SEGA™

TM

CD

GAME

VIC TOKAI INC.

Mansion of Hidden Souls™



MEGA ENHANCED MOUSE

OFFICIAL SEGA SEAL OF QUALITY

T-23015

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

™

WARNING:
READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 previously 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.

Handling the Sega CD Disc

* The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
* Do not bend it, crush it, or submerge it in liquids.
* Do not leave it in direct sunlight or near a radiator or other source of heat.
* Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
* KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™SYSTEM.



TM

Contents

Prologue.....3

Starting the Game.....5

Continuing the Game.....6

Operating Rules.....7

Saving Data in the Diary.....10

Items.....11

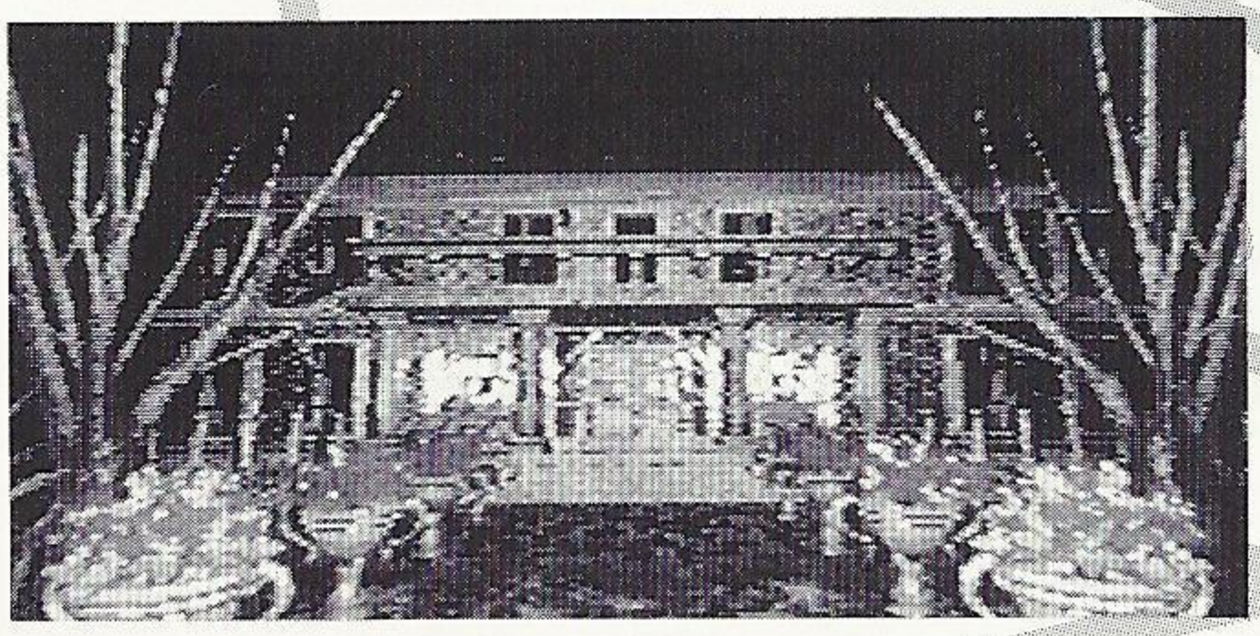
Time Limits.....12

Warranty.....14

PROLOGUE

There exists a horrible evil spirit in the elm tree in the flower garden. Do not go near it on any night when the moon is full!

Anyone who looks at a butterfly that glows for a short time, will turn into a butterfly themselves.



It is an evening with a pale, full moon. The trees in the forest sway in the wind as they look up into a sky inlaid with the shapes of constellations, as in a shadow picture.

Didn't you know that far back in these woods, stands one large elm tree?

It stands quietly in unearthly silence. There is a very strange legend about this tree that has been handed down since your grandmother was a child . . . no, even before that.

There have been times when beautiful flowers bloomed around this elm tree. You know all about their vivid splendor. No one has ever heard the name of these flowers. . . .
These mysterious flowers have spread all over.

Once every four years, under a magnificent full moon like this one, a cluster of butterflies appears out of nowhere and flies among the flowers which have blossomed.

These butterflies, unsure of where to go, wander like June bugs. Their wings become as clear as a lake, and seem to take on the color of the moonlit night. They shine with an undefinable beauty . . . .
No one has ever seen this.
It is a sight one would only see in a the dream . . .

STARTING THE GAME

The game will start from (Backup RAM Selection) if a Backup RAM is inserted into the hardware, or from (Opening) if there is no Backup RAM set.

Selecting the Backup RAM

Select the backup RAM to save data by choosing it with the cursor and enter your selection with the C Button. Once you've finished your selection the introduction will begin.



Title Screen

When the introduction ends, the Title Screen will appear. When the [PRESS START BUTTON] message is displayed, push the Start Button.

New Game

If data has not been saved in the Backup RAM, NEW GAME will be displayed. Push the Start Button.

* *[Continue] is explained on the next page.*

CONTINUING A GAME

If data has been entered in the selected backup RAM, [NEW GAME] and [CONTINUE] will be displayed in the Start Menu. By selecting [CONTINUE], you will be able to continue a previous game.

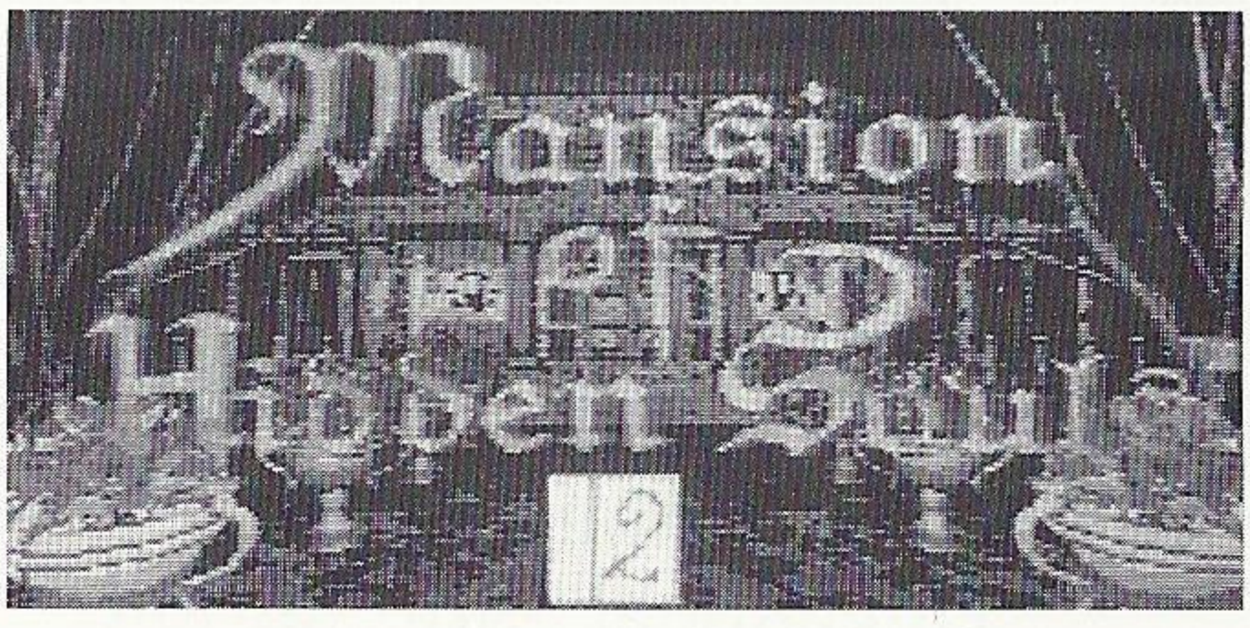
Selecting a Backup RAM

Select the backup RAM containing the stored game you want to play using the Direction Pad up-down arms and enter your selection using the C Button.

Continue

By selecting CONTINUE, you can continue a previous game. Select CONTINUE by using the Directional Pad up-down arms, and push the Start Button, to display the diary.

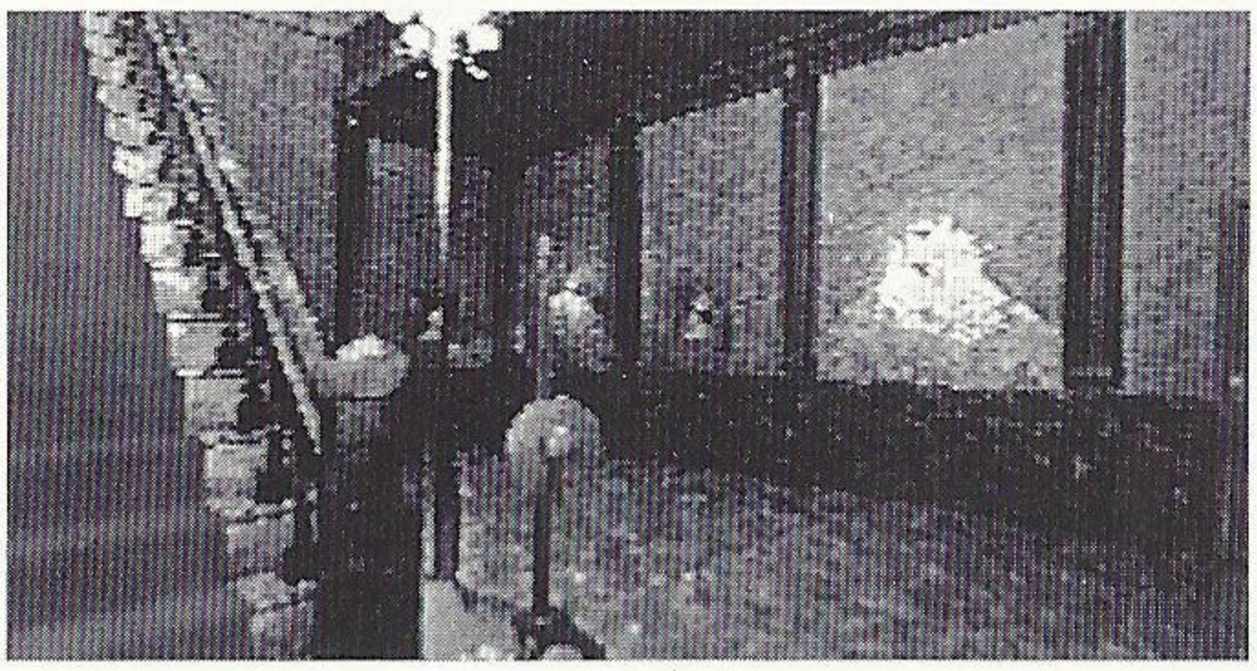
File Select



Select the diary data number you want to continue by using the left arm of the Direction Pad and enter your selection with the C Button. Data numbers where nothing has been saved will be skipped.

* *For an explanation of storing data please turn to page 11..*

OPERATING RULES

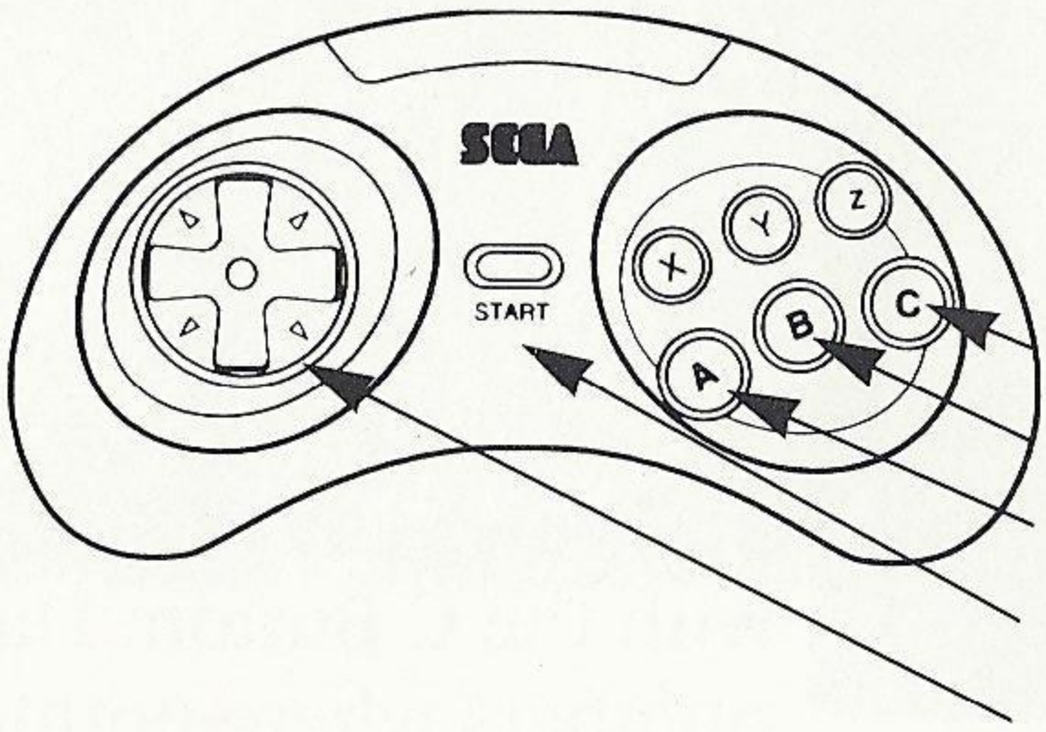


You, the player, become the young brother, searching the mansion for his sister. All movements during the game are all seen from his viewpoint.

** Simultaneously pushing the A, B, C and Start Buttons will reset the game.*



Control Pad



X, Y, Z Buttons - Not used
C Button
B Button
A Button
Start Button
Directional Pad

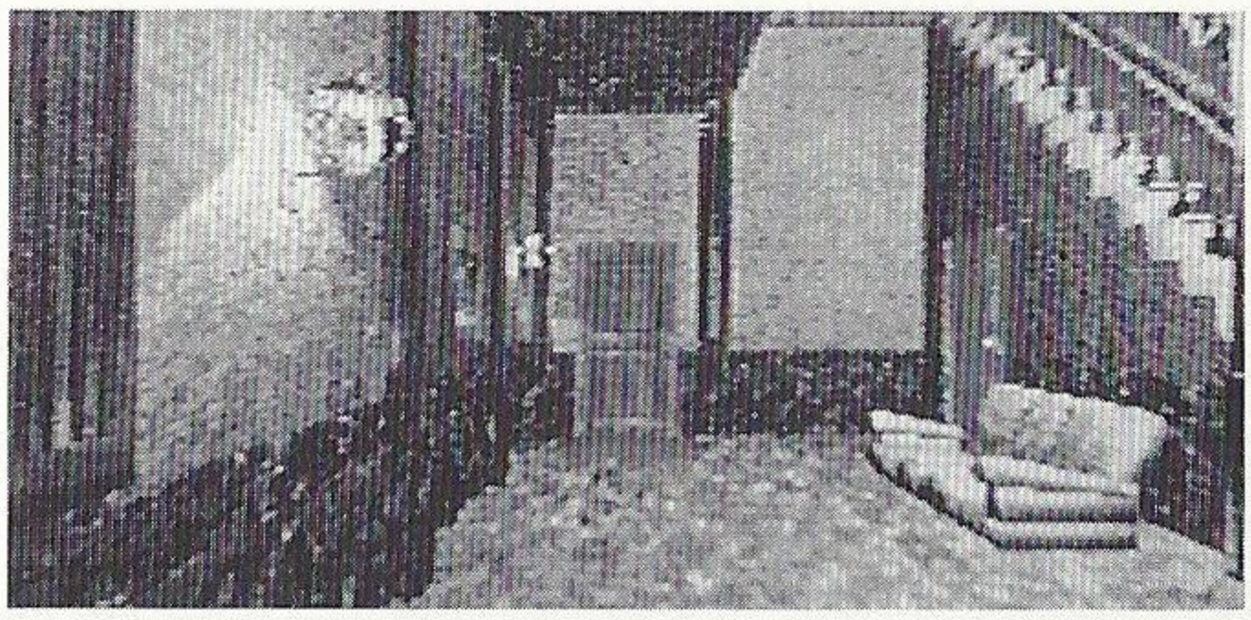
** Can also be played with a 3-Button controller.*

Mega Mouse

This game can also be played using the Mega Mouse. Please attach the mouse to Terminal 2. The Right Button is used as the A Button, and the Left Button is used as the C Button.

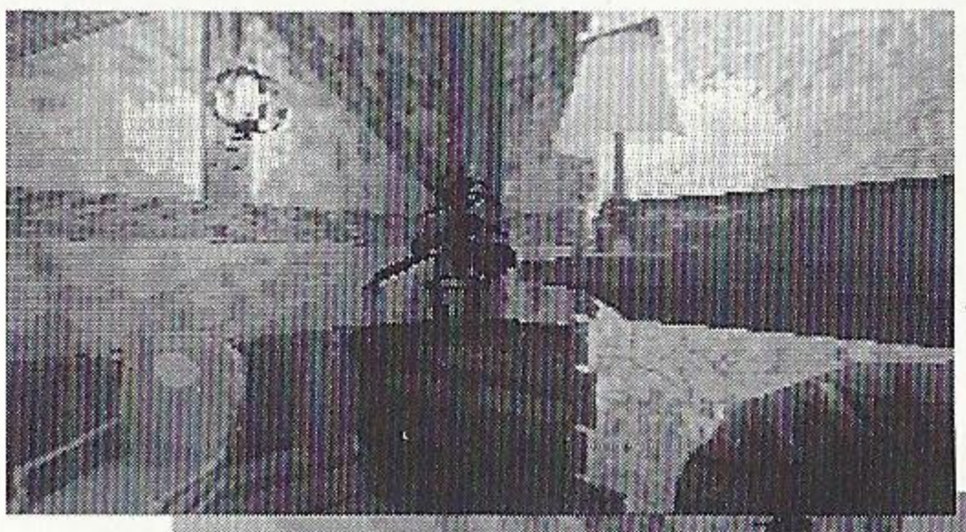
** A pad inserted into the 1-Player terminal cannot be used while the Mega Mouse is connected.*

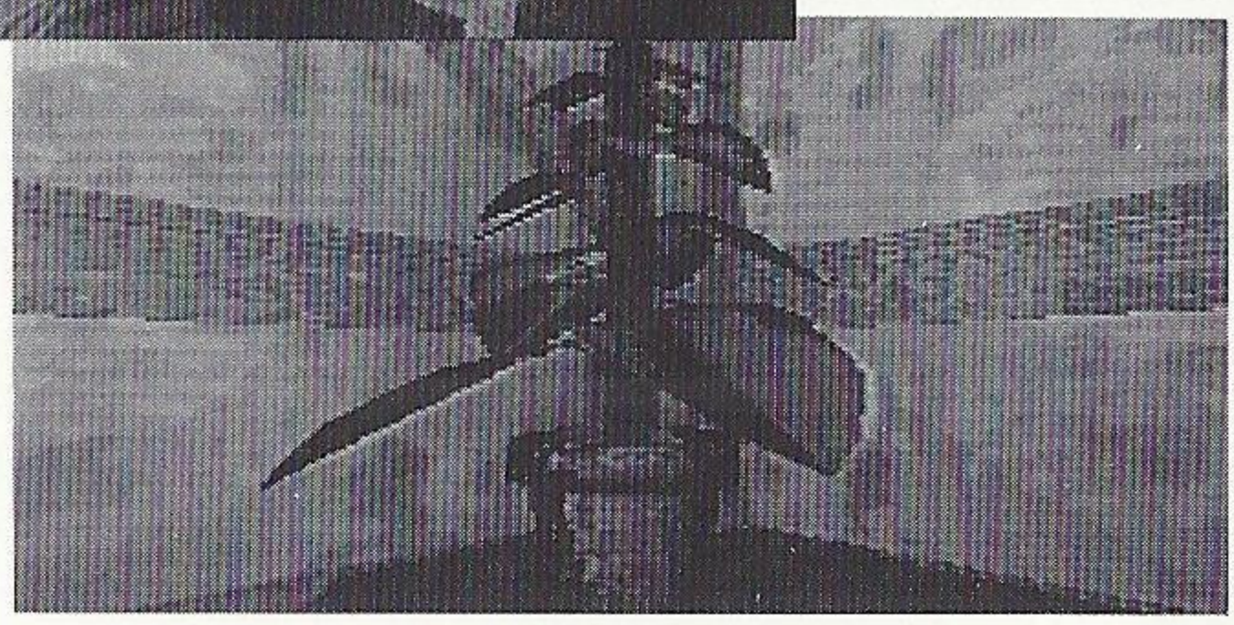
Movement



All movements in the Mansion are controlled by the Directional Pad. All movements are in a forward direction. In order to move in other directions, the player must select direction using the left, right, and down arms of the Directional Pad, then proceed forward.

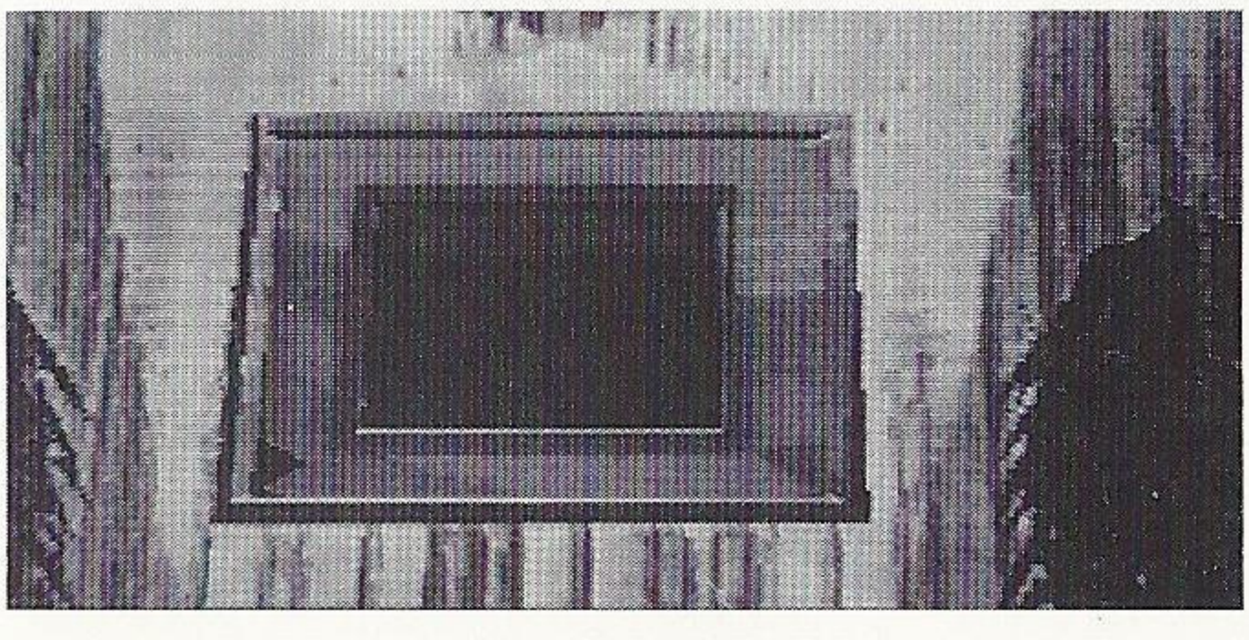
Look



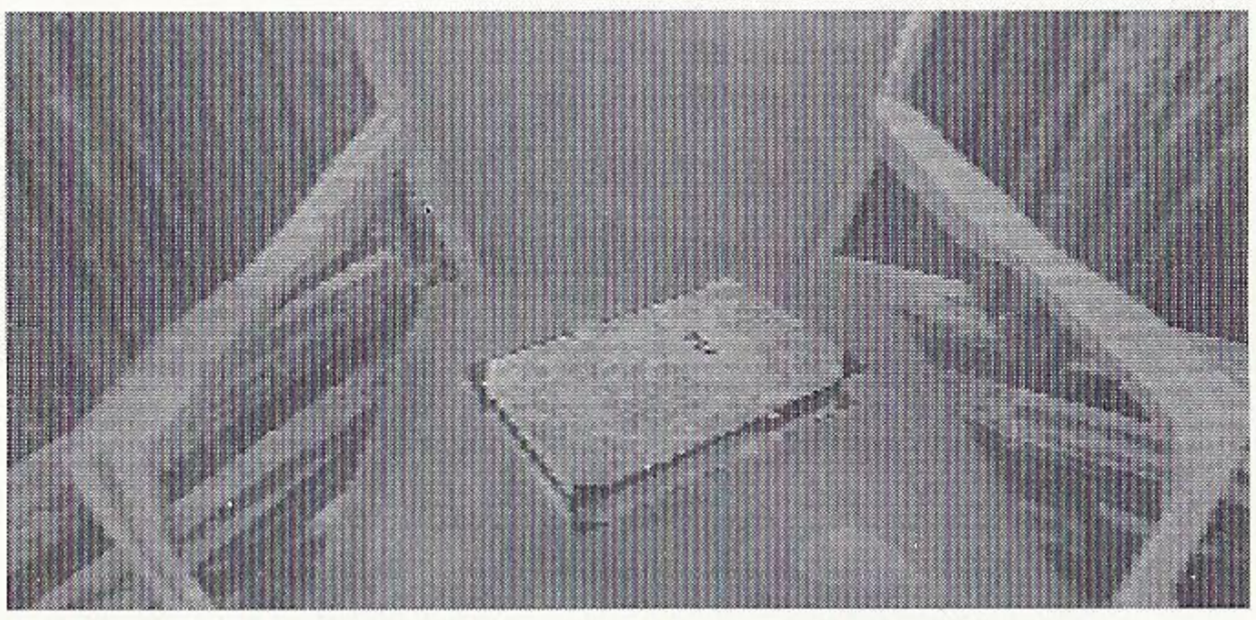


You can inspect anything in the Mansion. For example, walls, tables, and sofas may be inspected. Use the upper arm of the Directional Pad to get close to the object you want to look at, then push the upper arm once more, and the screen will zoom up on that object.

In order to clear the game you must gather information and inspect all areas of the Mansion. There is a "Black Painting" located in one of the rooms that is a source of information absolutely critical to clearing the game.



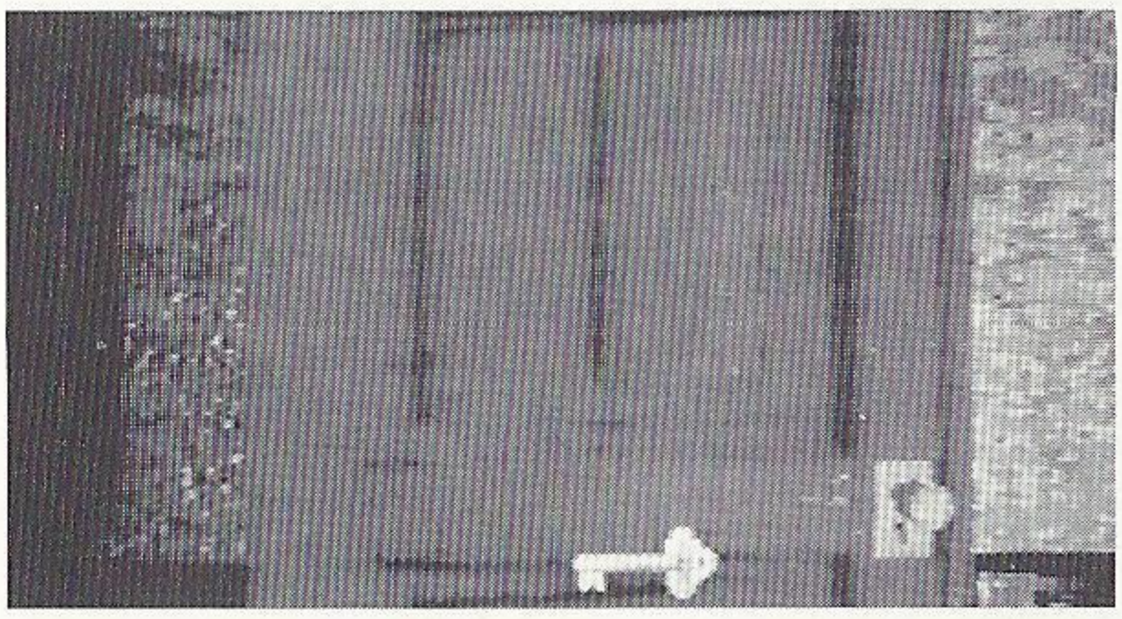
Gathering Items



You will be able to acquire items you find, under certain circumstances. Use of these acquired items will be limited to certain areas and circumstances.

USING ITEMS

Choosing Items



Pressing the A Button will display all of the items you've collected, making it possible to select one for use. Pressing the B Button will cancel the Item screen.

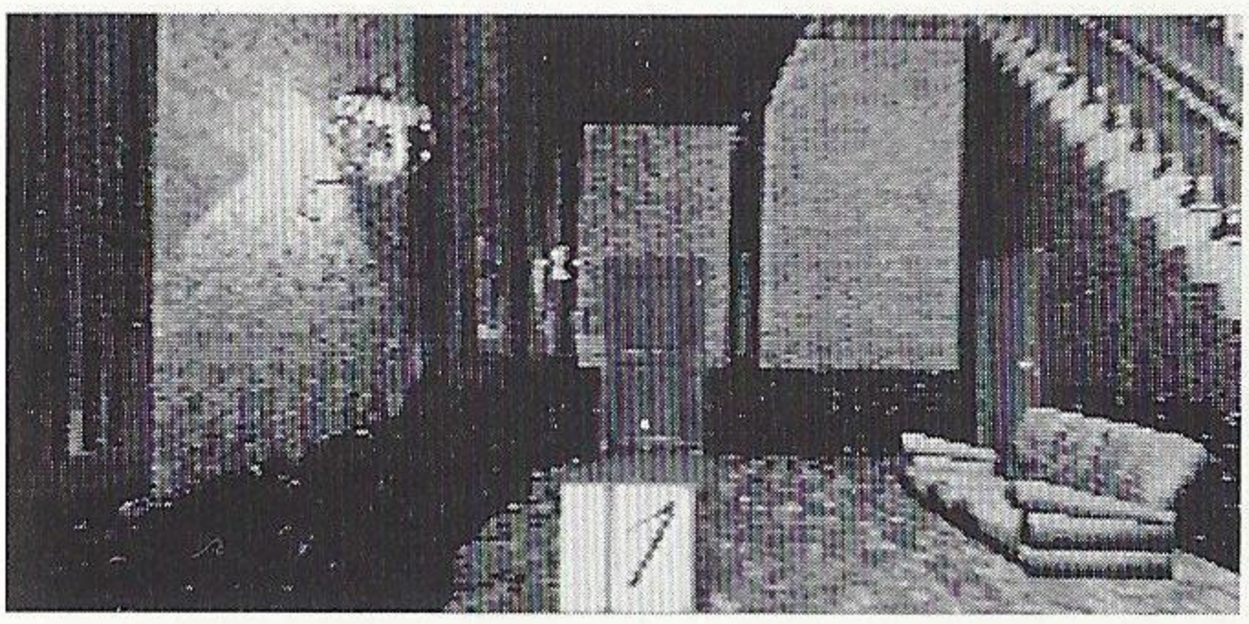
Use of Items

After selecting an item, pressing the C Button will enter your selection. Most of the items can only be used in certain places, but if you make a mistake in the use of an item it will not be removed from your inventory.

SAVING DATA IN THE DIARY

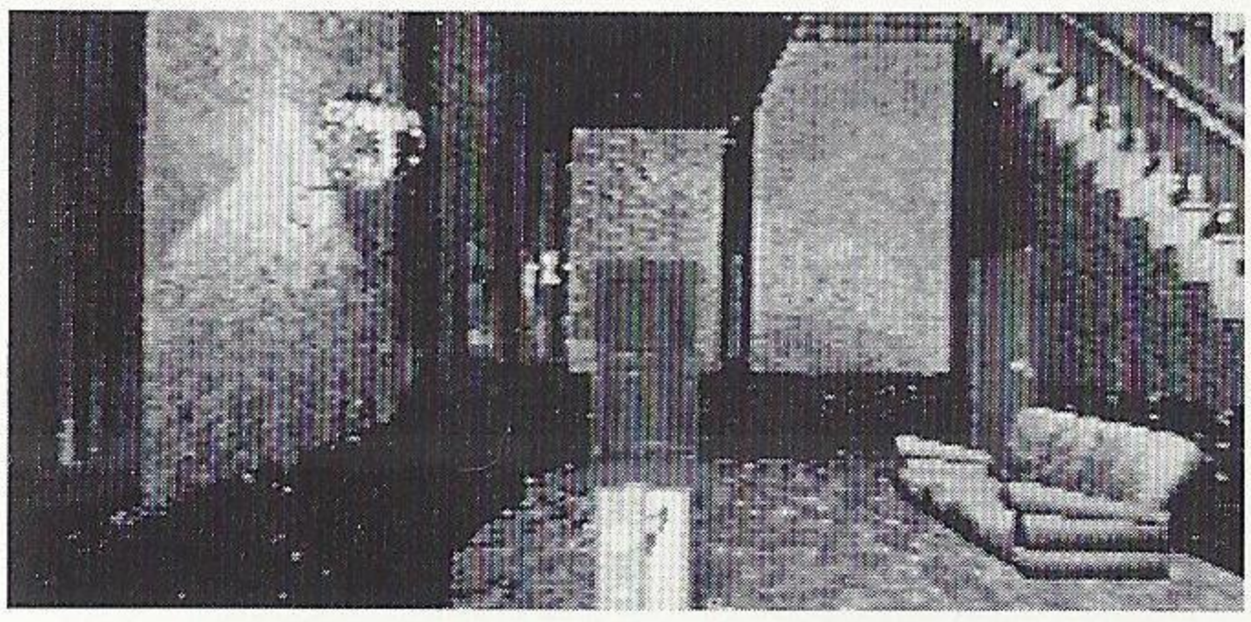
You can save data related to your progress in the game in the Diary. You can save data in up to 3 Diaries. These will be stored in the backup RAM and named "MANSION 01- 03".

Selecting a Data Number



Select the diary using the A Button and enter your selection with the C Button. Select a diary data number using the left arm of the Direction Pad and enter your selection with the C Button.

Finishing a Save



When the save has been completed you will hear a chime and the diary will close.
When you save new data to a diary number, the information previously in that data number will be over-written.

** You must have more than 12 empty blocks to save data.*

Copying and Erasing Saved Data

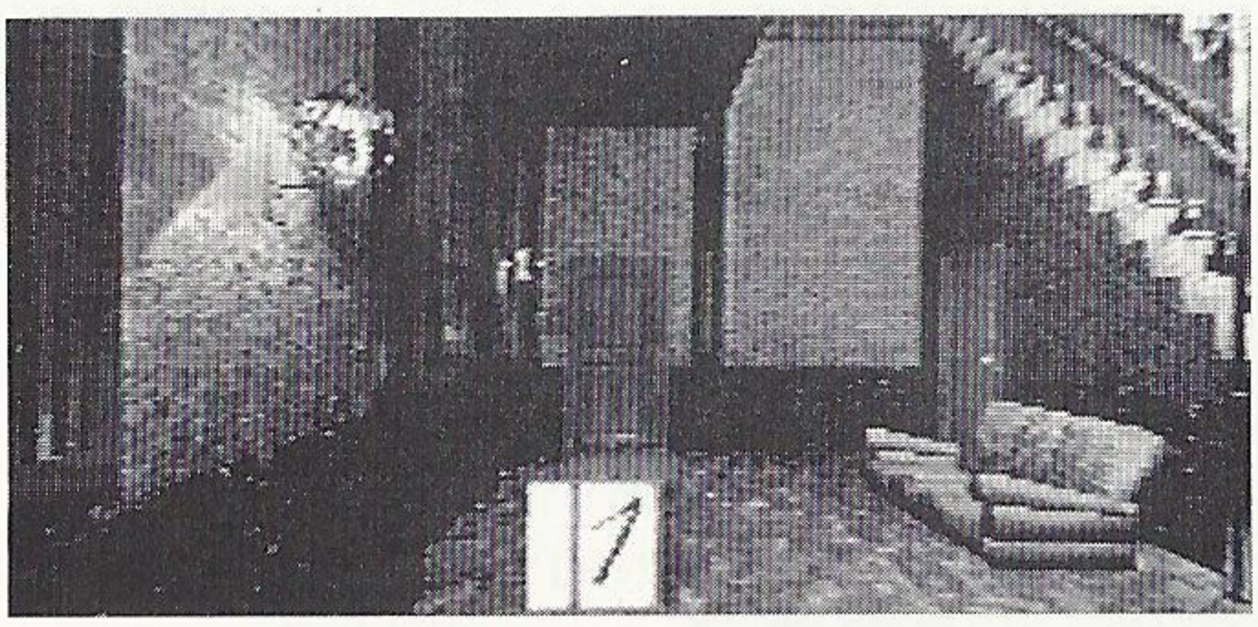
If you want to copy or erase the data saved in the backup RAM, please go to the Sega CD Control Screen's [Option] display.

For details please see your Sega CD or Sega CD SYSTEM 2 Instruction Manual.

ITEMS

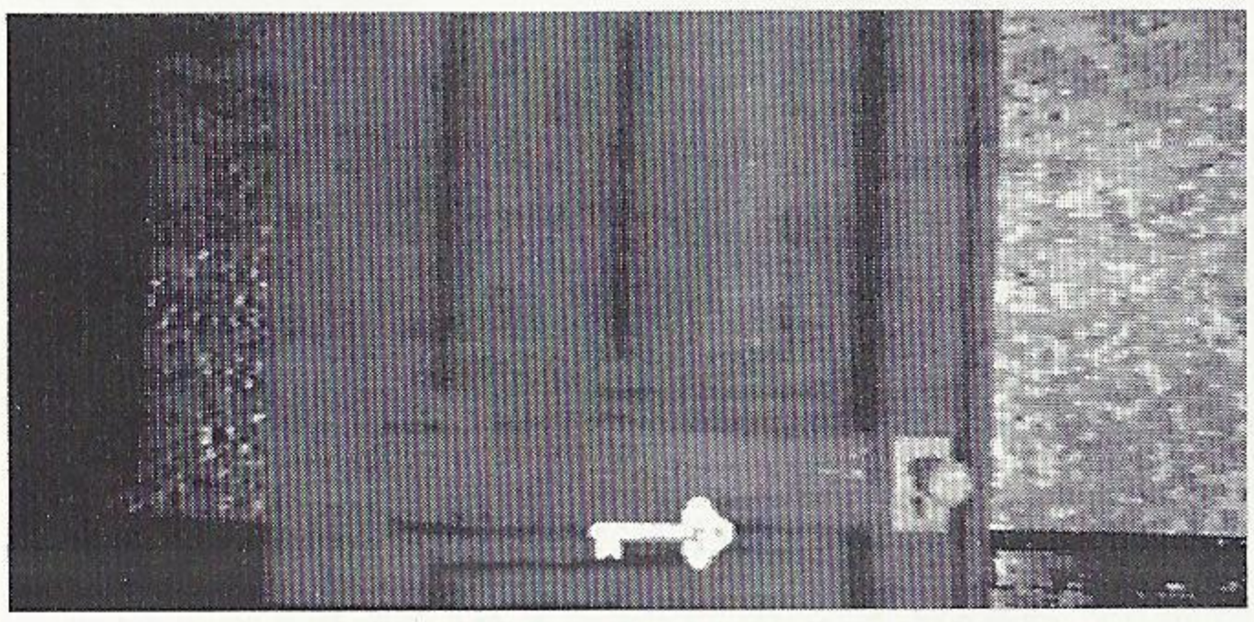
There are several items that are essential to clearing the game. The following are only three of the many items you will encounter during the game.

Diary



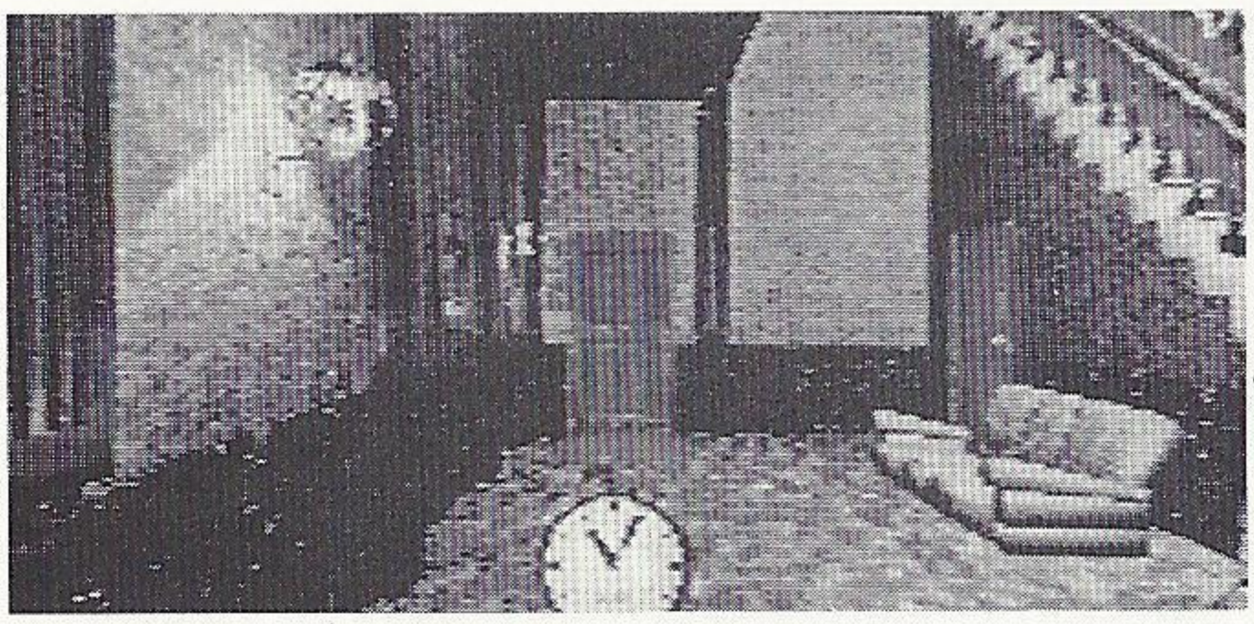
You can save game play data using this item. Soon after you start the game, you can acquire this item by looking on a chair in a certain room.

Key



You will need keys to open locked doors. There are as many keys as there are doors. If you use them correctly, you will be out of them by the end of the game.

Clock



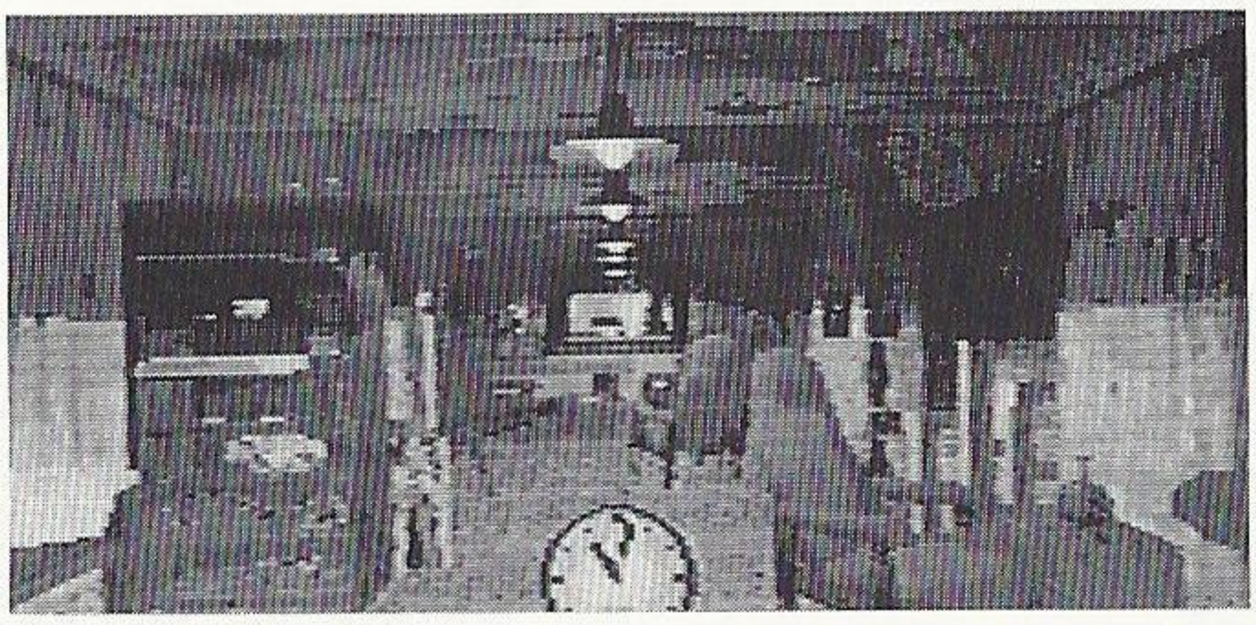
This is used to keep track of the passage of time during the game. You will enter a Trial Mode once you have this clock in your possession. You must then progress without any wasted movements.

TIME LIMITS

As soon as you acquire the clock in a certain room, the game goes into Trial Mode, where there is a time limit to clear the game.

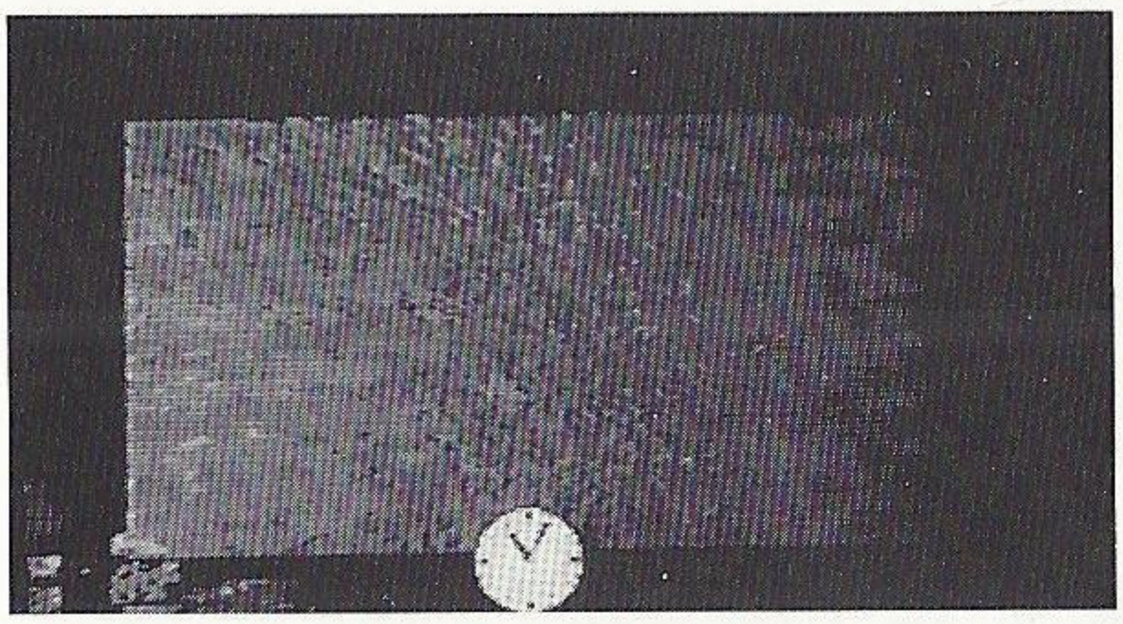
The time limit is 1 hour, but since time in the game does not pass when you're not moving around, it is not the same as real time.

Passage of Time



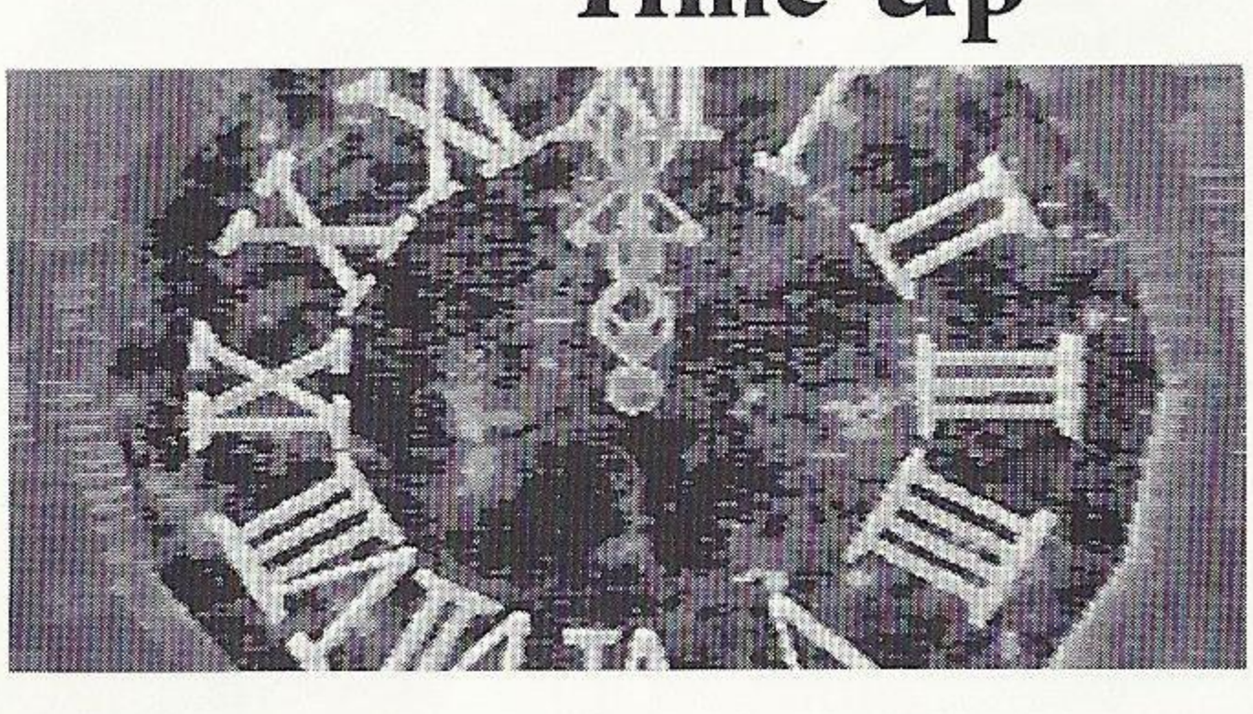
As soon as you acquire the clock, the hands are set at 11 o'clock p.m. While the player is moving and changing direction, time is steadily passing.

Time Display



Every 15 minutes that passes in the game, the clock will be displayed. You can use the A Button to display the Item Clock and check the passage of time.

Time Up



If you don't escape from the Mansion in the hour between 11:00 PM and midnight, your time runs out and you will be trapped forever.

NOTES:

90-DAY LIMITED WARRANTY

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

VIC TOKAI INC. shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if VIC TOKAI INC. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501
(310) 326-8880

PATENTS: U.S. #'s 4,442,486/4,454,594/4,462,076/4,026,555;
Europe # 80244;
Canada #'s1,183,276/1,082,351;
Hong Kong # 88-4302;
Germany # 2,609,826;
Singapore # 88-155;
U.K. # 1,535,999;
France # 1,607,029;
Japan #'s 1,632,396/82-205605 (Pending).

SEGA AND SEGA CD ARE TRADEMARKS
OF SEGA ENTERPRISES, LTD.

MEGA MOUSE™ is a trademark of Sega of America, Inc.

ALL RIGHTS RESERVED

The Mega Mouse is Optional.

© 1994 SEGA. LICENSED BY SEGA ENTERPRISES, LTD.
© 1994 VIC TOKAI, INC.

VIC TOKAI INC.

22904 Lockness Ave.
Torrance, CA 90501
(310) 326-8880

Manufactured in the U.S.A.