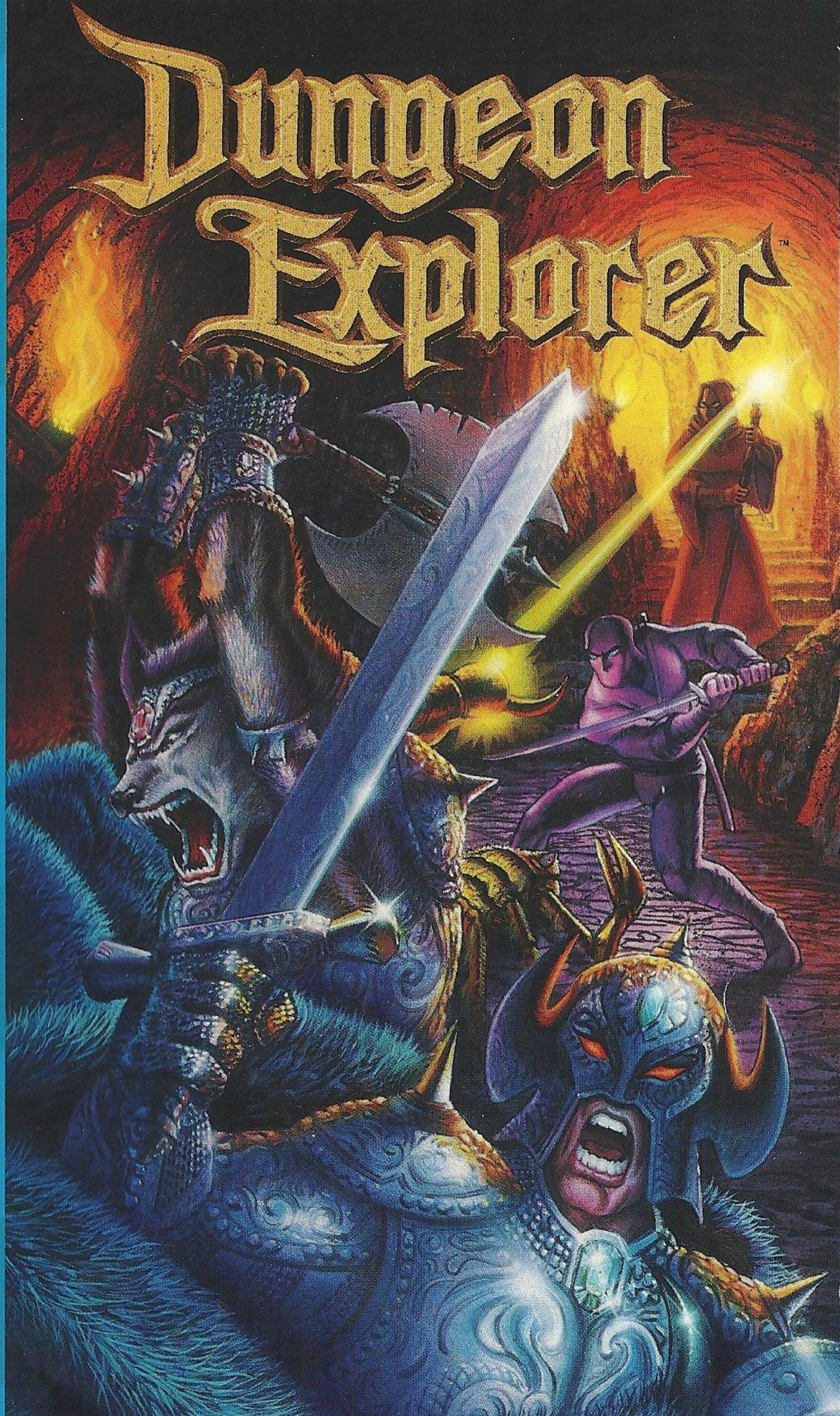
SEGA™

Dungeon Explorer™

SEGA CD™



OFFICIAL SEGA™ SEAL OF QUALITY

4657

KIDS TO ADULTS

KA™

AGES 6+

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.

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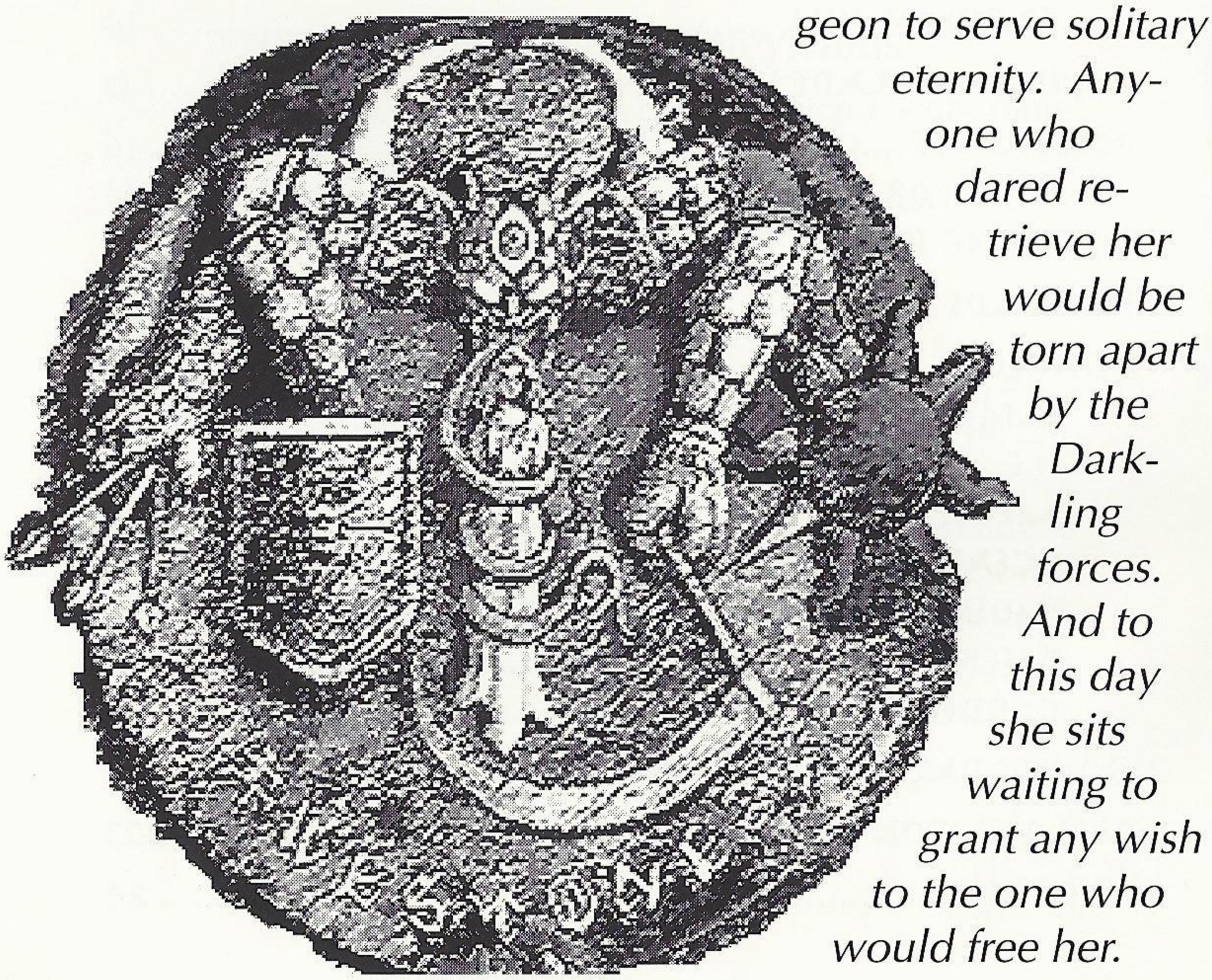
ALL BEFORE YOU HAVE DIED

YOU BRAVE A HORRIBLE END BASED ON NOTHING
MORE THAN A LEGEND.

The Ancient Yarn . . .

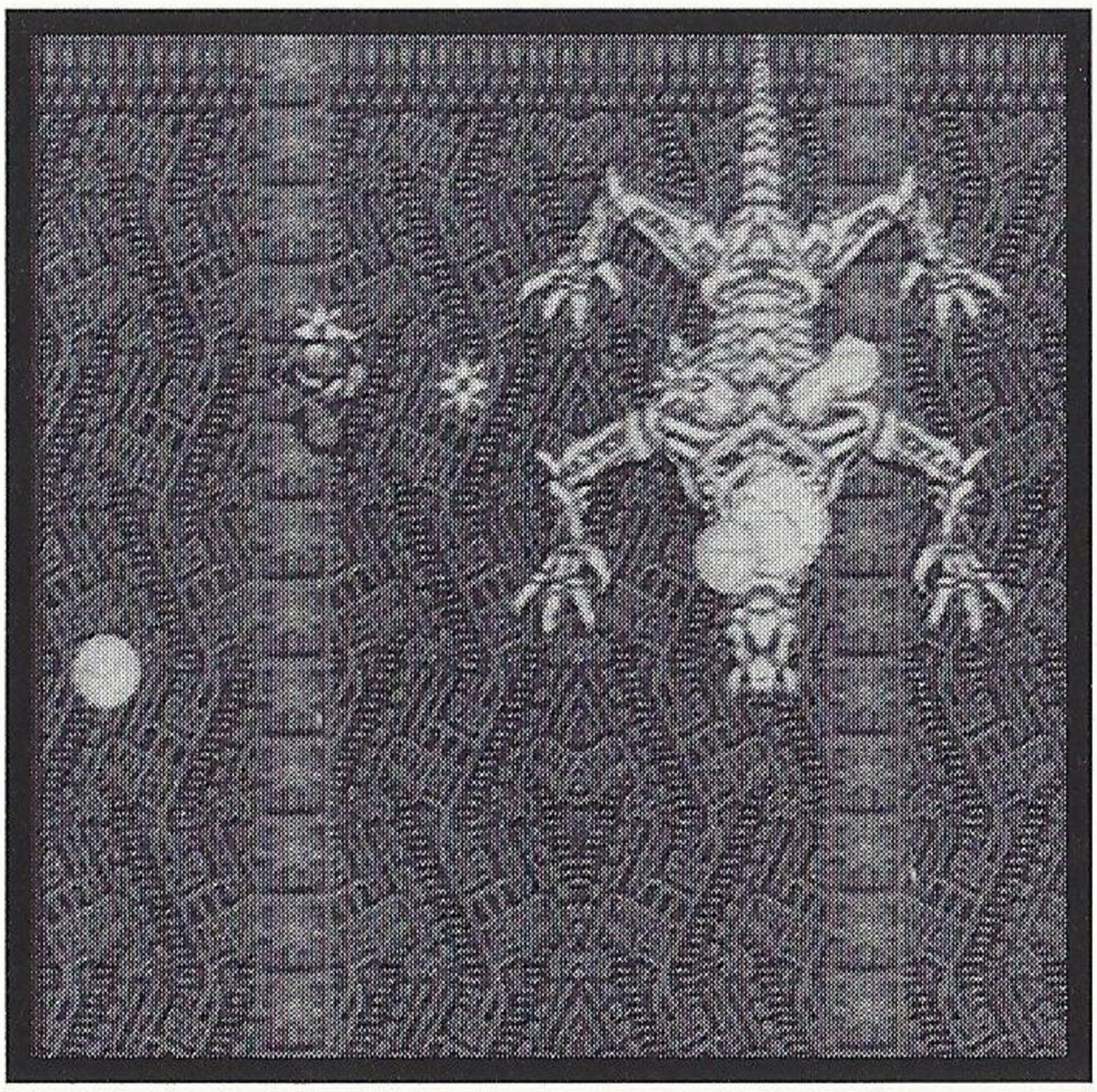
The Darkling was a hideous, powerful creature who ruled the forests from an impregnable tower. He took what he wanted from the humans who dwelled near. If anyone laid eyes on this creature, he was quickly killed. The Darkling's victims were staked out, with a generous number of arrows stuck in them, as a warning for others not to approach the tower. But the Darkling feared mankind. Though humans were much weaker than he, the Darkling knew that one day they would challenge him for his rich lands.

The Darkling had one enemy who could equal his powers. She was the Goddess of Ambition. By promising to grant any wish, she could convince any being to do her bidding. So the Darkling captured the Goddess and threw her in his tower dungeon to serve solitary eternity. Anyone who dared retrieve her would be torn apart by the Darkling forces. And to this day she sits waiting to grant any wish to the one who would free her.



The Facts . . .

No living man has ever laid eyes on her. That she even exists is proved by nothing more than tales handed down by ancients, who themselves have never seen so much as a shadow of this goddess. They talk of her eternal beauty and awesome powers. They talk of her power to grant eternal life to her rescuer. It could all be a silly story.



But all know that the terrible Darkling Tower really exists. Any man who wishes to can journey to see it — from a distance. Whether the monster himself breathes there, no one alive knows. But every year for many years, adventurers have vanished into the realm of the Tower . . . never to be seen again. Now and then a body will be found stuck on a pole in the forest. But no one can tell who it was.

But adventurers keep arriving. They ask questions about the Tower in Jojo's tavern. They brag about past conquests. They promise to spread the wealth after they have freed the Goddess. They hoist one last ale and march toward the Darkling Tower . . . and vanish forever.

SETTING UP

Set up your Sega CD and Sega Genesis™ systems by following the instructions in their manuals. Then:

1. Plug a controller into control port 1.

2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

   NOTE —
   If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

3. Open the disc tray or CD door. Place the Sega CD compact disc into the disc tray, label side up. Close the tray or CD door.

4. If the Sega CD **logo** is on screen, press **Start** on your controller to begin the game.

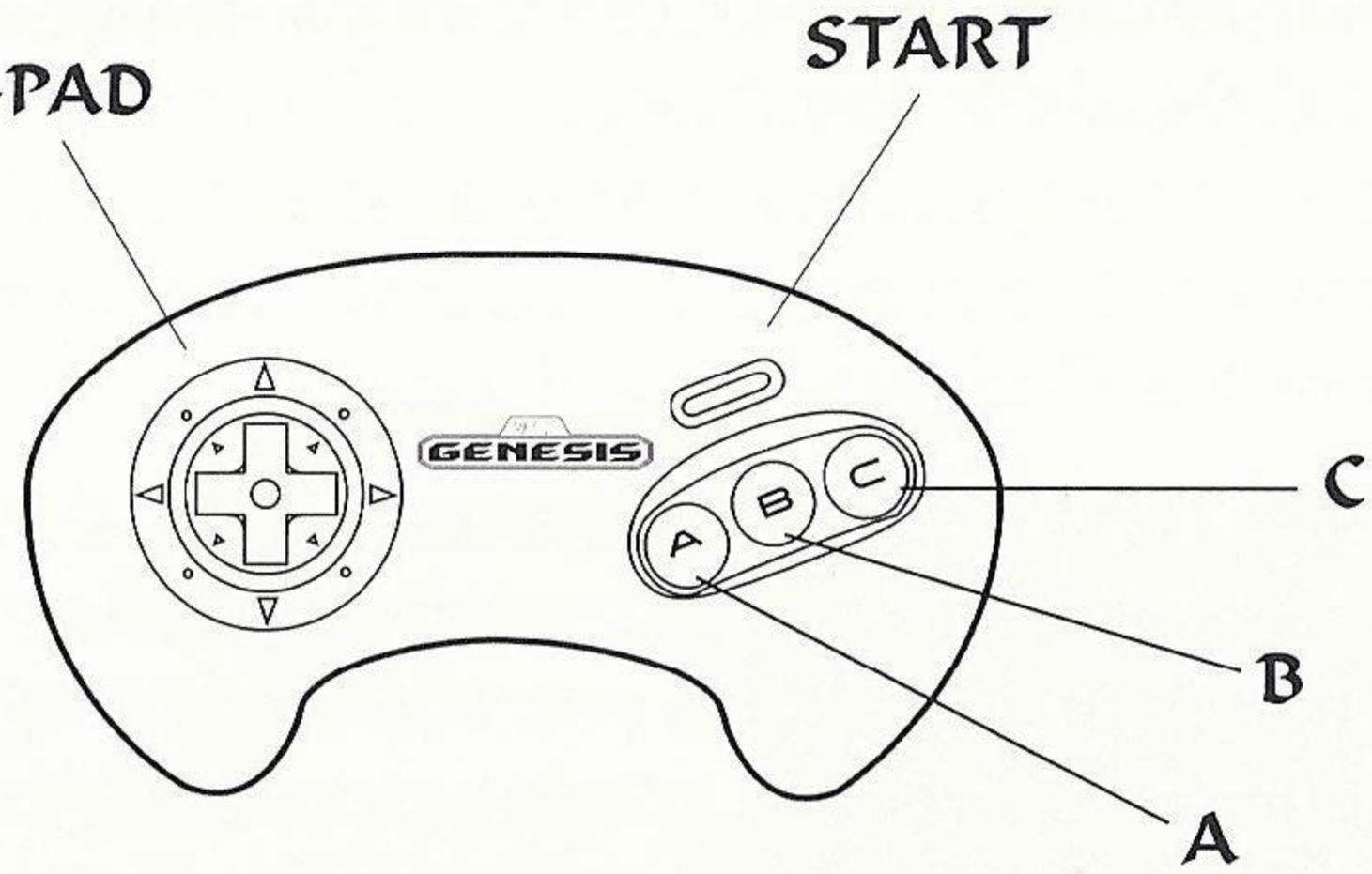
   If the **control panel** is on screen, move the cursor to the CD-ROM button and press **Button A**, **B** or **C** to begin.

   NOTE —
   If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

5. The *Dungeon Explorer* Title screen will appear, followed in a few moments by an assault on the dungeons of the Darkling Tower. You can press **Start** at any time to return to the Title screen.

6. Press **Start** to open the Scenario Select screen and begin the game. Instructions start on page 6.

CONTROL THE GAME



Menu Selections

Highlight menu item ..... **D-Pad** in any direction

Select highlighted item ..... **Button C**

De-select highlighted item ..... **Button B**

Gameplay Controls

Move Explorer ..... **D-Pad** up/down/left/right

Fire weapon ..... **Button C**

Use Body Force ..... **Button B**

Display Explorer Status panels .... **Button A**

View Status pages ..... **D-Pad** left/right/up/down

Select power-up ..... **D-Pad** up/down, press **Button C** to activate and return to Explorer control

Pause/resume ..... **Start**

RULES OF THE EXPEDITION

The Darkling defends his Tower complex, dungeons and forests with monster generators that pump out an endless supply of ghouls, vultures, plasma orbs and other hideous monsters. You must invade and conquer six dungeons. Then you have to attack the Goddess Monument, which imprisons the Goddess of Ambition.

When you destroy a monster generator in a dungeon, it sometimes turns into a treasure chest. Treasure chests are often filled with gold that is yours for the taking. Other chests contain power-ups to restore your health and give you extra combat abilities. Beware, some chests are booby trapped and may leave you helpless as a wave of monsters tears you apart.

The dungeon complexes are made up of tricky mazes. Explore these deadly passages to find keys that will open still more passages. Then you must destroy the Darkling's toughest guards to take over a complex. Your reward for defeating a dungeon complex is more gold to buy equipment for further exploration.

All Explorers begin the game at Combat Experience Level 1. Every time you defeat a monster, you gain points toward increasing your Combat Experiene to a higher level. Each rise in the Combat Experience Level makes the Explorer tougher to defeat.

Each Explorer also enters the quest with only basic weaponry. As you plunder more gold from the dungeons, return to the Weapons Shop and purchase more powerful weapons, shields and body armor.

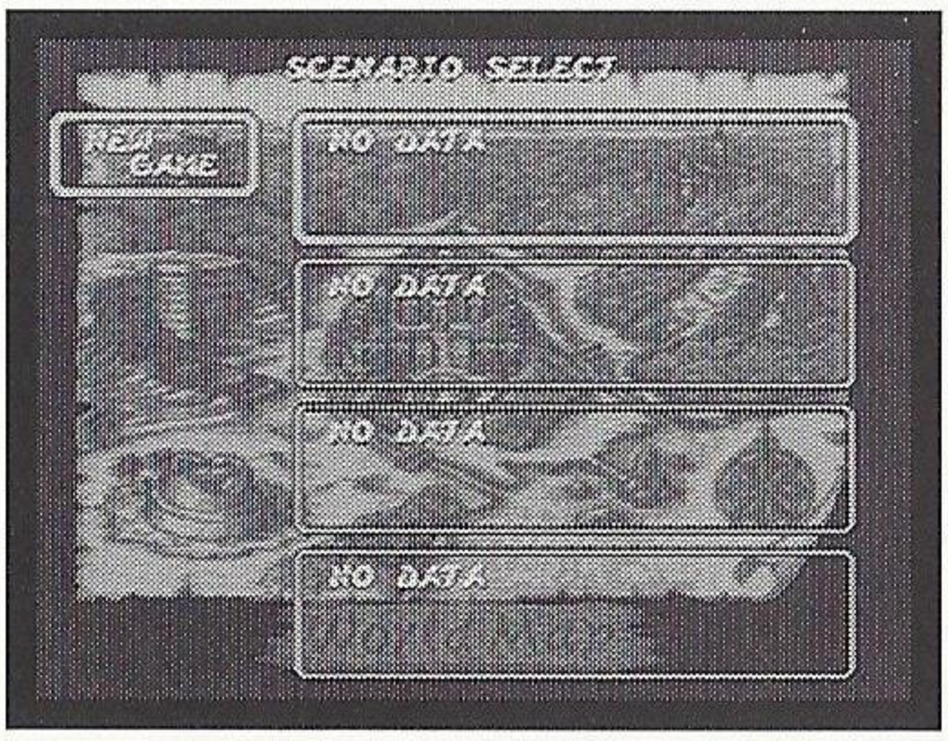
To leave the Tower as a victor, you must defeat the Darkling himself and free the Goddess of Ambition.

PREPARE FOR THE ASSAULT

Up to four players can join up for the dungeon expedition by using Genesis Team Player™. If one Explorer dies, the others can carry on with the expedition. (Please see the Team Player instructions for proper hook-up.)

Starting a New Game

1. Press **Start** at the Title screen to open the Scenario Select screen. (In multiple player games, any player can select a game from the screen.)



2. Use the **D-Pad** to highlight NEW GAME. A scenario box with the words NO DATA will be highlighted. Each scenario box can contain a separate saved game.

3. Press **Button C** to begin a new game.

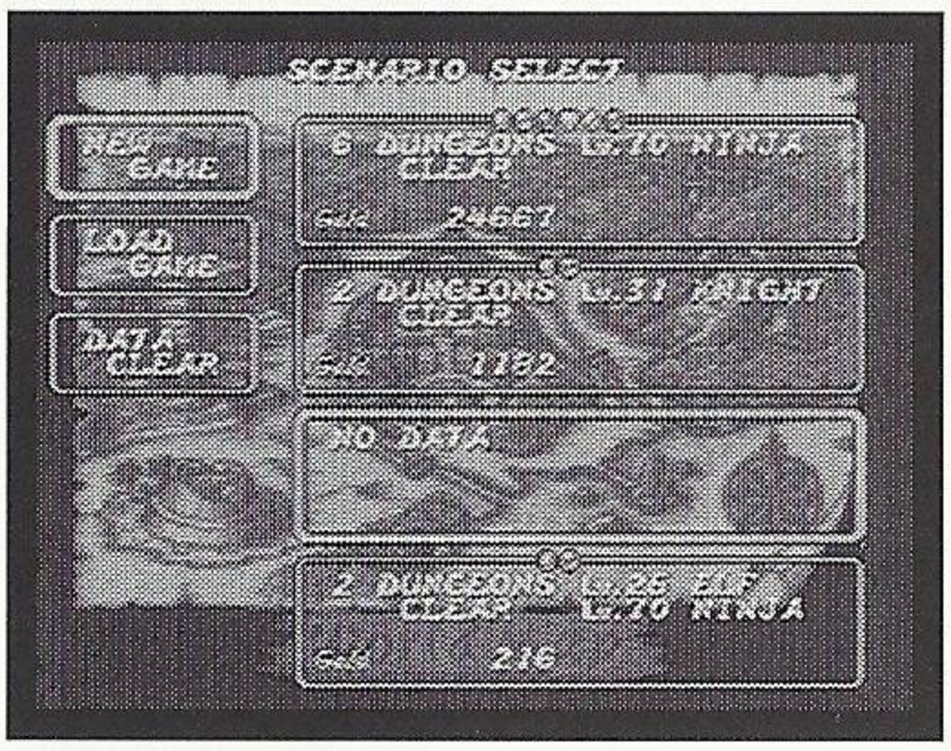
NOTE —
If all four scenario boxes are filled with saved games, the NEW GAME box will not appear. You must clear the data from one of the boxes to begin a new game.

Clearing Data

1. Open the Scenario Select screen.

2. Highlight DATA CLEAR and press **Button C**.

3. Highlight the saved game you want to clear from memory.



4. Press **Button C** and the OK prompt appears. Highlight YES and press **Button C** to erase the saved game. The words NO DATA will appear in the erased box. The NEW GAME box will appear at the top left.

JOJO'S BAR

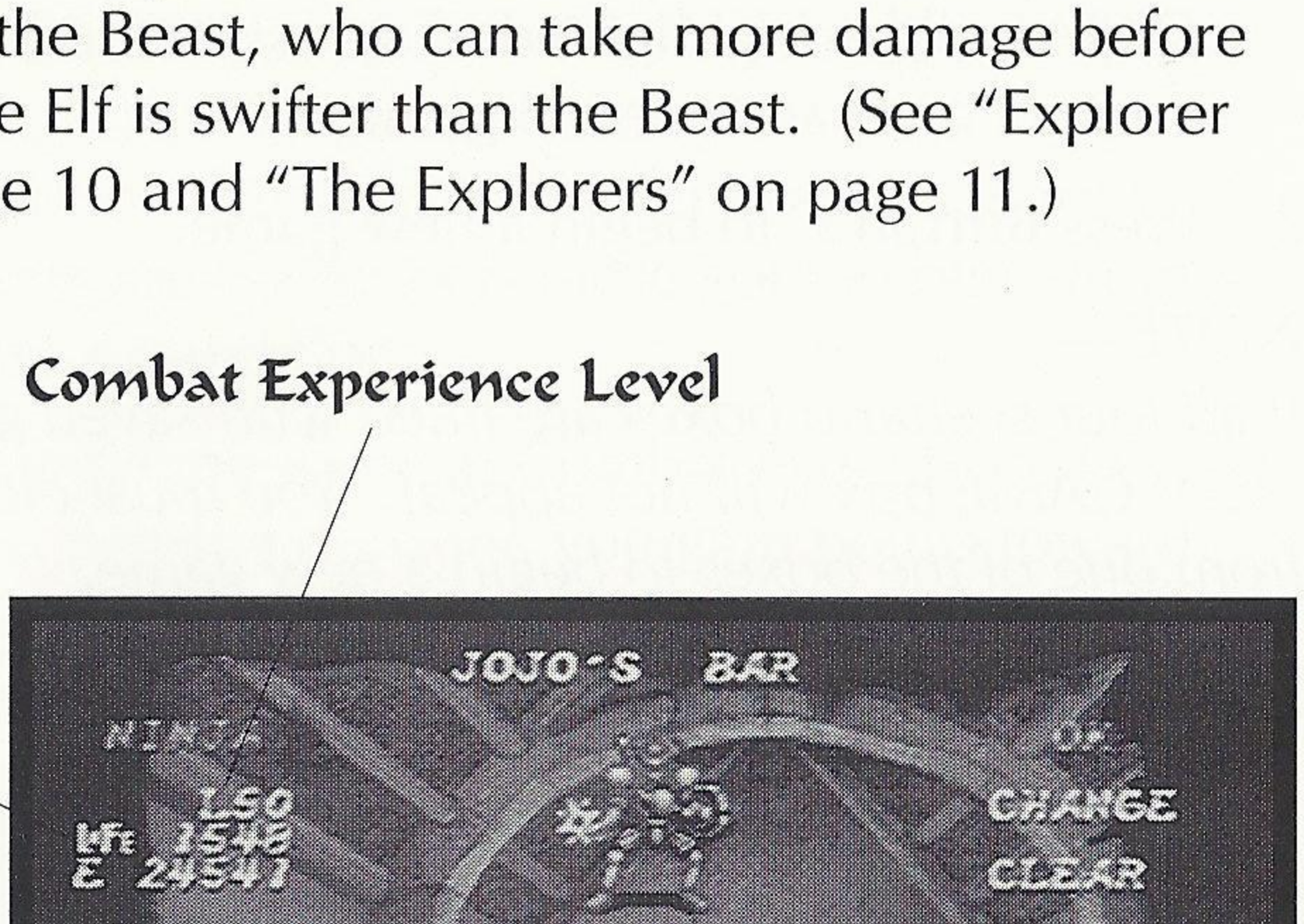
Begin the quest in Jojo's Bar where you choose an Explorer. If two or more players are joining in, each one must choose a different Explorer. You have a choice of six Explorers to begin the dungeon crusade. You can change Explorers during a game by returning to Jojo's.

Each Explorer gains Combat Experience points during the quest by battling monsters. The experience earned by a particular Explorer is recorded on Status panels. When data is saved, Explorer stats are saved too. Even if a game is erased from memory, the Combat Experience Level of the Explorer remains. You can begin a whole new game with an Explorer's previous game experience intact.

Each Explorer has different weapons, skill levels and magic abilities. For example, the Elf starts with a lower Life Level number than the Beast, who can take more damage before dying. But the Elf is swifter than the Beast. (See "Explorer Skills" on page 10 and "The Explorers" on page 11.)

Combat Experience Level

Life Level



Selecting an Explorer

1. Enter Jojo's Bar by selecting a game from the Scenario Select screen and pressing **Button C**. You can also walk into Jojo's during a game to change Explorers.

2. Press **Start** to open an Explorer Selection Roster.

3. Press the **D-Pad** left/right to rotate through the Explorers. Check their Life Levels and Combat Experience ratings for help in making a decision.

4. Press **Button C** to select an Explorer. If you change your mind, press the **D-Pad** down to select CHANGE and press **Button C**. You can re-scroll through the roster. Press **Button C** again to make the selection.

5. Press **Button C** a second time to leave Jojo's Bar and enter the Gardens of Destiny.

NOTE —
*In multiple-player games, the team enters the Gardens of Destiny when the last player presses **Button C**.*

Clearing an Explorer

When a game is saved, an Explorer's Combat Experience Level and weapon upgrades are also saved. Even if a game is cleared from memory or the Explorers are defeated, their Combat Experience remains. If you want to clear an Explorer's Combat Experience from the roster, do this:

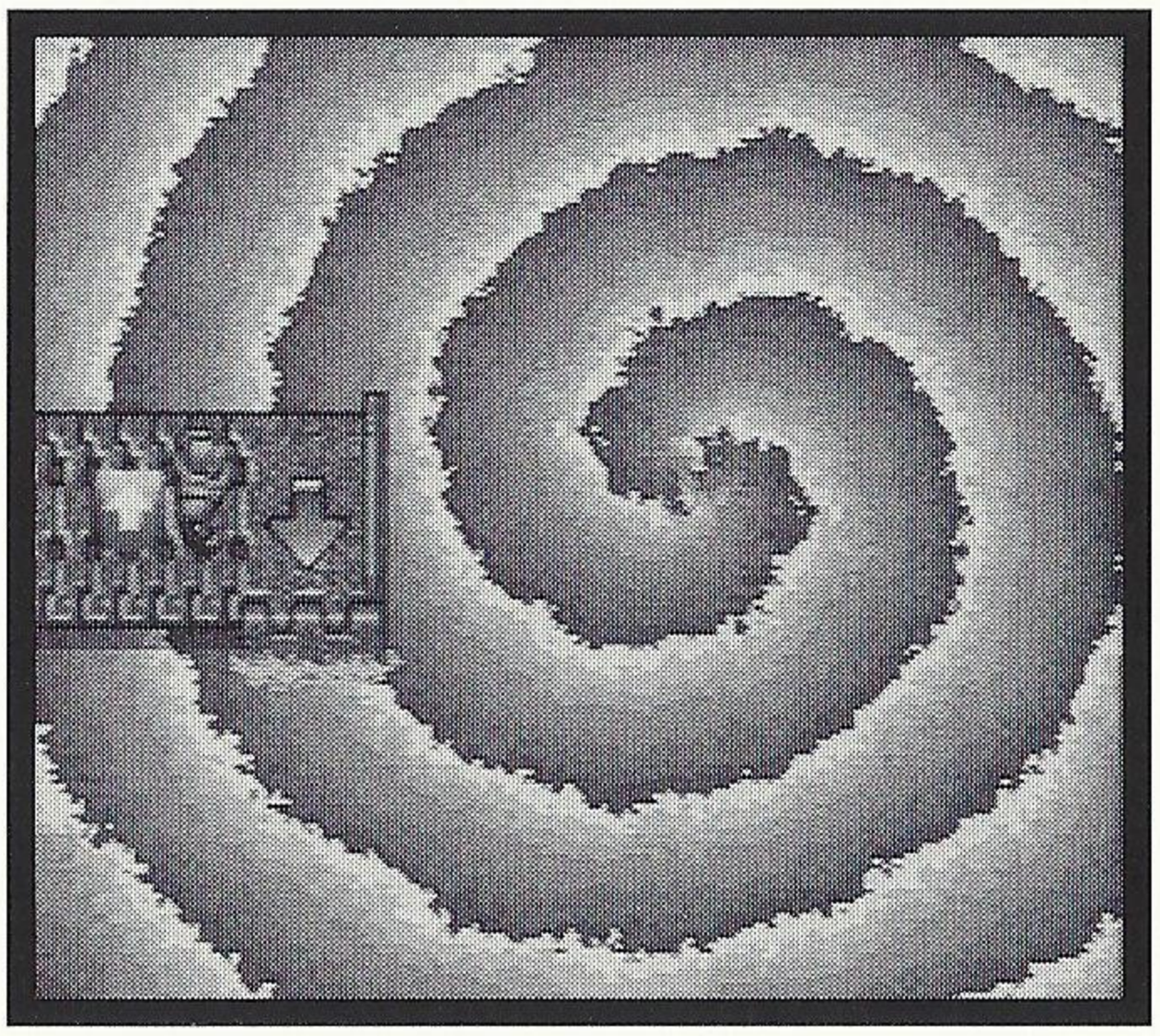
1. Press the **D-Pad** right/left to scroll to the Explorer you want to clear.

2 Press **Button C** to select the Explorer and press the **D-Pad** down to highlight CLEAR.

3. Press **Button C** and the YES/NO prompt will appear. Press the **D-Pad** up to highlight YES and press **Button C**. The Explorer will replaced by a NEW Explorer icon.

EXPLORER SKILLS

Each Explorer's skills vary, but all skills increase with combat experience. Amulet power-ups also increase skills during dungeon combat. You can find skill ratings for an Explorer on the Main Status panel (see pages 12-13).



LIFE

The maximum Life number for an Explorer is based on Combat Experience. It is a measure of stamina. This number is low for all new Explorers, until they gain Combat Experience.

AT– Attack

This rates how much damage an Explorer inflicts on the enemy with each attack.

IN – Intelligence

Smart Explorers cast longer lasting spells.

DF – Defense

An Explorer with a high DF rating withstands each monster attack with less damage.

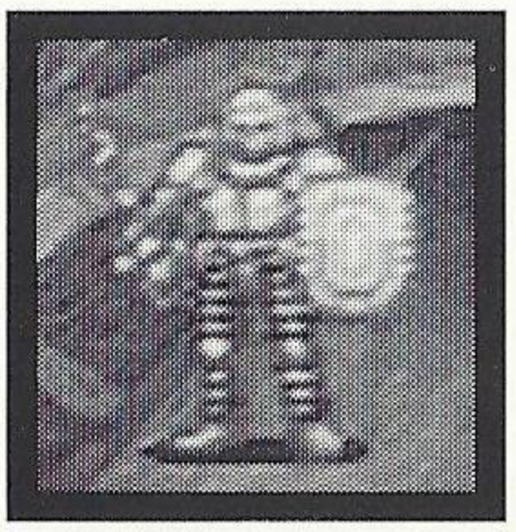
AG – Agility

Agile Explorers move faster.

THE EXPLORERS

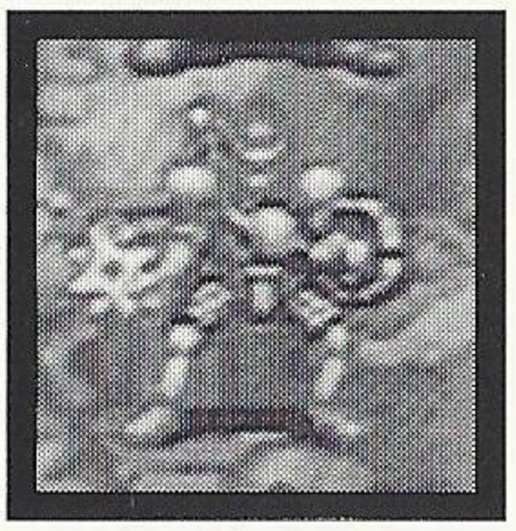
All six Explorers have different strengths and weapons. They also have unique magical attacks, called Body Force (BF), that gain power and duration as the Explorers' Combat Experience Levels rise.

Knight



Weapon: Sword **BF: Triple Slash**
Fires weapon in three directions at once.
Life 65 AT 2 IN 1 DF 2 AG 2

Ninja



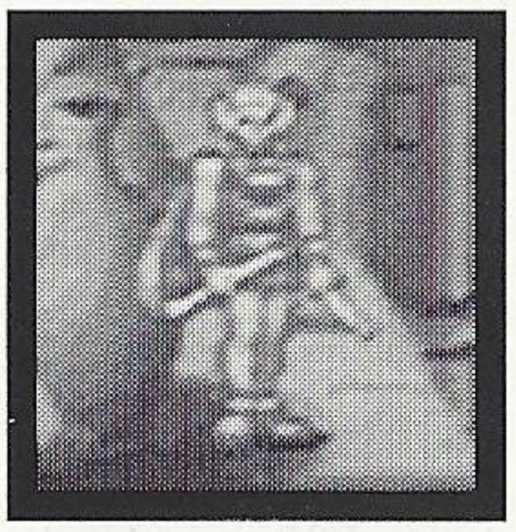
Weapon: Throwing Star
BF: Invisibility + two-way attack
Weapons fire forward and backward.
Life 30 AT 1 IN 2 DF 1 AG 4

Monk



Weapon: Battle Stick **BF: Hammer Cloud**
Whirling energy destroys close attackers.
Life 40 AT 1 IN 2 DF 1 AG 3

Elf



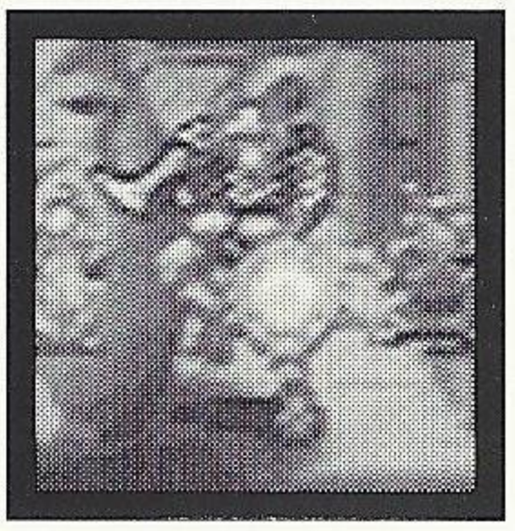
Weapon: Arrows **BF: Air Shield**
An attack-proof force field surrounds her.
Life 30 AT 1 IN 2 DF 1 AG 4

Mage



Weapon: Fighting Staff **BF: Fire Storm**
Burns all attackers on screen.
Life 30 AT 1 IN 2 DF 1 AG 4

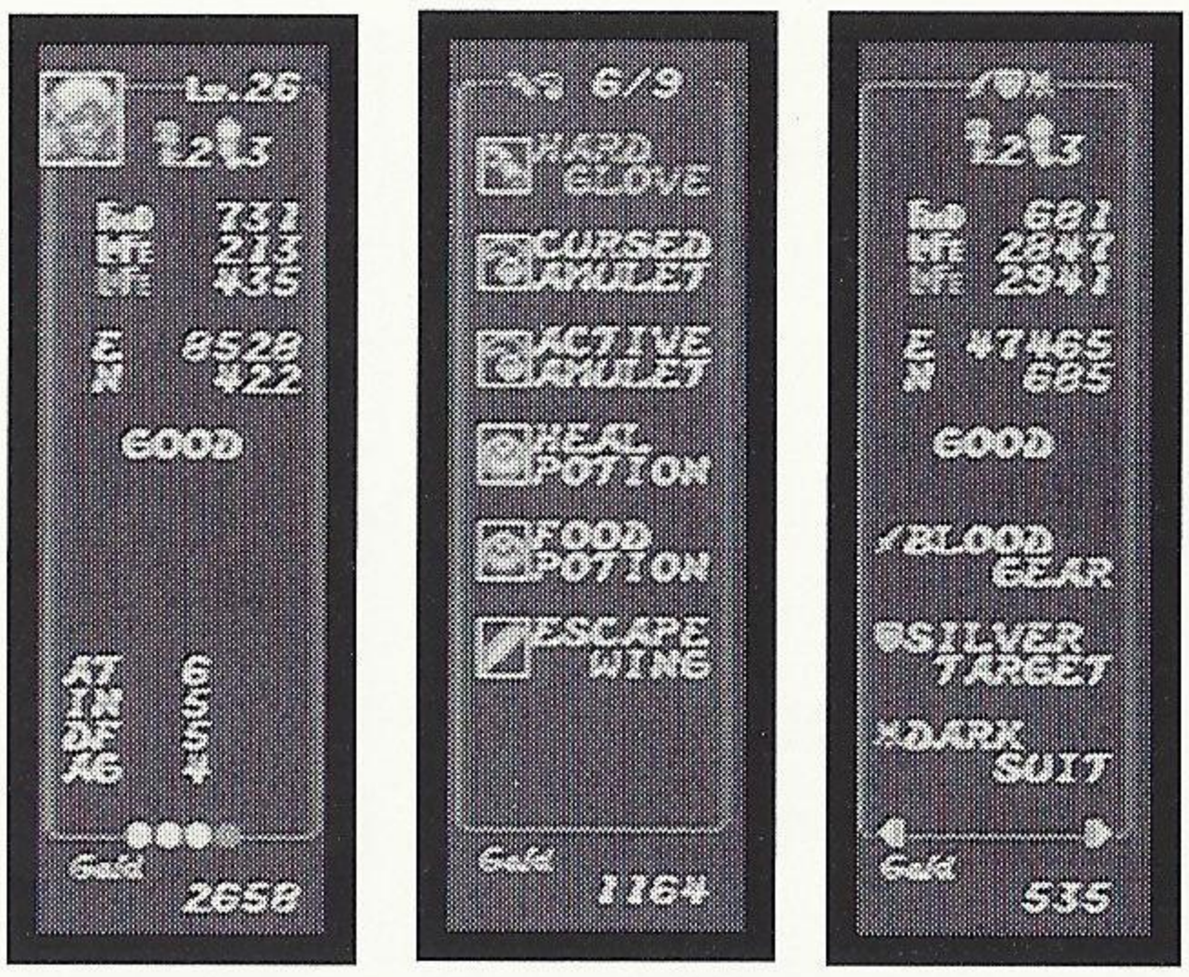
Beast



Weapon: Ax **BF: Freezing Howl**
Slows monsters while ax attack doubles.
Life 80 AT 2 IN 1 DF 2 AG 1

THE STATUS PANELS

The Status panels keep you informed about your Explorer. There are three panels: Main Status, Power-Up Status and Weapon Status. Press **Button A** to switch control from the Explorer to the Status panels. Use the **D-Pad** to move through the panels.

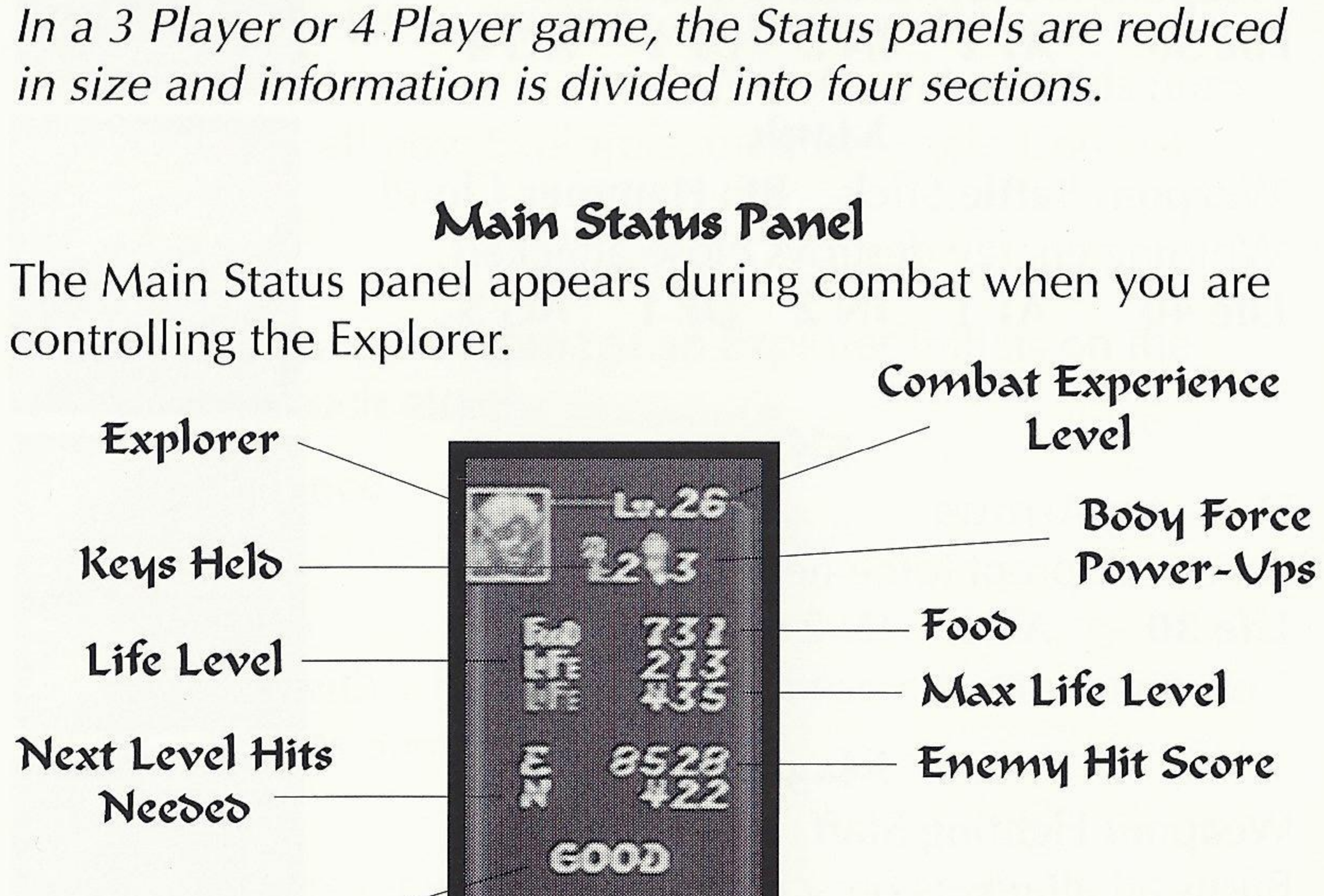


Main Status | **Power-Up Status** | **Weapon Status**

NOTE —
In a 3 Player or 4 Player game, the Status panels are reduced in size and information is divided into four sections.

Main Status Panel

The Main Status panel appears during combat when you are controlling the Explorer.



Combat Experience Level
Level of Combat Experience reached, based on the Enemy Hit Score.

Keys Held
Move through the dungeons by unlocking gates, doors and transporters with keys you capture along the way. You can hold up to nine keys.

Body Force Power-Ups
The number of special powers on hand. You can hold up to nine of these.

Food
You can have up to 2000 Food points. The number drops as you expend energy or take damage. When it drops to zero, you begin to lose Life force. You are re-nourished by Food Potions, Camp Pots and visits to the Gardens of Destiny.

Life Level
How much Life you have remaining. Combat injuries or exposure to toxins lower this number. If it reaches zero, you're dead.

Max Life Level
Displays the maximum Life Force an Explorer can hold so far in the game. This number is based on Combat Experience.

Next Level Hits Needed
The number of monsters you must destroy to attain the next level of Combat Experience.

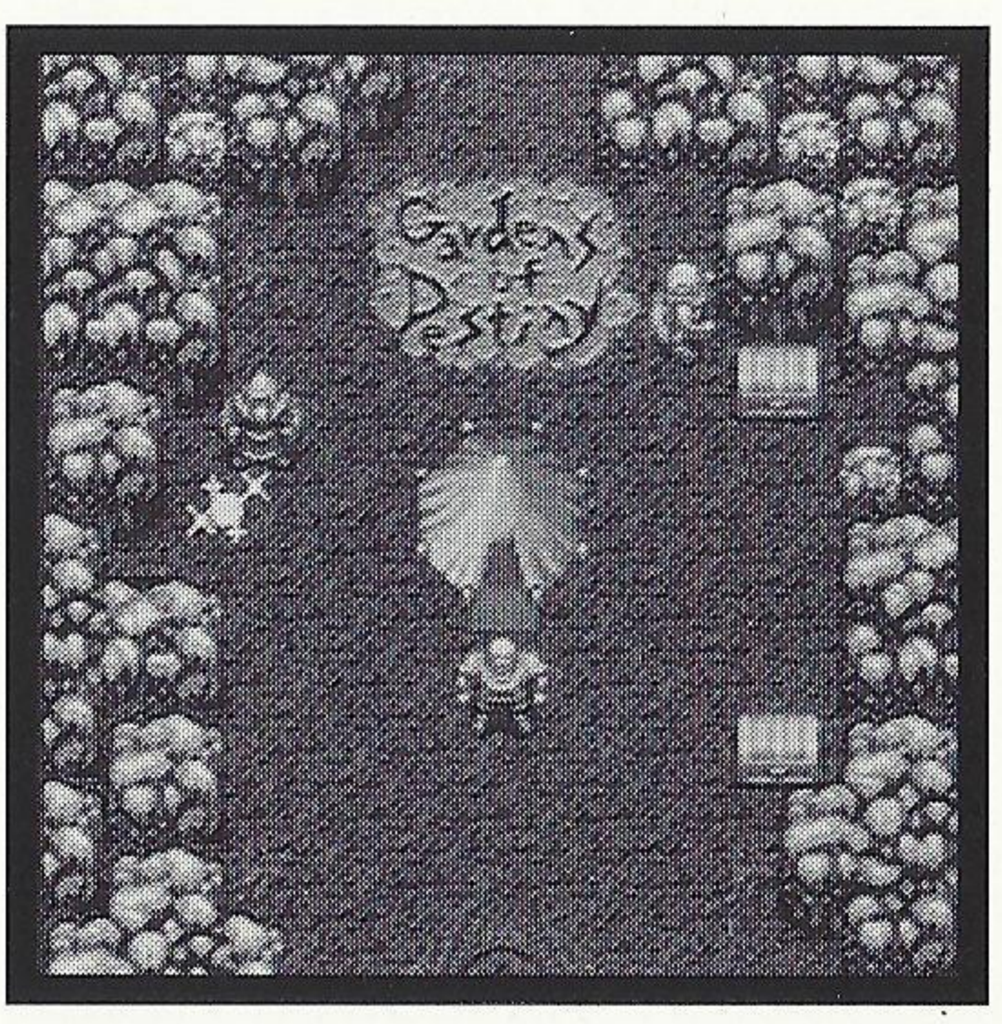
Enemy Hit Score
The total number of monster hits you have scored. Increasing this score raises the Combat Experience Level.

Combat State
Shows the Explorer's condition. GOOD is the normal state. PERIL means the Explorer is close to death. DEAD means the Explorer is defeated. Traps, attacks and curses display other states (see "Hazards" on page 18).

THE LAY OF THE LAND

The Gardens of Destiny

Here is where each Explorer begins the attack on the Darkling Forces. You are safe here. When you are starved and injured, return here for food and a complete Life restoration.



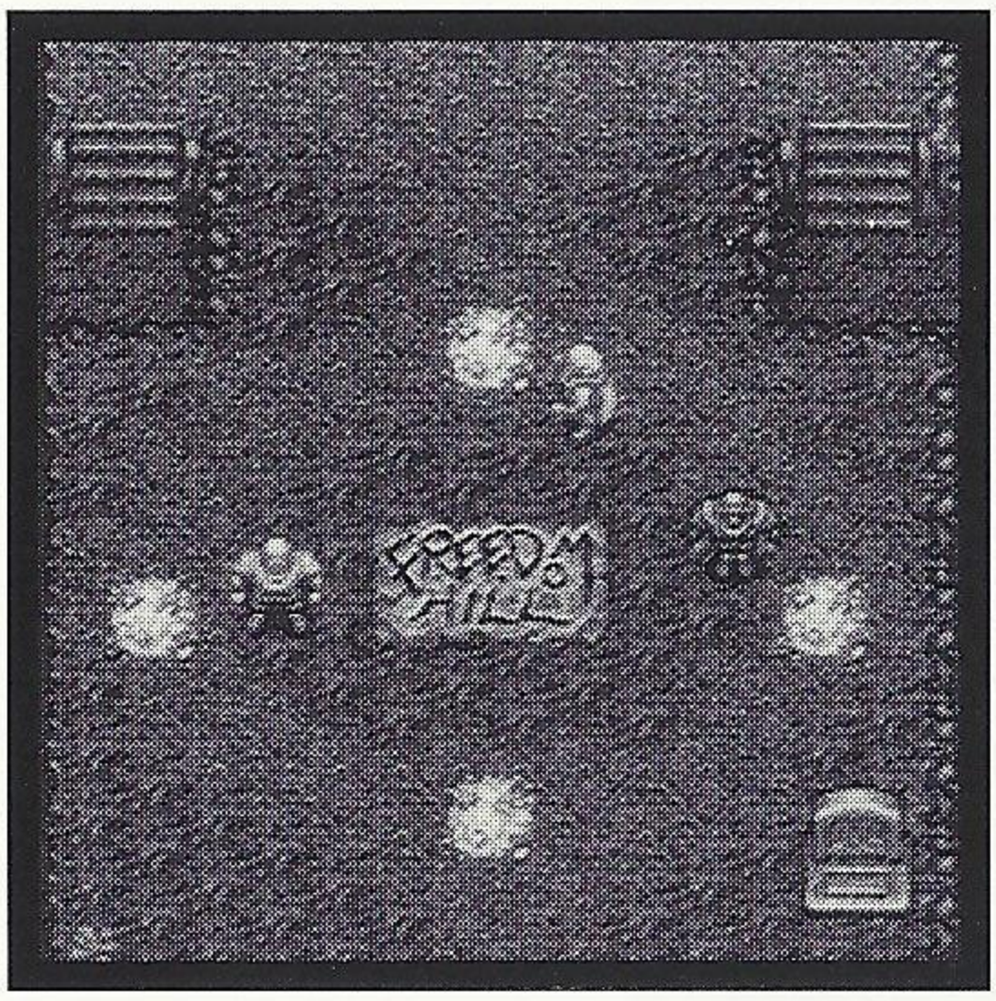
Each treasure chest contains Body Force power-up orbs. Be sure to take them before attacking the dungeons.

This is also where you enter Maggie's Den to save data or quit the game (see page 22).

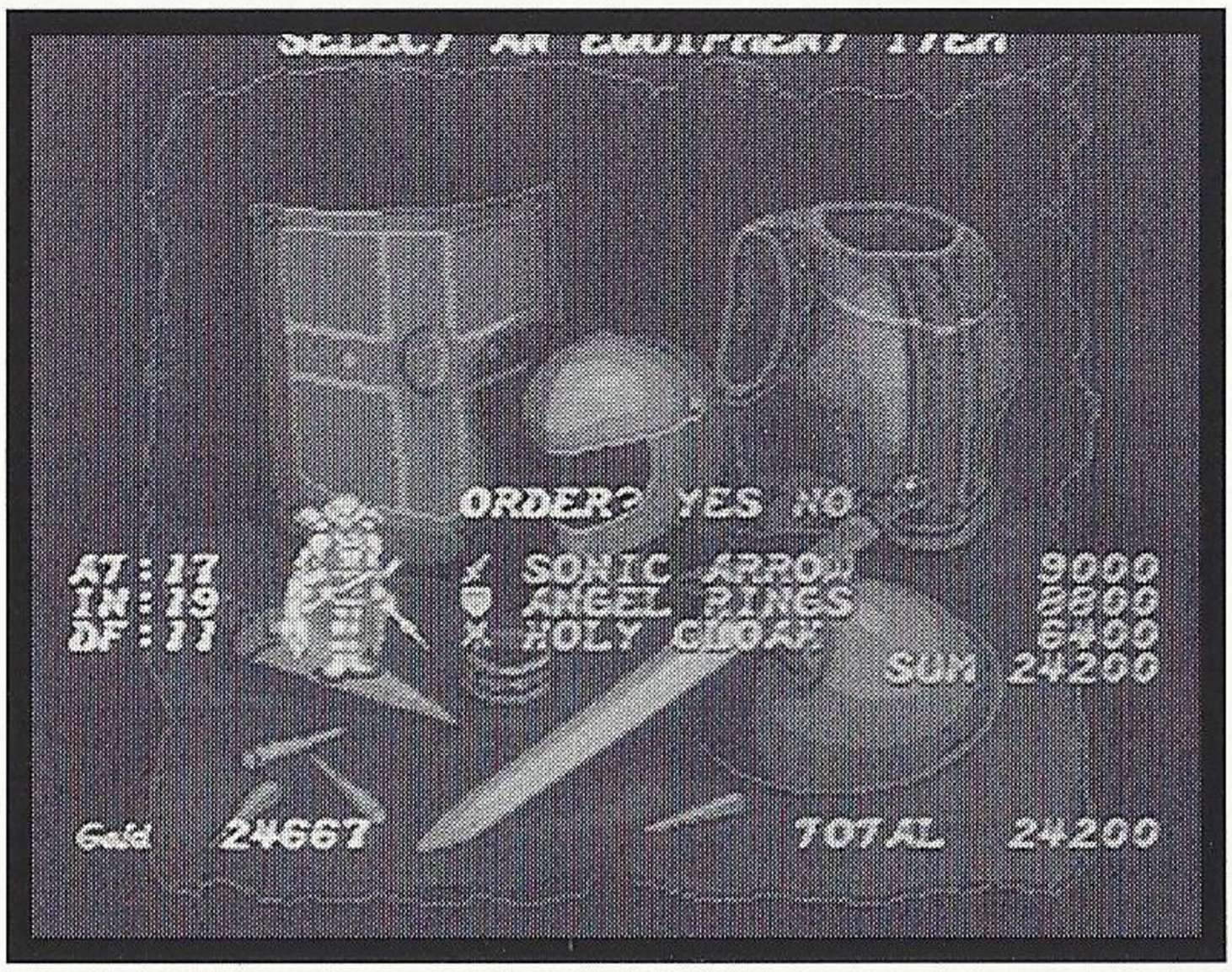
Six dungeons lay to the south.
The Weapons Shop, Jojo's Bar, the greatest reward and your worst nightmare are north.

Freedom Hill

Go south from the Gardens and pick up some easy gold here, where past seekers of the Goddess are buried. You might consider running back to the Gardens and saving the game. That way you'll have a little gold stashed before getting slaughtered in one of the dungeons to the east, west and south of the hill.



BUYING UPGRADE WEAPONS



All Explorers begin the game armed with basic weapons. They can buy upgrades in the Weapons Shop with the gold won in battle.

Explorers can buy weapons, shields and body protection that are custom-made for their fighting style. Each weapons category has five upgrades. To upgrade your weapons:

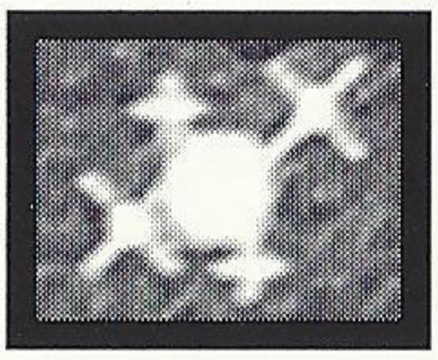
1. Enter the Weapons Shop, which is northeast of the Gardens of Destiny.
2. Press the **D-Pad** up/down to highlight weapons, shields, or body armor. Press it left/right to highlight the upgrades for each. Prices are posted to the right of the item. The amount of gold you have to spend is at the bottom right.
3. Press **Button C** to select the item you want. If you change your mind, press **Button B** to de-select an item.
4. Press the **D-Pad** up to highlight the word ORDER and press **Button C**. The YES/NO prompt appears. Highlight YES and press **Button C** to buy the item.
5. If you decide to leave the shop without buying, first select an item you already have (the item is dimmed). Then highlight LEAVE SHOP and press **Button C**.

POWER-UPS

Find power-ups by shooting at treasure chests or monster generators, which will often turn into treasure chests. Some power-ups are used right on the spot to raise Food and Life values. Others appear on the Power-Up Status panel.

Body Force

Pick up these pulsating orbs under treasure chests. Press **Button B** to unleash the magical powers, which are different for each Explorer (see page 11).



You can carry up to nine Body Force power-ups at one time. The number you have is shown at the top of the Main Status panel. Watch the bottom of the panel, showing the four Body Force countdown dots. When the last dot vanishes, Body Force is exhausted.

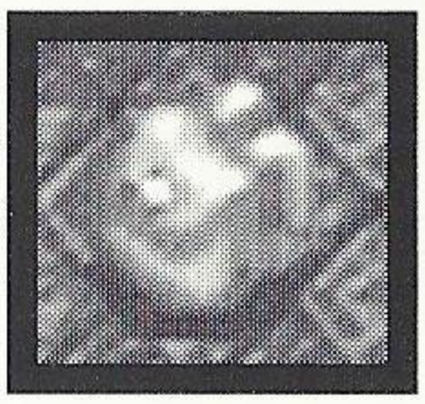
As an Explorer becomes more intelligent, Body Force lasts longer. You can use Body Force in the forests as well as in the dungeons.

Using Stored Power-Ups

Most power-ups are stored on the Power-Up Status panel. You can only use these power-ups in dungeons. When you leave a dungeon, you leave these powers behind.

To use a listed power-up:

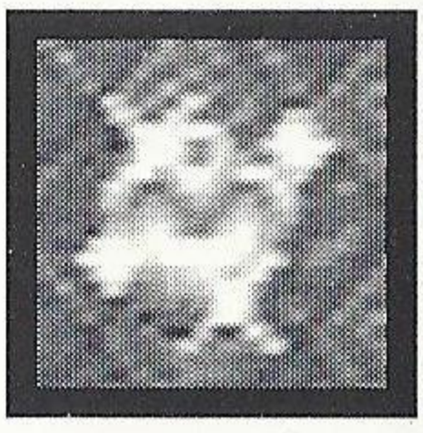
1. Press **Button A** to switch control from your Explorer to the Power-Up Status panel.
2. Press the **D-Pad** up/down to highlight a power-up.
3. Press **Button C** to activate the power-up and return to controlling the Explorer.



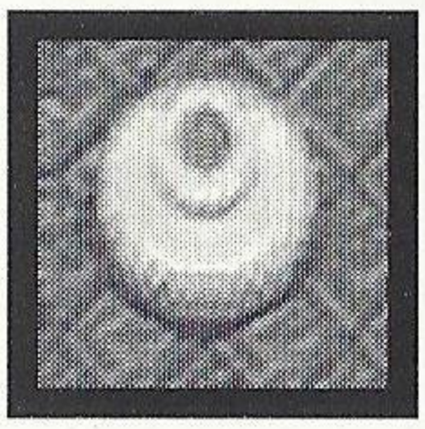
Power-Up Bag
Helps you carry more power-ups in the Power-Ups Status panel. Without it, you can only carry four power-ups in all.



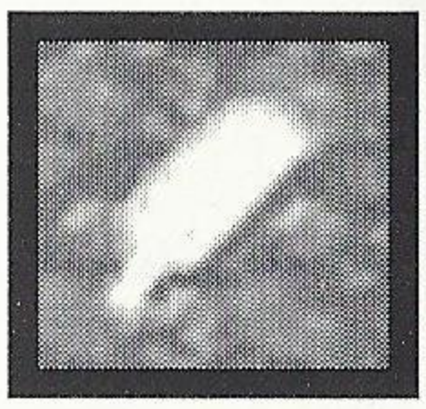
Heal Potion
Replaces lost Life. Find Heal in two sizes. Small is used instantly; Large is stored in the Power-Up Status panel.



Food Potion
Increases the Food number. Find Food in two sizes. Small is used instantly; Large is stored in the Power-Up Status panel.



Camp Pot
Activate the Camp Pot and jump into it to raise your Food and Life scores to the maximum. You can use the Camp Pot as often as you want while on the level.



Escape Wing
Use this to escape a losing dungeon battle. You will instantly return to the Gardens of Destiny.



Amulets

Fast Amulet:	You don't need food.
Holy Amulet:	Protects you from poison.
Active Amulet:	Extra speed.
Luxury Amulet:	Slowly restores Life Level.
Cursed Amulet:	Poison!

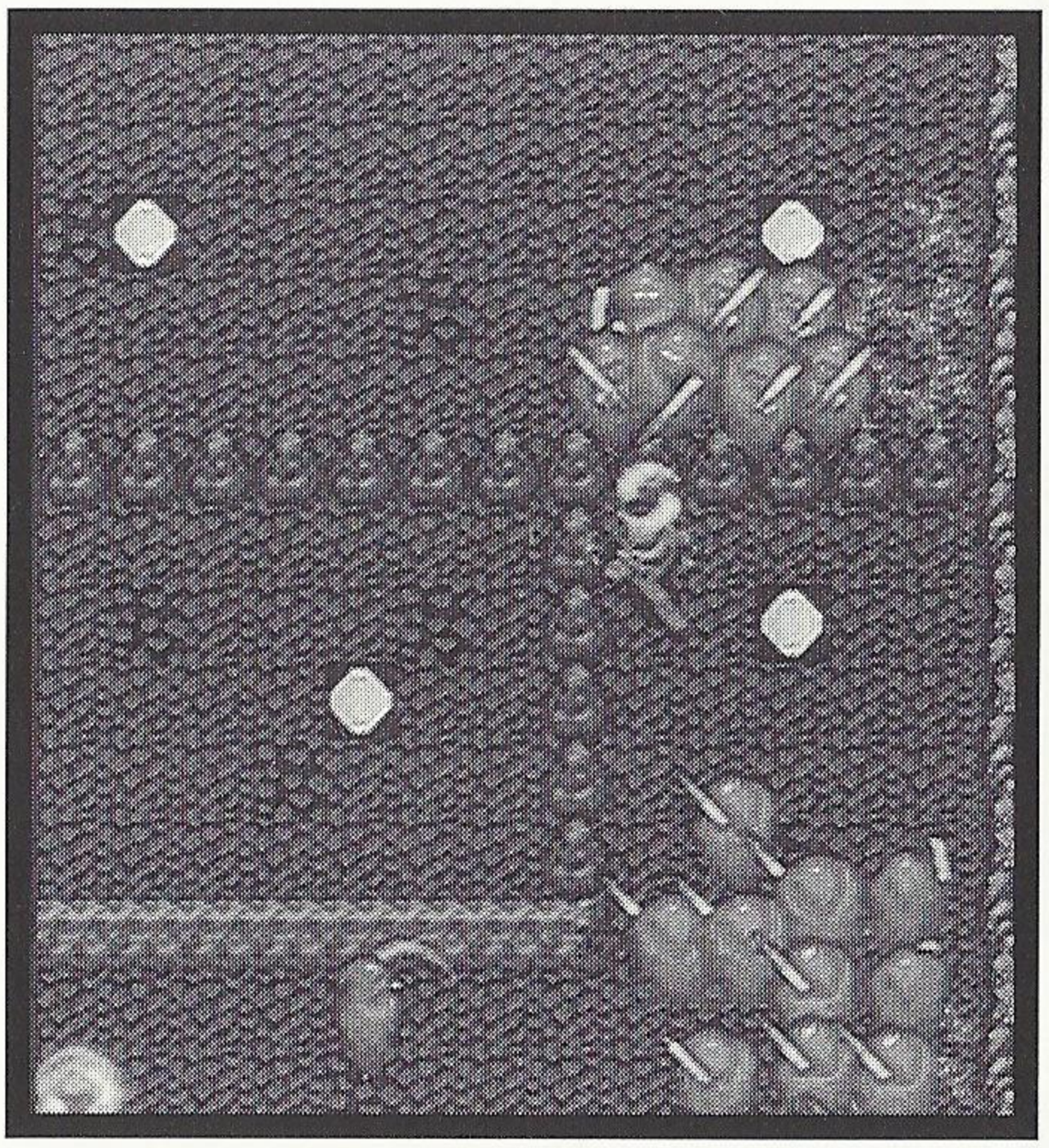


Gloves

Hard Glove:	Adds DF capabilities.
Mind Glove:	Increases IN rating.
Power Glove:	Increases AT power.

HAZARDS

As if being wiped out by a swarm of monsters isn't enough, other hazards threaten you with discomfort, confusion and death. The good news is that Heal Potion or any Amulet can save you.



Disorder
Get touched by monsters or open a booby-trapped treasure chest and you're out of control. Your weapon may not fire or your controller direction becomes reversed.

Asleep
This spell puts you in dreamland. You are totally helpless and vulnerable to attack.

Poison
Your movements speed up and your Food number tumbles.

Slow
You move in slow motion but are still able to fire a weapon.

Toxic Pools
Sometimes these are impossible to avoid and they are murder on your stamina. Escape these quickly.

DUNGEONS

You must pass through all the horrors of the six southern dungeons. Only then can you attempt to conquer the Goddess Monument to the north.

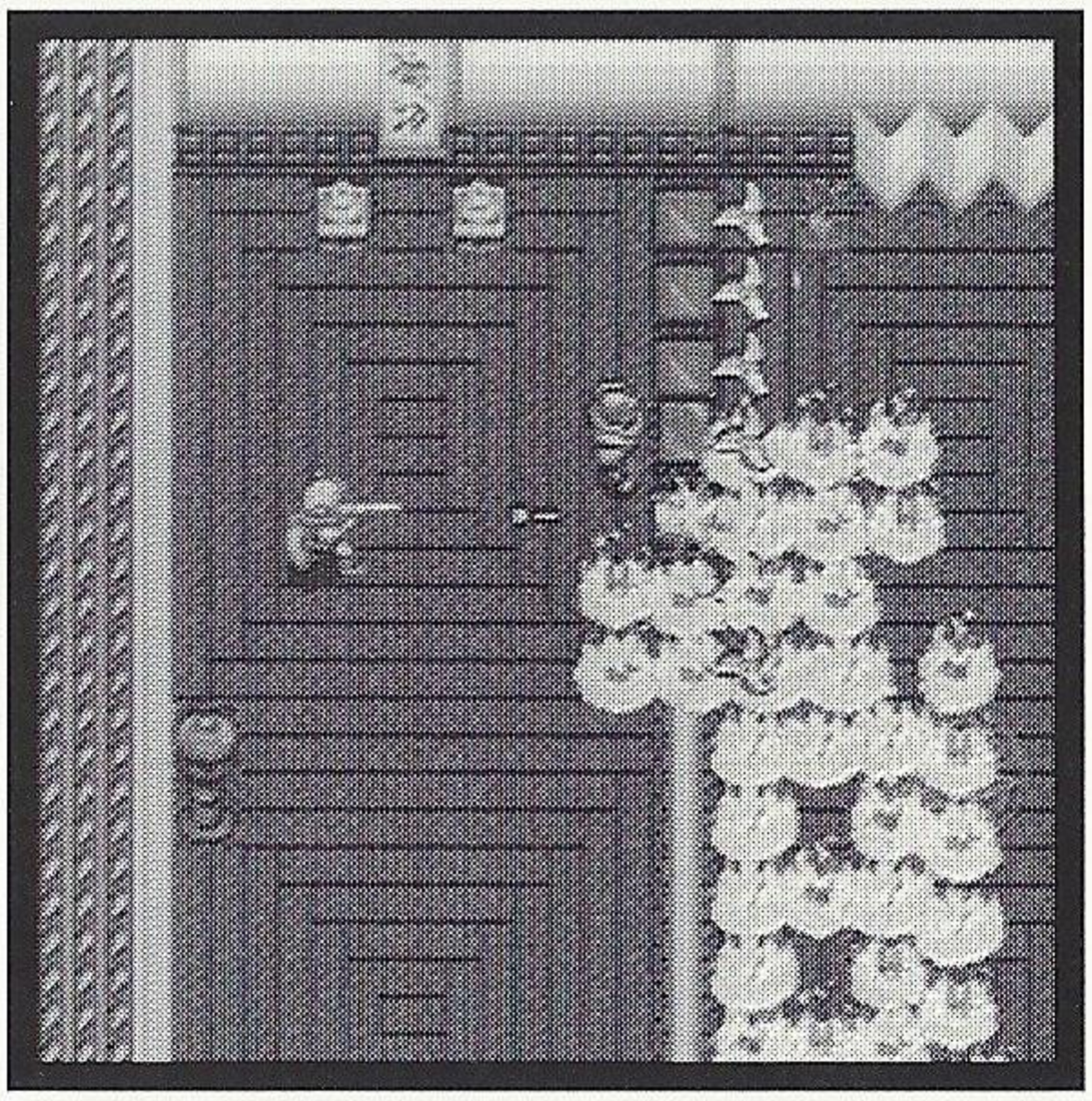
Each of the southern dungeons offers its own brand of combat, confusion and monsters. You can attack these dungeons in any order. But when you are new and weak, you won't even survive the trip through some of the forests.

Defeat a dungeon, and a jewel will fall from the entrance to the final battle zone.

Defeat all six southern dungeons and you will have earned the right to die horribly in the final battle with the Darkling.

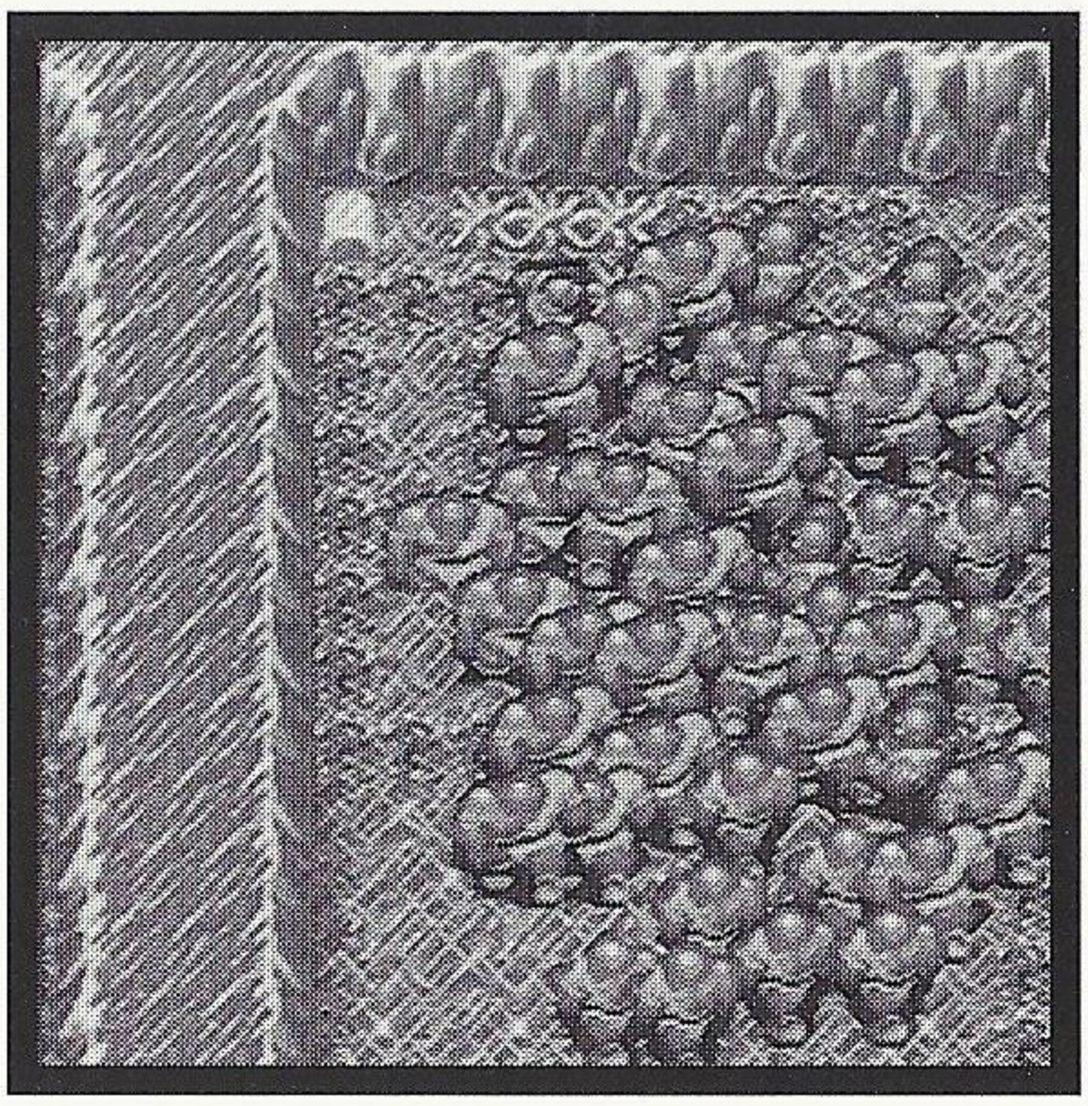
Samurai

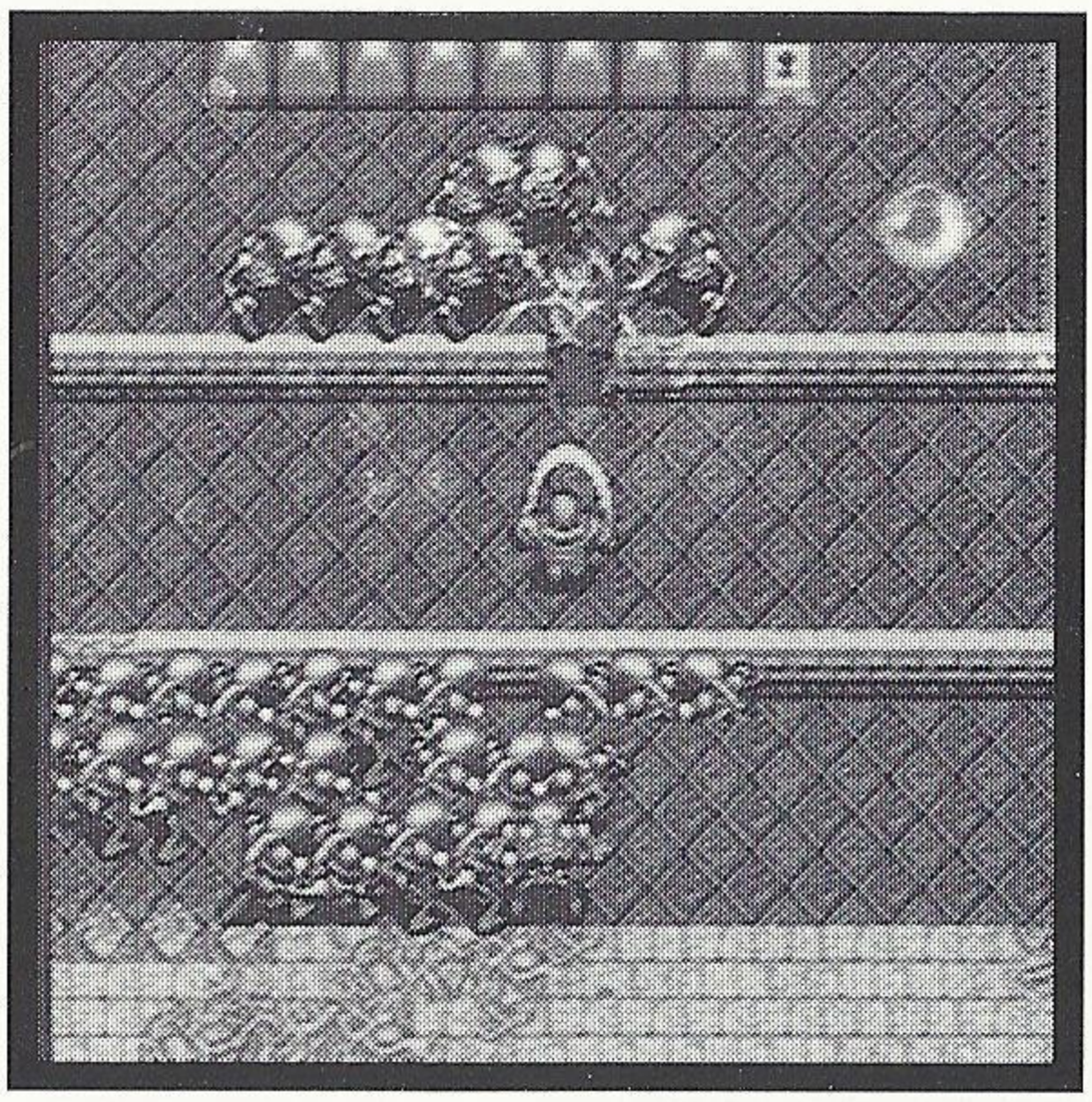
Don't be fooled by the artful beauty of this place. If the swordsmen or fire don't get you, the confusing passages will.



Ice

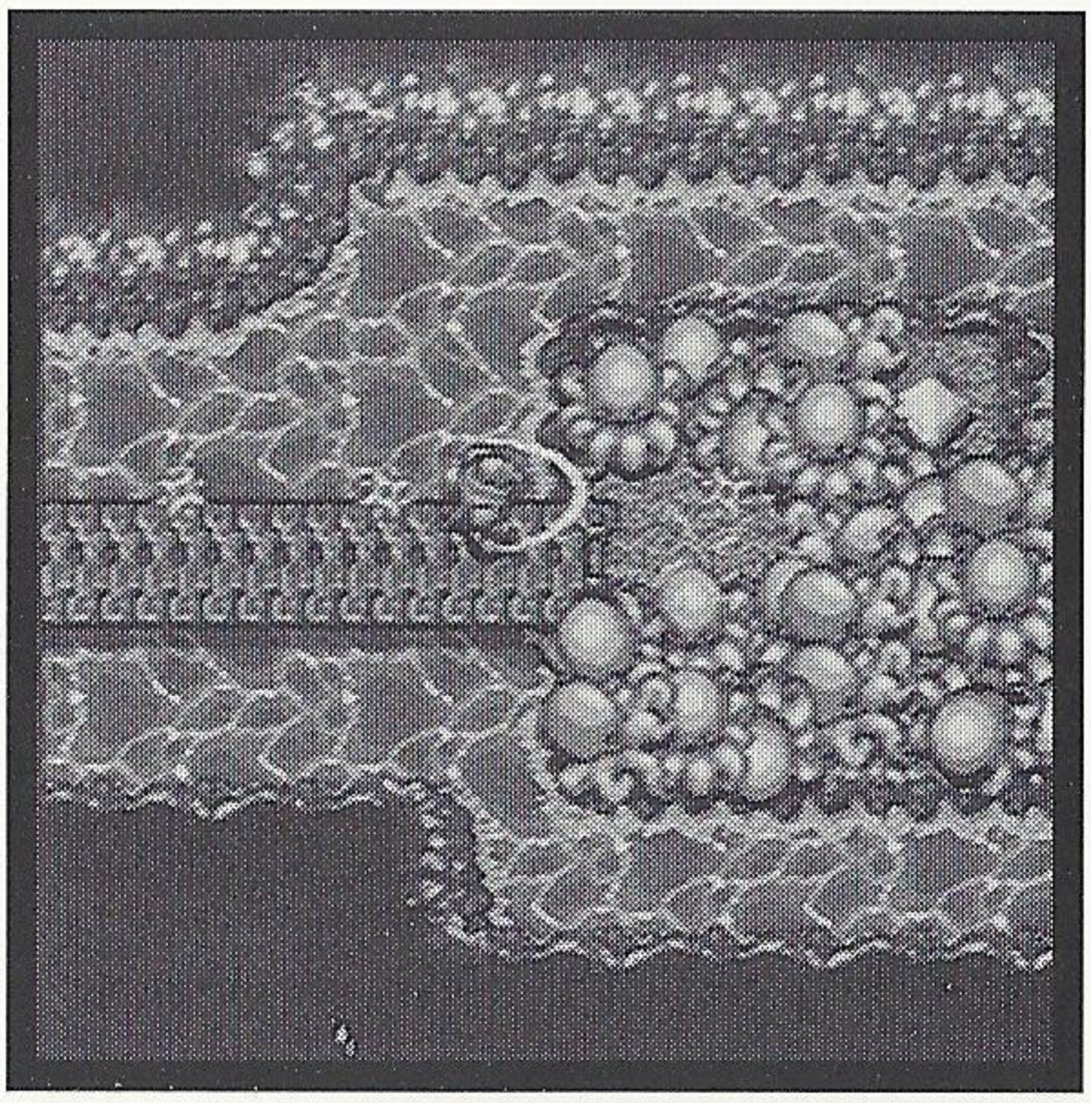
A storm of snowflakes cuts away at your life force. Icicle traps fill the icy maze passages.





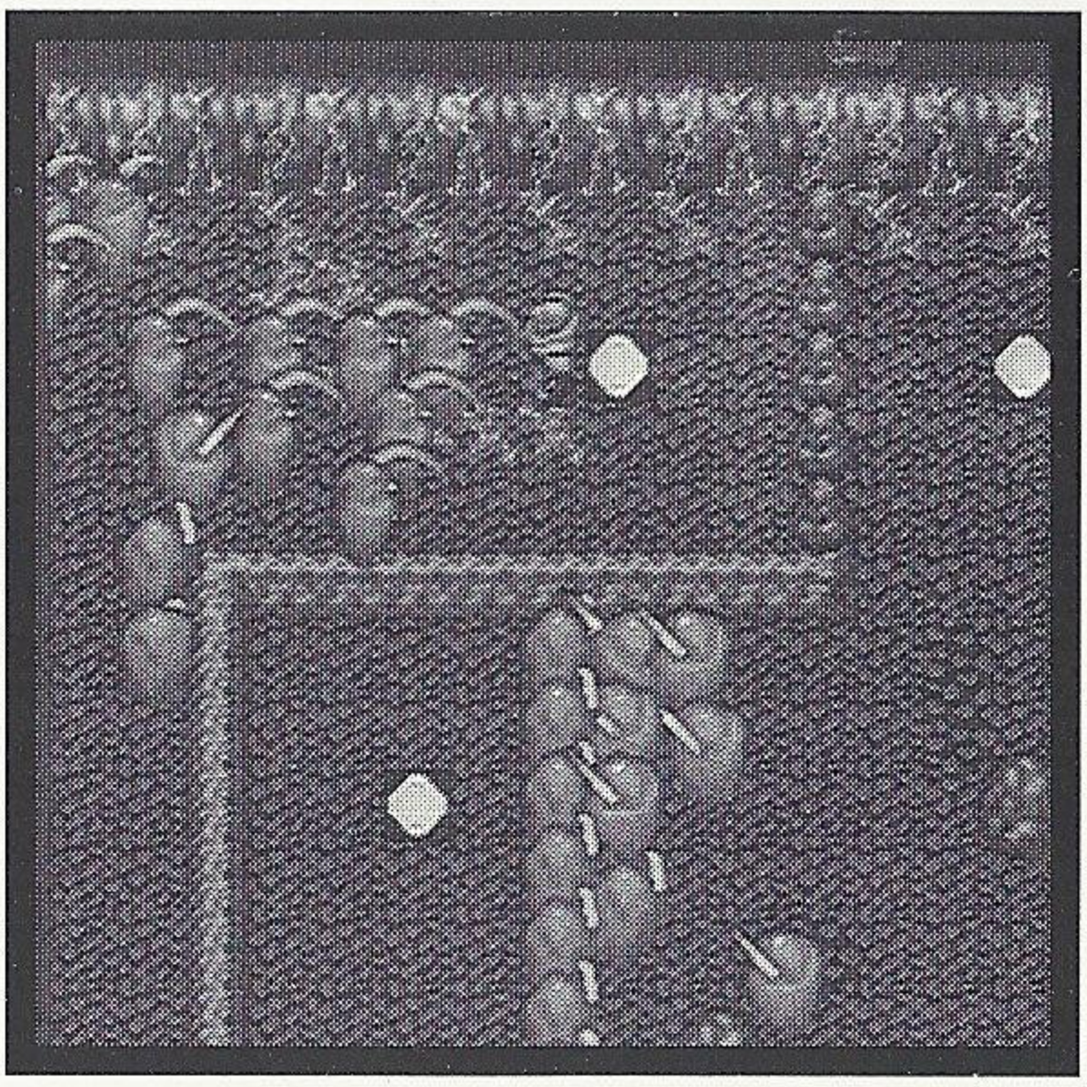
Medieval Fortress

An endless army of skeletons haunts passage-ways here. An inexperi-enced Explorer may have a fighting chance. Watch out for a stampede.



Ocean

Just the trip through the forest will destroy all but the strongest. Battle across bridges and learn to like gigantic sea monsters.

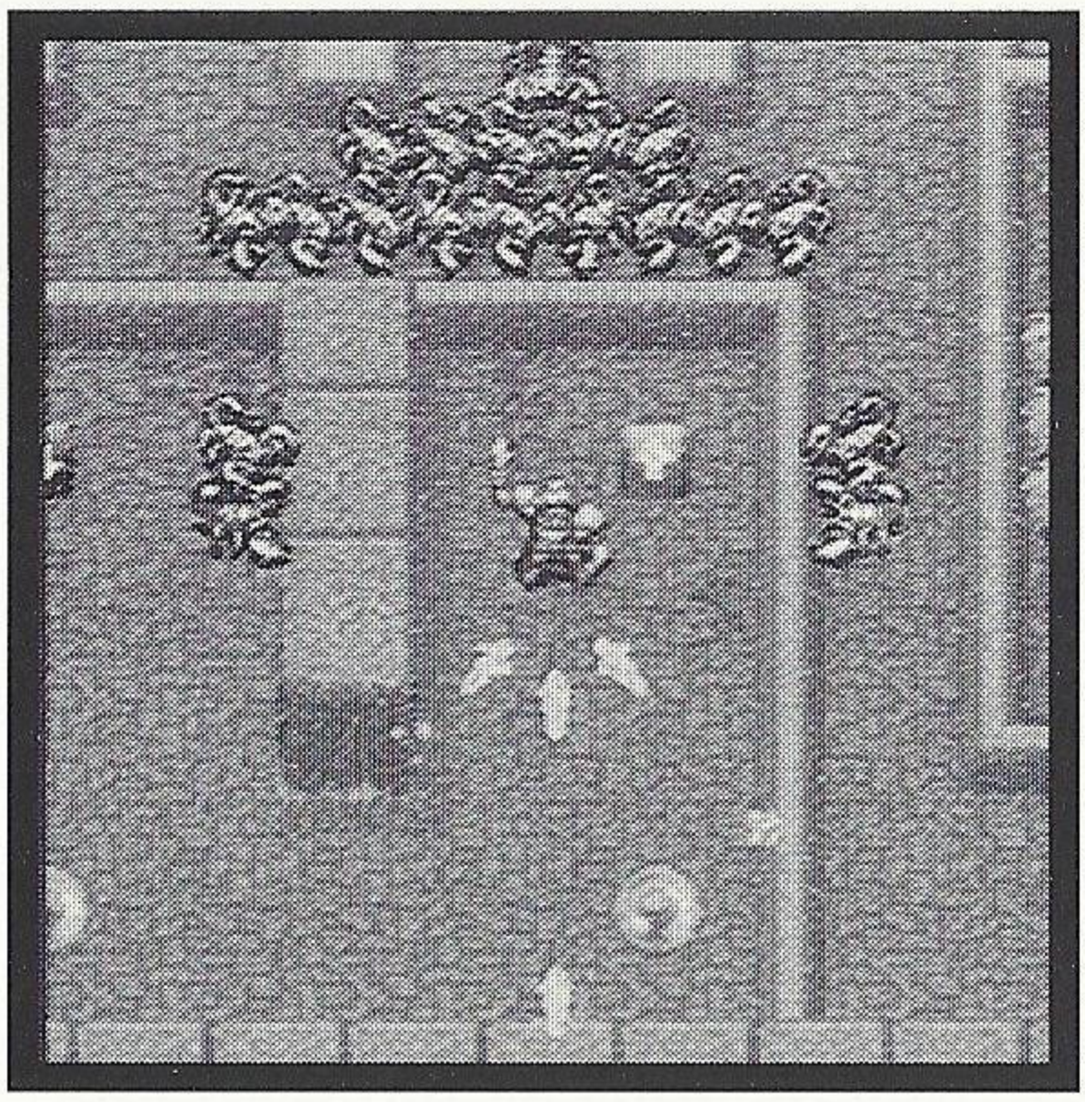


Mountain

Killer birds and rodents haunt the path to this high country nightmare. Hordes of blue grim reapers slash away in these maniac mazes.

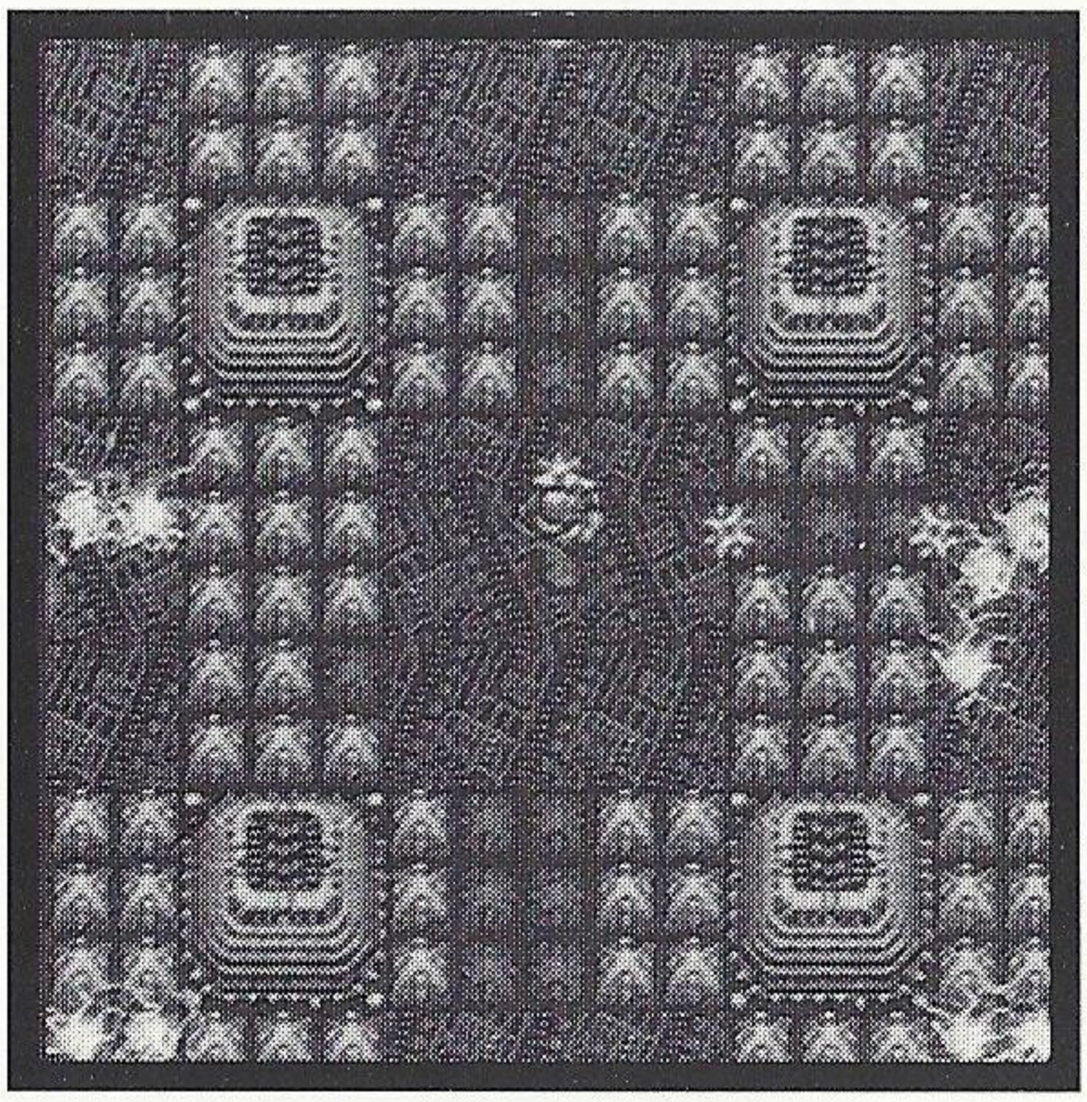
Desert

Scorpions rule the sandstone walls of this dungeon. The weak of heart can conquer here — if they're smart.



Goddess Monument

The final dungeon assault takes place here. You can travel north any time and attack the guard. But until you master the southern dungeons, there is no way in.



SAVING DATA OR QUITTING A GAME

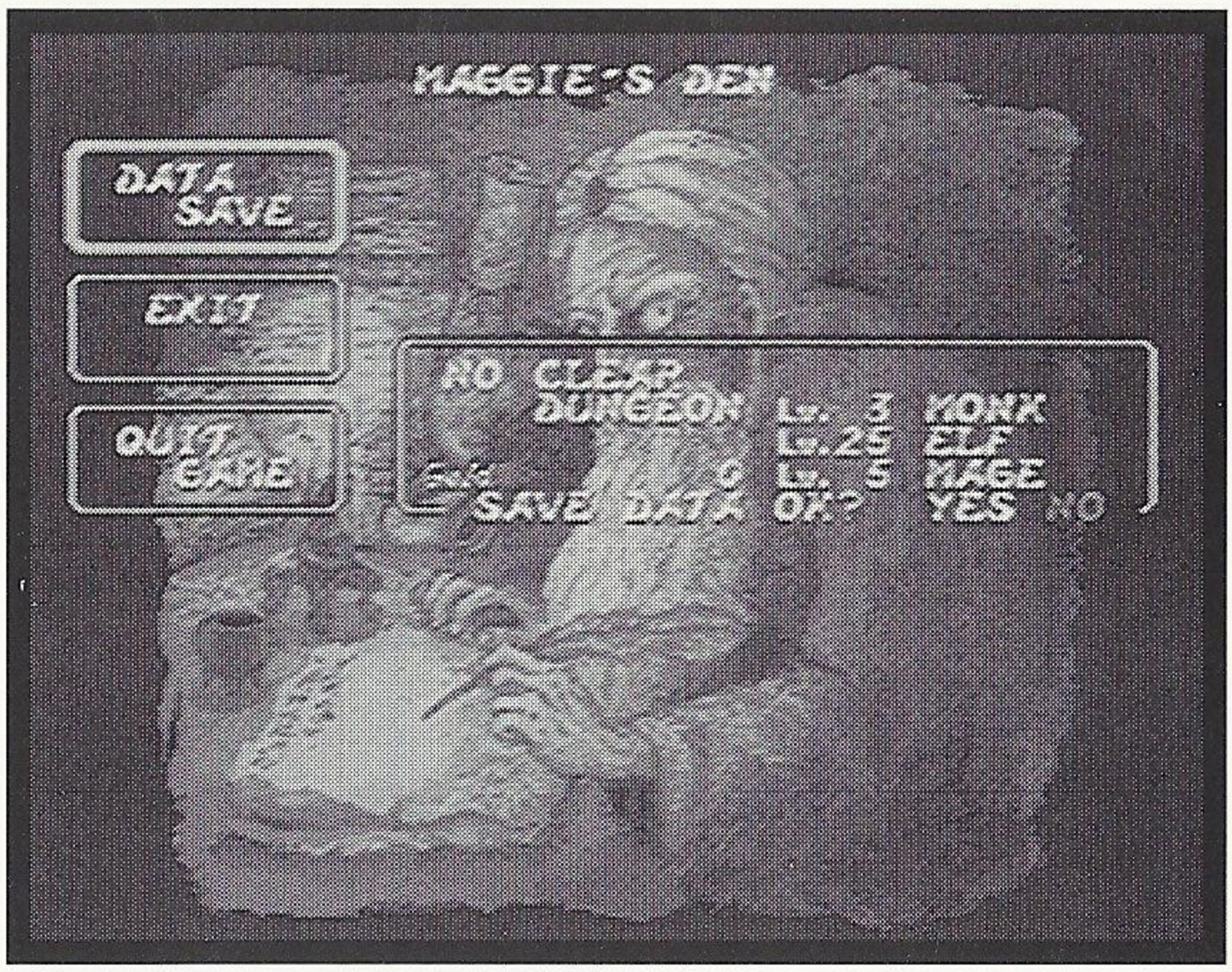
Maggie's Den is the tent in the Gardens of Destiny. Go there to Save Data on your progress through the game or to quit the game.

NOTE —
Save Data whenever you have the opportunity to protect your gold profits and Combat Experience Level.

To use Maggie's Den:

1. Walk into Maggie's Den. The DATA SAVE box will be highlighted.
2. Press **Button C** to bring up the OK prompt.
3. Use the **D-Pad** to highlight YES and press **Button C** to save your progress through the game.
4. To continue the game, press **Button C** to exit the den and re-enter the Gardens of Destiny.

   To quit playing, use the **D-Pad** to highlight QUIT GAME. Then highlight YES and press **Button C**.



EXPLORATION TIPS

- Save the game often.

- Be sure to collect Body Force power-ups in the Gardens of Destiny and gold on Freedom Hill whenever you begin the game.

- Low on gold? Run to Freedom Hill and take the gold. Now save data and quit the game. Restart and head back to the hill for more gold. Repeat as needed or until extreme boredom sets in.

- Share the wealth. Gold earned by one Explorer can be spent by another in the Weapons Shop. Just switch Explorers in Jojo's and go shopping.

- Get everything you can out of a dungeon before you defeat the dungeon boss. You cannot return to the dungeon after it has fallen.

CREDITS

Producer	Bill Ritch
Directors	Ryuichi Nishizawa Hidewa Nakazima
Prodgrammers	Takanori Kurihara Nichishito Ishizuka
Dungeon Designers	Hidewa Nakazima Ryuichi Nishizawa Kohta Kikuchi Yutaka Hirata
Graphics Designers	Hidewa Nakazima Takai Sekiyama Katsuo Saito Rieko Sumi Mina Morioka
Music	Jin W. Shinichi Sakamoto
FX Creator	Shinichi Sakamoto
Voice Actors	Shinichi Sakamoto Hidewa Nakazima Jin W.
Mastering Staff	Ryota Kawano
Presented by	Hudson Soft Westone
Sega Producers	J. Tony Smith Clint Dyer
Sega Test	Bill Beach Brain Paw
Sega Marketing	John Garner
Sega Creative Services	Eric Smith
Manual	Neil & Carol Ann Hanshaw
VIP	Norm Karns

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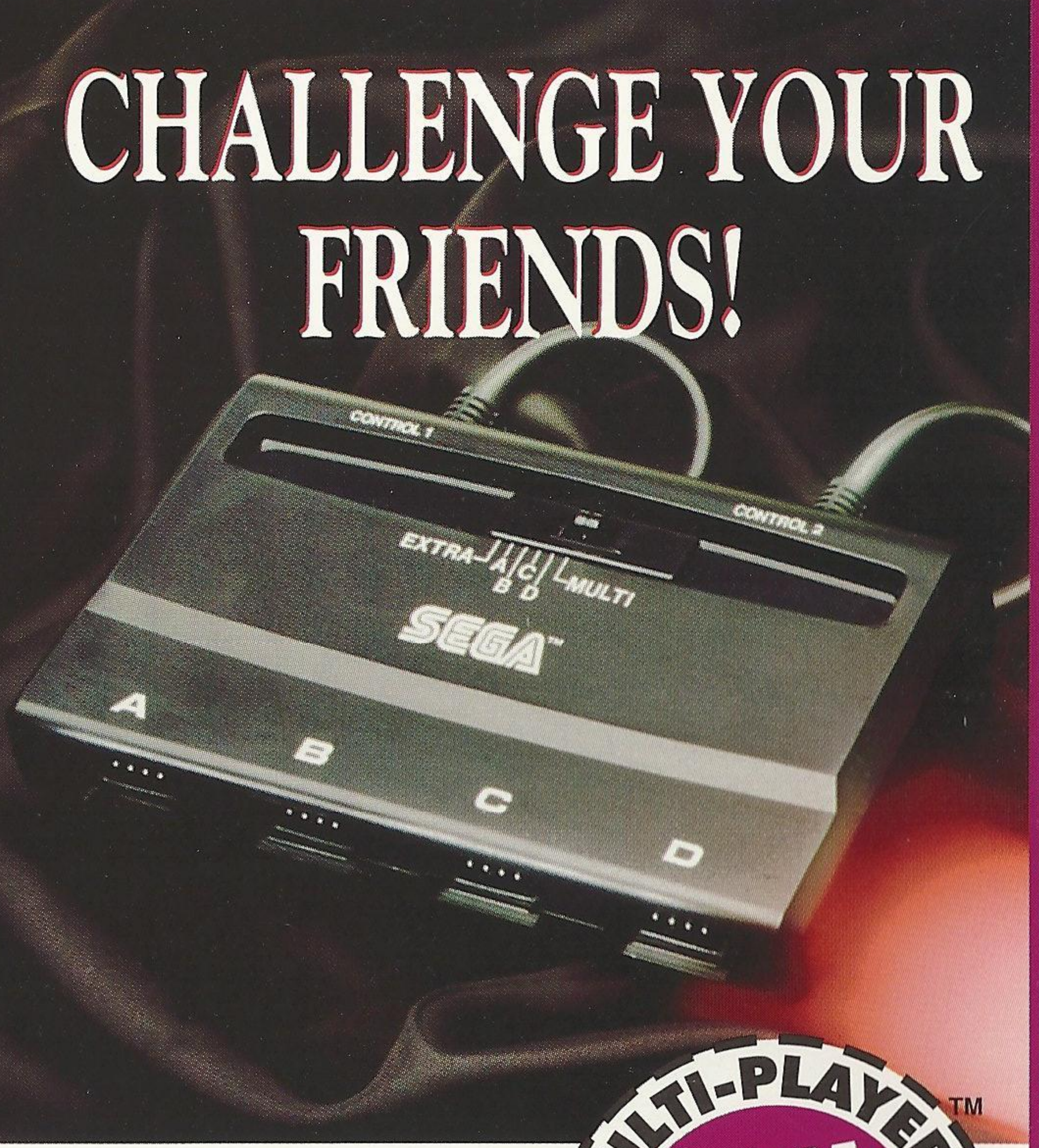
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