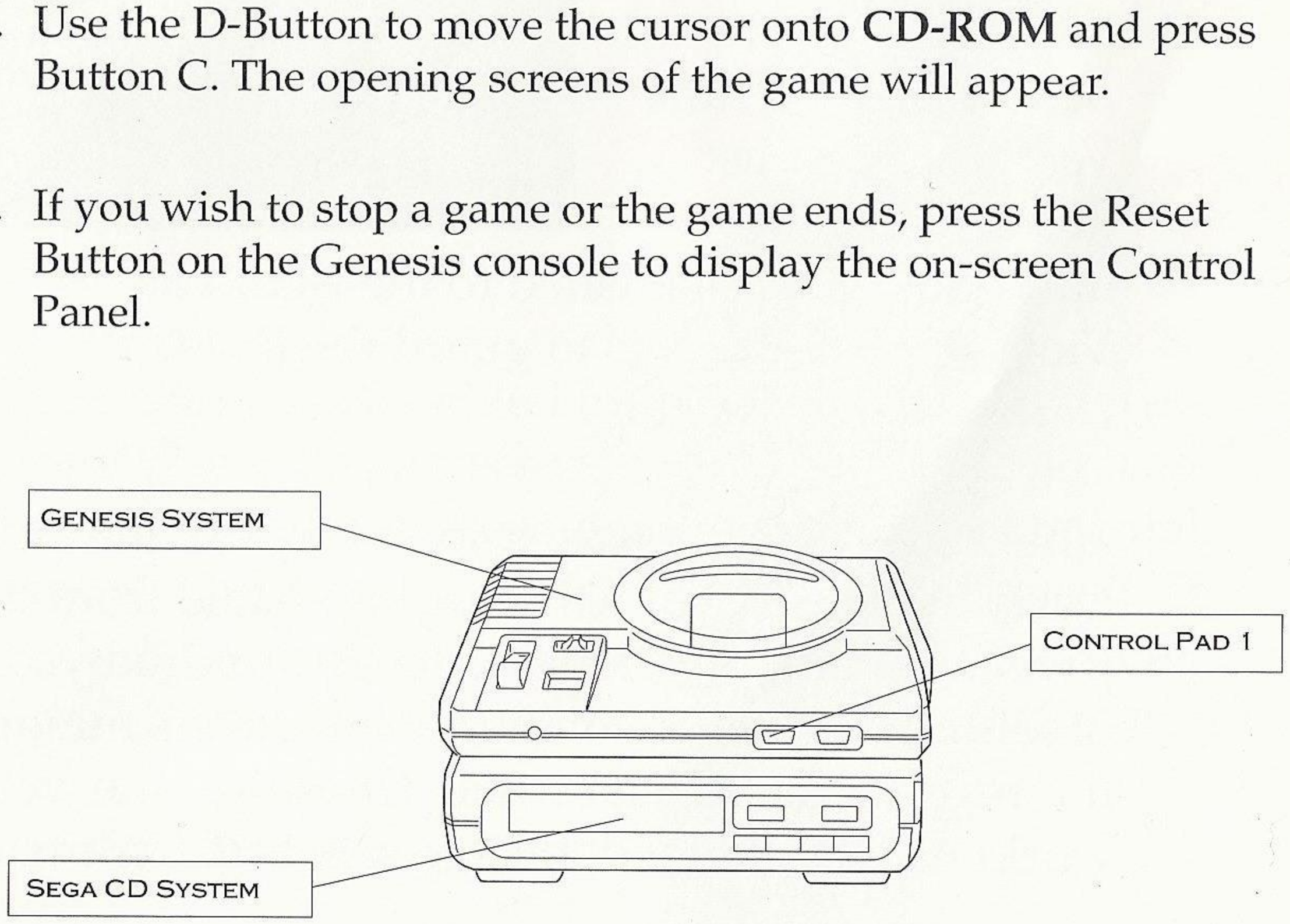
2. Turn the system **ON**. The Sega-CD animated display will appear. If nothing appears on screen, turn the system **OFF** and make sure it is set up correctly.

3. Press Button C on the Control Pad, and the on–screen Control Panel will appear. Use the D-Button to select **EJECT** and press Button C to open the CD tray.

4. Place the *Dark Wizard* disc in the CD tray and press Button C. The CD tray will close, and **CD-ROM** will appear on the Control Panel.

5. Use the D-Button to move the cursor onto **CD-ROM** and press Button C. The opening screens of the game will appear.

6. If you wish to stop a game or the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.



FOR GAME PLAY ASSISTANCE, CALL 1-415-591-PLAY.

The Darkness Bey

In a more peaceful time, the Grand Wizard Gilliam was the keeper of the Jewel of Darkness, which contained the spirit of the dark god Arliman. Gilliam was the greatest of wizards and trained many disciples, the best of whom was the master apprentice Velonese. But Velonese betrayed the principles of his training and began practicing forbidden spells.

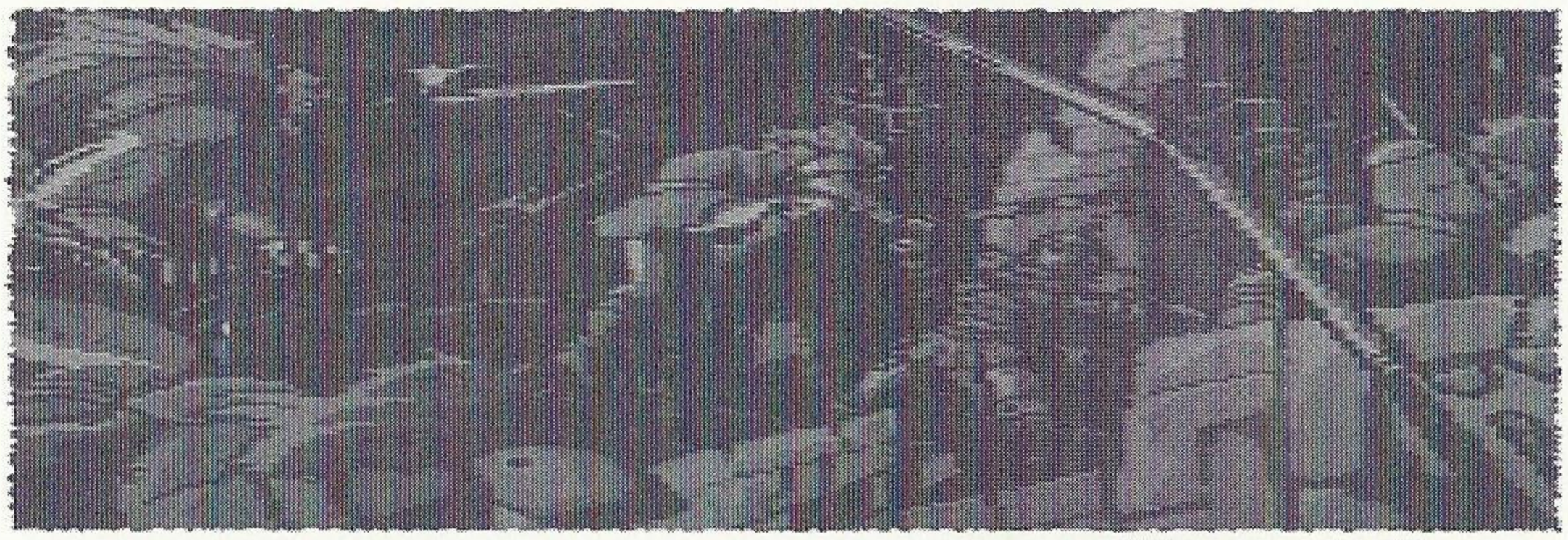
Hearing about this, Gilliam summoned Velonese and imposed a severe punishment on him. Velonese was cast under a spell of immortality and banished to the island of Viosdia where he was to guard the Jewel of Darkness for all time.



Although Arliman was trapped in the Jewel of Darkness, the evil of his being emanated from the jewel and tainted Velonese. Three hundred years of solitude twisted Velonese and made him hungry for revenge on Gilliam and Cheshire, the very world he was charged to keep safe from Arliman.

Velonese used his forbidden knowledge to summon four elemental demons from his own body

ond The Night...



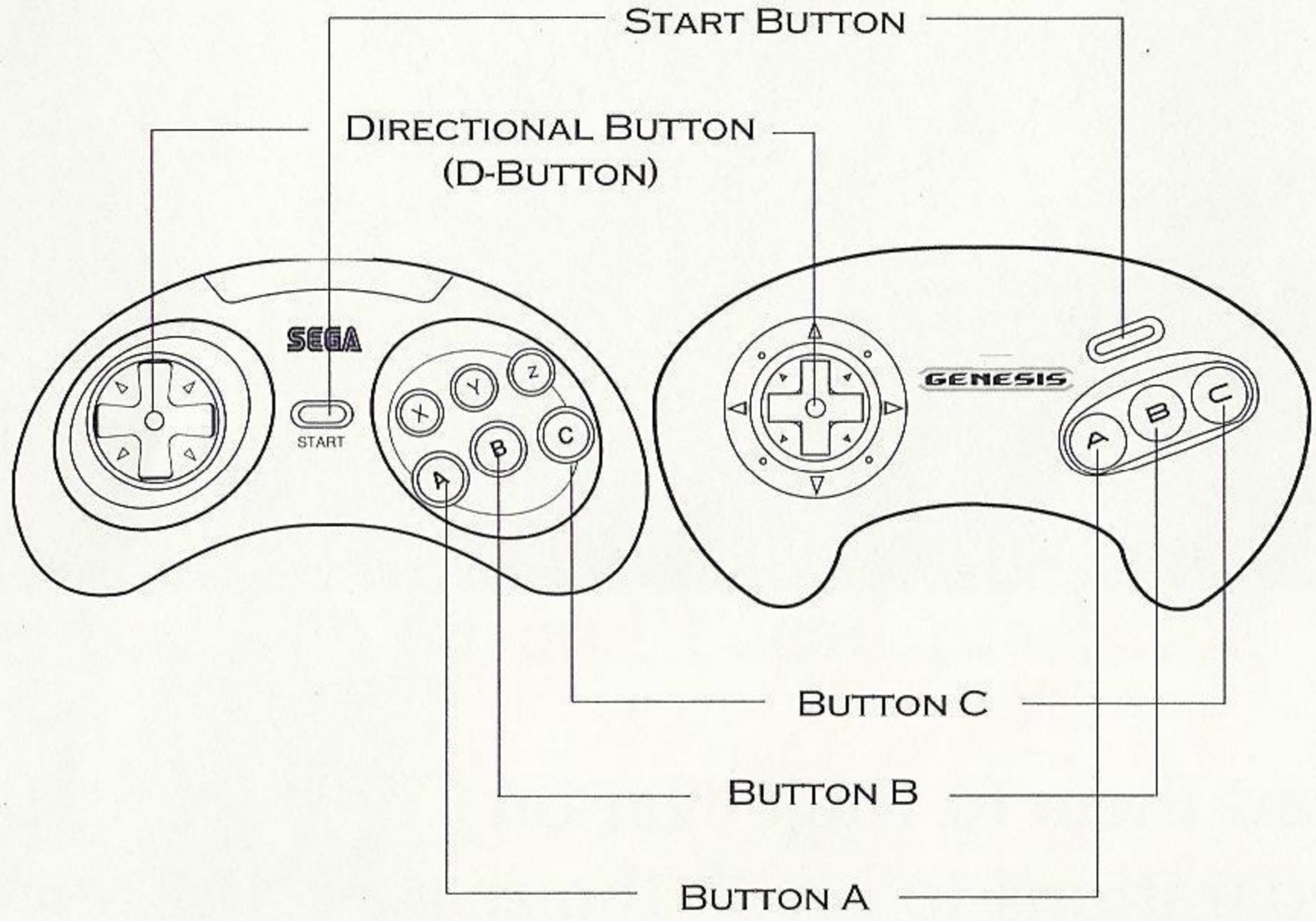
and ordered them to wage war on Cheshire while he made preparations to break the seal on the Jewel of Darkness and free Arliman. The four demons gathered unto themselves creatures of evil and swept across Cheshire, destroying kingdoms and armies with their overwhelming power.

The kingdom of Quentin is the last stronghold of the power of light in all of Cheshire. King Wynrick VIII waged a desperate battle to force the dark troops back, but he himself was killed in the battle. Cheshire desperately needs a successor to come forward and lead the last warriors of light against the four elemental demons and eventually against Velonese himself. If the dark wizard Velonese cannot be stopped in time, he will break the seal on the jewel and free Arliman.

And darkness will spread over Cheshire.

And night will rule—eternally.

Take Control!



Directional Button (D-Button)

- Directs highlighter in selection screens
- Directs Hex (Hexagon) marker in battle screens
- Directs the map guide arrow on the map of Cheshire
- Cycles through commands/items/options lists

Start Button

- Opens and closes the Buy/Sell window in castles
- Opens and closes the Change Name screen

Button A

- Displays view options in the battlefield screen

Button B

- Cancels selections
- Exits screens

Button C

- Selects highlighted commands/items/options
- Displays characters' battle options in battlefield screen

Note: Buttons X, Y and Z on the 6-Button Control Pad have no functions in this game.

Getting Started

After you turn on your Sega CD, the Sega logo appears, followed by the story of the *Dark Wizard*. Press Start to see the Game Menu.

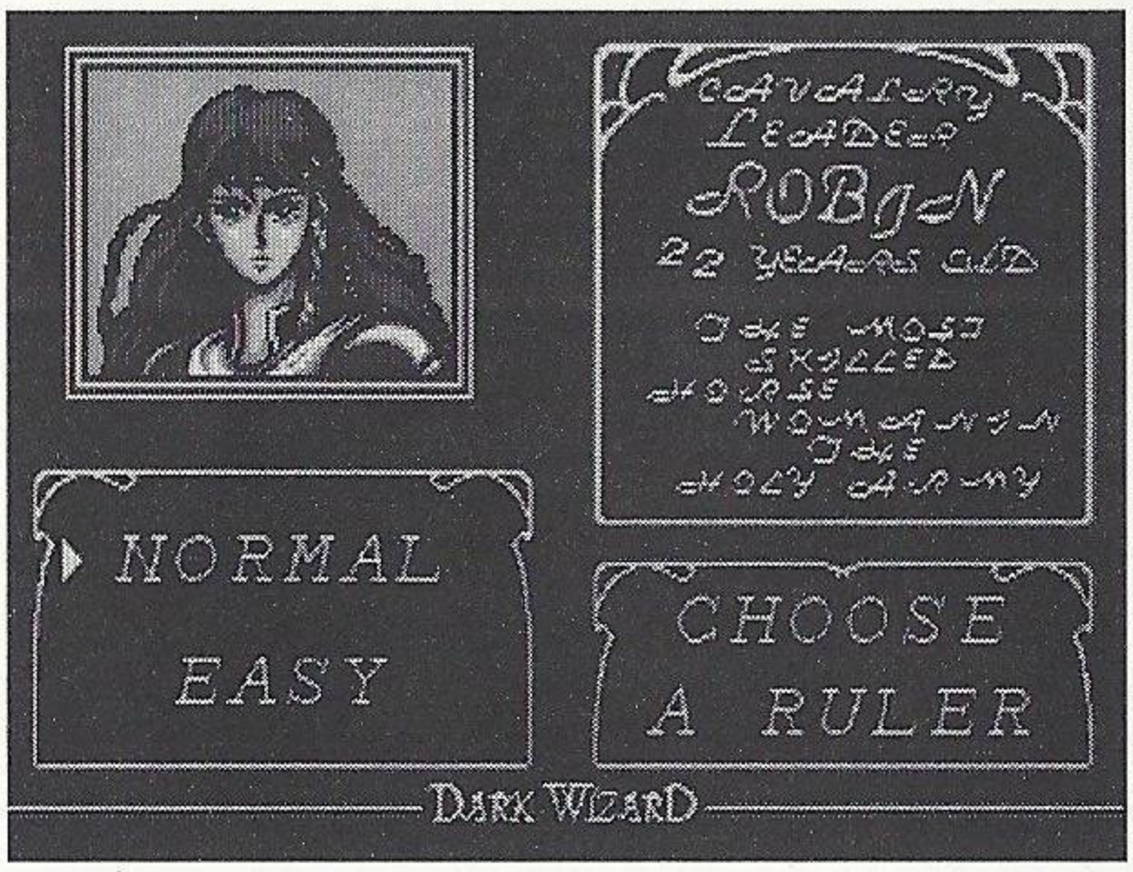


NEW GAME: Start a new adventure.

CONTINUE: Load a game you've already started (see FILE, page 16).

OPTIONS: Change some of the game conditions (see page 17).

Starting a New Adventure

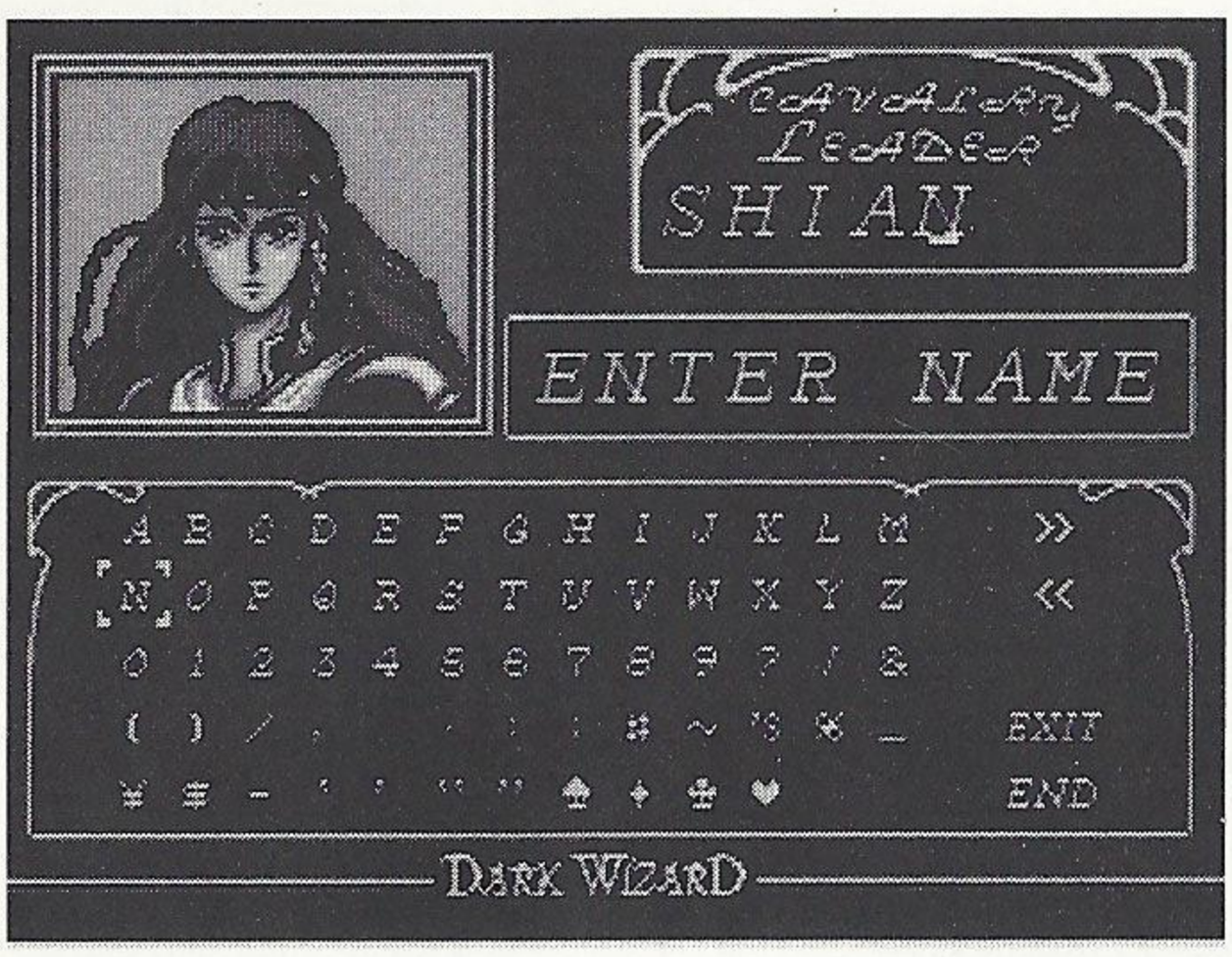


If you select **NEW GAME,** you must pick one of the four characters who will act as Ruler of Cheshire and brave Velonese's dark army. Each Ruler begins the battle with a different amount of gold and Magic Points and can summon different types of troops and monsters. Pick your Ruler from the list by scanning through the choices with the D-Button. When you find the character, press Button C to select him or her, and the difficulty level choices appear.

The **EASY** game starts you off with more troops and more time (among other benefits) while **NORMAL** puts you in the thick of battle when all is bleakest. Move the select arrow and press Button C to select.



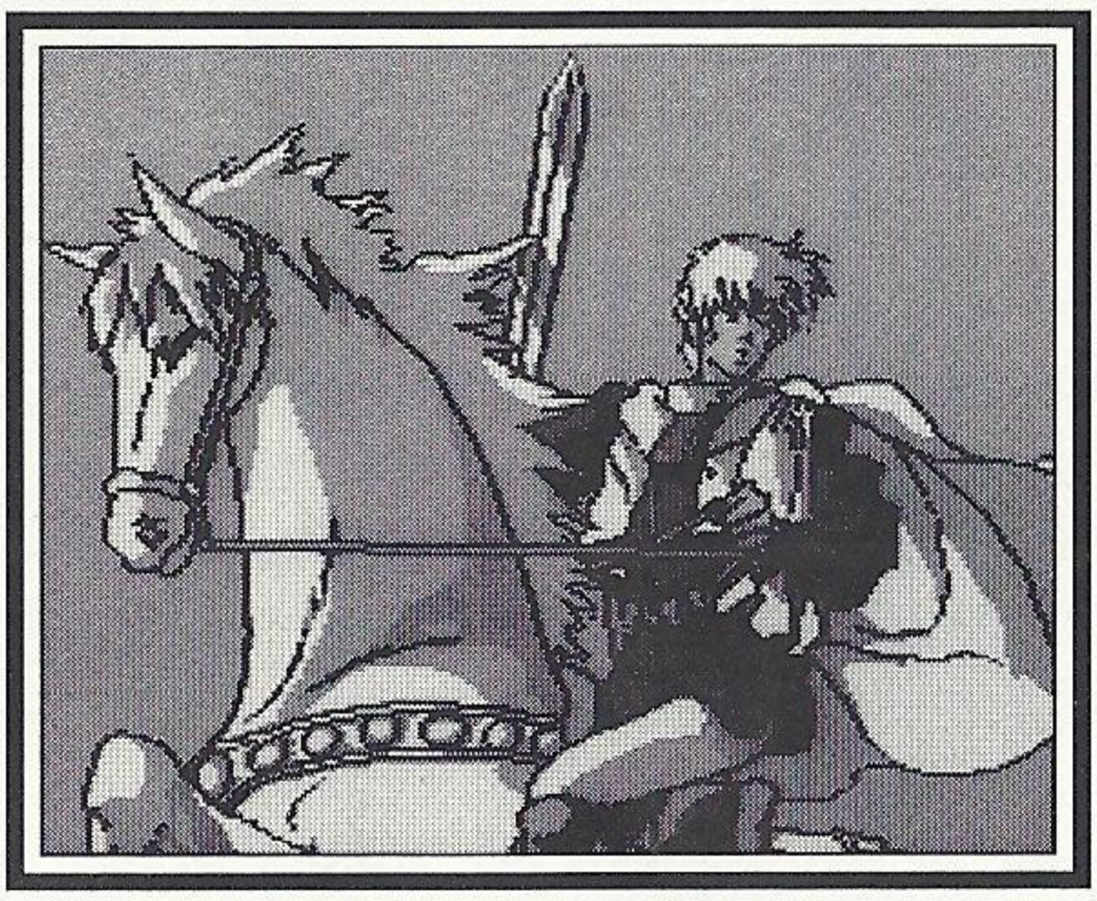
Next, choose to start the game, change the name of your Ruler or return to the Ruler select screen to reselect. Make your choice by moving the select arrow to an option and pressing Button C.



If you decide to change your Ruler's name, select **CHANGE NAME** to open the Change Name screen. Input a character by highlighting it (use the D-Button to move the highlight brackets) and pressing Button C. To change a character, press Button B until the character you want to change is underlined, then highlight the new character with the highlight brackets and press Button C. When you're done, highlight **END**, press Button B or the Start Button and the confirmation window appears. Confirm your choice or cancel it by moving the select arrow and pressing Button C.

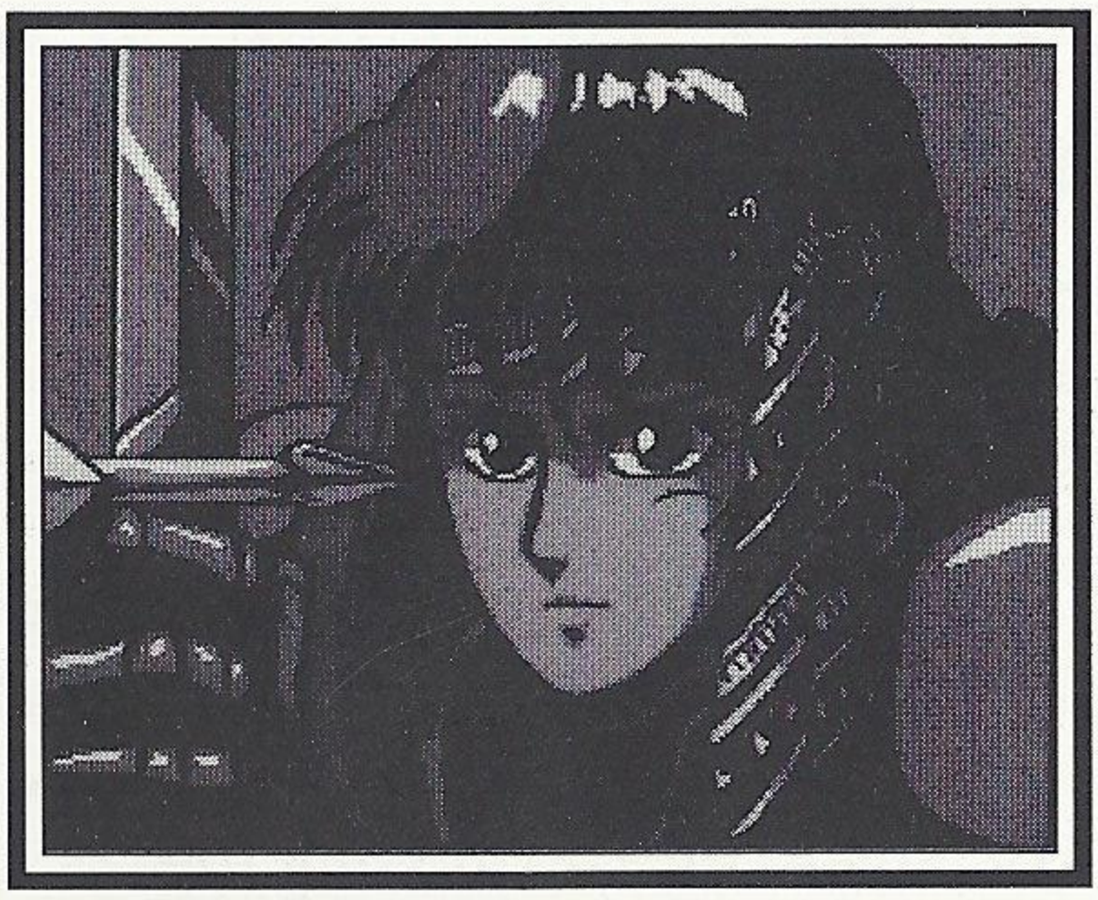
The Main Characters

Armer



The son and heir to the throne of King Wynrick VIII, Armer has lost more than just the world of Cheshire to Velonese, and intends to pay Velonese back in kind for his actions.

Robin



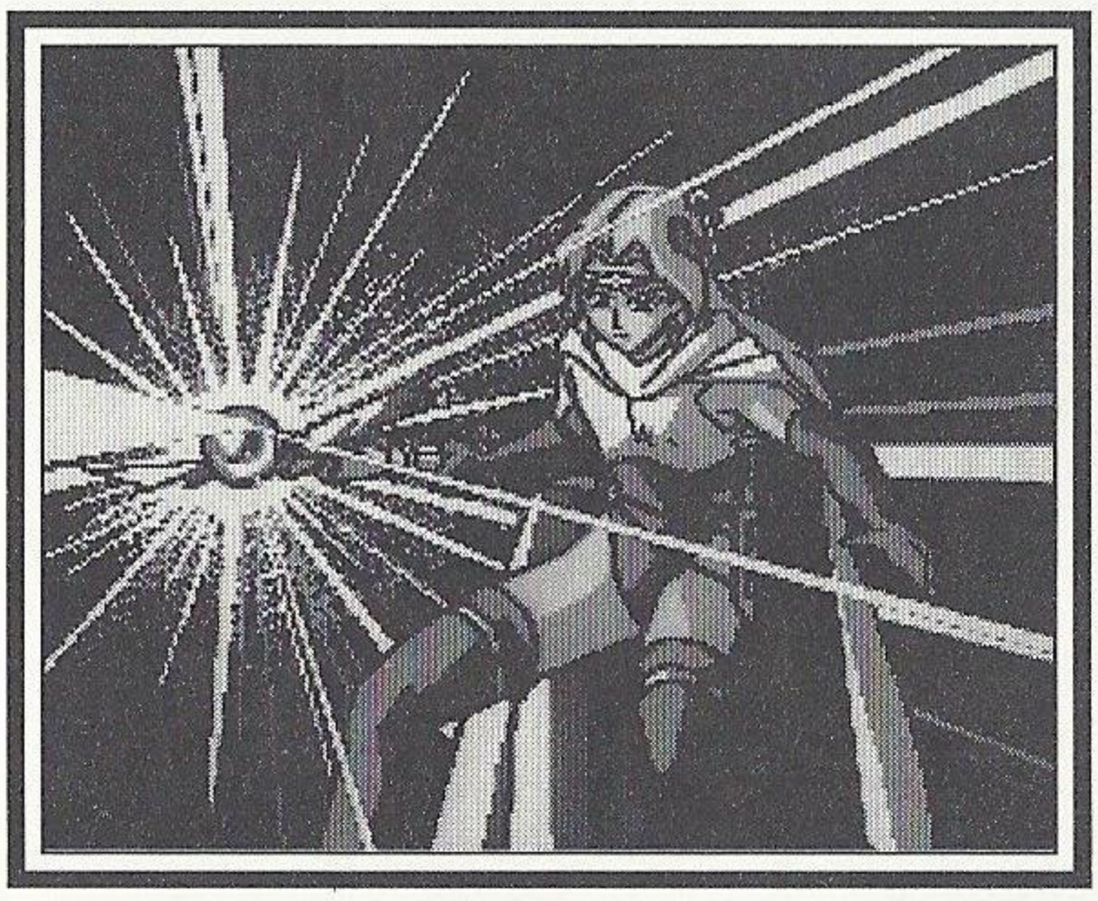
Robin is known throughout the land as the finest warrior in Cheshire. She has pledged her life to defend Cheshire, and now her pledge is going to bring her face-to-face with the man who would destroy Cheshire: the Dark Wizard.

Amon



Amon is the ruler of Cheshire's undead, and he intends to show Velonese that only one person rules the night—Amon thé king of vampires.

Krystal



The enchantress Krystal had been tricked by Velonese to do his work for him. Now, Krystal has decided to redeem herself by the only means possible—destroy Velonese.

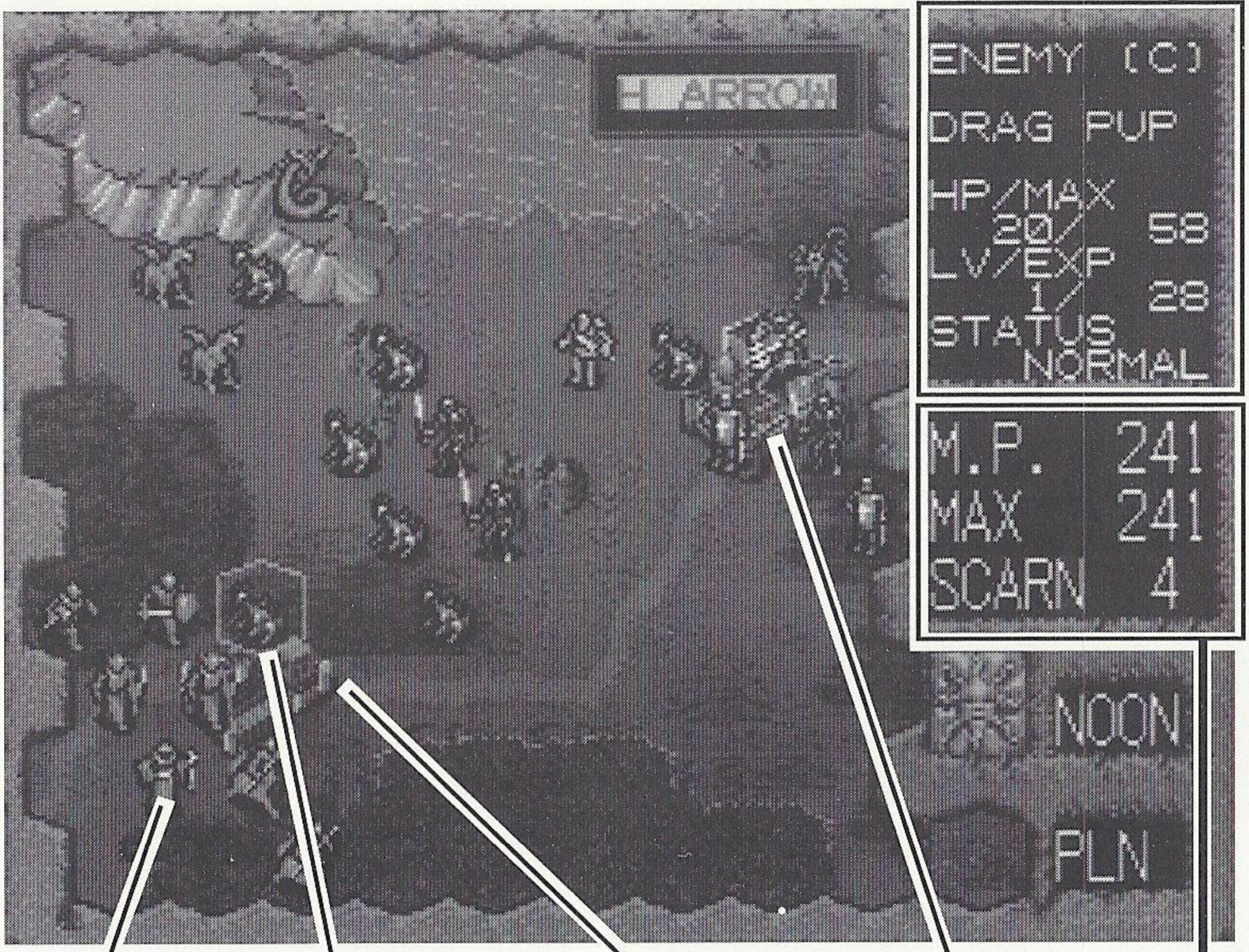
The events leading up to the first battle are shown next. If you want to skip the story and get right to the battle, press Button C. Once the story finishes, you will see your Leader and his or her unit on the battlefield. And so it begins...

The Battle Is Joined

Dawn rises over Quentin Castle. You stand on the battlements and survey the lay of the land. Your troops are already out on the field, awaiting your orders.

There is only a certain amount of time before Velonese will destroy Cheshire by summoning Arliman from the Jewel of Darkness—and you can't afford to be too hasty. Velonese's elemental demons will destroy you and your troops unless you have the skill it takes to outmaneuver them. Before you give the orders to attack, take a look at your resources.

The Battlefield Screen



Unit Member: Your unit's members appear on screen in orange, your opponent's in blue. If a unit member is moving in place, it means that character hasn't completed their turn yet. If he, she or it is stationary, it means that character's turn is finished. If a character has changed shape, or is lighter in color than usual, a spell has been cast on that character (see the enclosed map for info on spells).

Hex (Hexagon) **marker:** Use this to view troop stats, choose where to move characters to, and select which enemies to attack.

Castle: Place your Ruler here to summon creatures or enlist new members.

Village: Position a humanoid character here and select **ENTER** to explore the Village (see page 23 for more on Villages).

Upper Window

Various battle and view commands are displayed in this window. Press Button A to see your view options and press Button C to see battle options. If the Hex marker isn't positioned on a character, pressing Button C returns the Hex marker to your Ruler. When you position the Hex marker on an enemy, or when it's the enemy's turn to move, this window displays various enemy statistics.

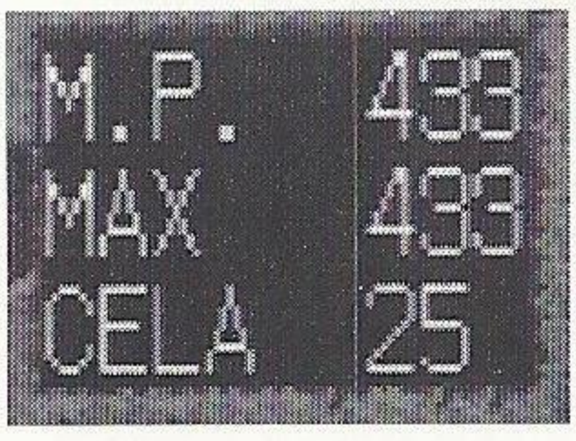


Free Castles/Occupied Castles: This shows you how many castles you've freed so far, as well as how many are left to retake from Velonese's army.
Free Cities/Occupied Cities: As with castles
Current Income: With each castle and village you liberate from Velonese's dark forces, your daily income increases. A little monetary incentive to keep fighting! This displays your present daily income.
Current Funds: Displays the amount of savings you have.

Note: Enemy statistics are read just like those members of your own unit.

Lower Window

The following information is displayed if the Hex marker isn't positioned on an enemy character:

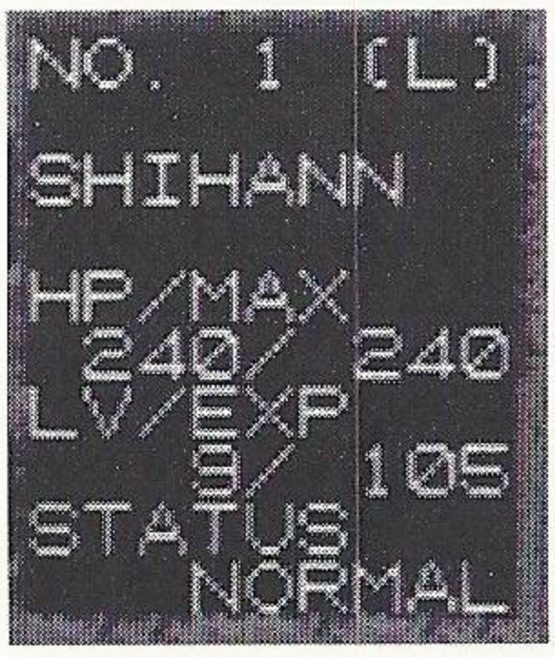


Ruler's Current Magic Points

Ruler's Maximum Magic Points

Month and Day

When the Hex marker is positioned on any friendly or enemy unit member, information about that member is displayed.



Number in Unit and Alignment

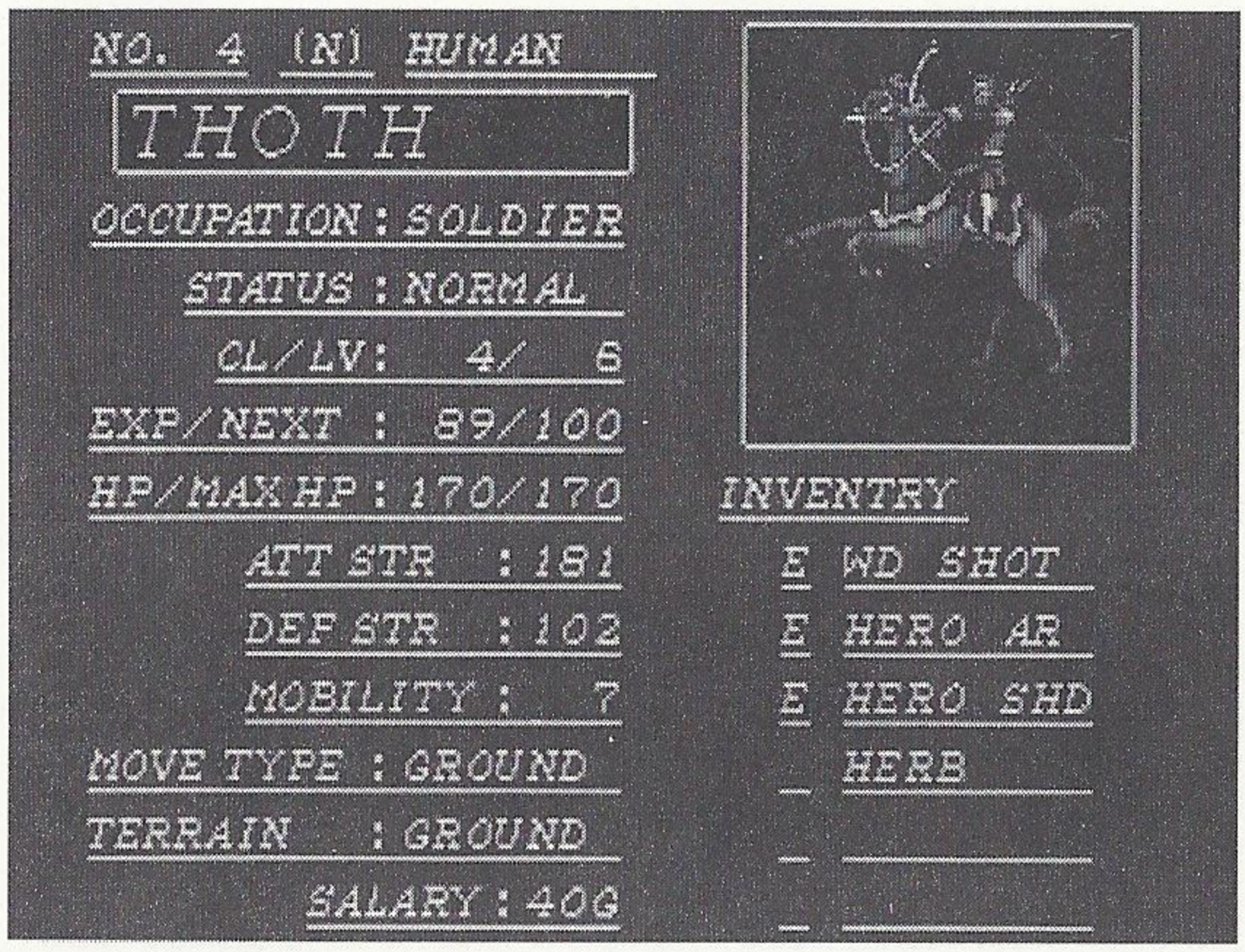
Character Name or Creature Type

Hit Points (Current/Maximum)

Level/Experience Points

Current Status

To take a look at any member of your team, place the Hex marker on a character, press Button A to access options, select **STR** (Strength) and press Button C. That character's statistics sheet appears on the screen. Scroll through your unit's members by pressing the D-Button up or down. Press Button C to see the magic spells that character can cast and press Button B to exit the screen.



Number in Unit: Movement and battle actions are made in the order each character appears on the Troop Chart. See page 16 for more on how to change members' positions in the unit.

Alignment: Alignment determines (among other things) the types of weapons that character can use. See the enclosed map for more information.

Creature/Humanoid Type: Some humanoid types can use weapons, others can't. Check here to find out what type of humanoid the character is.

Name: The name you've given the member (if any).

Occupation (humanoid only): As a character gains experience, his or her Class level changes, which determines dexterity, mobility, and other factors.

Current Status: The character's health—if a character is under some kind of spell, check here to take appropriate countermeasures. See the enclosed map for information about spells.

Class and Level: Most characters change Class every 5 or 10 levels. Check this to find out if a character is about to change Class.

Experience/Next: The number of experience points the character has, and how many the character needs to move up to the next Level.

Hit Points (current/maximum): This shows the character's peak hit point level, and how much damage the character has taken in the current battle.

Attack Strength: The character's maximum attack potential.

Defense Strength: Displays that character's ability to defend against attacks and counterattacks.

Special Attack (Monster only): If the monster has a special method of attack (fire-breathing dragons, for example can attack with claws or with fire as a Special Attack), the name of the attack is displayed here.

Special Attack Strength (Monster only): This shows the maximum damage potential the Special Attack has.

Mobility: Shows the maximum number of hexes that character can move when moving on terrain they're suited for. (See page 18 for more information.)

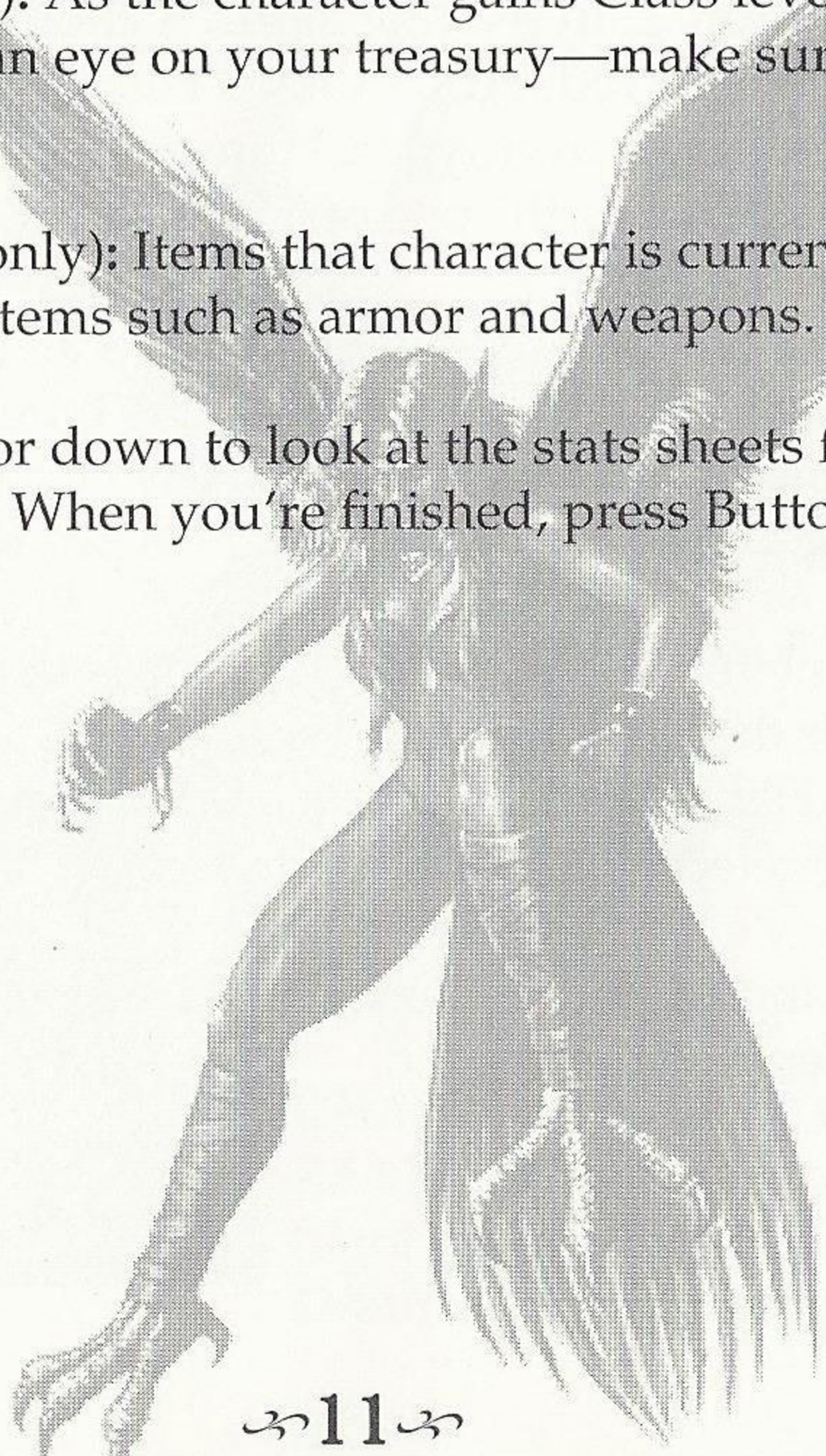
Move Type: Which type of terrain the character is best suited for. (See Mobility on page 18 for more information.)

Terrain: Where the character is currently positioned.

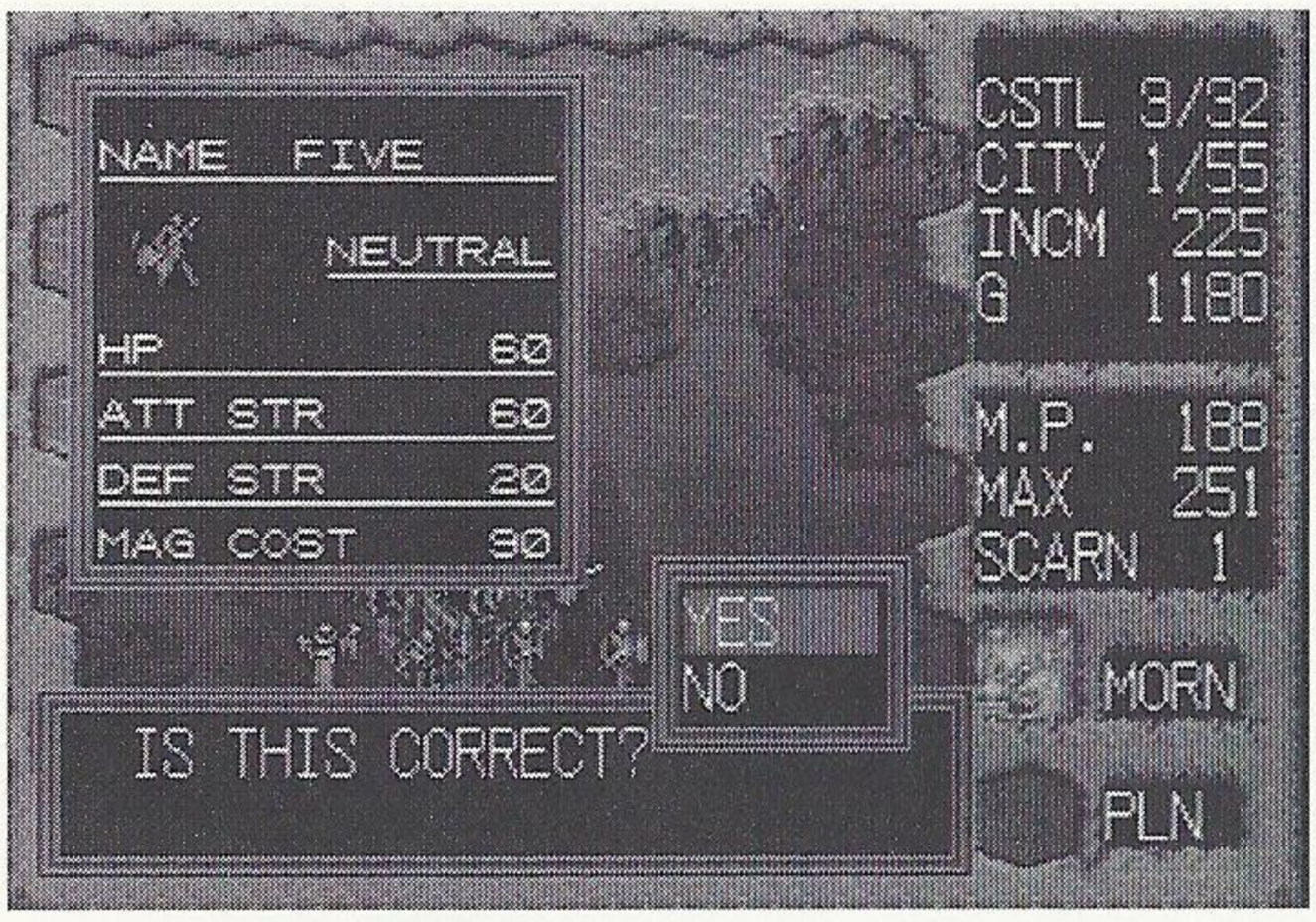
Salary (humanoid only): As the character gains Class levels their daily salary increases. Keep an eye on your treasury—make sure your troops get their wages!

Inventory (humanoid only): Items that character is currently carrying. An E stands for equipped items such as armor and weapons.

Press the D-Button up or down to look at the stats sheets for the other members of your team. When you're finished, press Button B to return to the battlefield screen.



Adding Characters



You can choose to mobilize your unit right away and begin your march on the enemy, or call up more fighters to help you. The troops you start out with are able fighters, but you're bound to need reinforcements for future battles against the Elemental Demons at some time, and the earlier new troops get onto the battlefield, the sooner they'll get the experience they need. You'll also need to leave behind a defense force afterwards to hold back enemy troops who will try to recapture the area. (More details about defense forces on page 28.)

You use a certain number of magic points for each non human character you create, and you expend a certain amount of gold for each humanoid character you hire. Keep two things in mind about humanoid characters: only they can serve as defense personnel (no monsters allowed!); and they receive salary, the amount paid being determined by his or her Class.

To add characters to your team, make sure your leader is at a castle (the leader must be positioned at a castle to summon, hire or deploy team members). Position the Hex marker on one of the six spaces adjacent to the leader and press Button C. In the first battle, a choice of **HIRE** or **SUMMON** will be displayed. **HIRE** allows you to "buy" the services of one of four humanoid character types: Human, Elf, Dwarf or Hobbit, and **SUMMON** lets you "Call forth" one of a number of types of monster.

If you're hiring, you can choose your character's alignment. A character's alignment determines (among other things) the type of weapons they can carry, and what kinds of opponents will be easy for them to defeat. If you're summoning, the creature's alignment is predetermined.

Next, choose a name for the character (naming is done as explained on page 9) or settle for the default setting, which names the character by their character type. Finally, a confirmation window appears. If you're satisfied with the character, select **YES**, and if you want to start over, select **NO**.

You can summon and/or hire up to six characters per turn, one for each empty space adjacent to your leader.

Command Options



Pressing Button A at any time during your turn displays the Command Options. Highlight an option with the D-Button and press Button C to select it, or leave the options display by pressing Button B.

HOME

Use this command to bring the Hex marker back to your leader.

PRTY (Party)

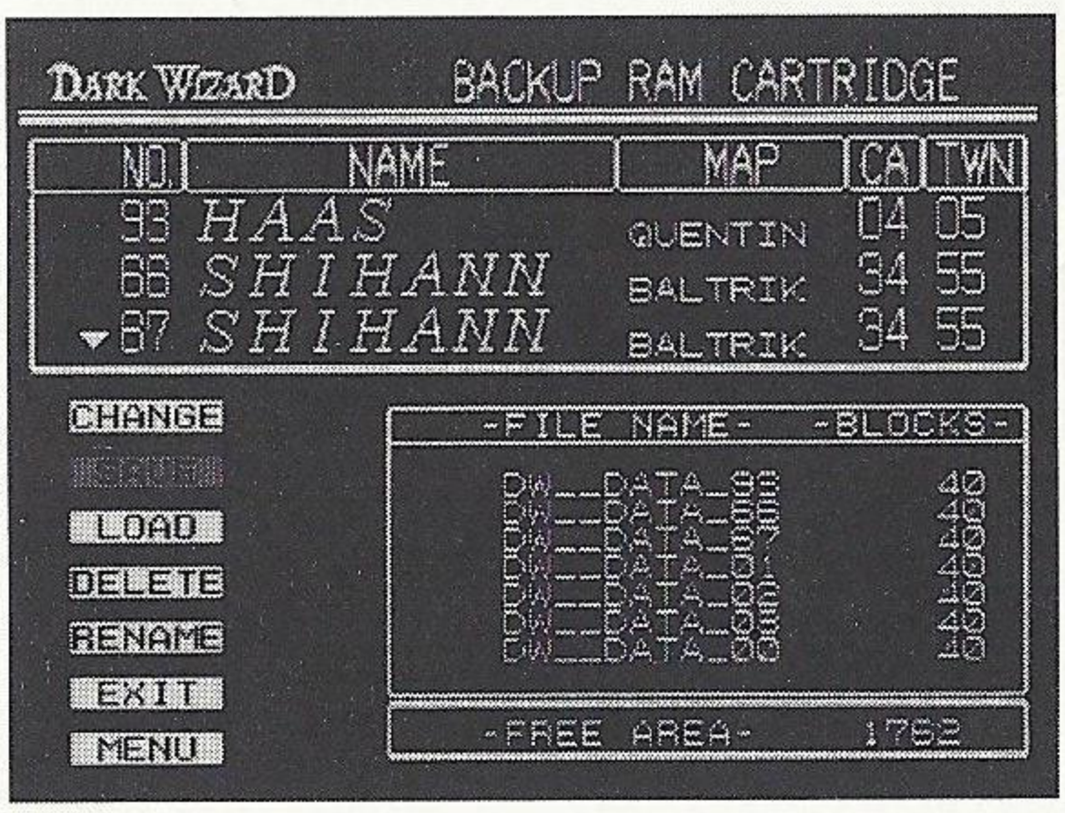
Select this to look at your party's composition—you can also change any member's name (except your leader's) or their movement order with this option. To change a member's name, highlight the name on the party list with the D-Button and press the Start Button. The Change Name screen appears next. Name changing is done as on page 9.

To change your members' movement order, highlight a character's name with the D-Button, press Button C, move the highlighter to the member they will trade places with and press Button C again.

STRE (Strength)

Place the Hex marker around any of your unit's members and select this to see that character's statistics chart (see page 13 for more information).

FILE



This option allows you to save games and load games you've saved. After you select **FILE**, a warning screen appears. Read this carefully before press Button C to open the back up memory.

CHANGE: If you are using an external RAM cartridge, you can access it by highlighting **CHANGE** with the D-Button and pressing Button C.

SAVE: When you want to save a game in progress, select **SAVE** and two highlighters will appear on the screen. Move the first highlighter to either **NEW WRITE** (if you want to save the game in a new space) or **OVERWRITE** (if you want to save the game in place of an old game) and press Button C. If you select **NEW WRITE**, the game will automatically be placed in a new file. If you select **OVERWRITE**, select which old file to erase. Move the second highlighter to the old file by pressing the D-Button, then press Button C. When the confirmation window appears, highlight your choice and press Button C.
Note: If there is insufficient memory to make a new file, you must **OVERWRITE** to save your game.

LOAD: Allows you to play a game you have saved. Use the D-Button to select **LOAD** and press Button C. Use the D-Button to highlight the game you want to play, and press Button C. When the confirmation window appears, highlight your choice and press Button C.

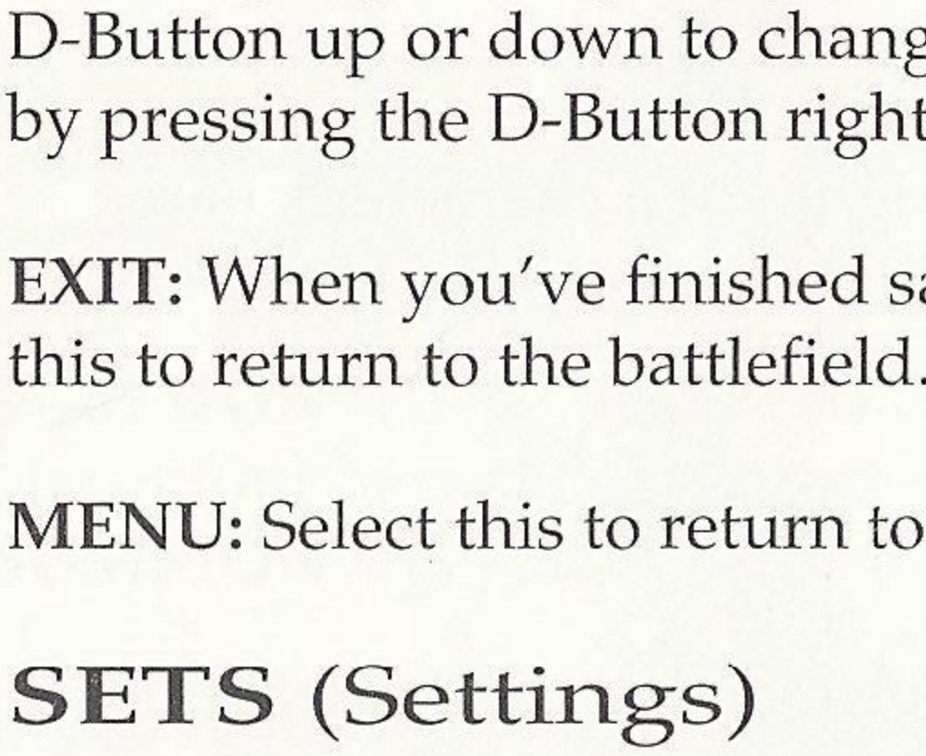
DELETE: If you need to open up memory to save games, highlight **DELETE** and press Button C. Then move the highlighter to the game you want to delete and press Button C again. When the confirmation window appears, highlight your choice and press Button C.

RENAME: Change the ID number of any saved games in the backup RAM. First, highlight the game you wish to change, press Button C, then press the D-Button up or down to change the first number. Move to the next number by pressing the D-Button right.

EXIT: When you've finished saving, deleting or renaming games, select this to return to the battlefield.

MENU: Select this to return to the Sega CD main menu.

SETS (Settings)

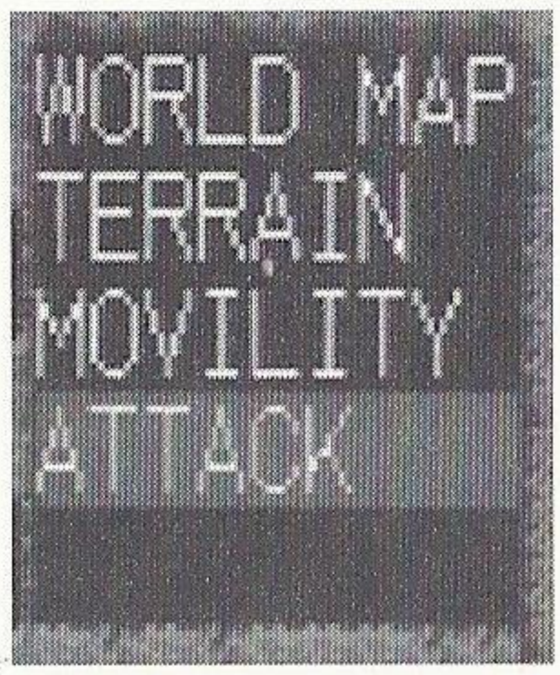


Battle Display: Select **REAL** to watch each battle as it takes place, or **OFF** to go straight to the next set of battle options.
Music: Select this to turn the BGM on or off.
Sound Effect: Turn **ON** to hear the game's sound effects, and **OFF** to battle in silence.
Hex Map: Turn **ON** to display the hexagonal map lines, and **OFF** to see the maps without the hexagonal grid.
Alarm: Set the number of times for the alarm to sound (the alarm sounds when your or your enemy's turn is completed).
Message Speed: Set the speed at which messages are displayed: The slowest is one and the fastest is five.

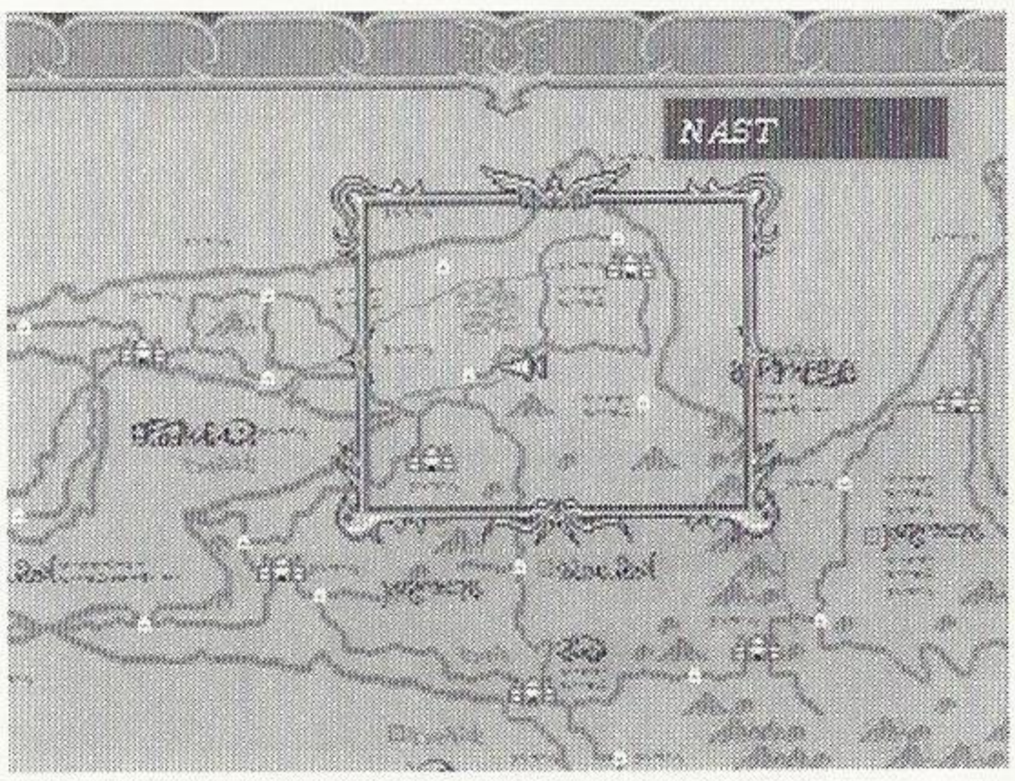
END: When you're finished making the moves for your unit, select this to see the enemy's moves.

DELE (Delete): This deletes members from your unit. Deletion is done by highlighting a character's name with the D-Button, pressing Button C, and pressing Button C again when the confirmation window appears.

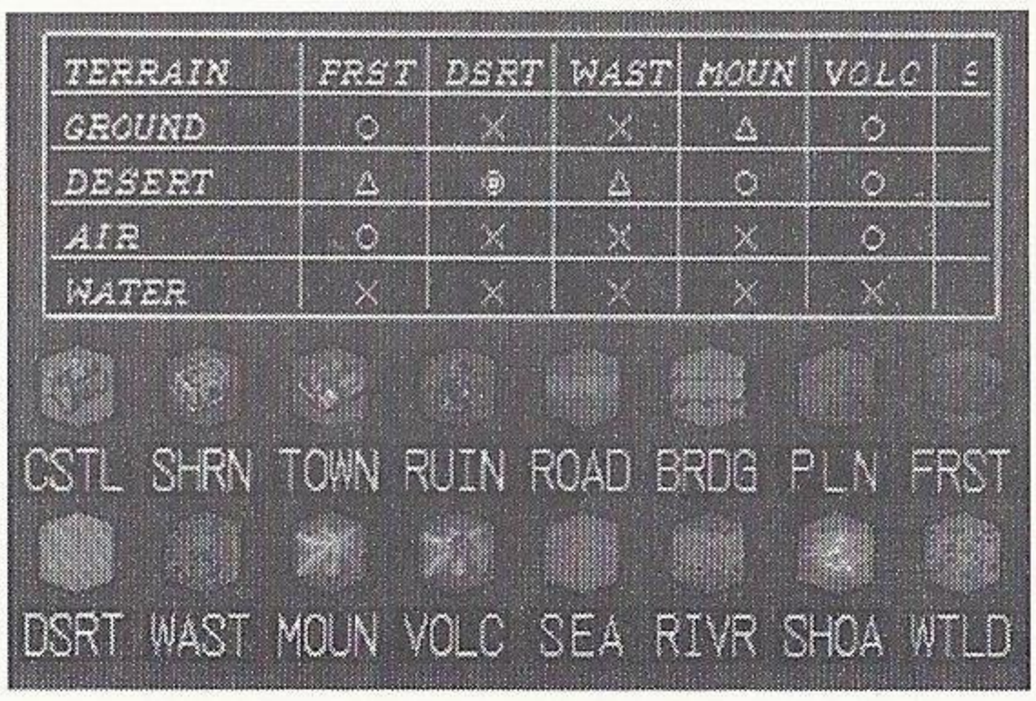
MAP



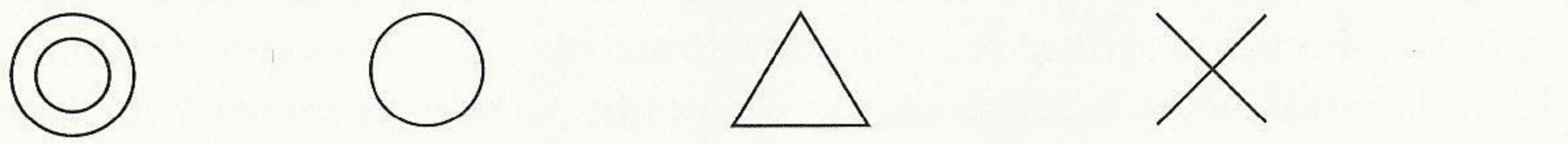
In this option you are given four choices. Select one by highlighting it and pressing Button C. If you select **TERRAIN, MOBILITY** or **ATTACK** maps, you can move between them by pressing Button A. To exit any map, press Button B.



WORLD MAP: Take a look at the big picture with this. The names of castles, towns and villages are displayed when you position the golden arrow on them. Castles you've freed from the enemy appear in gold and castles still held by the enemy appear in the color of the elemental demon that controls them. Cities, towns, villages and hamlets appear in white.



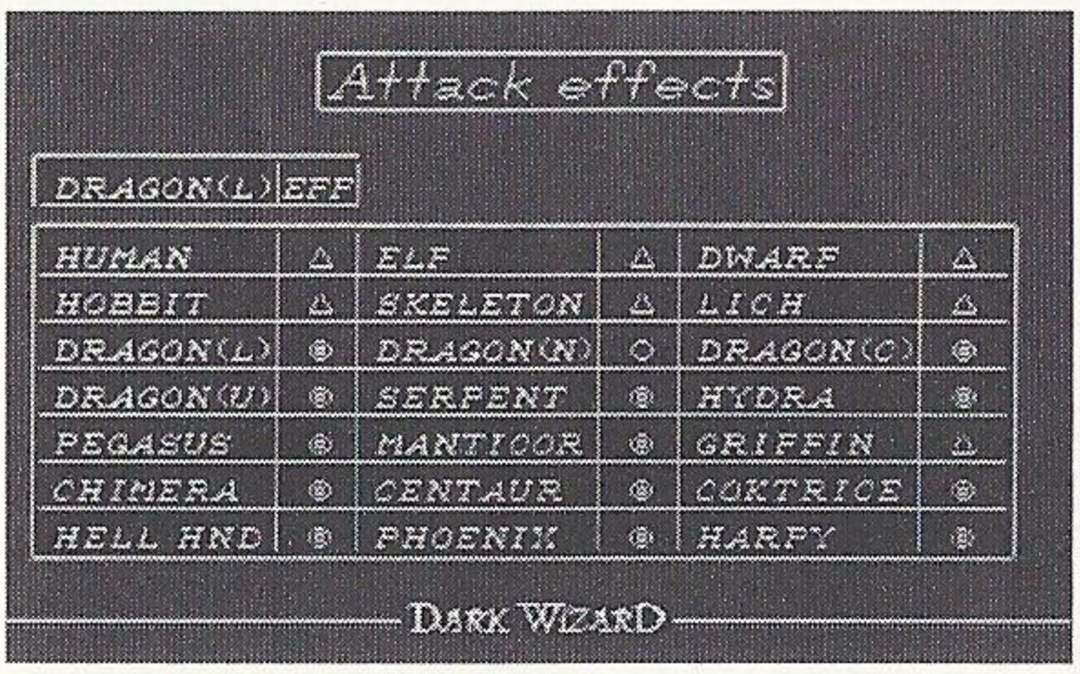
TERRAIN: The left side of the diagram displays the four basic movement types (**GROUND, DESERT, AIR** and **WATER**), the top of the diagram displays the types of terrain to be found in the game, and beneath those names are sets of symbols which show how each type of terrain will affect movement for each movement type.



At the bottom of the screen, a picture of each type of terrain is displayed, with the name of that type of terrain indicated below it.

TYPE	PLN	FRST	DSRT	WAST	MOUN	VOL
GROUND	1	3	3	3	4	-
FOREST	1	1	4	3	3	-
DESERT	1	3	1	1	3	-
GIANT	1	2	2	3	3	4
LOW ALT	1	2	1	2	3	-
MID ALT	1	1	1	1	2	4
HI ALT	1	1	1	1	1	1
WATER	3	3	4	4	5	-

MOBILITY: This chart shows how each type of terrain will affect movement for any type of character. The left side of the diagram displays all possible movement types; the top of the diagram displays the types of terrain to the found in the game, and beneath those names are numbers indicating how difficult it is for that type of character to move through that type of terrain. A one indicates that the character type will have no trouble moving on that terrain. A five indicates the character type will move at minimum speed on that terrain. A dash indicates that the character type can't move on that terrain.



ATTACK: This chart shows how effective a creature type will be against other creature types. Highlight the name of one type of creature and press Button C. The effects on all other creatures listed will appear to the right of the creatures' names.



If you want to see another creature's effectiveness, press Button B and highlight another character type.

SAVE: This is the quick save function. If you have memory remaining, this option is displayed. Otherwise, you must select **FILE**.

RET (Retreat): If you feel the situation is hopeless and you need to bail out before your leader is defeated, select **RET.** The screen will display a message from the victorious enemy, and the name of the castle which has been captured will be placed on a list. A strategic retreat in the face of an enemy who is too strong for you may sometimes be necessary, but never let the demon army cut you off from Quentin Castle, as that is your home base.

Armor

NAME	ALIGNMENT	RACE	OCCUPATION	STRENGTH	OTHER EFFECT
Cloth Armor	L/N/C	Hu/El/Ho/Dw	Any	3	NONE
Leather Armor	L/N/C	Hu/El/Ho/Dw	Any	5	NONE
Heavy Leather Armor	L/N/C	Hu/El/Ho/Dw	1/2	8	NONE
Chain Mail	L/N/C	Hu/El/Ho/Dw	1/2	10	NONE
Ring Mail	L/N/C	Hu/Ho/Dw	1	12	NONE
Plate Mail	L/N/C	Hu/Dw	1	15	NONE
Splint Mail	L/N/C	Hu/Dw	1	20	NONE
Magic Armor	L/N/C	Hu/El/Ho/Dw	1/2	25	Defense + 20%
Plate Armor	L/N/C	Hu/Dw	1	28	NONE
Robe	L/N/C	Hu/El/Ho/Dw	Any	5	NONE
Leather Robe	L/N/C	Hu/El/Ho/Dw	2/3	8	NONE
Barbarian Robe	L/N/C	Hu/El/Ho/Dw	3	12	NONE
Holy Cross	L/N/C	Hu/El/Ho/Dw	3	15	Defense + 20%
Mystic Robe	L/N/C	Hu/El/Ho/Dw	3	18	Defense + 40%
Priest Robe	L/C	Hu/El/Ho/Dw	2	32	NONE
Ninja Costume	L/N/C	Hu/El/Ho/Dw	4	40	Mobility to 40 Hexes

Shields

NAME	ALIGNMENT	RACE	OCCUPATION	STRENGTH	OTHER EFFECT
Wooden Shield	L/N/C	Hu/El/Ho/Dw	1/2	2	NONE
Leather Shield	L/N/C	Hu/El/Ho/Dw	1/2	3	NONE
Small Shield	L/N/C	Hu/El/Ho/Dw	1/2	4	NONE
Large Shield	L/N/C	Hu/Ho/Dw	1	6	NONE
Soldier Shield	L/N/C	Hu/Dw	1	8	NONE
Knight Shield	L/N/C	Hu/Dw	1	10	NONE

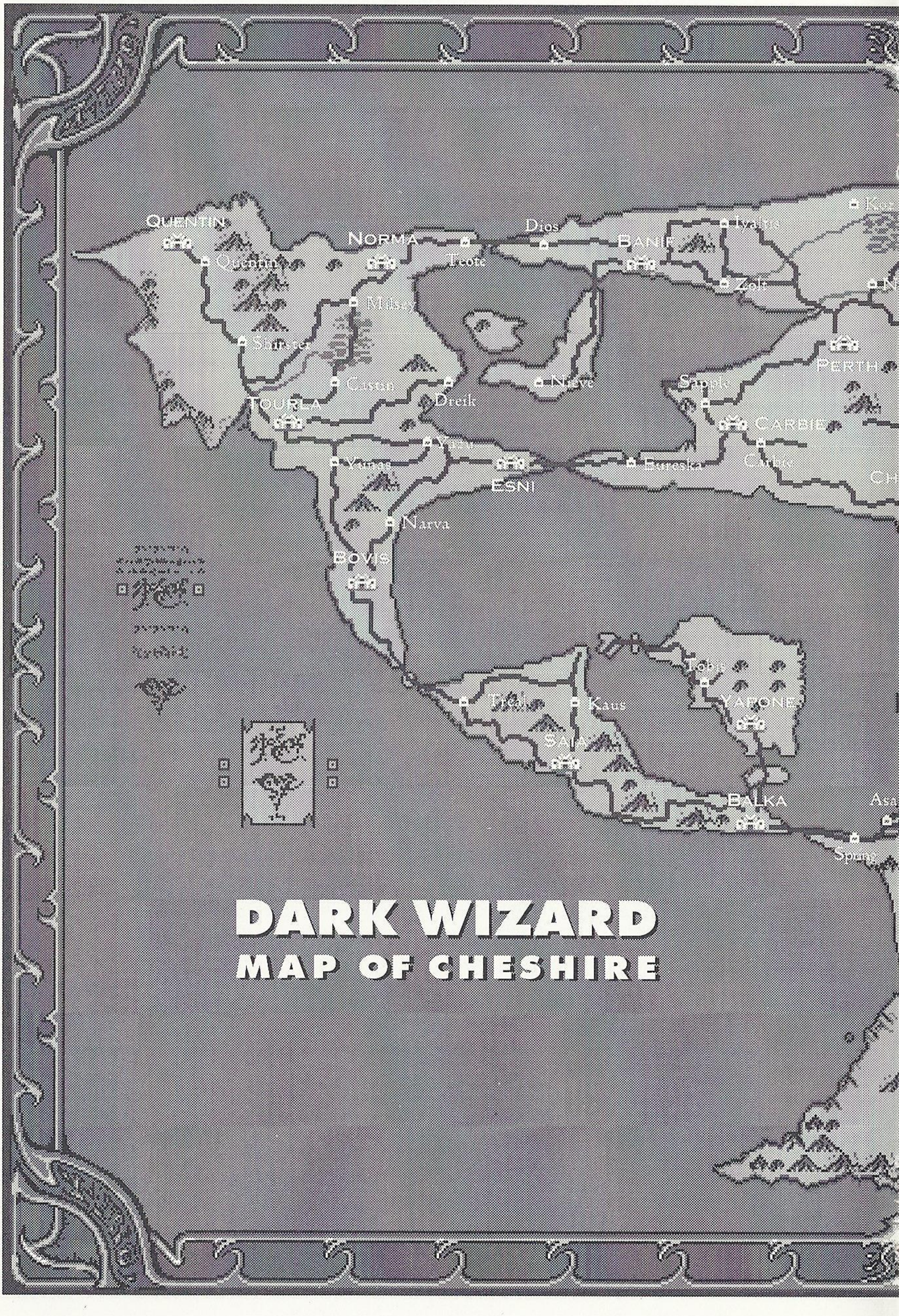
Spells

Mage Spells

SPELL NAME	ELEMENTAL TYPE	HEX RANGE	HEX AREA
Fire	Fire	1 hex	1 hex
Fire Arrow	Fire	1 hex	1 hex
Fire Ball	Fire	1 hex	2 hexes
Wildfire	Fire	3 hexes	2 hexes
Fire Storm	Fire	3 hexes	3 hexes
Summon Fire	Fire	?	?
Cold	Water	1 hex	2 hex
Freeze	Water	3 hexes	3 hexes
Ice Arrow	Water	6 hexes	4 hexes
Blizzard	Water	7 hexes	4 hexes
Ice Storm	Water	7 hexes	4 hexes
Summon Water	Water	?	?
Thunder	Air	1 hex	2 hexes
Lightning	Air	1 hex	2 hexes
Lightning Bolt	Air	2 hexes	3 hexes
Thunder Storm	Air	2 hexes	3 hexes
Lightning Storm	Air	3 hexes	4 hexes
Summon Air	Air	?	?
Tremor	Earth	1 hex	1 hex
Earthquake	Earth	1 hex	1 hex
Eruption	Earth	1 hex	2 hexes
Volcano	Earth	1 hex	2 hexes
Cataclysm	Earth	1 hex	3 hexes
Summon Earth	Earth	?	?

Priest Spells

SPELL NAME	SPELL TYPE	DISTANCE	HEX AREA
Treat	Defense	1 hex	1 hex
Cure	Defense	1 hex	1 hex
Heal	Defense	1 hex	2 hexes
Restore	Defense	2 hexes	2 hexes
Regenerate	Defense	2 hexes	2 hexes
Shield	Defense	1 hex	1 hex
Shield Wall	Defense	1 hex	2 hexes
Slow	Offense	1 hex	1 hex
Stun	Offense	1 hex	1 hex


QUENTIN
NORMA
Dios
BANIF
Tyalita
Quentin
Teote
Zolf
Milay
Shirase
PERTH
Carson
Nieve
Smoke
Direik
TOURLA
CARBIE
Yuma
Yanes
Eureka
Cubic
ESNI
Narva
BOVIS
Tobe
YAPONIE
Diablo
Kaus
SALA
BALKA
DARK WIZARD
MAP OF CHESHIRE


Ridley
RIDLEY
Woods
Sulus
Kalua
Lagoon
Ruins
CASTIN
Teydon
BACOBA
ESHIRE
Tulsa
Shiva
Russell
Eadas
Paradis
PARADIS
SUNDREK
Sundrek
Sage
Rotwall
HARPAX
ASAI
Willis
TARA
Nido
Palma
DEMIA
DORG
GERN
AVISIS
Ruins
DRACON
Dragonia
Garnosh
Pradius
PASHTIR
GASTA
Wuls
Solma
PROXEL
Astea
ASTEA
JUJRON
Eros
Moog
Nauna
NORTIA

Weapons/Spells Charts

The charts below show the types of weapons that can be used by the humanoid characters in Dark Wizard. Abbreviations on the charts are as follows:

ALIGNMENTS
L: Lawful
N: Neutral
C: Chaotic

RACES
Hu: Human
El: Elf
Ho: Hobbit
Dw: Dwarf

OCCUPATIONS
1: Fighters, Knights, Paladins, Archers, Snipers, Rangers, Wildmen, Berserkers and Warlords.
2: Priests, Monks, Bishops, Clerics and Black Bishops.
3: Mages, Druids, Magicians, Enchanters, Wizards, Sorcerors, Warlocks and Necromancers.
4: Ninjas

Swords and Blades

NAME	ALIGNMENT	RACE	OCCUPATION	STRENGTH	OTHER EFFECT
Staff	L/N/C	Hu/El/Ho/Dw	Any	2	+5% magic effect for magic users
Short Sword	L/N/C	Hu/El/Ho/Dw	Any	3	NONE
Shinobi Knife	L/N/C	Hu	1	41	+1 Mobility
Assassin Sword	L/N/C	Hu	1	40	10% chance of critical hit
Long Sword	L/N/C	Hu/El/Ho/Dw	1	6	NONE
Scimitar	L/N/C	Hu/El/Ho/Dw	1	10	NONE
Broad Sword	L/N/C	Hu/El/Ho/Dw	1	20	NONE
Bastard Sword	L/N/C	Hu/El/Ho/Dw	1	25	Effect x1.5 against Undead
Dragon Sword	L/N/C	Hu/El/Ho/Dw	1	33	Effect x1.5 against Dragons
Ultimate Sword	L/N/C	Hu/El/Ho/Dw	1	2	Damage points x1.25
Stone Axe	C	Hu/El/Ho/Dw	1	10	NONE
Hatchet	C	Hu/El/Ho/Dw	1	17	NONE
Battle Axe	C	Hu/El/Ho/Dw	1	29	NONE
Swift Axe	C	Hu/El/Ho/Dw	1	44	Speed +1, Effect x1.5 against Flyers
War Axe	C	Hu/El/Ho/Dw	1	55	NONE
Halberd	C	Hu/El/Ho/Dw	1	65	NONE

Medium and Long Range Weapons, Projectile Weapons

NAME	ALIGNMENT	RACE	OCCUPATION	STRENGTH	OTHER EFFECT
Spear	L	Hu/El/Ho/Dw	1	8	NONE
Pilum	L	Hu/El/Ho/Dw	1	15	NONE
Javelin	L	Hu/El/Ho/Dw	1	22	NONE
Glaive	L	Hu/El/Ho/Dw	1	27	NONE
Lance	L	Hu/El/Ho/Dw	1	35	Effect x1.5 against Humans
Pike	L	Hu/El/Ho/Dw	1	50	NONE
Powered Spear	L	Hu/Dw	1	55	Effect x1.5 against Water Creatures
Partisan	L	Hu/Dw	1	60	Damage Points x1.5
Short Bow	N	Hu/El/Ho/Dw	1	4	NONE
Long Bow	N	Hu/El/Ho/Dw	1	8	Effect x1.25 against Flyers
Rapid Bow	N	Hu/El/Ho/Dw	1	15	Effect x1.25 against Flyers
Light Crossbow	N	Hu/El/Ho/Dw	1	22	Effect x1.25 against Flyers
Crossbow	N	Hu/El/Ho/Dw	1	25	Effect x1.25 against Flyers
Great Bow	N	Hu/El/Ho/Dw	1	37	Effect x1.5 against Flyers
Arbalest	N	Hu/El/Ho/Dw	1	40	Effect x1.25 against Flyers

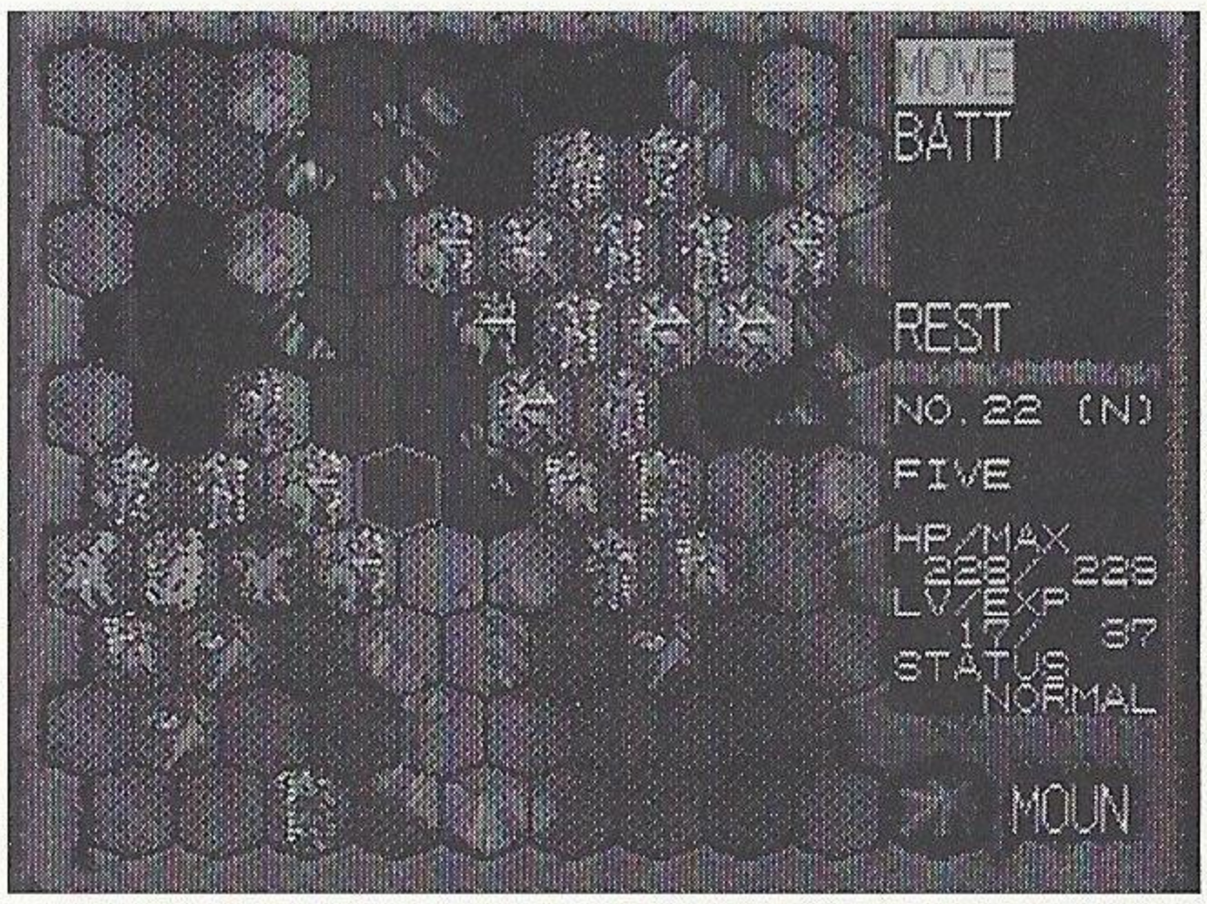
Magic User Items and Weapons

NAME	ALIGNMENT	RACE	OCCUPATION	STRENGTH	OTHER EFFECT
Scepter	L/N/C	Hu/El/Ho/Dw	2	5	Effect x1.25 against Undead
Mace	L/N/C	Hu/El/Ho/Dw	2/3	8	Effect x1.25 against Undead
War Mace	L/N/C	Hu/El/Ho/Dw	2/3	12	Effect x1.5 against Undead
Maul	L/N/C	Hu/El/Ho/Dw	2	20	NONE
Flail	L/N/C	Hu/El/Ho/Dw	2	24	NONE
Morning Star	L/N/C	Hu/El/Ho/Dw	2	29	NONE
Holy Mace	L/C	Hu/El/Ho	2	23	20% chance of critical hit against Undead
Wizard Staff	L/N/C	Hu/El/Ho/Dw	3	4	Casts Fire spell when used as Item
Power Staff	L/N/C	Hu/El/Ho/Dw	3	16	Casts Cure spell when used as Item
Priestly Staff	L/N/C	Hu/El/Ho/Dw	3	18	Casts Star Sword when used as Item
Sorceror Staff	L/N/C	Hu/El/Ho/Dw	3	20	Casts Volcano when used as Item
Light Power Staff	L/N/C	Hu/El/Ho	2/3	10	Effect x caster level x 2
Stick of Judgement	L/C	Hu/El/Ho	3	33	Effect x (1+class level x 0.1)

Battlefield Commands

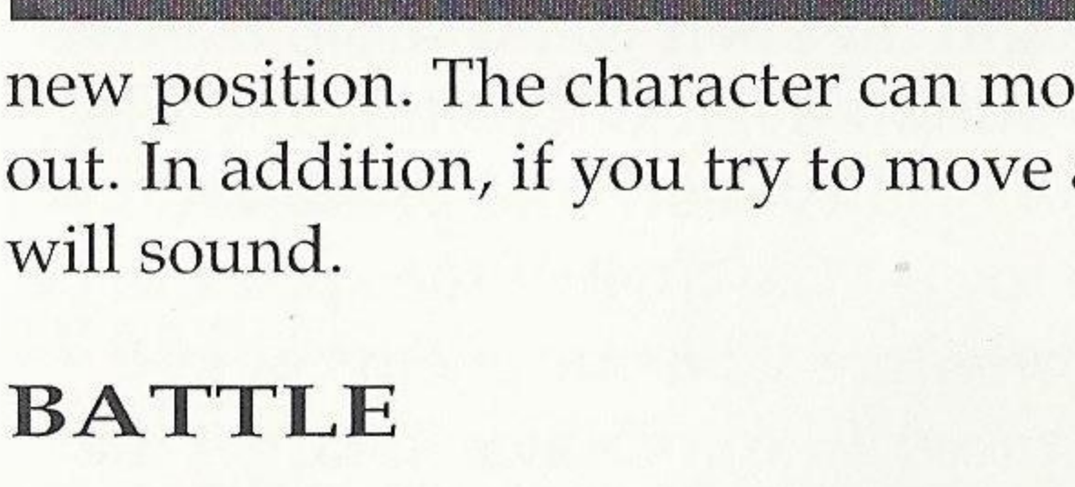
Now, you're in the thick of it. The enemy are a few hexes away from your position, and your forces are lined up, ready to take them on. You check to see which of your warriors are best equipped to deal with the foes in front of you and send them forward.

MOVE



Start by moving them into position. To move, place the Hex marker around the character you want to move and press Button C. If the character can move, the **MOVE** option will be highlighted. Press Button C again and a hex grid will appear on the screen. Move the Hex marker to an empty hex and press Button C. The character will move to the new position. The character can move into any hexes which aren't greyed out. In addition, if you try to move a character into a grey hex, an alarm will sound.

BATTLE



If you're close enough to attack, select **BATTLE**. For members of your party who have more than one type of attack, the Attack Select window will appear. Highlight the type of attack you'll use by pressing the D-Button up or down, press Button C to select the type of attack and press again to attack. If you change your mind after selecting the type of attack, press Button B to return to the Attack Select window.

If the warrior you've sent forward uses some kind of projectile weapon (see the enclosed poster for a list of types of weapons available) then you can position him or her a few hexes away and battle from afar. When there are multiple targets, place the Hex marker on whichever opponent you target. Press Button C to fire your weapon.

If they use blades or other hand-held weapons, or if they are not humanoid (the kind that literally fight tooth and nail), they must be positioned adjacent to the enemy in order to attack. Select **BATTLE** to make the attack. If there are a number of enemies in striking distance, move the Hex marker to the target and press Button C.

MAGIC

Mages, Wizards, Priests and other spellcasters can remain a distance from the enemy and still attack using magic spells (for details on magic spells, see the enclosed poster). Like warriors who use projectile weapons, you need to position the Hex marker on your target. Keep in mind that spellcasters will not be able to launch a long-range attack until they've been stationary for one turn—it takes time to summon up a fire storm or a blast of wind! They will only be able to move and use magic in the same turn if they end their movement phase positioned next to an enemy.



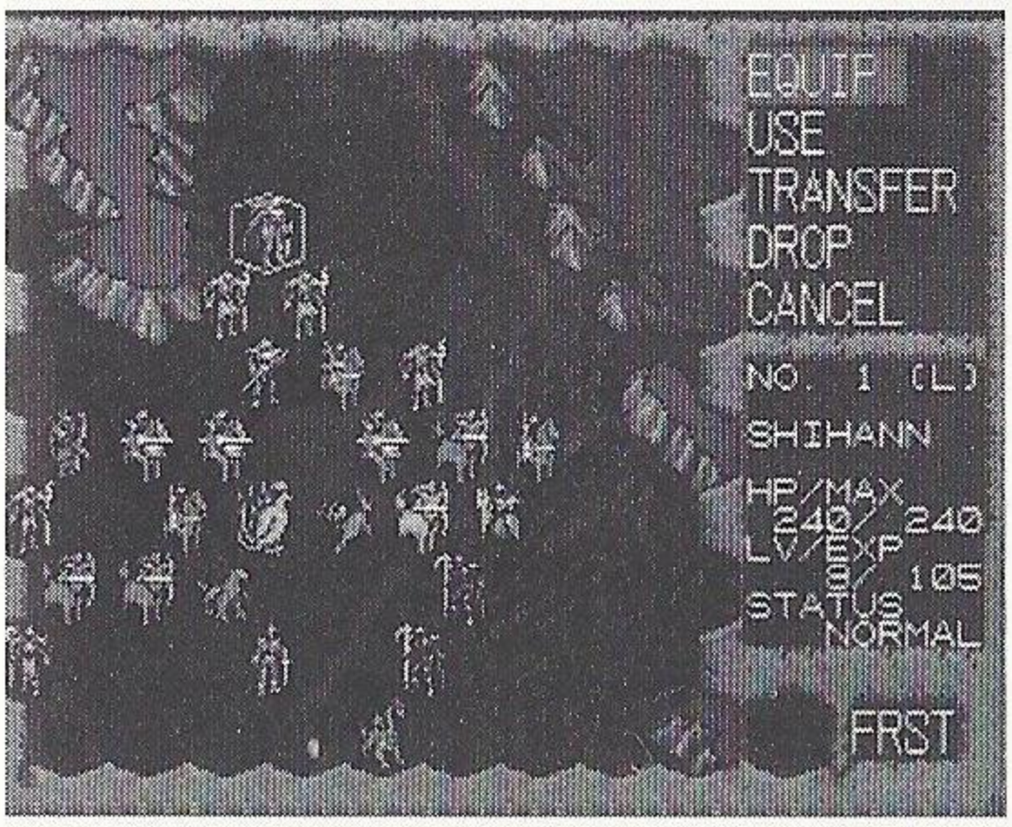
To use a spell, highlight **MAGC** (Magic) and press Button C. The Magic spells you can use will appear on the screen. Highlight the spell you want to use and press Button C. Next, position the Hex marker on an enemy and press Button C again to cast the spell. If the spell can be used on more than one enemy at one time, press Button C once to target the first enemy, then move the Hex cursor to the second enemy and press Button C again. Continue until you've selected all the enemies you can—the spell is cast as soon as the correct number of enemies have been selected.

In some cases, the spell's effect will spread over a number of hexes at one time. If your spellcaster is going to use this kind of spell, remember to move your other troops away from the area first—spells affect friend and foe alike.

REST

If a character is running low on Hit Points, select **REST**. The character will stop and bed down wherever they are and sleep for the duration of that turn. Depending on the number of Hit Points the character has to begin with, that character will regain from about 1/3 to all of his or her Hit Points in one turn. The character can't move and rest in one turn, so it's best to move the character out of the action and wait until the next turn to let them rest. The enemy troops have a nasty habit of attacking you while you're sleeping.

ITEM



If a character has an item he or she wishes to use, select **ITEM** from the Battlefield commands list, which opens the Item options list. **EQUIP** allows you to put on or take off items (including weapons and armor). Equip or take off an item by highlighting it and pressing Button C (a ✻ will appear when the item is equipped). If the item cannot be equipped, a message will tell you so.

To **USE** an item, select the item the same way as you use the **EQUIP** option. There are three types of items: Those that are used in a special area, those that are used on adjacent characters, and items that are used long distance. In the first case, highlighting the item and pressing Button C allows you to use the item. In the second case, highlighting the item and pressing Button C will cause a list of the characters you can use it on to appear. Highlight the character you'll use the item on and press Button C. In the third case, highlighting the item and pressing Button C will cause the Hex marker to appear on screen. Place the Hex marker on the character you want to use the item on and press Button C.

TRANSFER allows you to give an item to any adjacent character. Highlight **TRANSFER** and press Button C, then highlight the item and press Button C again. When the list of characters you can transfer the item to appears, highlight one of the names and press Button C again to transfer the item.

If you have no space left to carry items (a character can carry a maximum of six items including armor and weapons) use the **DROP** option to get rid of items. Highlight the item you want to drop and press Button C. When the confirmation window appears, make your decision.

CANCEL brings you back to the Battlefield commands list.

SEARCH

Highlight **SEARCH** and press Button C, and the character will take a look at the hex they're standing on. Cheshire has been battling the demon army for many years, so it's not unusual to find weapons and items scattered around. You will also find that using the **SEARCH** option while holding special items can reveal special places, creatures and items. Pay attention to hints and clues from people you meet, refer to the enclosed map whenever specific locations are mentioned, and take notes to minimize the need to send search parties back to the area later.

CANCEL

If you reconsider a movement you've made, select **CANCEL** to return to your original position.

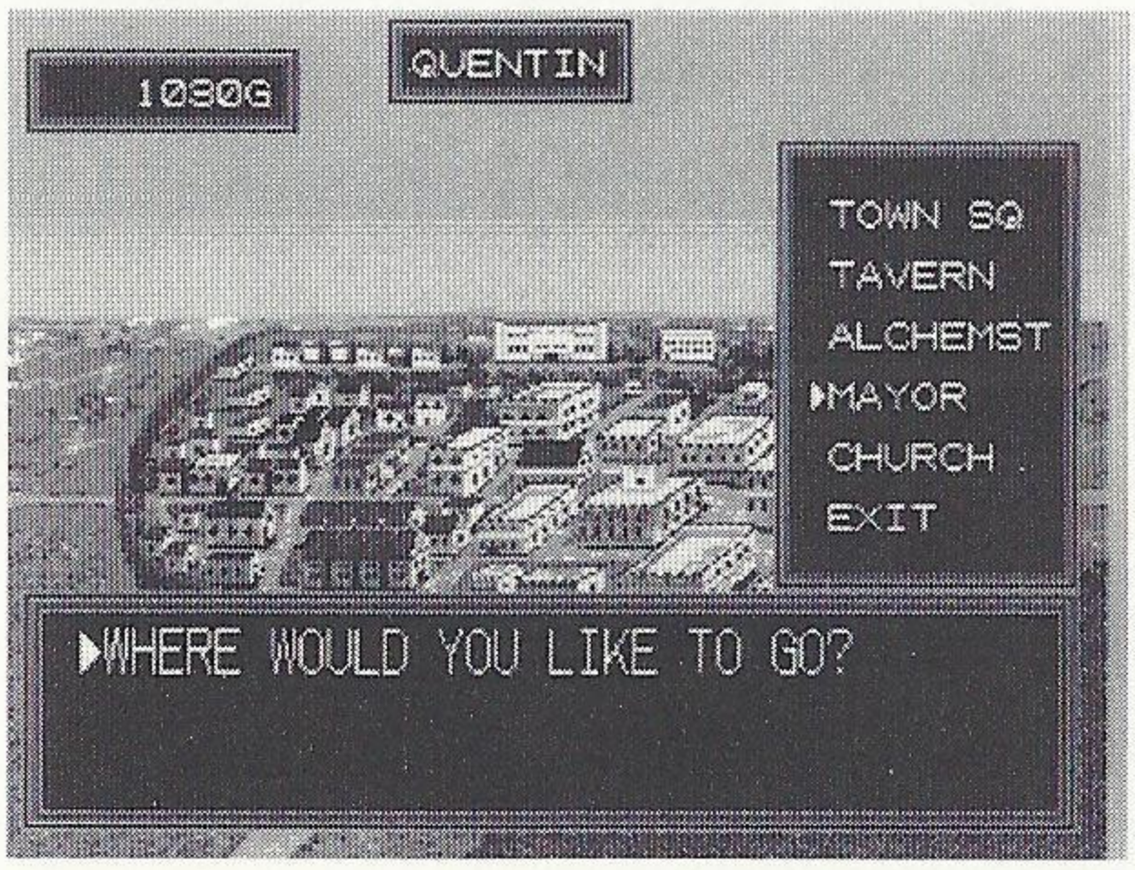
SET

Once a character has finished his or her turn select SET to move on to the next character.

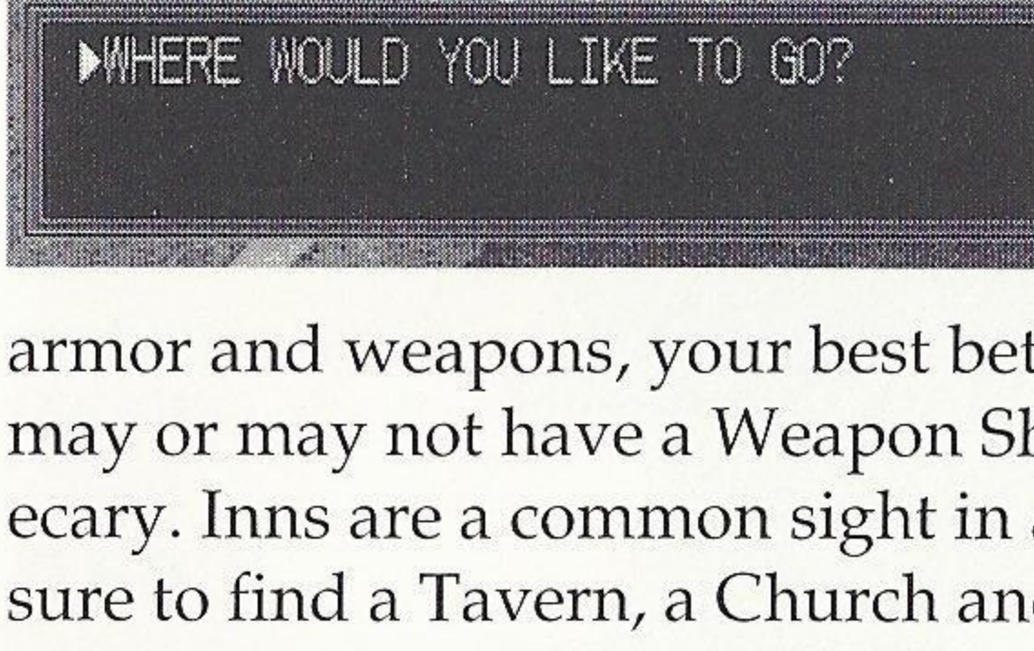
Populated Areas

Depending on the area you're battling in, you can find a number populated areas. If you don't take a look in each area and talk to everyone you can, you won't be able to obtain information which is essential to you and your team. The people living there may also make requests of you, which can gain you extra gold or special items you can't obtain otherwise. Position a humanoid character on any populated area and select **ENTER**.

Getting Around



Once you enter a Village, you'll see a list of the places you can visit. Move the selection arrow with the D-Button and press Button C to enter a building (such as a shop or the Mayor's house) or the town square. Once inside a building, you will be given a number of choices. Move the selection arrow with the D-Button and press Button C to make a choice. If you're looking for armor and weapons, your best bet is a Town or City. Villages and Hamlets may or may not have a Weapon Shop, but they usually have an Apothecary. Inns are a common sight in any City, Town or Village and you're sure to find a Tavern, a Church and Mayor's residence almost everywhere you go.



You can **BUY** and **SELL** items in Apothecaries, Alchemist's shops and Weapon shops. When buying or selling items, move the selection arrow to your choice and press Button C. The price of that item will appear at the bottom of the list. In the Taverns, choose from any number of beverages to **DRINK**. If you come across Fortunetellers, they will ask

you if you want to hear your **FORTUNE**. You'll have to pay for the divination, and if you're wondering whether or not it's worth it—odds are you can't afford not to hear what the Fortuneteller has to say. In the Church, you can **PRAY**, and wherever you go, you can **TALK** to the people living there.

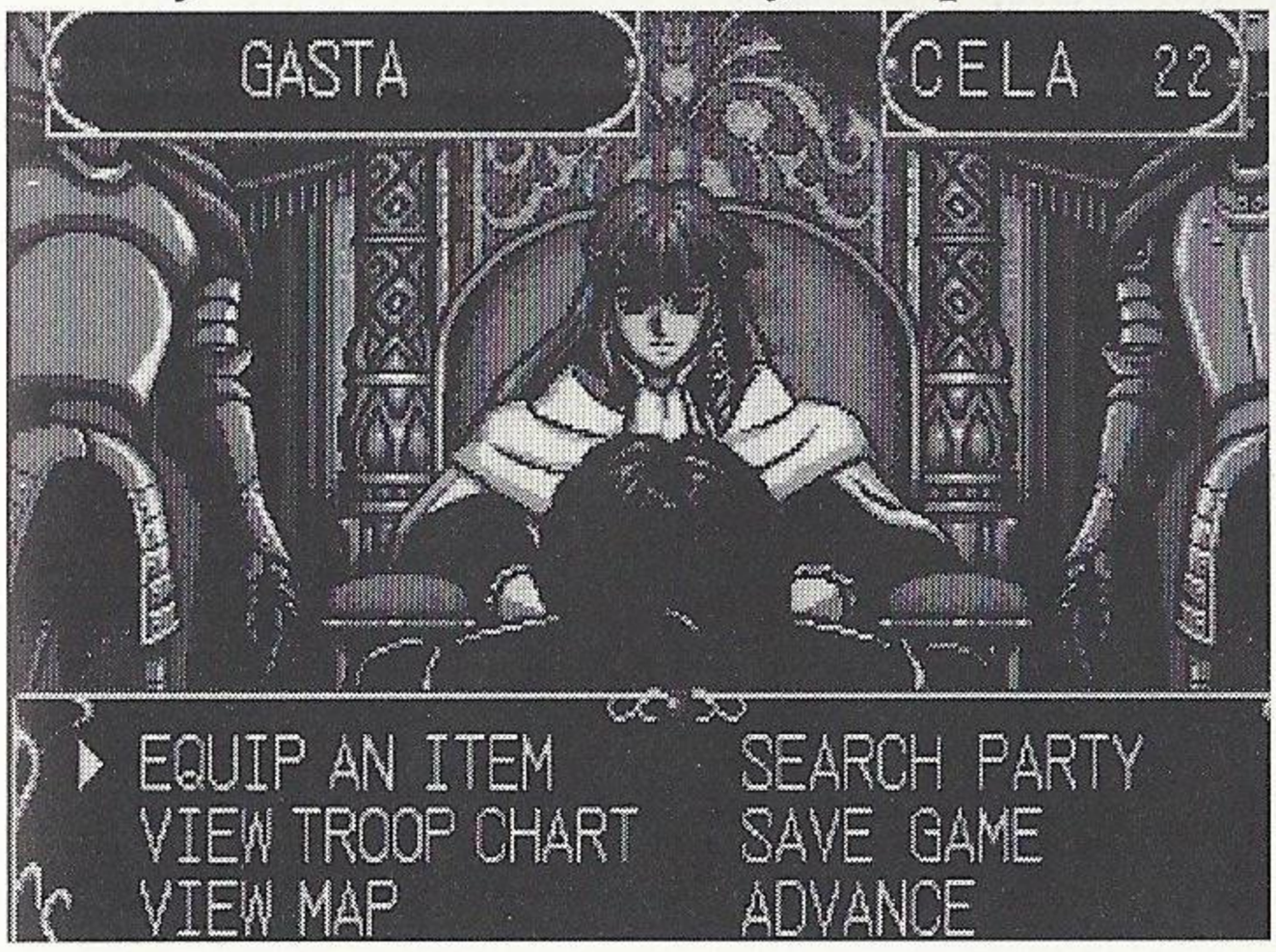
In some cases a person will ask you to do a favor for them, or listen to a story they have. You have to make a decision regarding the errand or task. Make your decision by moving the select arrow to YES or NO and pressing Button C. It's likely that the errand will turn out to benefit you but be warned—it can be time consuming and dangerous as well!

Finally, when you're in a populated area but haven't entered a building, press the Start Button to see a list of the items you're carrying. Move the selection arrow to an item and press Button A to see a description of that item. Button C equips you with or removes the item (a ❇ appears to the left of the item when it's equipped), and Button B closes the item list.

When you're ready to leave, press Button B and select **EXIT** and press Button C. Select **YES** from the confirmation window and its back to the battle!

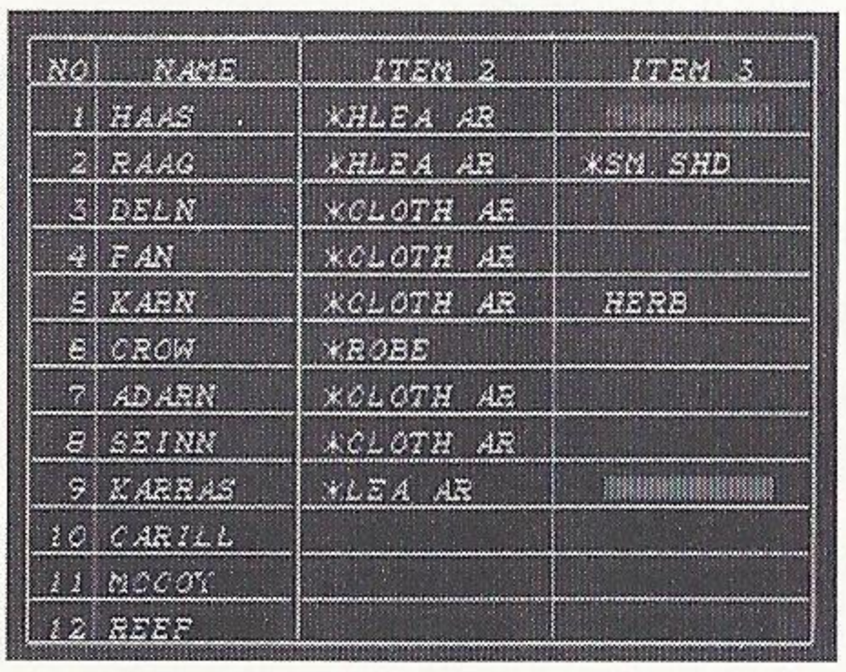
A Castle Liberated!

Once you defeat the enemy troops in an area, you and your group march victoriously into the castle you've freed from the Demon army. Now is the time to change formation, buy and sell items, send out search parties, and make any other necessary changes you need to make before moving on to the next battle. To select an option, move the highlight arrow to a option and press Button C. The next page shows a list of options available when you're in the castle.



EQUIP AN ITEM

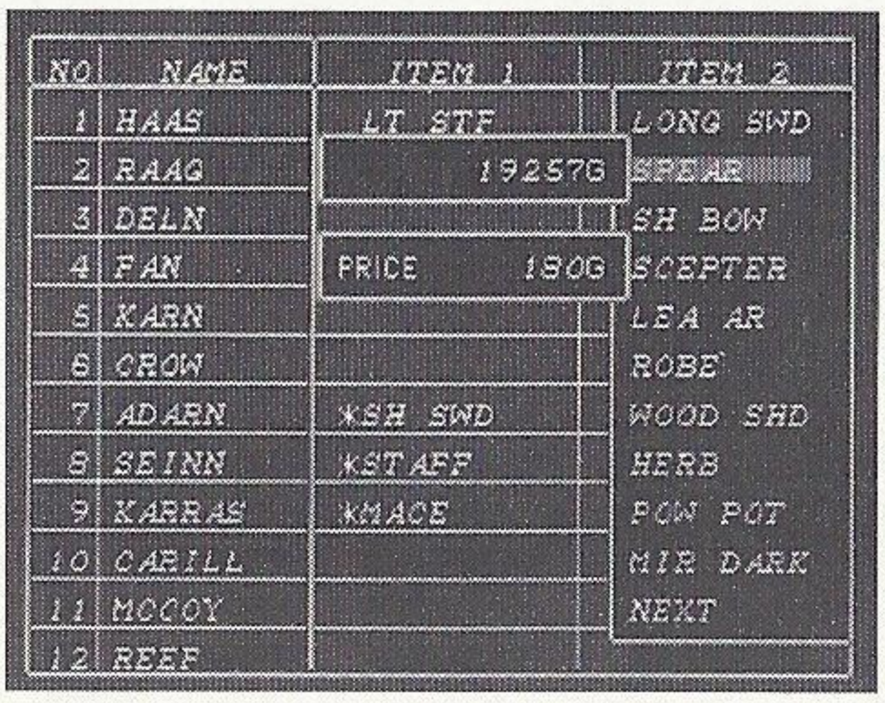
Select this option and a screen appears, showing simple directions on how to buy, sell and equip items. To move on the character screen, press Button C. The left side of the character list displays the characters' names and the order in the unit, and to the right, the items each character is carrying. Press the D-Button right to see the next set of items on the screen. Press the D-Button down to view the other characters.



NO	NAME	ITEM 2	ITEM 3
1	HAAS	*HLEA AR	
2	RAAG	*HLEA AR	*SM SHD
3	DELN	*CLOTH AR	
4	FAN	*CLOTH AR	
5	KARN	*CLOTH AR	HERB
6	CROW	*ROBE	
7	ADARN	*CLOTH AR	
8	SEINN	*CLOTH AR	
9	KARRAS	*LEA AR	
10	CARILL		
11	MCCOY		
12	REEF		

Exchanging: Place the highlighter on an item with the D-Button and press Button C to select it. Move the highlighter to the space you want to place the item and press Button C again.

Equipping: Place the highlighter on an item with the D-Button and press Button A to equip the character with the item.
Note: Many items are equippable only by certain character types. Make sure your character can use the item before you buy it. See the enclosed poster for a list of items and the characters which can use them.



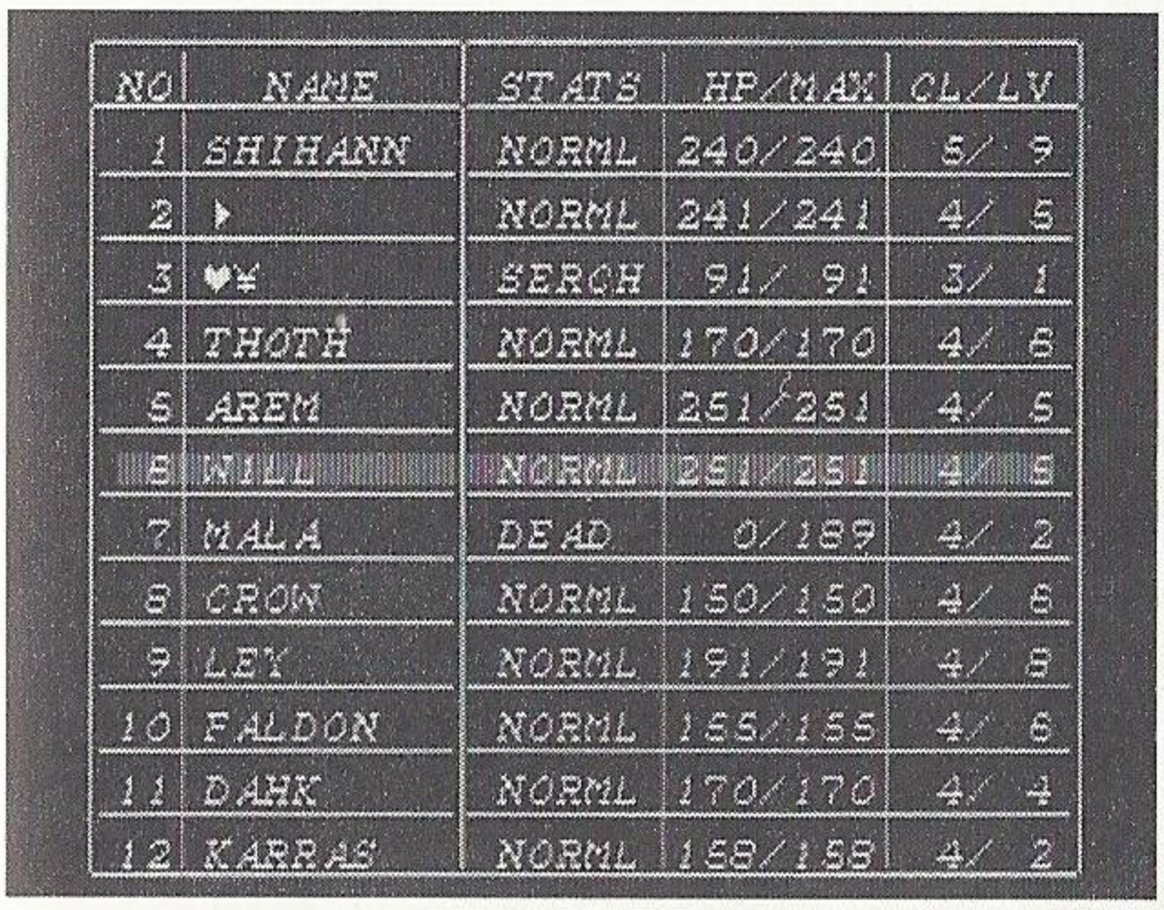
NO	NAME	ITEM 1	ITEM 2
1	HAAS	LT STF	LONG SWD
2	RAAG	19257G	SPEAR
3	DELN		SH BOW
4	FAN	PRICE 180G	SCEPTER
5	KARN		LEA AR
6	CROW		ROBE
7	ADARN	*SH SWD	WOOD SHD
8	SEINN	*STAFF	HERB
9	KARRAS	*MACE	POW POT
10	CARILL		MIR DARK
11	MCCOY		NEXT
12	REEF		

Buying: Press the Start Button to open the Buy/Sell window. Highlight **BUY** and press Button C to see a list of the items for sale. Highlight the item you wish to purchase and press Button C. Press Button C again to confirm your purchase. Finally, press Button B to exit the item list, press Button B. To assign the item to a a character, highlight the item and press Button C, then press Button A to take the item to the character list. Highlight the space you want to place the item and press Button C again to place the item there .
Note: Items swap positions when you place one item in a position that another item is occupying.

Selling: Highlight the item you want to sell and press the Start Button to open the Buy/Sell window. Move the highlighter to any empty space below **SELL** and press Button C to place the item on the sell list. Highlight **SELL**, press Button C and move the highlighter to the item you want to sell. Press Button C to confirm the sale.

When you're ready to exit the screen, press Button B. Be careful not to leave unsold or unequipped items lying around, as you can't go on the next battle (not to mention that it's a waste of precious gold to leave equipment behind).

VIEW TROOP CHART



Check out the statistics sheet for any of all of your unit's members. Highlight the character you want to look at by pressing the D-Button up or down, and pressing Button A. The character's name and other statistics are displayed.

Additionally, the order of the unit can be changed in this screen. Changing the order here changes the order of fighting in battle situations. Select the character to move by highlighting that character with the D-Button and pressing Button C. Then select the character you want to exchange positions with by highlighting them. Press Button C again and the two characters change positions.

MAP VIEW

Take a look at the areas you've liberated, check castle names and generally get the lay of the land by selecting this option. As in the Battlefield view of Cheshire, Castles that you've liberated appear on the screen in gold, and those still held by the demon army appear in the color of the Elemental demon who controls them. Move the cursor with the D-Button. When you position the cursor on a castle or a populated area, the name of the castle or populated area is displayed. Castle names are shown on a blue background and the name of the populated area is shown on a green background. When you're finished looking at the map, press Button B.

SEARCH PARTY

When you need to go back over ground you've won in battle to look for items or recheck areas—or for whatever other reason—you must assign a search party to travel to the area. Naturally, the search party may have to travel a long distance and check the area they've been sent to thoroughly, so remember that when you send people out, they won't be joining you for the subsequent battle.

First choose the location the search party will travel to. Move the cursor to an area on the map by pressing the D-Button and pressing Button C. Next, select a character for the search party by highlighting him or her with the D-Button and pressing Button C (select other members the same way). A maximum of five characters can be assigned at a time, but if for some reason you need to send out more, select others members and the place they will travel to as you did before. Once you've selected the map and the search party and you're at the location, you cannot recall them, so make sure you're sending the right people to the right place. Once the character has arrived at the location, highlight the character's name from the search party list and press Button C. Next move the Hex marker to the location you want to send the character to and press Button C again to set them in place. At this point, you will see various Command Options (depending on where you've placed your character).

If you've sent more than one character on the search, you must finish one character's actions before selecting another character. Select **SET** from the command options and press Button C. When the confirm window appears make your choice, press Button C, and the search party window will reappear. Highlight the name of the next character you'll use and press Button C. Movement is done the same way as with the first character.

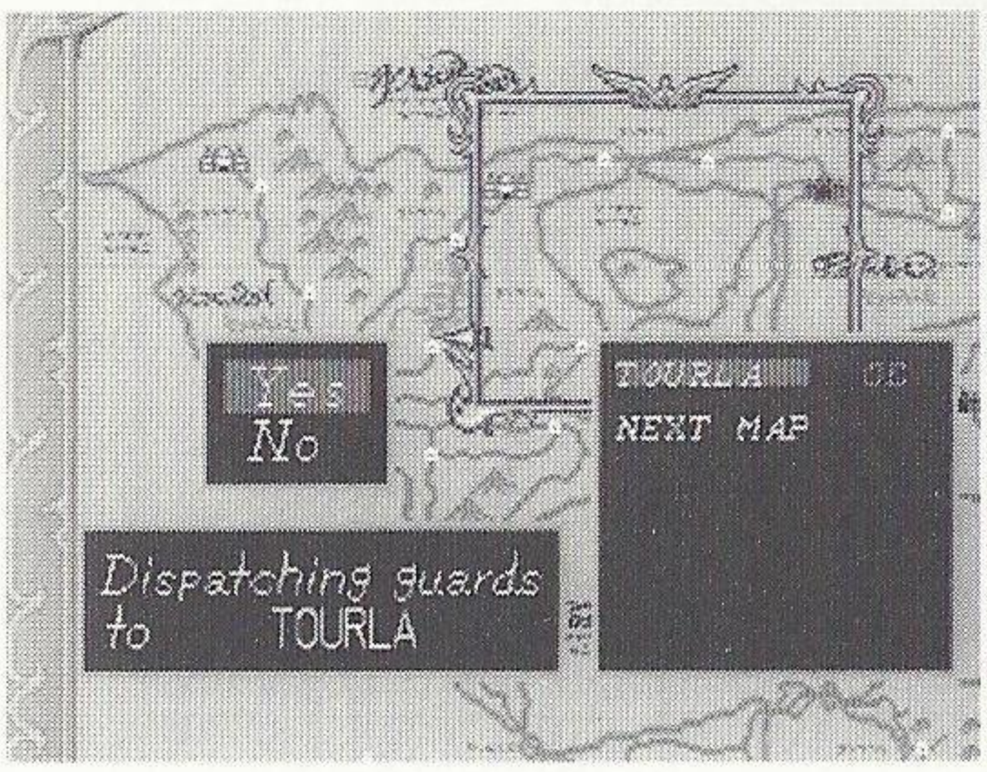
Don't waste an opportunity to take a good look around once you've sent a character to an area—even if you can't find what you originally sent the character out to look for, move them around and search any odd looking areas or hard to reach spots. You may still come across an unexpected prize...

Once you've finished your search, select **SET** from the command options and press Button C. When the confirm window appears, make your choice press Button C, and the search party window will reappear. Press Button B and a window appears asking you if you want to end the search. Highlight your choice and press Button C.
Note: You can't send your Ruler or characters who are highlighted in dark blue (including Monsters) on searches.

SAVE GAME

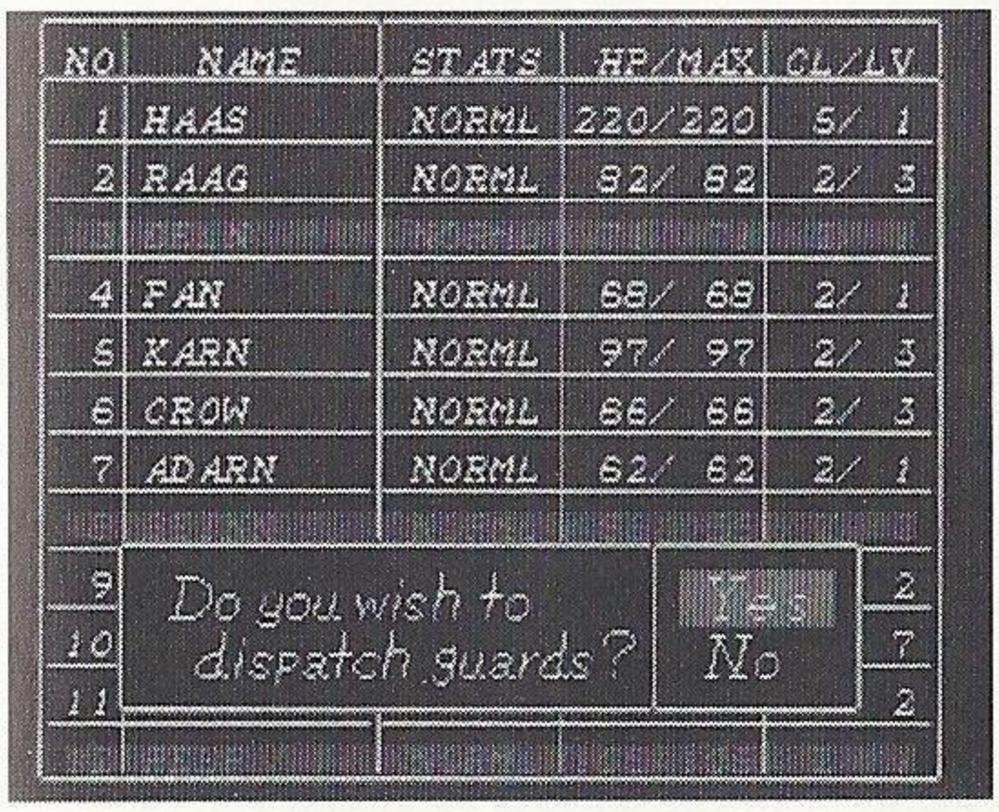
You save games the same way as explained in the Command Options section. See page 16.

ADVANCE

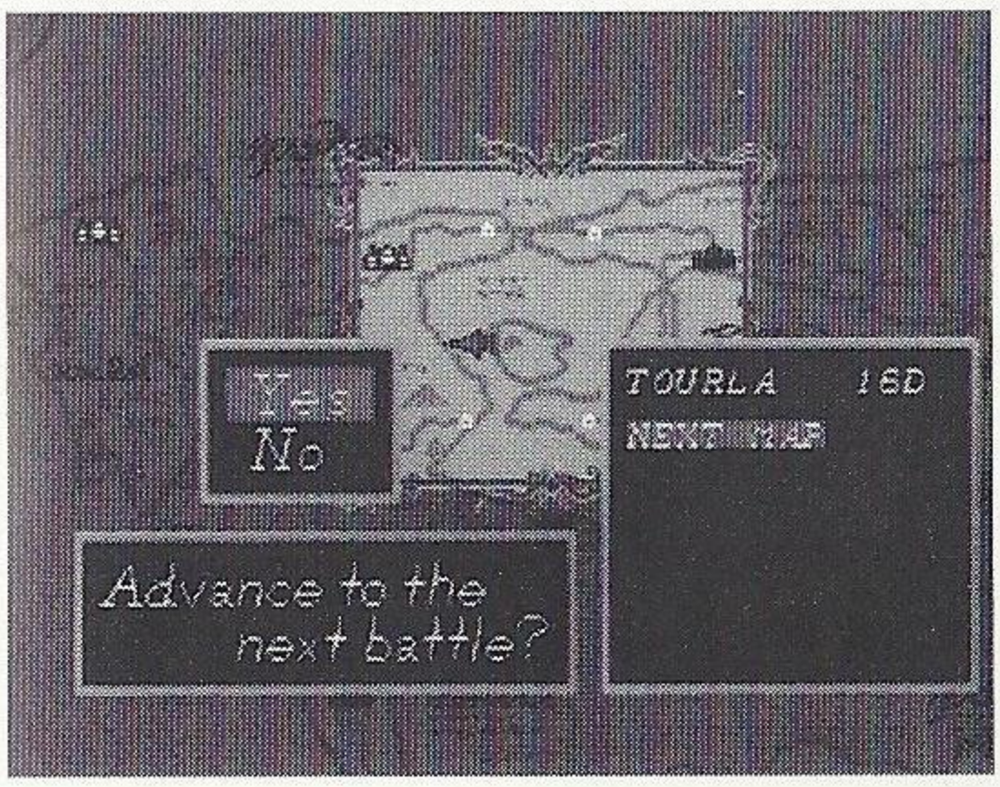


You may have won the battle, but the war is far from over, and now it's on to the next step. Select the next area you'll be travelling to by moving the cursor with the D-Button. You can only advance to areas which are highlighted in gold. Areas which are inaccessible as well as areas you've already liberated will be highlighted in brown. Once you make your choice press Button C.

If you want to keep your castles from being captured by the enemy, you need to leave a defense force behind to guard against further attacks. After you select the area you want to advance to, a window appears with the names of the castles you need to send a defense force to. Next, pick the characters you will use as your defense team. Don't assume that just anyone will do—if your defense teams aren't strong enough they will be defeated by the enemy, and you will have to march back to reclaim the area.



Highlight the name of the first castle on the list and press Button C. When the confirmation window appears, select **YES** (unless for some reason you can't send troops out) and press Button C again. Select your defense team members by highlighting the first member with the D-Button and pressing Button C, then selecting the next member. A maximum of five characters can be assigned at a time, but three reasonably well-armed soldiers or able-bodied monsters should be able to hold the territory for as long as is necessary.



When you've finished assigning troops to the castles, the number of days they can hold their positions appears next to the name of the castle. You have that many days to win the next battle. Finally, select **NEXT MAP** and press Button C to march on the to the next battle.

From the second battle, you must bring your team onto the battlefield one by one, placing them as you would a character you've hired or created (see page 15 for character placement). To bring a character out, select **PLACE** and pick the name of the character you want to bring out. When the confirmation window appears, check the character and confirm or reselect by placing the select arrow next to **YES** or **NO** and pressing Button C.

When The Time Comes

As you know, Velonese is already working on counteracting the spells which the great wizard Gilliam placed on the Jewel of Darkness. Fortunately, Gilliam is the greatest sorcerer in Cheshire, and his spells are extraordinarily complex. Even his most skilled pupil, the dark wizard Velonese, will need months of incantations and spell reversals to break the magic seals on the Jewel.

Unfortunately, not even Gilliam can tell how long it will take to break those seals. If you rush too hastily to destroy Velonese's Elemental demons you may be able to make it to the island where the Dark Wizard awaits, but you need to build up your unit's strength before you have any hope of defeating the Dark Wizard.

More importantly, you must meet the various spirits of Cheshire to learn their abilities before you can acquire the spells you need to take on Velonese. As each day goes by, your unit's members become stronger and your income increases—but do you have enough time left to reach Velonese and defeat him before time runs out?

Mission Herbs

Cheshire is a magic-filled world. Healing herbs strength potions and mysterious items which can turn an enemy to stone or call forth the very elements to help you! Most villages stock potions and other magic items which are bound to come in handy in battle.

See Battlefield Commands on how to use them (page 22). Many of the items listed on the next page can be found in Villages around Cheshire. There are many more items not listed here which will be of value to your battle—search carefully.

Note: Items which are used for defense are indicated by shading.

NAME	EFFECT
Herb	Restores 30-40 Hit Points
Balm	Restores 100-150 Hit Points
Salve	Restores 60-100 Hit Points
Silver Leaf	Completely restores one character's Hit Points
Power Potion	Attack Points + 15 (effective 3-5 turns)
Super Power Potion	Attack Points + 30 (effective 3-5 turns)
Stone Potion	Defense Points + 10 (effective 3-5 turns)
Steel-Skin Potion	Defense Points +20 (effective 3-5 turns)
Speed Potion	Attack Speed + 2 (effective 3-5 turns)
Haste Potion	Attack Speed + 3 (effective 3-5 turns)
Holy Dust	Defense against spells + 30% (effective 3-5 turns)
Amulet	(Lawful characters only) Defense against spells +60% (effective 3-5 turns)
Magic Stone	(All spellcasters) Increase spell range 30% (effective 3-5 turns)
Evil Claw	(Chaotic spellcasters only) Increases spell range 30% (effective 3-5 turns)
Holy Water	(Lawful and Neutral characters only) Defense against spells +60% (effective 3-5 turns)
Goddess' Tears	(Lawful characters only) Defense against spells + 60% (effective 3-5 turns)
Mirror of Darkness	(Chaotic spellcasters only) Increases spell effects 30% (effective 3-5 turns)
Eye of Darkness	(Chaotic spellcasters only) Increases spell effects 50% (effective 3-5 turns)
Scapegoat	Sacrificial victim to bring dead character back to life
Medusa Head	Turns enemies to stone
Gorgon's Tail	Restores characters that have been turned to stone
Holy Drink	Cures paralysis

Suggestions And Strategies

- You need to leave fighters behind to fend off attacks the enemy will make on territory you've gained. Remember that not only does it cost valuable time to go back and retake and castles you've lost, but you also lose the extra income the castles and surrounding villages are sending you as support. And your troops are not going to be happy if they have to work without wages.

- When you're brining out your team after the first battle, take a moment to look at the enemy's positions and consider your own unit's movement and fighting abilities. For example, since Serpents can't travel far on land per turn, you'll want to bring them out first so they can get a ahead start, and save the fast-moving creatures like Hoppogryffs and Rocs for last. Use the terrain map to find out which land types each of your characters moves over best.

- If a character is about to change Class level (when they reach level 5, they are about to change their Class level), put them in front of the battle and give them the change to gain extra experience points as fast as you can. A higher Class warrior is naturally of the most use to you.

- Since you will probably be sending out search parties now and then, it's a good idea to hire one, two or more people to serve as searchers. There's no reason why you can't use members of your unit to search for items (in fact you'll need to send out regular members at some point for a very *special* reason), but in most cases, you only need a trustworthy foot soldier (or two) to go out on searches. Be sure to hire searchers from different humanoid groups—not all kinds of humanoids are welcome everywhere.

- When you want to carry an item from one village to another or across long distances, set up a few members of your unit in a lane, at their maximum travelling distance from each other. Member one moves and transfers the item to member two, who moves and transfers it to member three and so on, until you've brought the item to where you want it to be.

NOTES

NOTES

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