

SEGA®
GENESIS®



PHANTASY STAR II™

INSTRUCTION MANUAL



Contents

Phantasy Star II™	3
In the Beginning	3
Starting Up	5
Take Control!	6
Prepare for Adventure!	7
New Game	8
Using the Choose Name Screen	9
Continue	10
Erase Game	11
The Nightmare	11
Paseo: The Plot Thickens!	12
Touring the Architecture	14
Home	15
Central Tower	16
Shops and Stores	16
Hospital	17
Clone Labs	18
Teleport Station	18
Data Memory	19
Saving a Game	19
Comrades in Arms	20
Recruiting Your Visitor	22
Exploring the Planet	24
War!	26
Comrade Status Boxes	26
Decision Box	27
Victory!	28

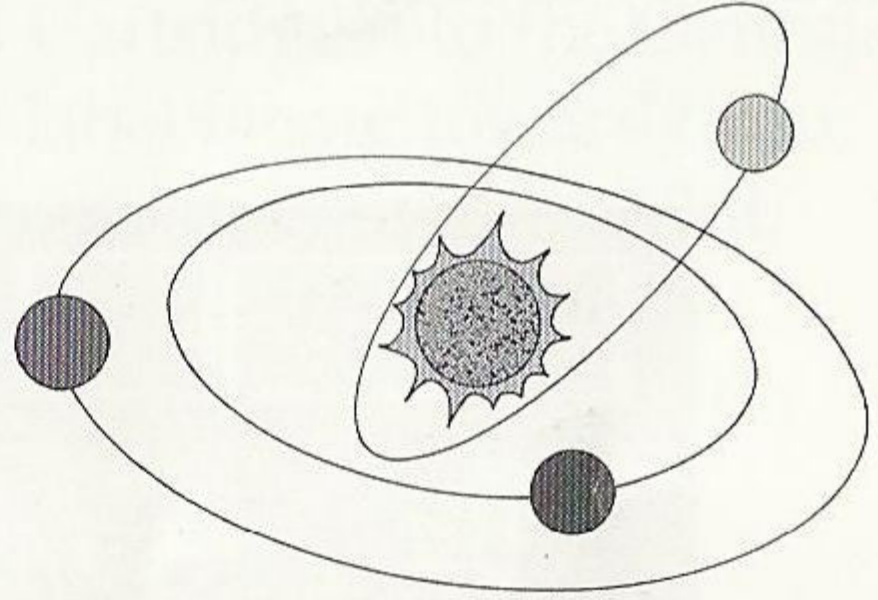
How Powerful Are You?	29
Item	29
State	30
Technique	31
Strength	32
Equipment	34
Provisions	35
Techniques	35
Ocarina Pipes	38
Medicine	39
Combat Clothes	39
Footgear	40
Helmets and Head Protectors	41
Weapons	42
Shields, Emels, and Body Protectors	44
Other Handy Gear	45
Success!	45

Phantasy Star II TM

In the Beginning . . .

Somewhere drifting in space is the beautiful Algo Star System. Around the parent star, Algo, whirl its three children — Palm, Mota, and Dezo.

Closest to Algo is Palm, the economic and intellectual stronghold of the system. Thinkers and rulers live here, high in ivory towers, away from the hubbub of everyday life.



Next is Mota, the shining jewel. This fertile farm planet is a tropical paradise, peaceful, prosperous, and happy. On Mota everyone has everything they want. No one has to work hard — or even work at all.

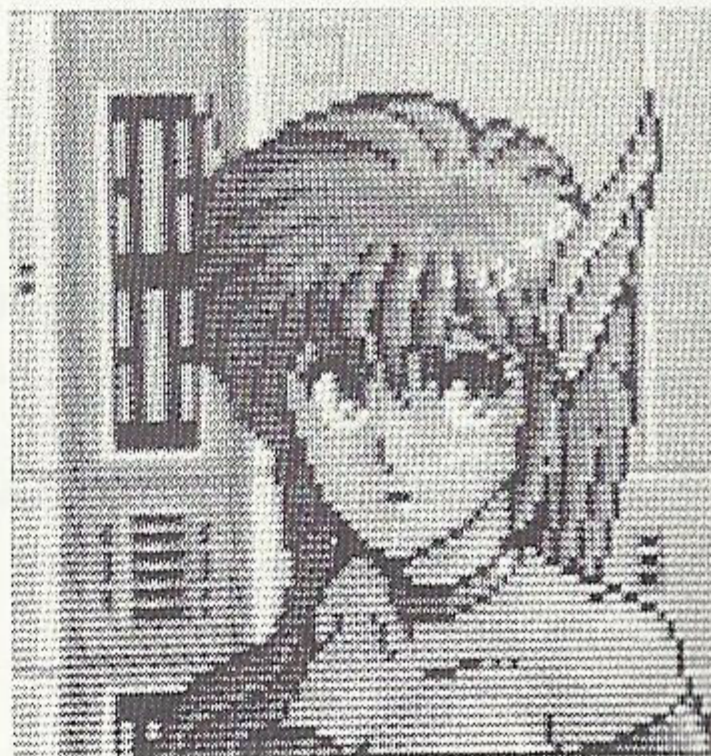
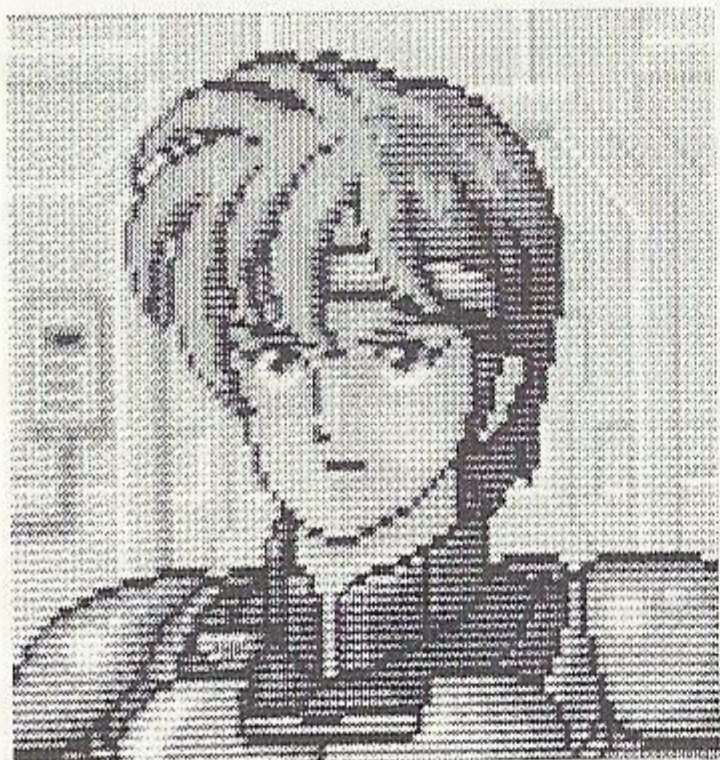
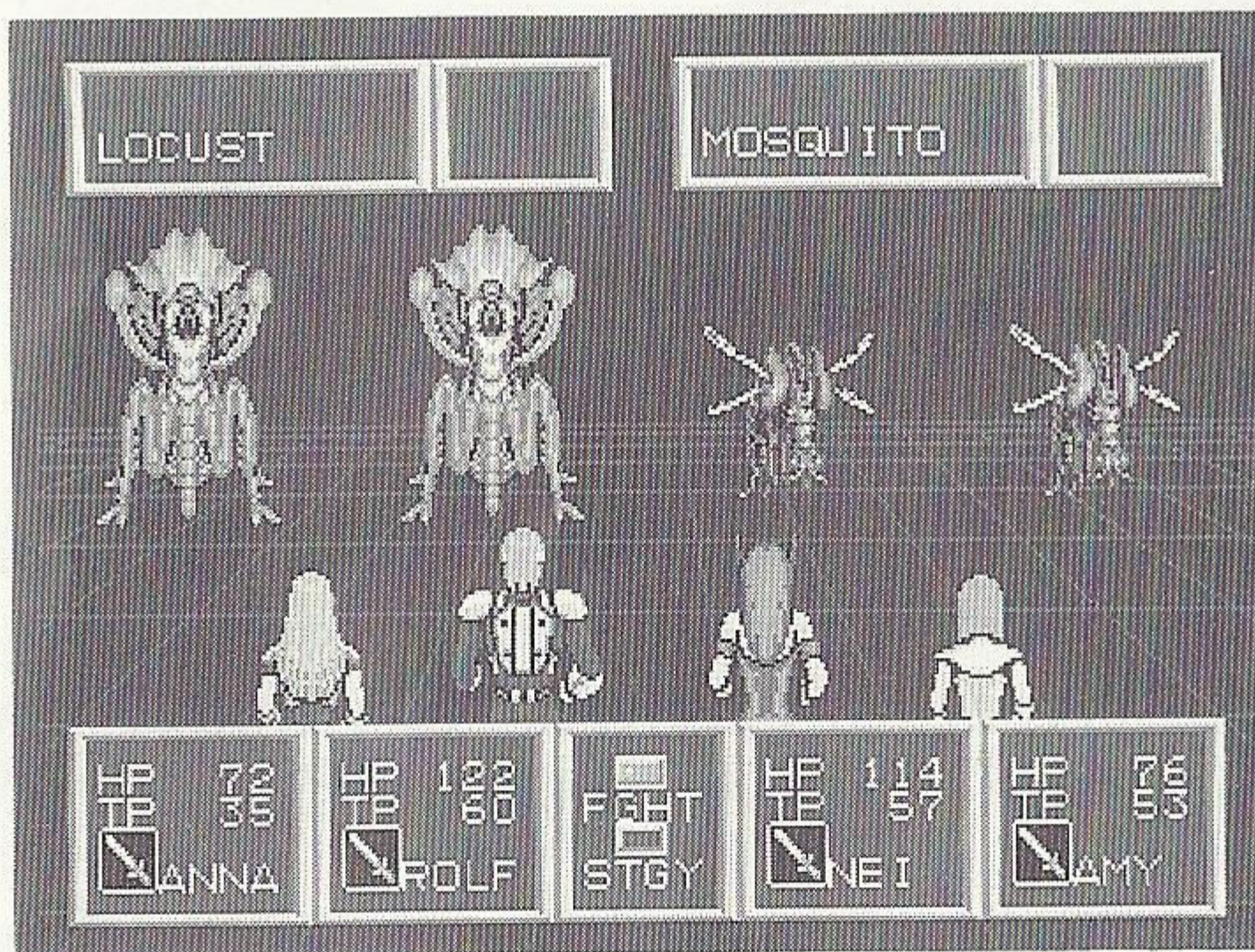
Dezo is farthest out — and the most mysterious. Not much is known about this dark planet.

Among the planets, Mota's history is the most troubled. From far in her past comes the legend of Alis, the courageous young woman who fiercely fought — and succeeded — in ridding Mota of the evil oppressor Lassic.

But now another tragedy oppresses Mota. This one is far worse than Lassic, being not a person, but an unknown evil! Everything is affected by it — the climate, the machinery, even nature!

On Mota, strange, vicious creatures infest the countryside. They terrify and destroy! No longer does anyone venture outside a city — unless they don't want to return.

What's happened to Mother Brain, the controlling entity on Mota? Why have things gone so wrong? Who is smart enough to solve the riddle? And who is brave enough to save the planet?

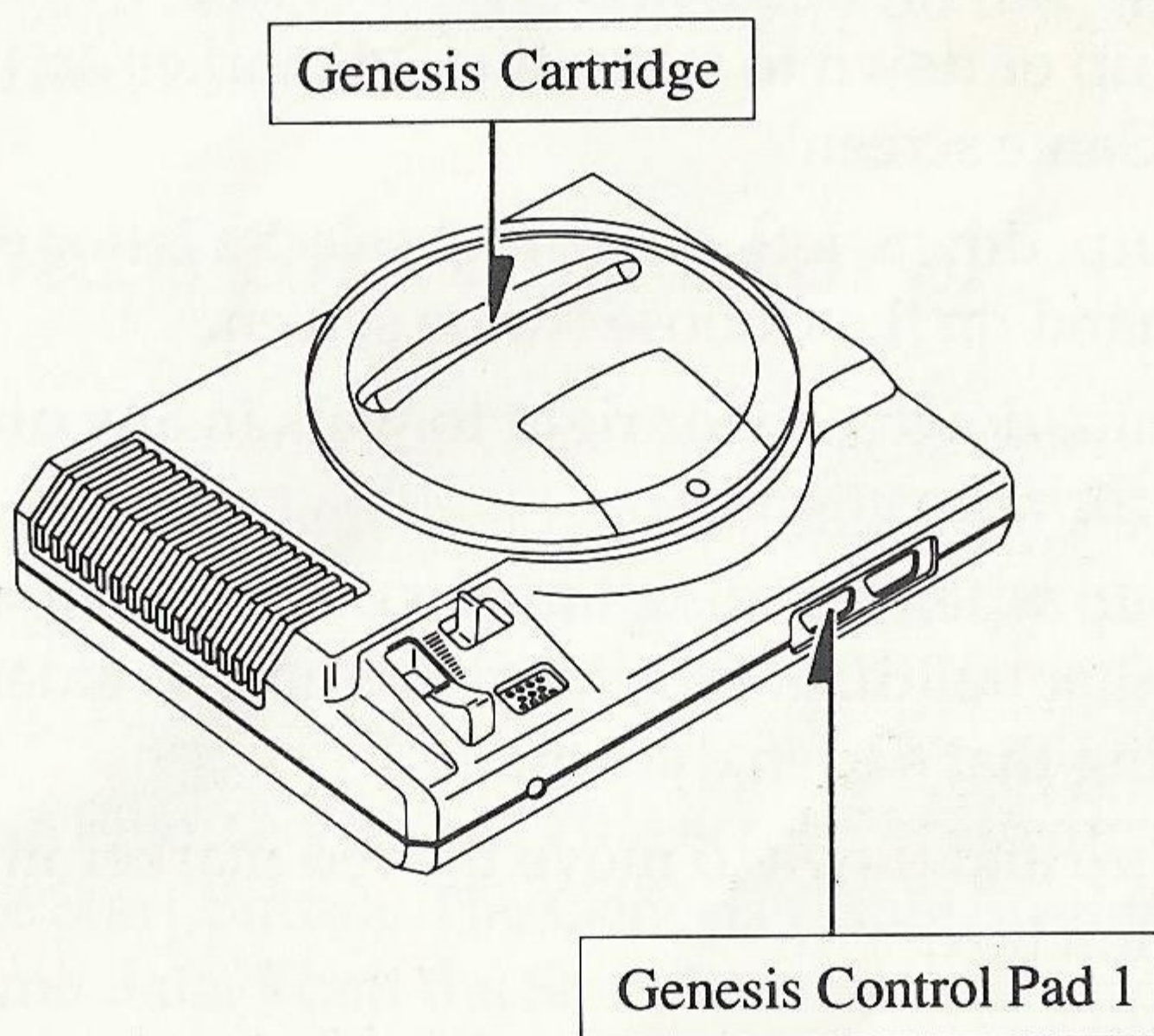


Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual.
2. Make sure the power switch is OFF.
3. Insert the Phantasy Star II Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

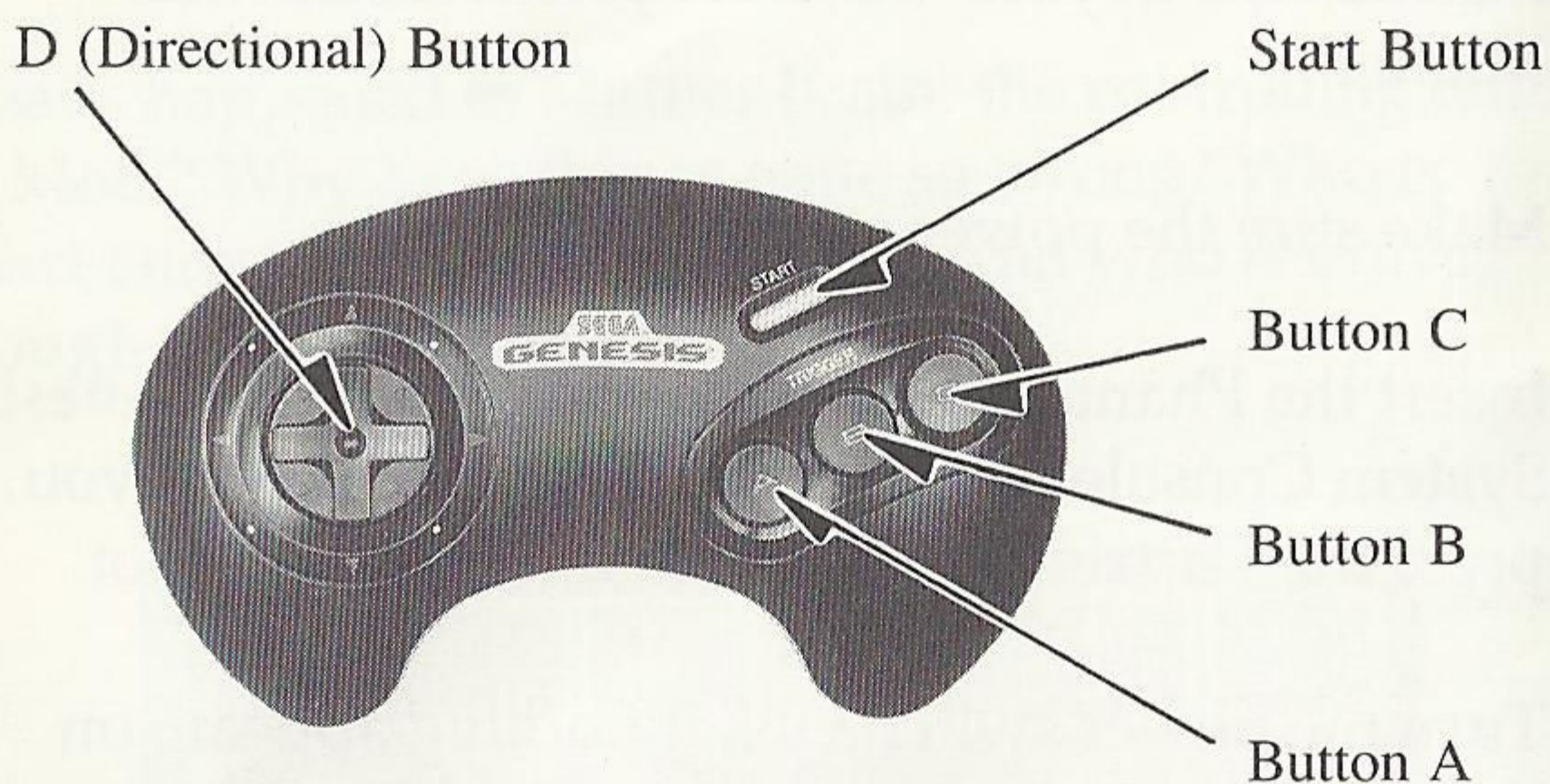
IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5. Press the Start Button on Genesis Control Pad 1.



Take Control!

Here's how to use your Genesis Control Pad:



Start Button

- Press to start game.
- Press to pause the game during play. Press again to resume play.

D (Directional) Button

- Press up or down to move the red marker on the Start Game screen.
- Press up, down, left, or right to select a letter or command on the Choose Name screen.
- Press up, down, left, or right to walk in any one of those four directions.
- Press up when standing in front of a building to enter that building. (You won't be able to enter a building that's been dynamited.)
- Press up and down to move the red marker in a Selection box.

Button A

- Press after walking up to one of the townspeople to begin a conversation.
- Press during a conversation to see the next Dialog box.
- Press at the end of a conversation to close the Dialog box.
- Press while facing a building or other object to inspect it for information.

Button B

- Press to cancel a command you just selected in a Selection box.
- Press to close the most recently opened Selection box.

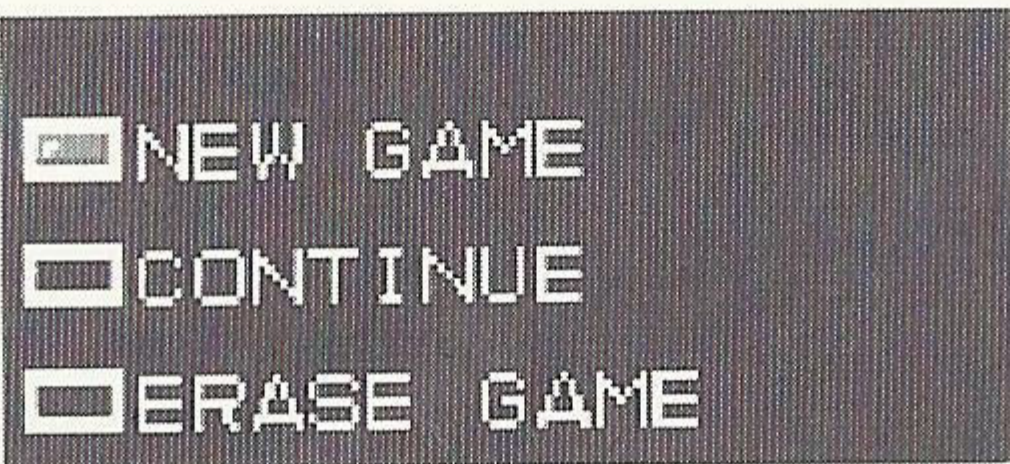
Button C

- Press to open the Update box.
- Press to open Selection boxes within the Update box.
- Press to activate your commands and other selections in a Selection box. When you do this, the Selection box will close.

Prepare for Adventure!

When you turn on your Genesis Game System, the Sega screen appears. Then the Phantasy Star II Title screen appears. Watch the opening story to read the history of the Algo Star System as you fly over the planet Mota.

When the Phantasy Star II Title screen again appears, press the Start Button. The Genesis Game System checks your game data. Then the Start Game screen appears.

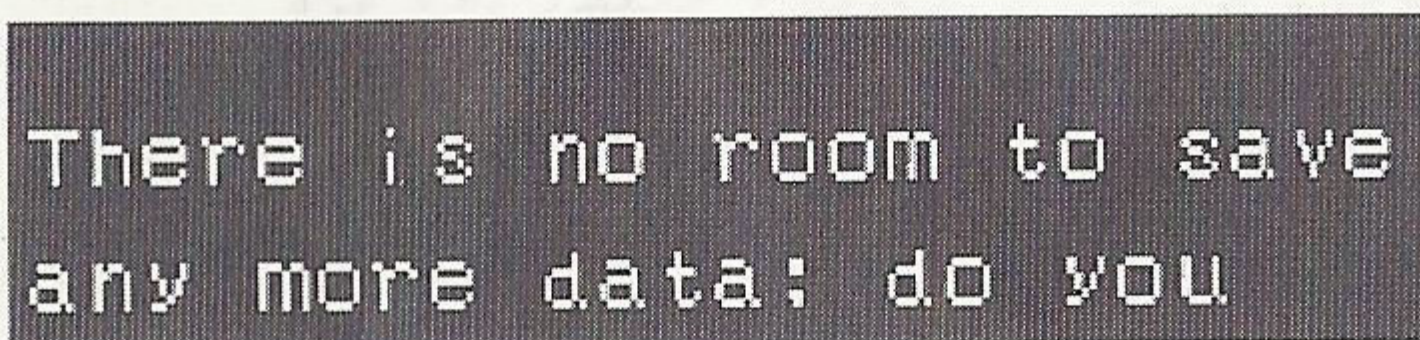


The Start Game screen has three options: New Game, Continue, and Erase Game. Press the D Button up or down to move the red marker to the selection you want. Each selection is described in the following sections.

New Game

If this is the first time you're playing Phantasy Star II, select New Game. You'll also select this option when you want to play a new game from the beginning instead of continuing a previous game. Then press Button C. The Choose Name screen appears.

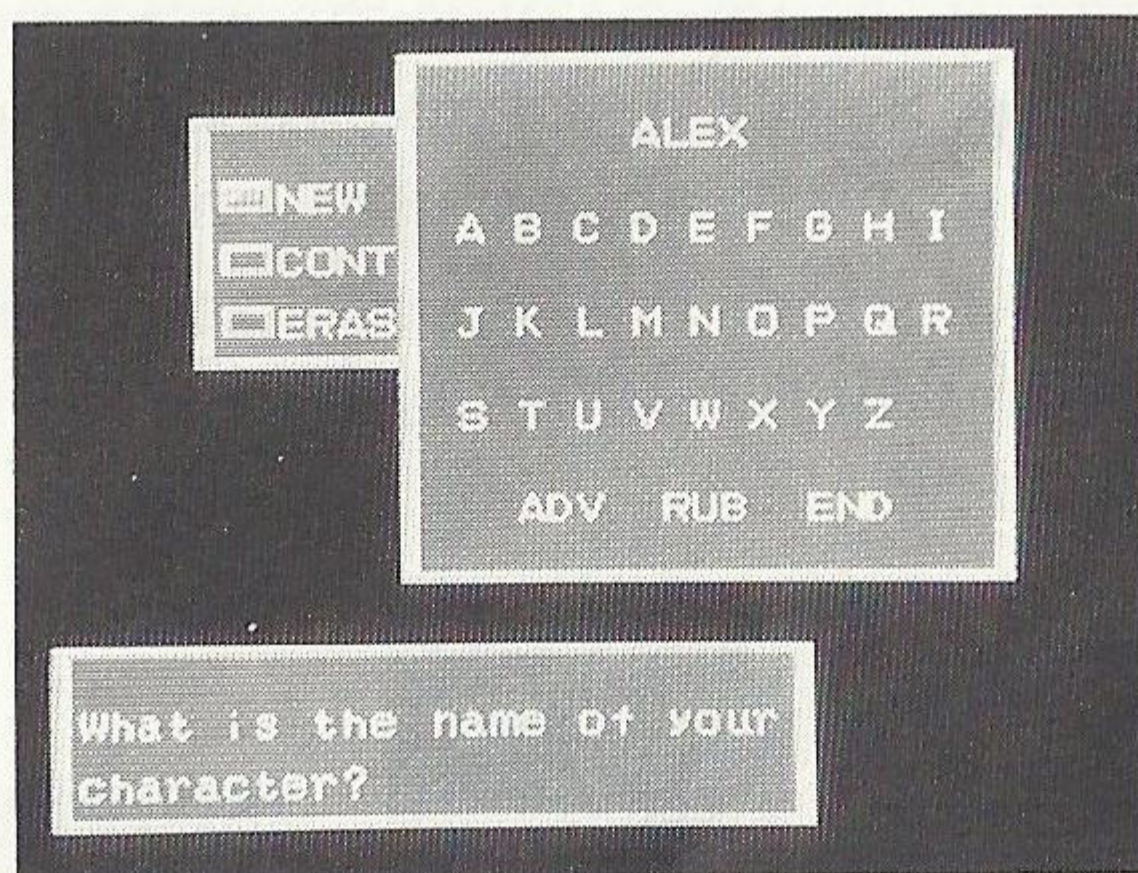
NOTE: If you've already saved four games, a message appears telling you there is no room to save another game.



Press Button C to work your way through the messages, and press the D Button to answer the questions. Answer Yes if you want to play a game without saving it. Answer No if you might want to save the game. Then choose Erase Game from the Start Game screen. (The instructions for using Erase Game are on page 11.)

Using the Choose Name Screen

Use the Choose Name screen to name the characters in Phantasy Star II. You can use up to four letters in each name. In a New Game, the first character you name is yourself, the hero.



Press the D Button up, down, left, and right to move the flasher. When the letter you want is flashing, press Button C. The letter appears at the top of the screen in place of the question mark. In the same way, choose up to three more letters for the character's name.

To leave a space between letters, choose ADV (Advance) and press Button C. A space counts as one letter in your name. To delete the last letter you selected, choose RUB and press Button C. (Or press Button B without choosing RUB.)

When your name is the way you want it, choose END and press Button C. Read the message that appears, then press Button C again. The game begins.

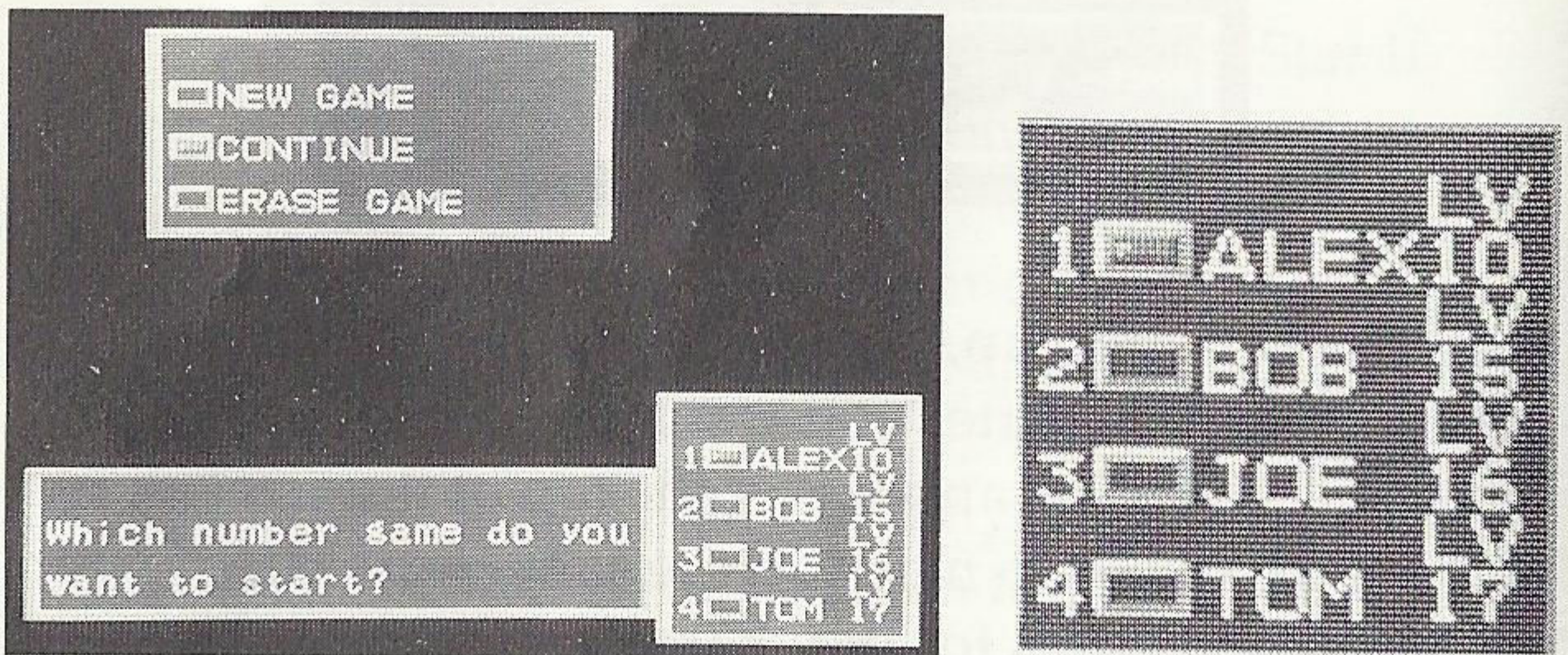
NOTE: If you don't want to name the hero, leave the question mark at the top of the screen. When you choose END, the hero will automatically be named ROLF.

Continue

Move the marker to Continue on the Start Game screen when you want to resume playing a game you've already saved.

NOTE: You save games at a city's Data Memory while you're playing the game. If this is the first time you're playing Phantasy Star II, or if you haven't saved any games yet, you won't be able to use Continue.

After choosing Continue, press Button C. The Saved Games box appears.



This box lists the games (up to four) that have already been played and saved. It also shows the level each game was at when it was saved. Press the D Button up or down to mark the game you want to play now. Then press Button C.

The Data Memory clerk tells you the points needed by all characters to increase their levels. Press Button C to scroll through the conversation. You may even want to write down how many points each character needs. When the message ends, press Button C again. The game resumes from the point where it was saved.

Erase Game

Move the marker to Erase Game on the Start Game screen when you want to erase a game that's been saved. Erasing a game makes room to save another game.

After choosing Erase Game, press Button C. The Saved Games box appears. Press the D Button up or down to mark the game you want to erase. Then press Button C.

In the Selection box that appears, move the marker to Yes to erase the game. Remember, once you erase a game it will be gone for good. You won't be able to get it back. If you decide not to erase the game, move the marker to No.

After selecting Yes or No, press Button C twice. Choose either New Game or Continue and follow the instructions in the manual sections describing those choices.

The Nightmare

You're asleep, but you're not at rest! A nightmare grips you with its terrifying images. What do they mean? And what do they have to do with you, Mota, or anything at all? You've got enough to think about . . . but your dream leaves you feeling utterly powerless!



Press Button C at each screen to move on to the next one. The dreary feelings of your dream fade — but worse worries replace them! When you report for work, the Commander gives you a very important assignment. Your new mission will affect the future of Mota and everyone you care about — including yourself!

Why are these problems arising? Life was easy, sweet. Mother Brain controlled everything, and everyone was peaceful and prosperous.

Where do Biomonsters come from? What's happened in the Biosystems Lab? If, IF, you can recover the recorder, will the Commander be able to solve these vital riddles?

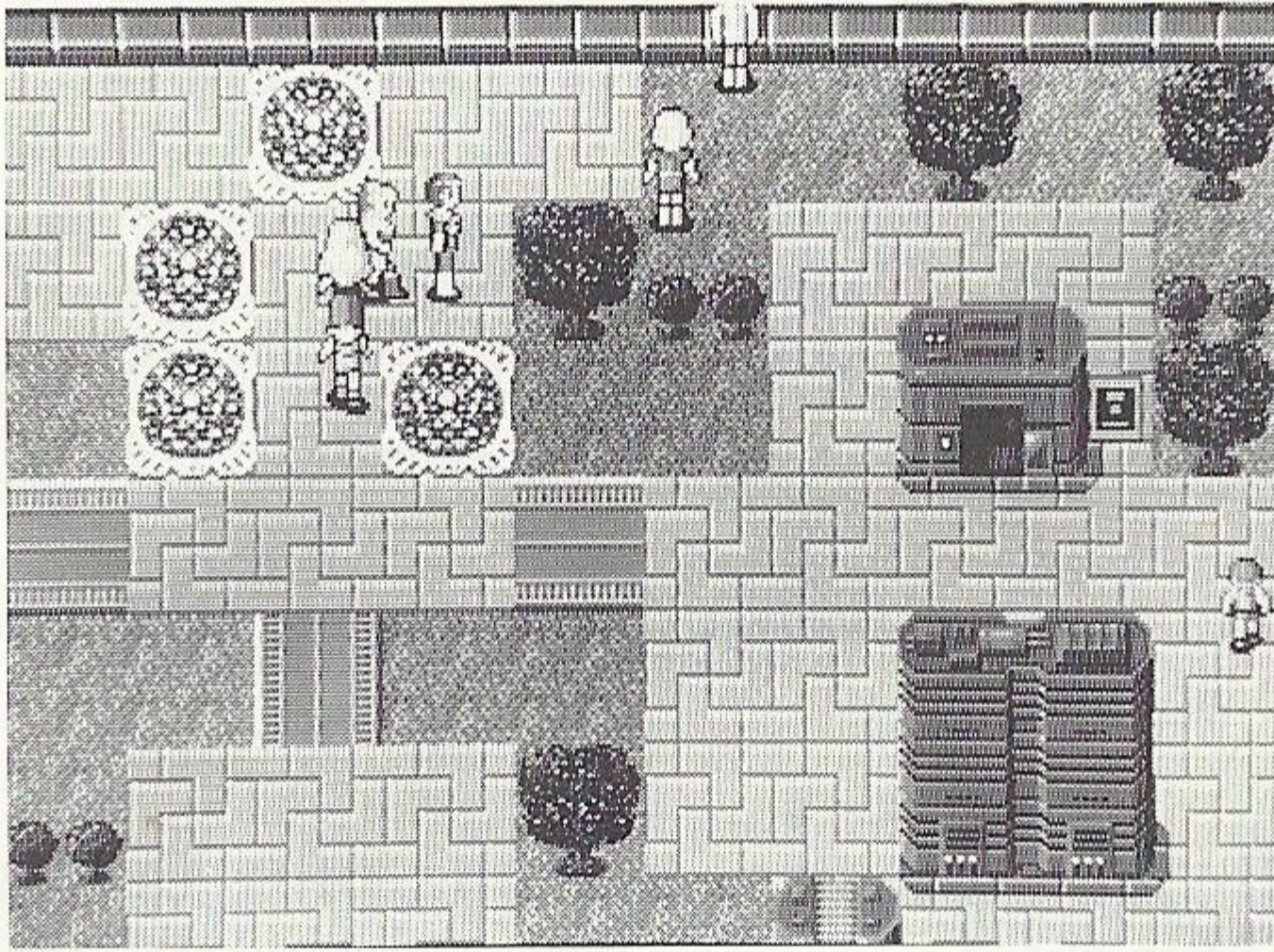
Nei's worried about you — and she refuses to let you go alone. The mission is too dangerous. Yes, it'll be good to have her along.

In the city, people seem sad, angry, and confused. Some almost sound like they've already given up hope. Just talk to anyone to feel that fear slowly creeping up . . .

Paseo: The Plot Thickens!

You and Nei are on the street. Walk around by pressing the D Button up, down, left, and right. You'll be able to walk just about anywhere except through trees and buildings.

Begin by questioning the townspeople. To start a conversation, walk up to someone and press Button A. The person may turn away, but keep at it. You'll have to be facing the person when you press Button A to get them to talk.



Keep pressing Button A to read all the Dialog boxes. A person may have more to say than you'd think at first. Pressing Button A closes the last Dialog box when the conversation is over.

Speak to people quietly — a spoonful of sugar goes a long way. Just make small talk. Sooner or later someone's going to drop a hint or a clue — valuable information hidden in the simplest statement.

For instance, from the people of Paseo you'll learn that the Biosystems Lab has made Mota flourish; that Paseo's the biggest town on Mota; that the lake's dried up; and that a strange man name Darum is causing serious trouble on the bridge on the North River.

It's a good idea to write down facts, rumors, and even opinions so you can look at them later for clues. When you're trying to solve a riddle, you never know what's going to be important!

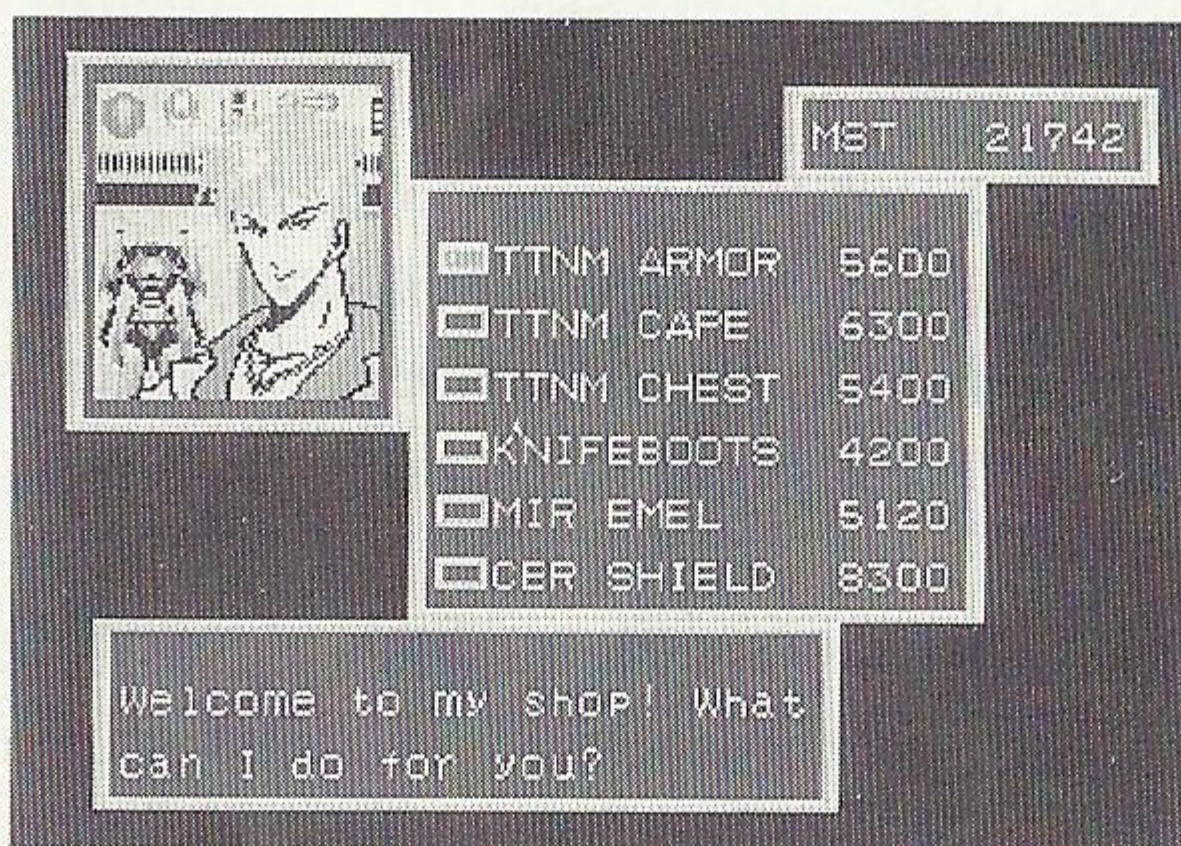
Touring the Architecture

Someone in Paseo suggests that you go to the library to find out more about Mota. In fact, you should tour every building. Each one has something vital to your search.

To enter a building, walk up to it, face it, then press up on the D Button.

NOTE: If you can't enter a building, press Button A to inspect it for clues.

When you get inside, press Button C to open Selection boxes. Use these to choose whatever the person in the building has to offer.



- Press Button C to open Selection boxes, activate the item you chose, and close all Selection boxes.
- Press the D Button up and down to move the red marker to the item you want in a Selection box.
- Press Button B to close only the last Selection box that was opened.

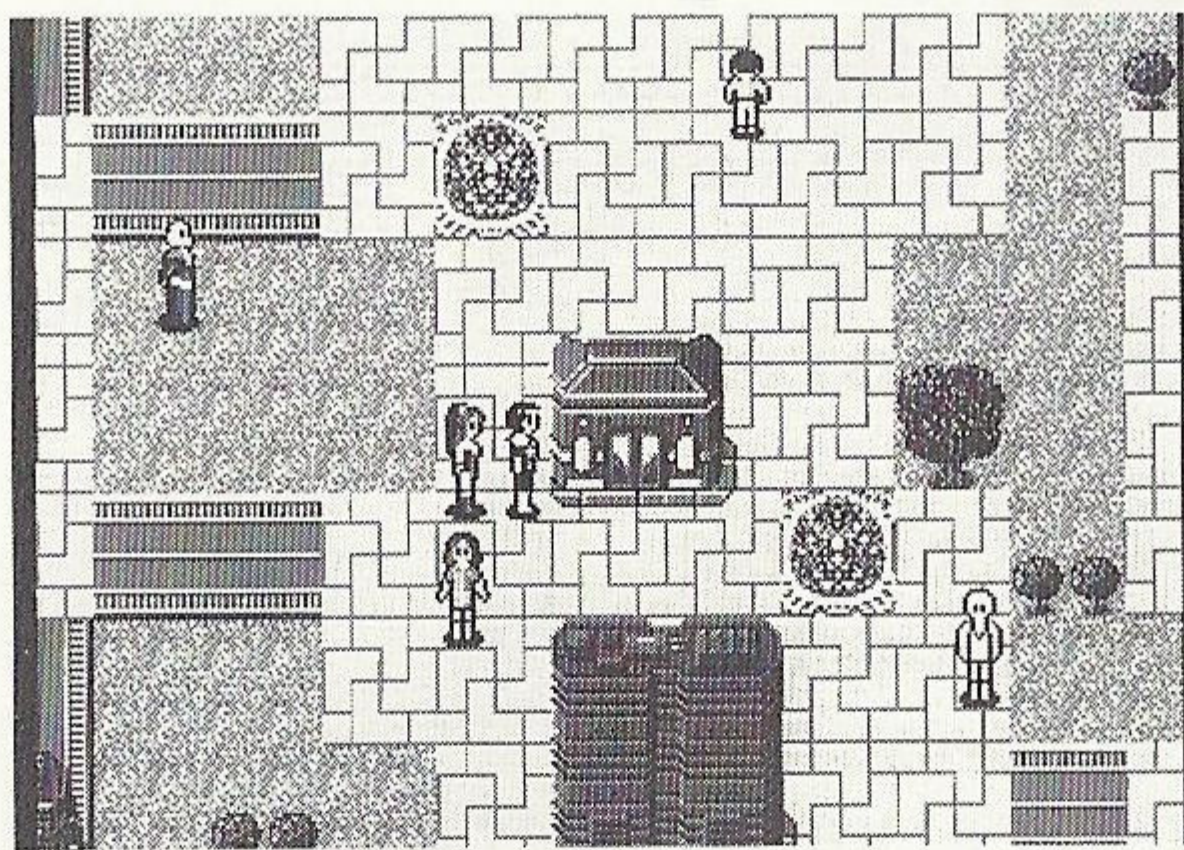
You'll need meseta — money — to buy things. The amount of meseta you have shows up in the top right corner of the screen when you enter a building.

Since you start out with only 200 meseta, you won't be able to buy much. You get more meseta every time you're victorious in a battle with Biomonsters.

The next few sections describe all the buildings in Paseo. You'll come across similar buildings in other cities. But each city may not have all the buildings. And the shops in other cities may sell different items.

As you walk around the cities and investigate their architecture, you may want to draw maps. Mark the locations of different shops and other buildings of interest. Having a map will save time when you're on the brink of disaster and need to get someplace fast!

Home



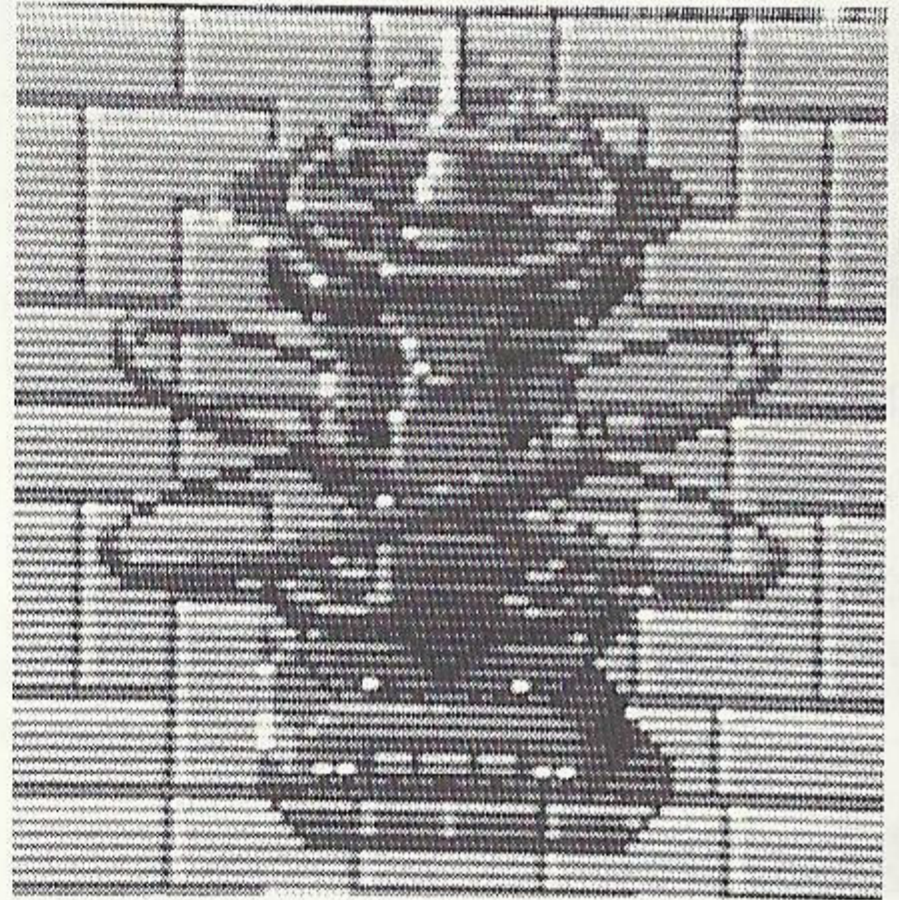
You live here. Sooner or later, the word gets out about who you are and what you're doing, and visitors show up. Come home every once in a while to see who dropped by. You may want to recruit that person into your group.

Home is your safe house — a good place to take account of your strength and resources, have a war pow-wow, or just rest.

Central Tower

Paseo, as the capital city of Mota, proudly boasts a Central Tower. This is where your meeting with the Commander took place, when he gave you your assignment.

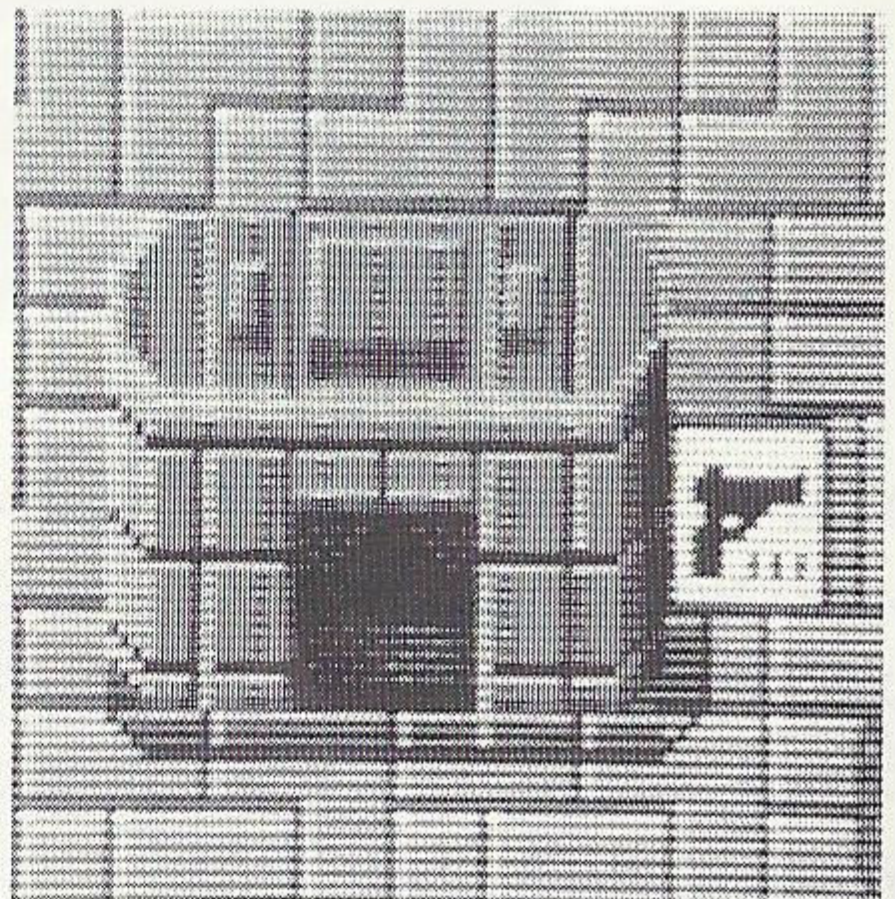
Drop into the library to learn more about your planet. Talk to the librarian. She'll give you information on some very important topics. Write things down — you never know when a few facts will take you a long way.

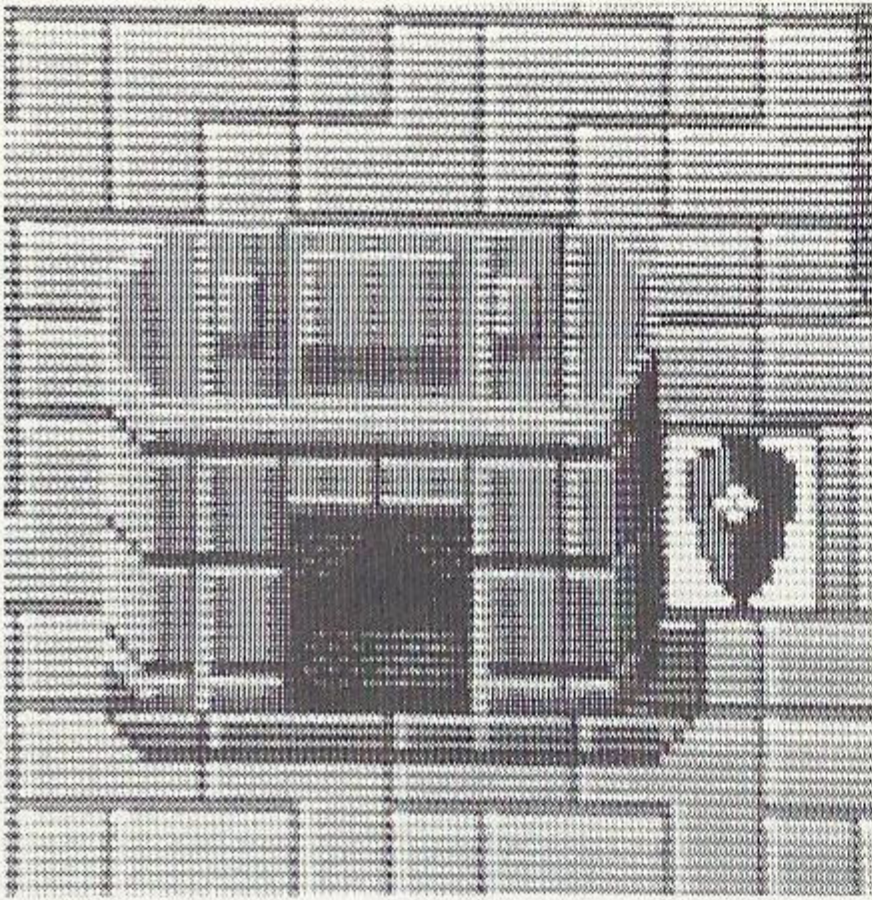


If you want to travel light, leave some of your baggage in the Room. You can always come back for it later.

Shops and Stores

Shopping is fun! Check out the shops for your combat needs. They're always open and there's never a supply shortage. Depending on the shop, you'll be able to pick out tools, weapons, armor, and other protective gear.



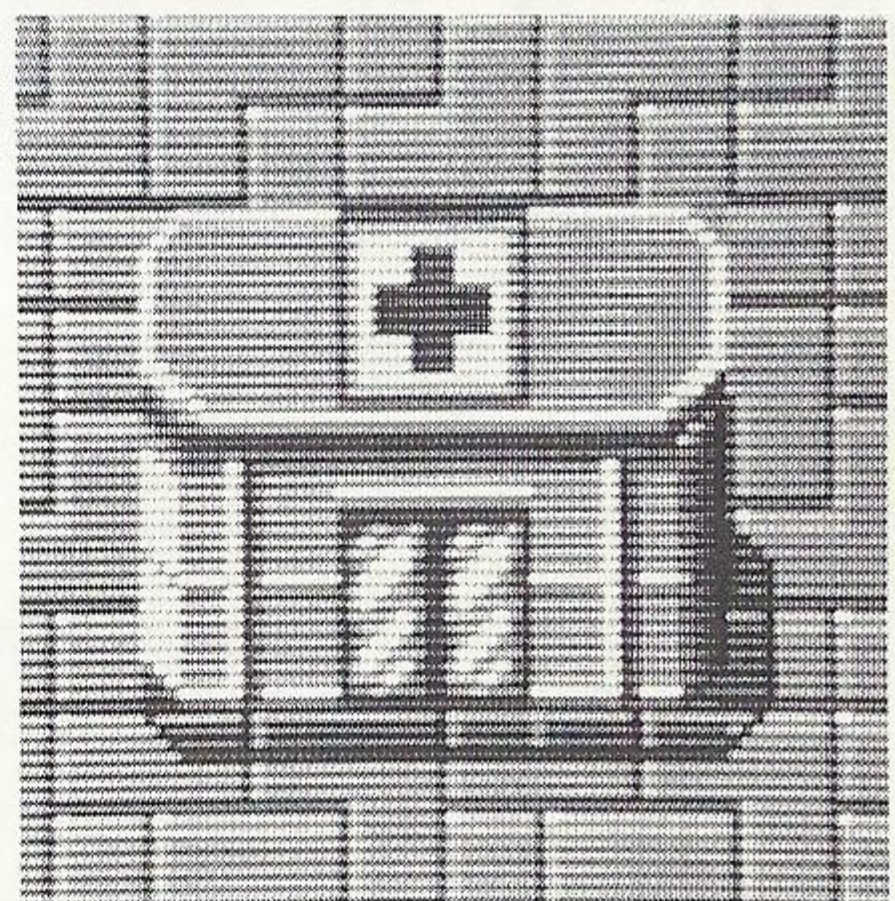
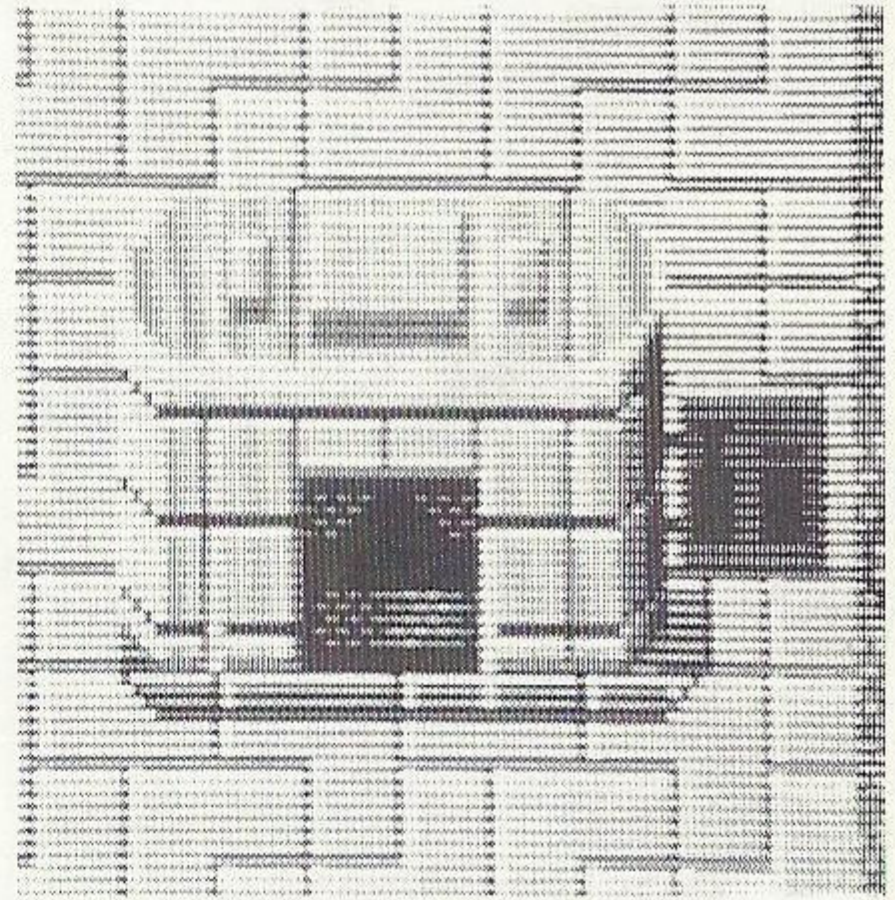


In the Armorer Shop and Protective Gear Store you can buy items as long as you have enough meseta. The clerks who fill your orders may give you their personal opinions — free of charge — about your selections.

In the Tool Shop you can buy special techniques that are crucial to staying alive. You can even sell some of your other stuff to the clerk if you don't have enough meseta for what you need. Think about it before you leave the shop empty-handed. Some of the techniques are much more valuable than weapons and protective gear.

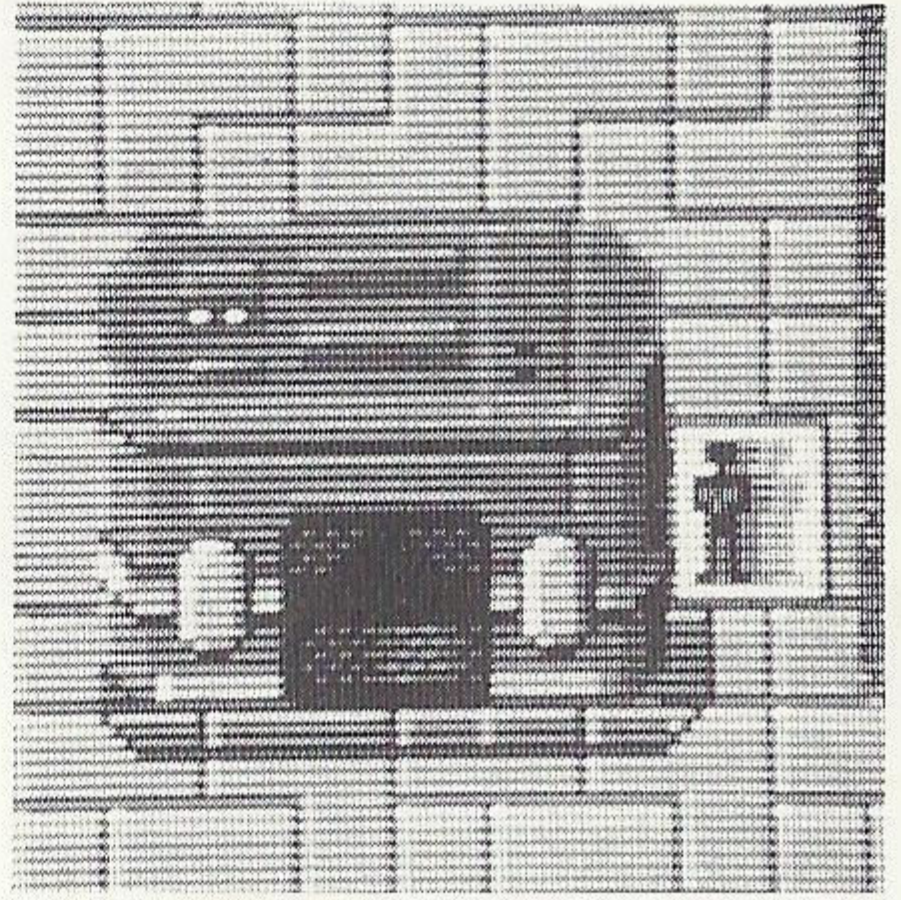
Hospital

Ask the doctor to heal your injuries after battle, and to cure you when you've been poisoned. You can rely on him to fix you up. He's not a quack, and he won't charge for services if nothing's wrong with you.

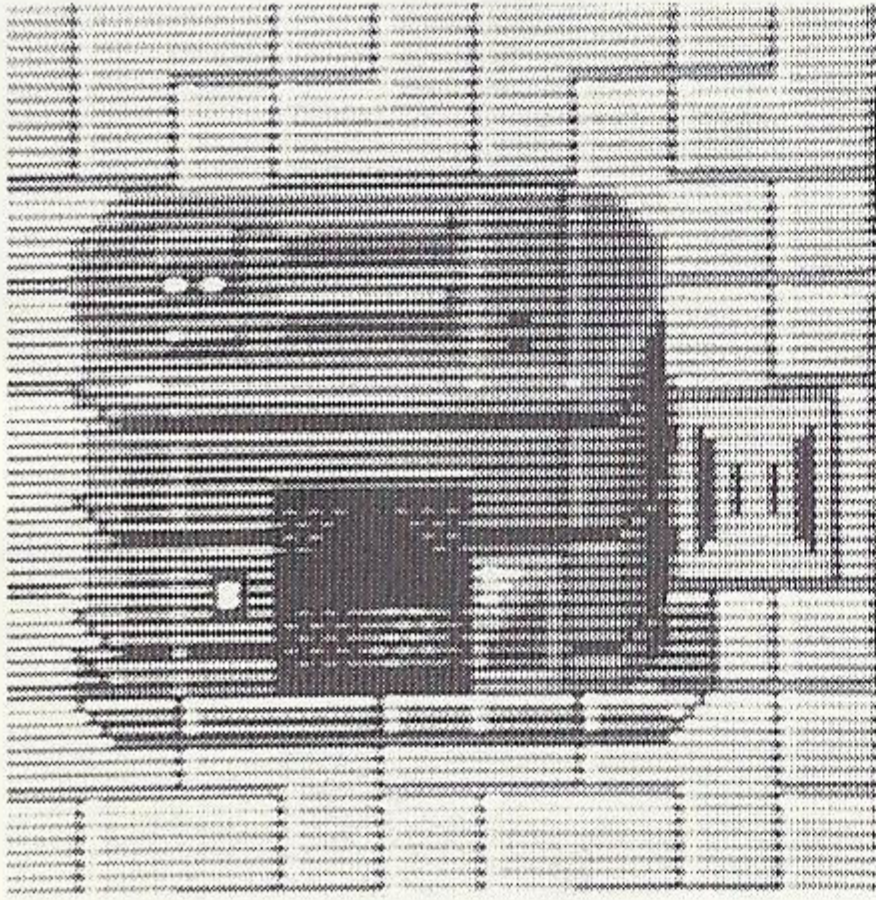


Clone Labs

Combat fatalities can be resurrected in the Clone Labs. The Clone Clown will produce an exact copy of a dead comrade, with all memory, experience, and possessions intact. You and your friends can all be cloned after battle, as long as one of you is still alive.



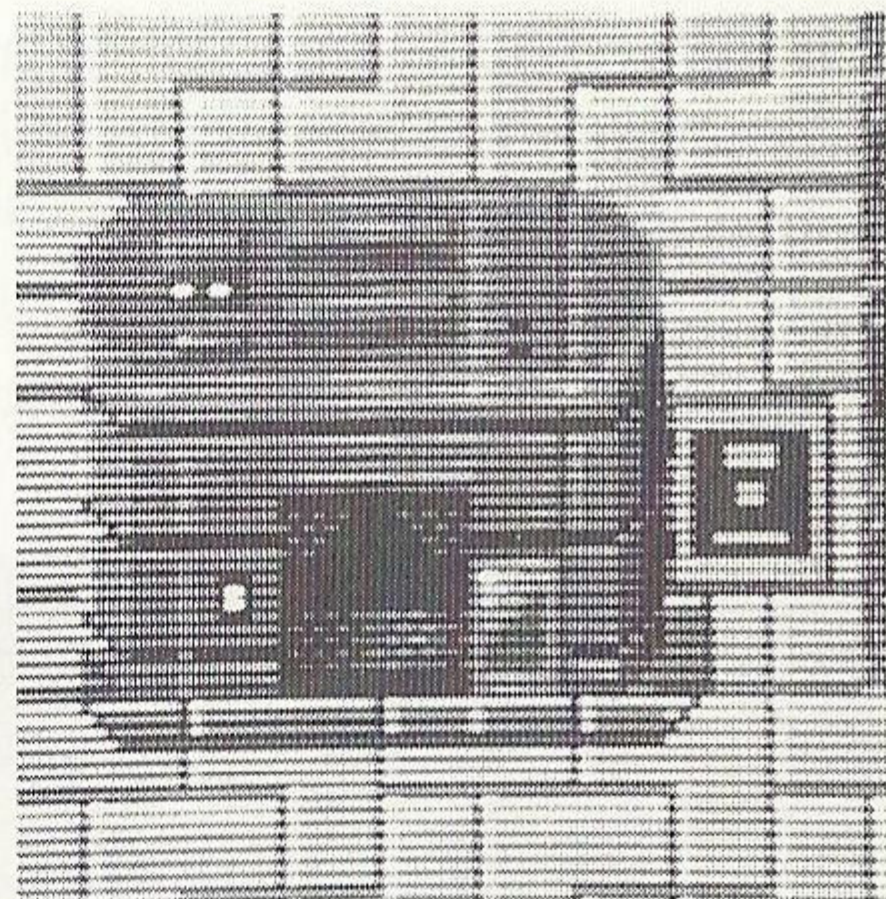
Teleport Station



Rapid-transit at its best. The Station uses the "object transfer" invention, which reads the memory of the traveler. The clerk can teleport you to the city of your choice as long as you have a memory of being there before. Due to this single glitch in an otherwise marvelous machine, you must already have gone to a city on foot before you can teleport there later.

Data Memory

Here's the vault where all important information is kept up to date. The clerk will give you updates on Hit Points (HP), Technique Points (TP), and points needed for level increases.



Saving a Game

Go to Data Memory to save your game and all its data. Answer Yes when the clerk asks if you want to save the game. Then choose a label for your game from the Choose Name screen that appears. (See the section Using the Choose Name Screen on page 9 for instructions.) Also tell the clerk what position (1, 2, 3, or 4 in the Saved Games box) you'd like to save the game to.

The game is saved at the current point in the game. You can save the same game again under the same name or under a different name. Later, you can resume the game at the point it was saved by selecting

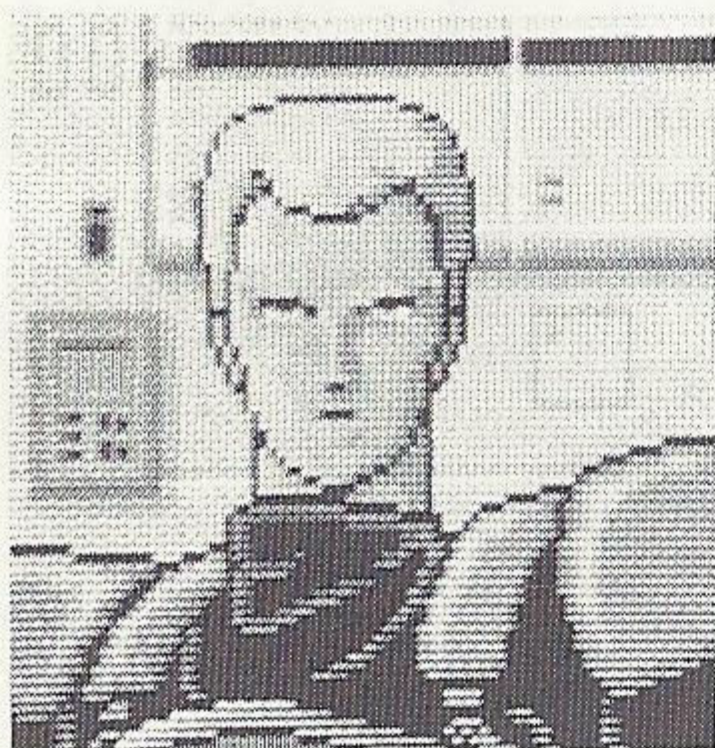
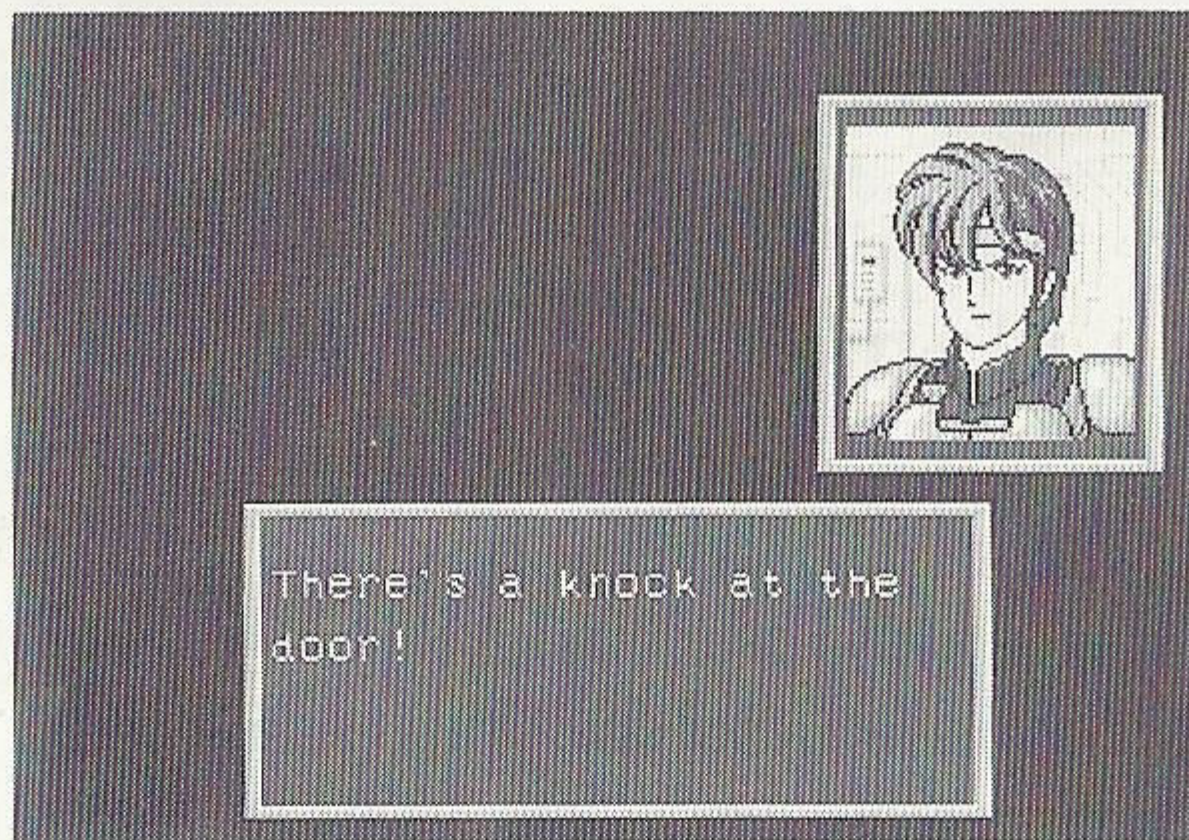


Continue from the Start Game screen. Or you can delete it by selecting Erase Game.

NOTE: You won't be able to save a game if all four positions in the Saved Games box are full. In that case, the clerk gives you a chance to erase another game in order to make room for the one you want to save.

Comrades in Arms

There are others on Mota as determined as you to find out what's happened to their peaceful world — and stop it if they can! These valiant ones arrive at your home, looking for you. When someone knocks on your door, press Button C to let that person in.

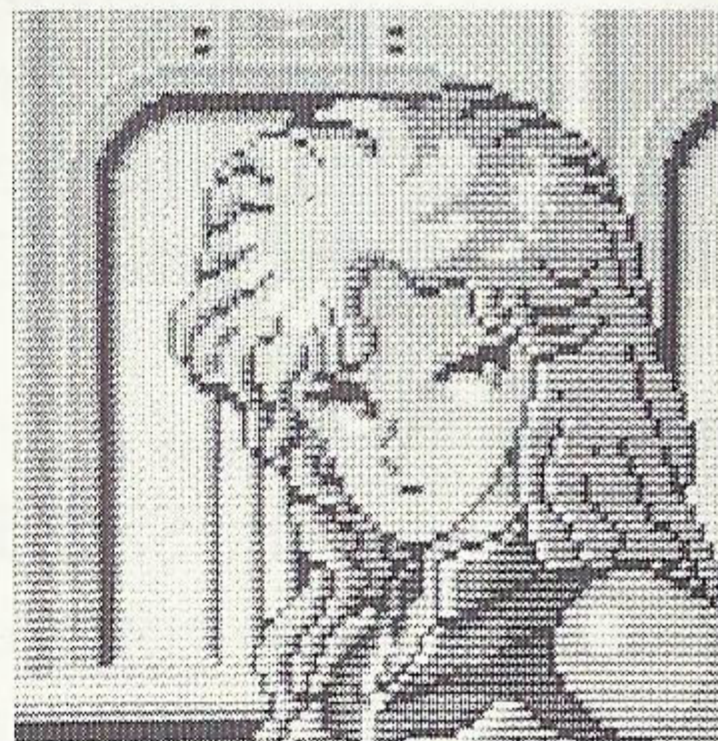


Rudo

His beloved wife and little daughter were murdered by Biomonsters. Once a soldier dedicated to peacekeeping, Rudo is now a deadly hunter of Biomonsters. Cool under fire, Rudo's a master at using the cannons and vulcans.

Anna

Anna is a guardian, trained to protect the simple townsfolk from savage hunters. Beneath her gentle ways lies a very tough lady.





Amy

This beautiful young doctor is a whiz at treating injuries. Since her heart is in healing, not injuring, she's a weak fighter. But she's invaluable at keeping others alive!

Hugh

Medicine and biology are the only loves of this brilliant scientist. He's very quick at learning new ways to destroy enemies. Hugh has more brain than muscle, so he can't carry heavy weapons.

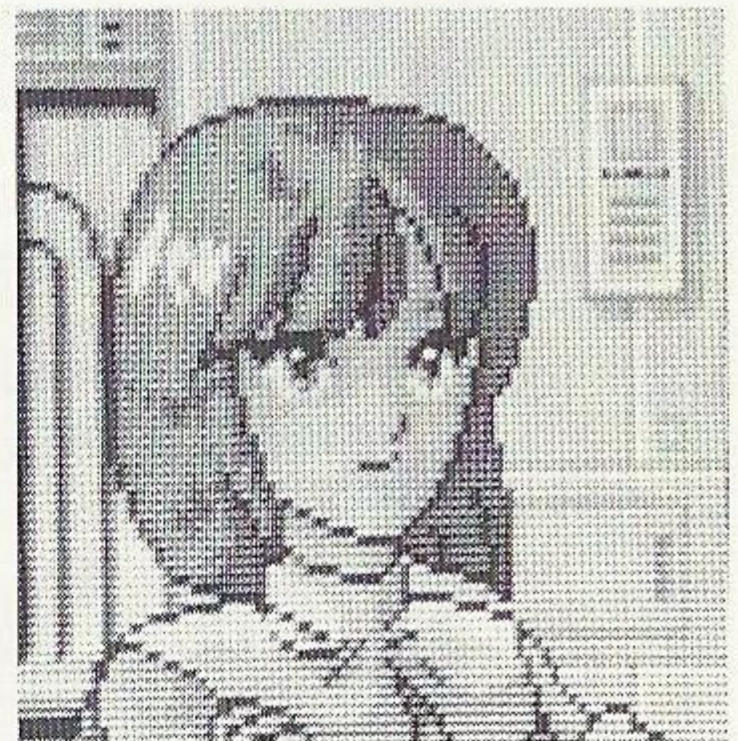


Kain

This young man's only desire is to work with machinery. But a strangeness always overcomes him and he ends up thrashing any machine he can find. Kain now wants to use his wrecking powers against the enemy's machinery.

Shir

Because she always had everything she wanted, Shir turned to stealing for kicks. At times she'll disappear suddenly. When she returns, Shir may have something of great value to your success. Just don't ask where she got it.



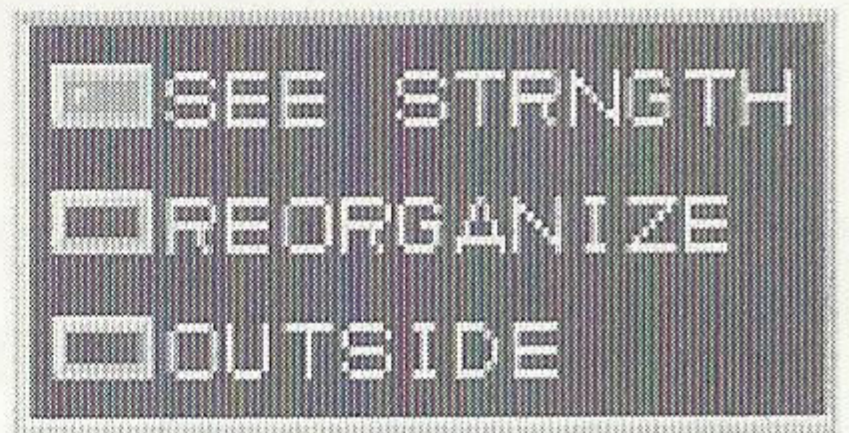
Recruiting Your Visitor

Continue pressing Button C to have a conversation with the newcomer. Visitors will describe their life and explain why they want to travel with you. When they suggest a name change, press Button C. Use the D Button to move the red marker to Yes or No in the box that appears. Then press Button C again.

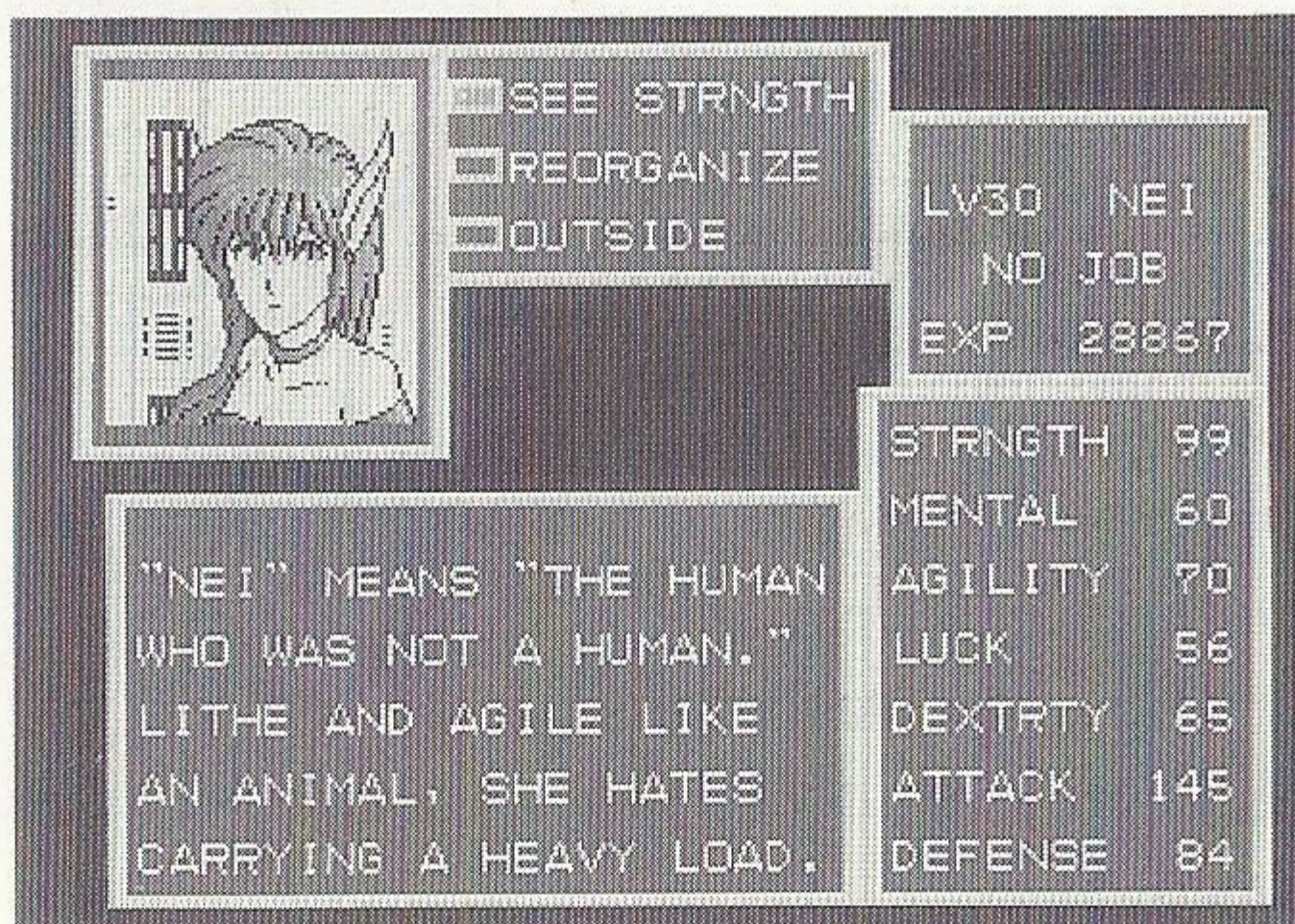
If you answered Yes, the Choose Name box appears. Use it in the same way you did to name yourself at the beginning of the game. (If you answered No, the visitors will keep their original names.)

See Strength

Now you have a chance to see the strength of all characters so far. In all the boxes that appear, use the D Button to mark available choices. Press Button C to see the next box. Press Button B to go back to a previous box.



Choose See Strength, then choose a comrade's name. This screen appears:



The box at the top right tells you the person's game level, profession, and experience points. The box below it shows that person's points for these characteristics: Strength, Mental Awareness, Agility, Luck, Dexterity, Attack Skills, and Defense Skills. (These characteristics are described in the Strength section on page 32.)

The levels and points for each comrade will differ. You'll want to stay aware of each person's condition. You'll need this information to decide who to include in your party, and who needs help.

Reorganize

This choice lets you set up your group for your next foray into the cities and wilds. In the boxes that appear, you'll determine who'll be in the party (you and up to three other comrades).

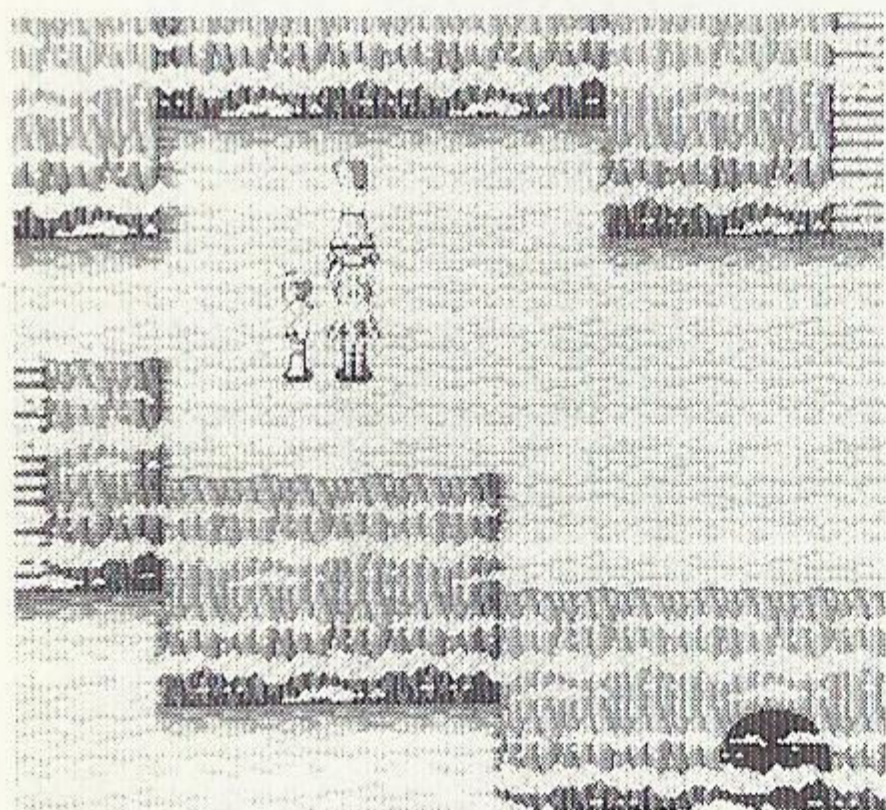


Outside

Choose Outside and press Button C to return to the streets.

Exploring the Planet

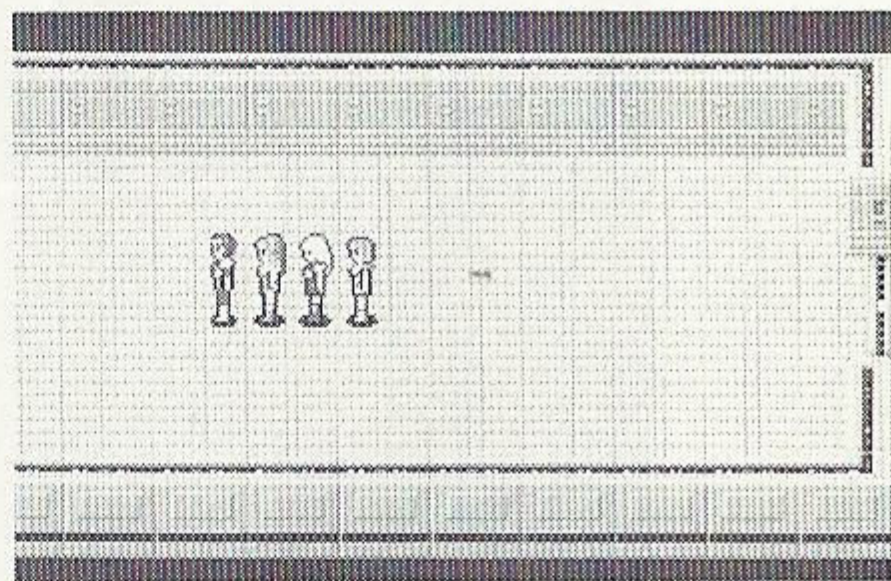
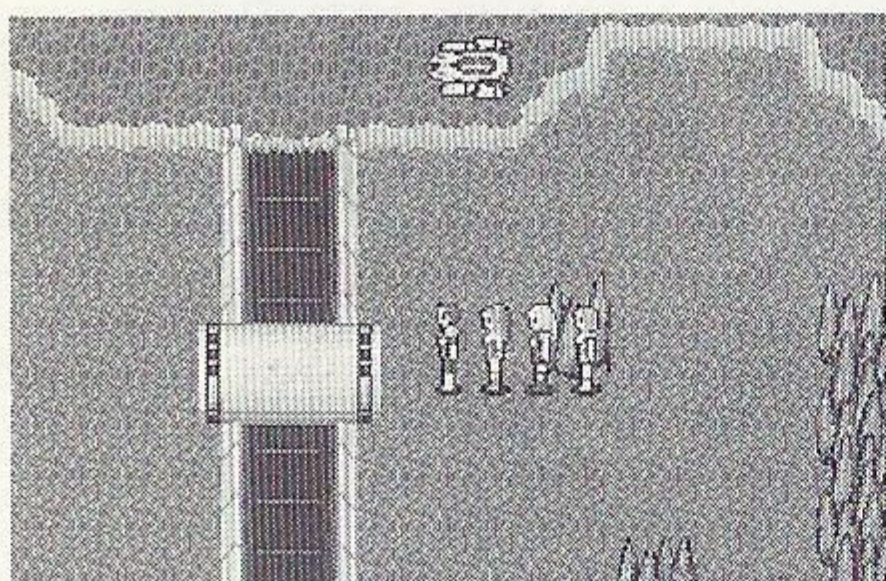
Don't wait too long to start your journey. Buy what you can for protection in the stores and shops (your meseta is shared by the whole group). Then head out of Paseo through one of the city gates. You'll begin walking through the countryside.



The cities are separated by wilderness packed with danger, terror, and surprises. But you've got to roam in order to make progress, earn money, and gain valuable information. You'll find certain things in the wilds beyond the cities.

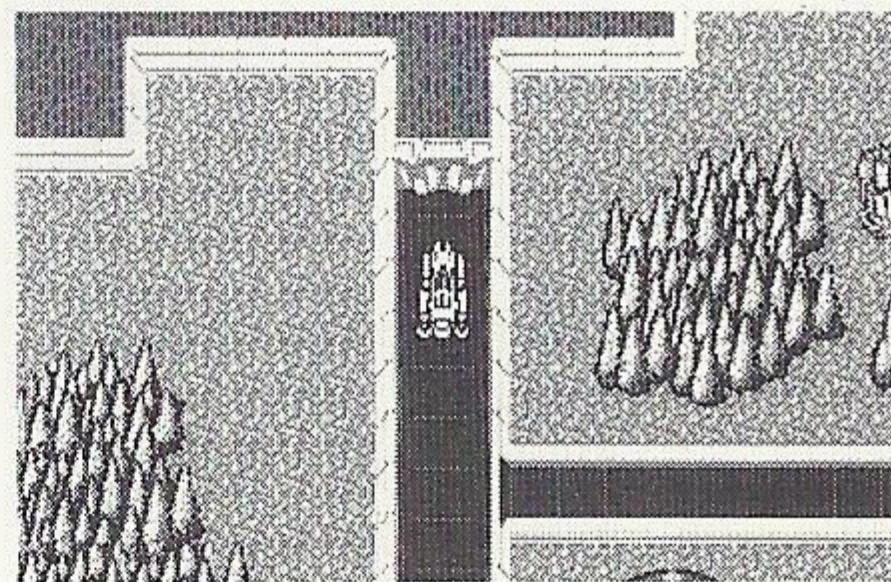
Tunnels

Walk through these to cross rivers and other impassable features.

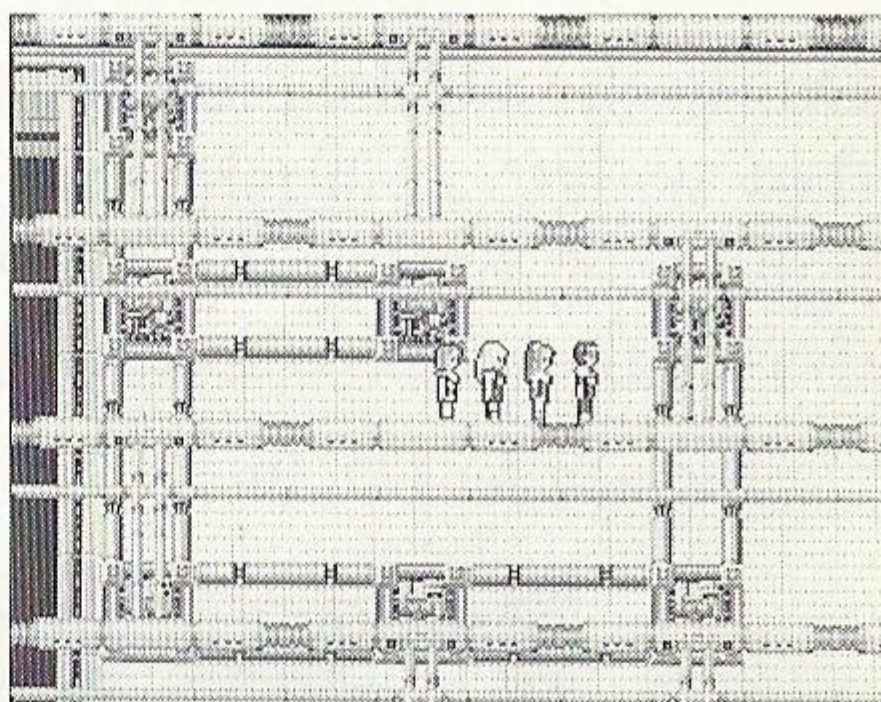
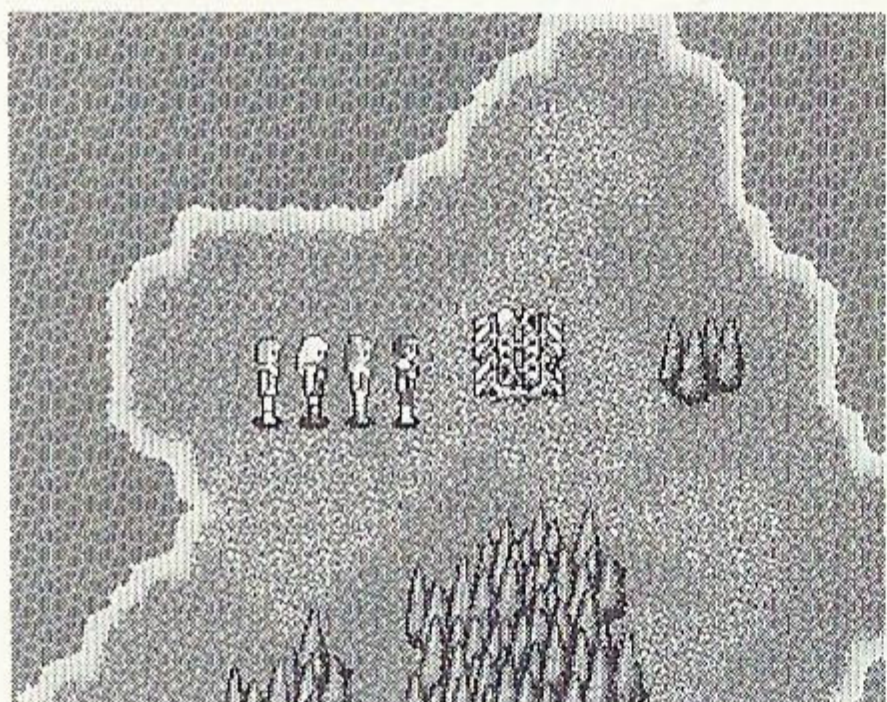


Dams

Inspect dams by pressing Button A when you're near them.



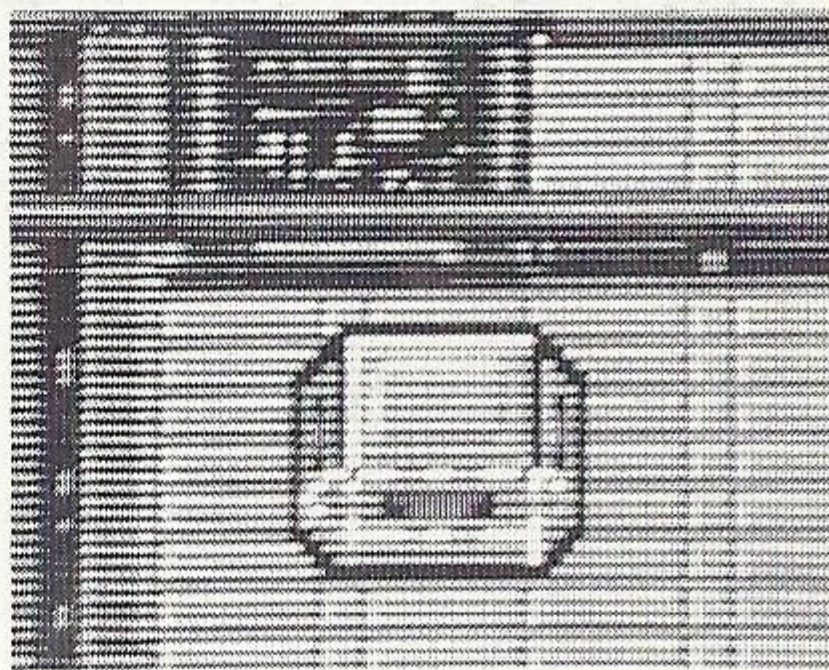
Dungeons



Dungeons are very creepy and dangerous — but very important. While in a dungeon, you can:

- Enter a chute to move up and down automatically between levels.
- Press Button A to open containers. If the container is locked, you'll need a key to open it. Containers hold surprises — some good, some disgusting.

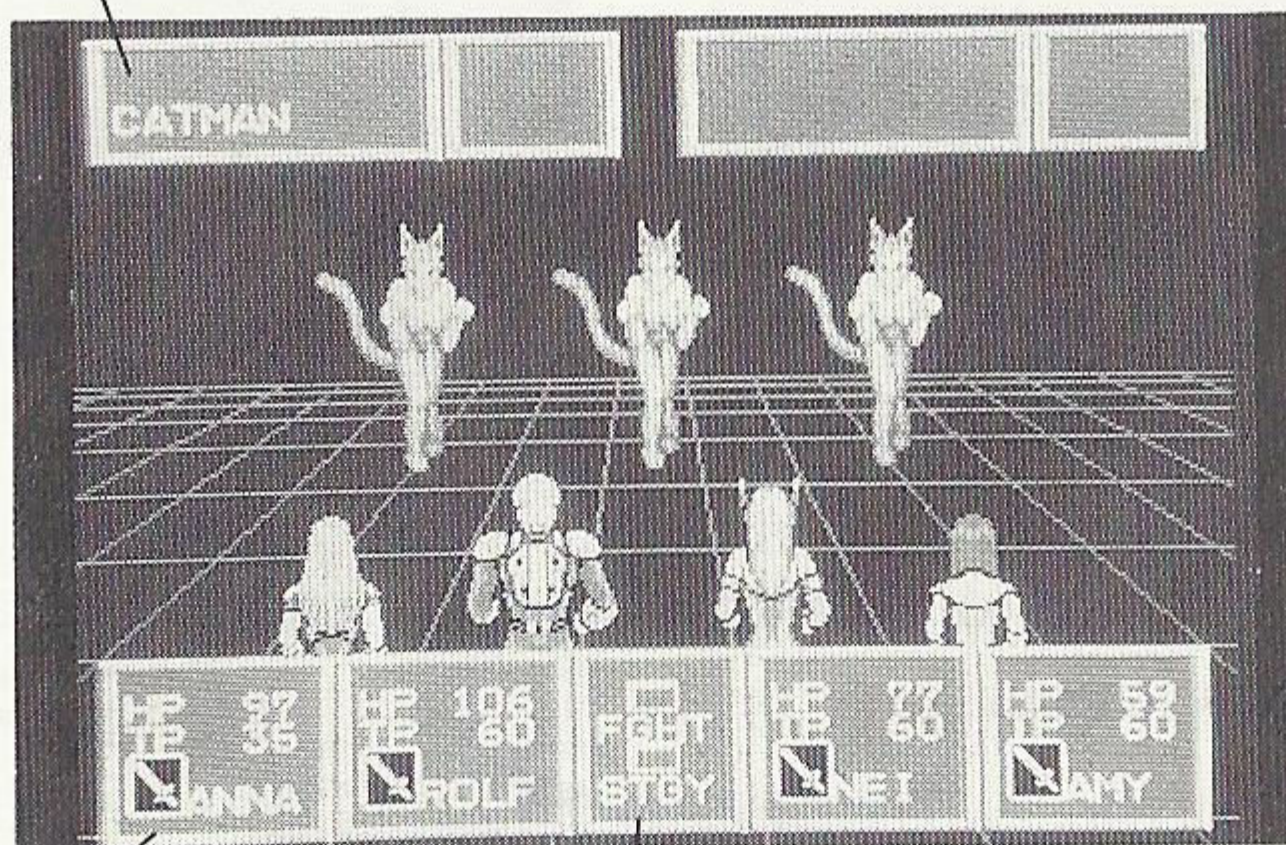
Draw maps as you wander. They'll save you many steps later on.



War!

Out in the wilds, Biomonsters lurk! Alone or in gangs they wait to ambush you! Suddenly you're enveloped in light, then find yourself facing a horde of fierce, blood-thirsty beasts!

Biomonster I.D. Box



Comrade
Status Boxes



Decision Box

Use your D Button to move the red marker. Press Button C to activate a choice or open the next box. Press Button B to close a box and return to a previous box.

Comrade Status Boxes

These boxes give important information about the allies.

Hit Points (HP)

- The number shows how hard a person can hit.
- A skull () means the person's been poisoned.
- PZ means the person is numb and cannot move.
- ZZZ means the person's been knocked out temporarily by a sleeping potion.
- A grave () means the comrade has been killed.

Technique Points (TP)

- The number tells how much power the person has available for using a technique.

Symbol

- The symbol shows what weapon, shield, or magic the person is using.

Decision Box

In the Decision box you can choose to either fight (FGHT) or plan your strategy (STGY).

Fight (FGHT)

With this marked, press Button C to start fighting! The screen flashes as the Biomonsters attack. The result of each clash shows in the Biomonster's I.D. box. If the enemy has the power to recover, the Hit Points he earns will also show in this box. The fight continues until the combatants break apart, or until one side or the other is victorious.

Strategy (STGY)

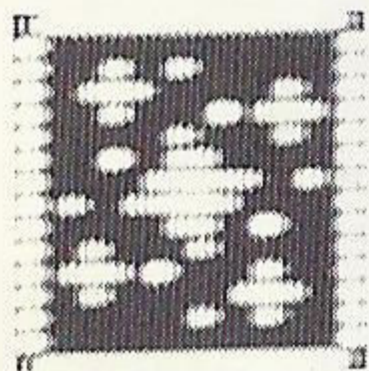
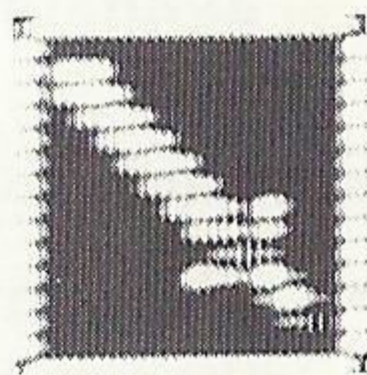
Plan your strategy before starting a fight! With this marked, press Button C. In the next box, mark Order (ORDR) and press Button C. A red triangle appears next to the name of the first comrade on the left. Press left or right on the D Button to move the marker to the comrade you want. Then press Button C. The Strategy Selection boxes appear.



Move the marker to one of the four symbols in the Strategy Selection box and press Button C.

Battle

This lets you know if the comrade is ready to fight. If you're facing more than one kind of Biomonster, you can choose which enemy the person will tackle.

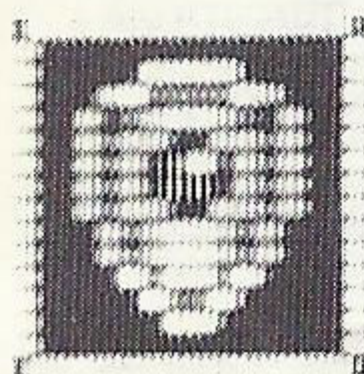
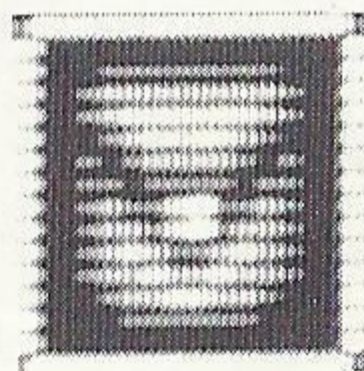


Technique

Select this symbol, then choose a technique to use during battle.

Weapon

Choose this symbol to arm yourself with one of the weapons you carry.



Defense

Choose this when the comrade isn't able to fight. It protects your friend with a shield, emel, or other covering.

Run

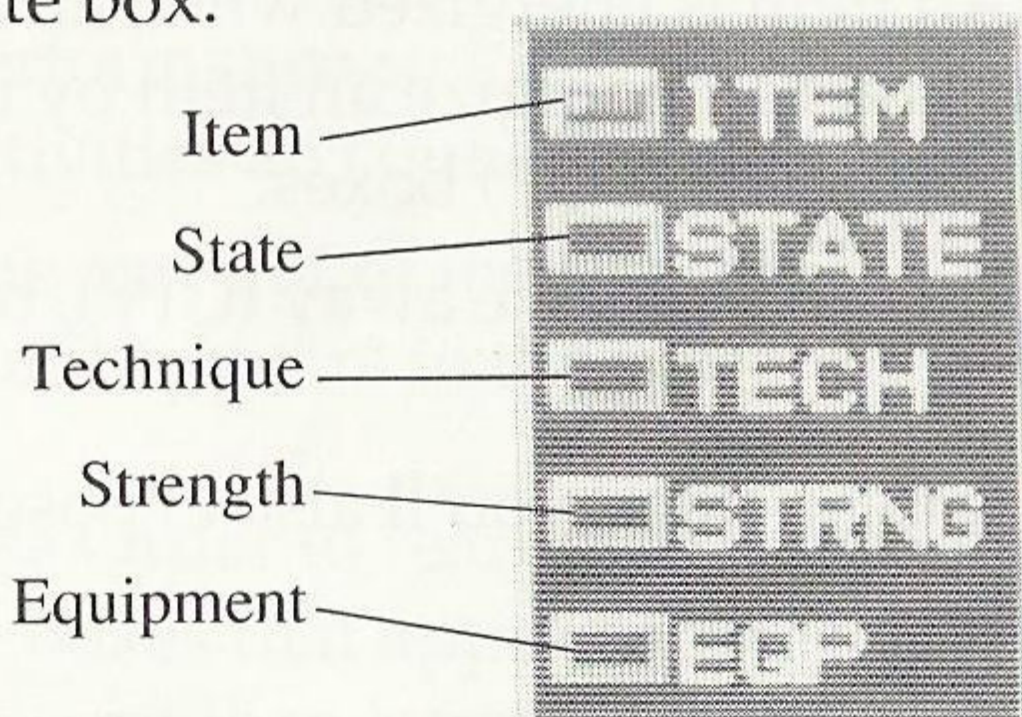
If you're not ready to fight, run! Sometimes you'll get away. At other times the Biomonsters will have you cornered and you'll have to fight!

Victory!

Every time you're victorious in battle, you gain enough experience points to face more powerful enemies. You also earn meseta. Press Button C to see the full results. Many times comrades will earn Hit Points, Technique Points, and even increase their Levels during battle. Finally, press Button C to return to your journey.

How Powerful Are You?

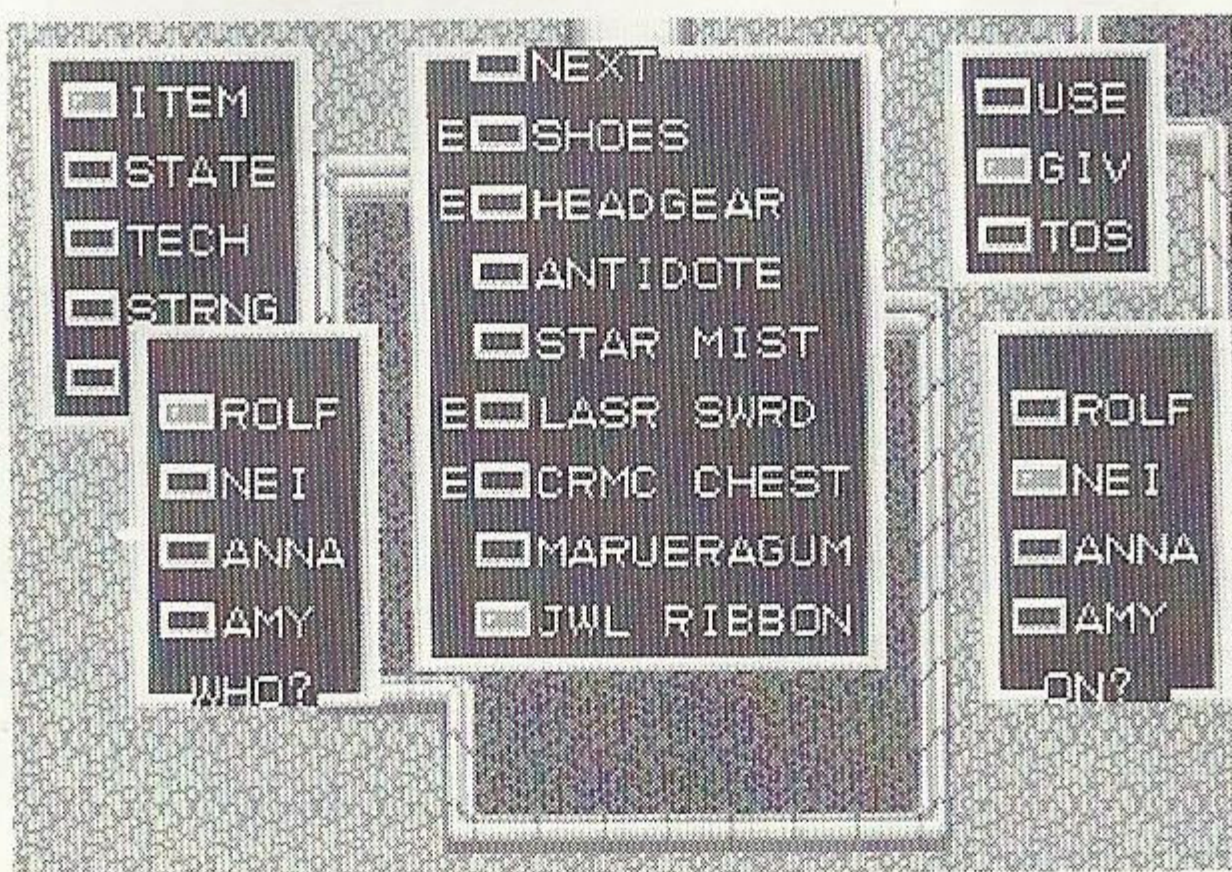
You'll always want to have an up-to-the-minute idea of how your comrades are feeling and how they're equipped. Whenever you're walking around a city or in the countryside, you can press Button C to see the Update box.



In the Update box and all its sub-sets of boxes, press up and down on the D Button to move the red marker. Press Button C to activate an item, open the next box, or close all boxes when all selections have been made. Press Button B to close the last box you opened and return to the previous box.

Item

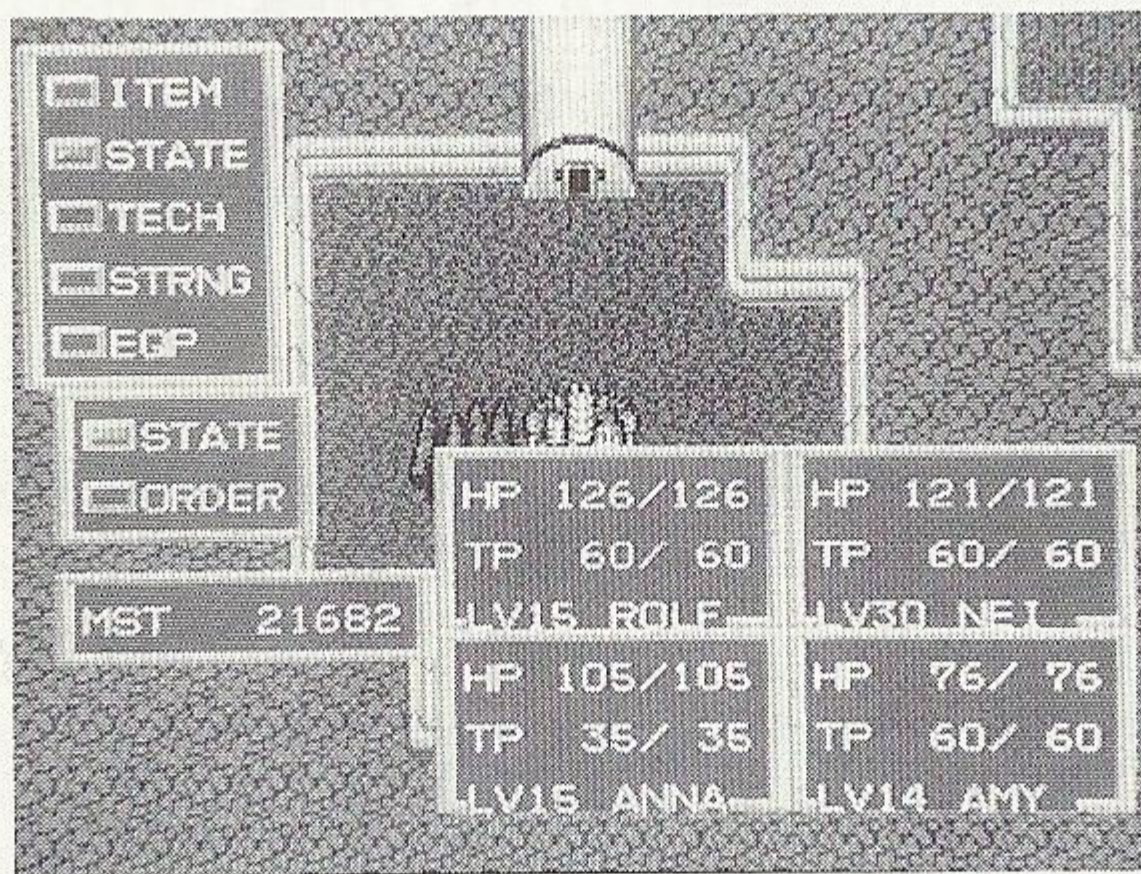
This set of boxes lets you use, exchange, and discard gear.



- In the first box that appears, choose the person whose list of equipment you want to see.
- In the list of equipment that appears, choose the item you want. Each person can carry up to 16 items. Up to eight items can be listed in one box. If the comrade has more items, select Next to see a box listing the rest of the items. An item is energized when an "E" appears next to it. You can energize an item by using a feature in the Equipment (EQP) boxes.
- Next, decide whether to use, give away (GIV), or discard (TOS) the item.
- When you give away an item, you'll also choose who receives it.

State

Choose State to give your comrades a physical checkup, and to rearrange their order in the group.



Choose State in the box that appears to check the condition of all the comrades. A box opens for each comrade.

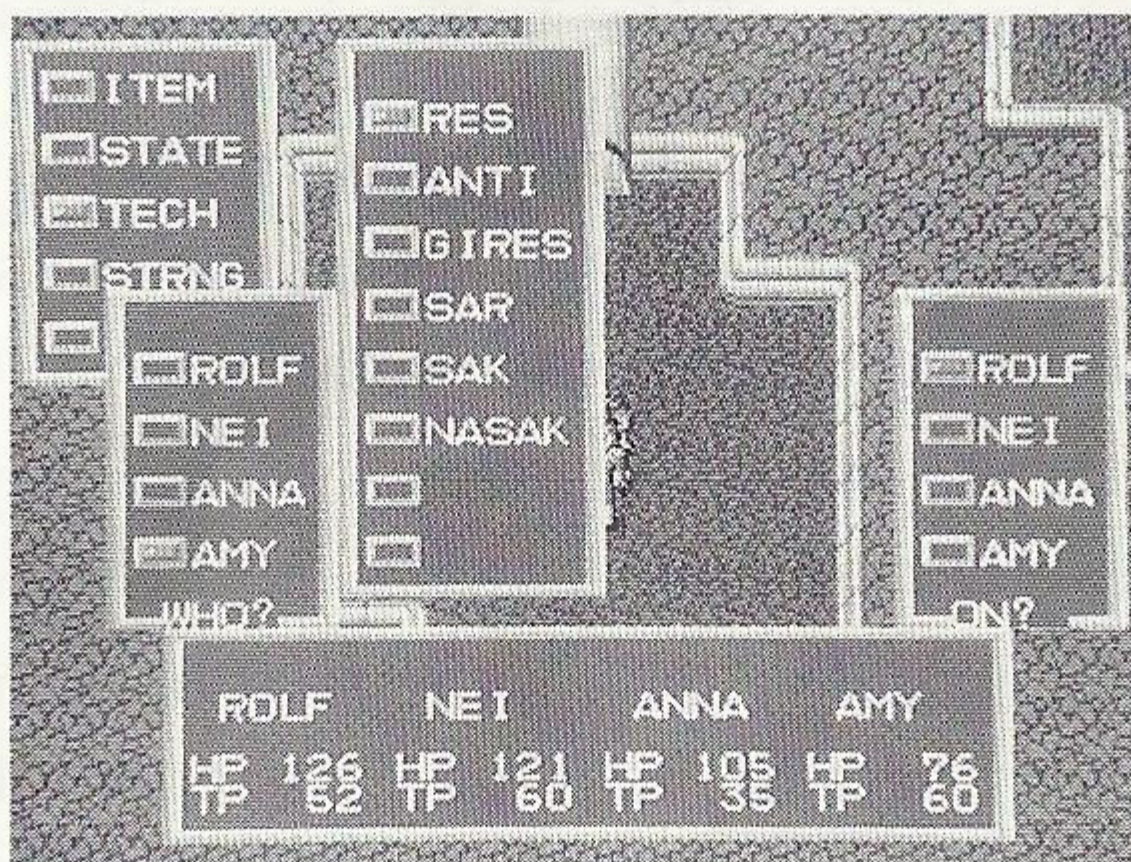
- Hit Points (HP) is life power. The number on the left is the current HP. The number on the right is the maximum HP available. If the current HP reaches 0, that person dies.

- Technique Points (TP) is technique power. The number on the left is the current TP. The number on the right is the maximum TP available. The current TP decreases whenever the person uses a technique. If the current TP reaches 0, that person won't be able to use any of the techniques.
- The Level (LV) number depends on the comrade's performance so far. Courage in battle and other activities all count towards raising the level.
- The amount of meseta (MST) the group has at this point appears in the box at the left of the screen.

Choose Order to rearrange the lineup of your comrades. In the boxes that appear next, you'll select who leads the group, and then how the others will be arranged. The leader faces the worst of the enemy attack. Weak comrades or those with low HP should be sent to the back of the line.

Technique

Use Technique (TECH) to see and use the medicines and magic your party is carrying.



- In the list of names that appears, choose the comrade whose techniques you want to see.

- In the list of techniques that appears, choose the one you want. Each person can carry up to 16 techniques. Up to eight of them can be listed in one box. If the comrade has more techniques, select Next to see a box listing the rest of them.
- Next, decide which friend to use the technique on.
- When the technique is used, it increases the HP of the person it is used on. It also decreases the TP of the person who uses it.

Strength

Strength lets you check on your comrades' strength by looking at their physical condition and equipment.



- Choose a comrade. Four boxes open up.
- The box at the top left shows that person's level, profession, and battle experience (EXP) points.
- The box at the lower left shows what equipment that person is wearing and carrying.
- The box at the top right shows that person's HP and TP. The numbers to the left are the current points that person has. The numbers to the right are the maximum points that person is able to earn.

- The box at the bottom right shows personal characteristics:

Strength: As strength increases, the maximum HP points also increase. The person will be able to withstand more injuries, and damage the enemy more effectively and severely.

Mental: As mental awareness increases, the maximum HP points also increase. This, along with restored current TP, give the person the ability to use more techniques.

Agility: A person becomes more coordinated in battle as this number increases.

Luck: Techniques become more effective as luck increases.

Dexterity: Handling weapons in battle increases a person's dexterity and the amount of injury that person can inflict on the enemy.

Attack: As this number increases, a person's attack skills increase.

Defense: As this number increases, a person's defense skills increase.

- Finally, press Button C to see the techniques the comrade has mastered. The box on the left lists techniques for healing injuries. The box on the right shows attack and defense techniques.

Equipment

Choose this to equip your party for battle.



- Choose the person you want to equip. Four boxes open up.
- The box at the top left shows that person's level, profession, and battle experience (EXP) points.
- The box at the lower left shows what equipment that person is wearing and carrying.
- The box at the top right shows the equipment available to that person. An "E" appears next to an item if a person is wearing or carrying it. Select items without an "E" to pick them up. (Select items with an "E" to put them down.) Each person can have up to 16 items available. Up to eight of them can be listed in one box. If the comrade has more items, select Next to see the box listing the other items.
- If the item can be held, you'll now select either the right or left hand to hold the item. Generally, the comrade should hold a weapon in one hand and a shield or other protective gear in the other hand. Some weapons must be held with two hands.
- The box at the lower right shows the comrade's agility, attack skills, and defense skills.

Provisions

This section is an inventory of items you'll need to succeed in your vital mission. You can buy many of the goods in city stores. Shop wisely, and take the clerks' advice before making decisions. Your comrades are not all strong enough or skilled enough to use every item.

Experiment with wearing and carrying different pieces of equipment. Test all the techniques and medicines to find out what situations they're best for. During your mission, you'll have plenty of chances to use all the equipment, goods, and potions. Be sure to carry as much gear as you can afford before leaving a city.

NOTE: Not all the items can be bought in stores. Some of them you'll have to find or earn. And not all items are described here. Mota has plenty of surprises waiting for you.

Techniques

Over thousands of years the Algo Star System has formed and created many magic techniques. And different life forms, such as humans and Biomonsters, have evolved their own special and protective magics.

Some techniques you'll learn. Others you'll earn as you succeed in battle. The most valuable are those techniques you receive as presents from other beings in the Algo Star System.

Use the techniques for attack, defense, healing, and bringing back to life. As you travel with your comrades, you'll discover the unique knacks each one has for using techniques.

Anti Magic

Cleanses poison from the body of anyone who's been poisoned by Biomonsters. Only two comrades can use this to help the others.

Deban Magic

Creates a dense air barrier that keeps the enemy from attacking.

Doran Magic

Impairs an enemy's aim so his attacks miss their mark.

Fanbi Magic

Use this to draw life power away from your enemy and into yourself.

Foi Magics

Available in three strengths: Foi, Gifoi, and Nafoi. All three compress the oxygen in the air until it ignites, enflaming the enemy it's directed at. Gifoi also burns through metal. Nafoi incinerates an enemy to ashes.

Gra Magics

Its three forms, Gra, Gигра, and Nagra, create sudden gravitational waves that compress whatever is in the area. Gигра's pressure crushes a body or object into a tiny leftover. Nagra's action is so fast the victim explodes. This magic is very effective in narrow corridors.

Hinas Magic

Use this to escape from mazes.

Machine Magics

These were created during the research and development of new machinery. Brose and Conte magic damage computers so they can't control machinery. Crash magic weakens machinery. Eijia corrodes machinery so that it falls apart. Forsa makes machinery malfunction, and Rimet paralyzes machinery.

Ner Magics

Ner speeds up one comrade. Saner speeds up all comrades.

Numbing Magic

Both Rimit and Shimb numb and confuse an enemy for a short time, giving you the chance to escape.

Res Magics

In all three forms it heals wounds. Res is regular strength, Gires works faster than Res, and Nares is the most effective of all.

Rever Magic

Brings dead comrades back to life. Ineffective in cities.

Ryuka Magic

Transports you to the city where your travel information is stored.

Sak Magics

Very special magics, with which you offer your own life to save a comrade's. When you give your life with Sak, the comrade who receives it recovers and gains the ultimate life power. With Nasak, you sacrifice your own life so that all your comrades recover and gain ultimate life power.

Shiza Magic

Annihilates an enemy's central nervous system so he can't use his special attack skills.

Shu Magics

Shu increases the defensive power of one of your comrades. Sashu increases the power of all comrades.

Tsu Magics

All three forms, Tsu, Gitsu, and Natsu, concentrate the light of the Algo Star System into a fatal laser beam. As the magics increase in strength, so does the devastating power of the laser. Tsu is regular strength; Natsu is the most powerful.

Zan Magics

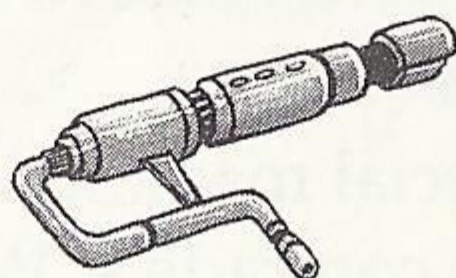
Used in three forms: Zan, Gizan, and Nazan. It works by creating a vacuum in the atmosphere which draws all air out of your enemy and crushes it. Gizan's crushing action is so powerful, the enemy's body splits into fragments. Nazan power completely destroys an enemy so nothing is left.

Ocarina Pipes

Carrying Ocarina Pipes increases your powers. These items disappear after one use.

Escapipe

Use this to escape from a maze.



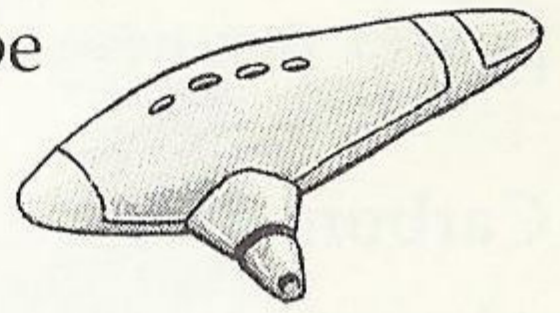
Hidepipe

Constantly vibrates at an ultra-high pitch heard only by very weak creatures. As a result, they don't hang around to get in your way.



Telepipe

When you're deep in the wilderness, injured, and almost out of Hit Points (HP), the power of this pipe will return you to a city. Mazes confuse the Telepipe and make it powerless.

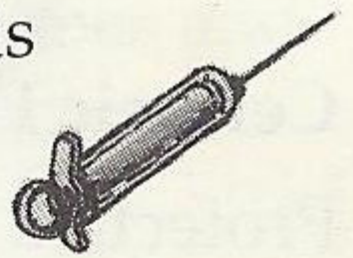


Medicine

Just what the doctor ordered — for healing, restoring, and raising from the dead.

Antidote

When you're poisoned by a Biomonster, you're scarred with a "skull" that appears on screen. Only this medicine or the Anti technique can cure you.



Monomate, Dimate, and Trimate

These three potions heal injuries. Monomate is regular strength, Dimate is twice as effective, and Trimate is the most potent of all.



Moon Dew

Brings lost comrades back to life. You won't find it in a store.



Combat Clothes

Even the best-dressed combatant needs a change of clothes every once in a while. What you wear makes a difference in how well you survive battles.

Some clothes are lightweight; others are so heavy they are used as armor. Clothes made of laconia, titanium, crystal, or ceramic are sturdy and nearly indestructible. Any clothes named after Nei are of the highest strength, quality, and power.

Wearing combat clothes increases your powers, and sometimes supplies you with the strength of certain magics. Taking off clothes will lower some of your power points.

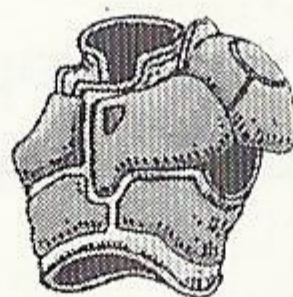
Carbonsuits

Almost everybody wears these inexpensive and lightweight outfits. Nei is the only one who doesn't like them.



Ceramic and Crystal Chests

Sleeveless body armor. The Crystal Chest is as powerful as Gra magic.

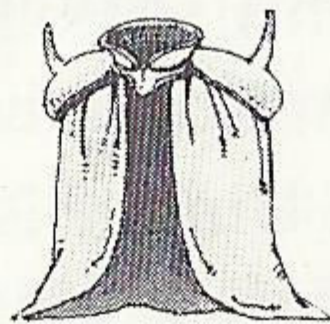


Ceramic Fibers and Armor

Protective gear made of ceramic.

Crystal and Nei Fields

Very strong, effective battle capes.



Fiber Coats and Caps

Protect you from poison and acid. Men and women wear them differently.

Titanium Fibers and Armor

Protective gear made of titanium so heavy that not everyone can wear it.

Footgear

Protect your feet, ankles, and legs with the proper footgear. In the cities you won't need as much protection as when you're hiking through the wilds or groping your way through tunnels. You'll gain or lose power, depending on what you wear on your feet.

Garda Boots

The most protective and effective boots you can wear.

Hirza and Shune Boots

Highly protective but very lightweight, these boots are built for speed.



Knife Boots and Long Boots

Increase your attack power. Knife boots have knives sticking out from the toes. Long boots protect your legs all the way up past your knees.



Leather Shoes and Boots

Most people wear these. Boots are higher than shoes and protect your ankles.

Sandals and Shoes

Lightweight, inexpensive footwear for walking around cities. Nei especially likes sandals.

Helmets and Head Protectors

You definitely need to protect the most important combat tool you have — your head.

Caps

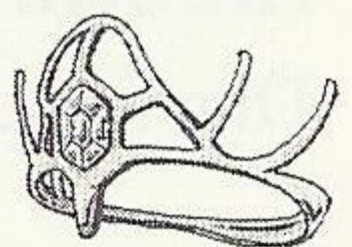
Did you know cats could talk? And the people of Dezo have private thoughts? Wear these caps and find out.

Crescegear and Storm Gear

Have the same powers as Gires and Gizan magic.

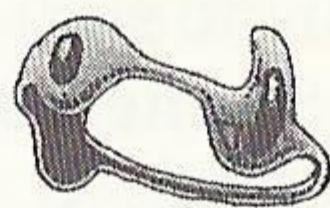
Crowns

Women's wear. Very strong, highly protective, and in some cases as powerful as magic.



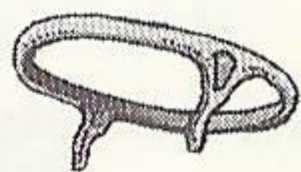
Fibergear and Titanigear

Two strong helmets, one made of fiberglass, the other of titanium.



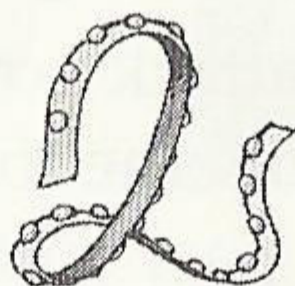
Headgear

A leather head covering that increases your protective power.



Plain, Silver, and Jewel Ribbons

Nei's specialty.



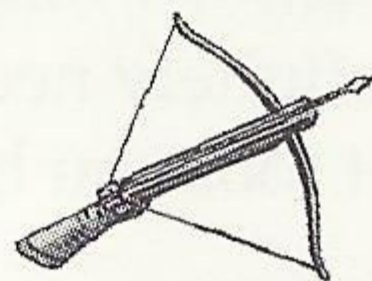
Scarves

Wrap yourself in these for the same effect as Zan and Ner magic.

Weapons

Some weapons can be held in one hand; for others, you'll need both hands. Almost every weapon has a special use — and a special person to use it. Listen to the clerk for wise advice on your weapons purchases. Match your weapons with coordinating combat clothes for effective fighting.

Bow Gun



This man-sized weapon speeds razor-tipped arrows to their mark. It takes two hands to handle a bow gun.

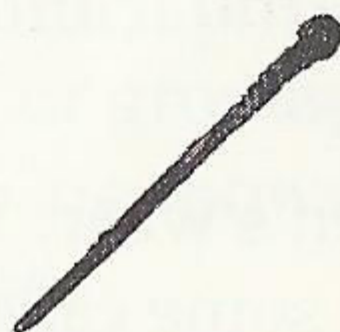
Dagger

Having two edges, it's more effective than a knife.



Fire Staff

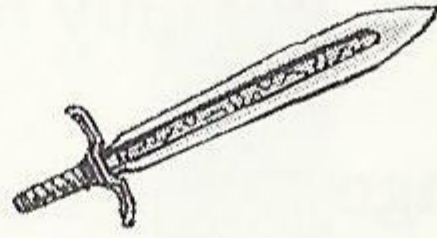
This weapon is as effective as Foi magic.



Knife and Ceramic Knife

Light-weight defensive weapons. The ceramic knife is sturdier.

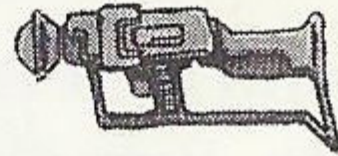
Laconia Dagger and Sword



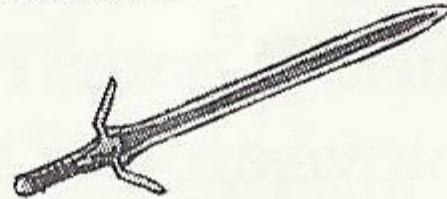
Ah, laconia — the sturdy metal found only in the Algo Star System. You can almost always depend on weapons made of it.

Laser Shot and Laser Cannon

Like all laser weapons, they fire lethal light beams that burn on contact.



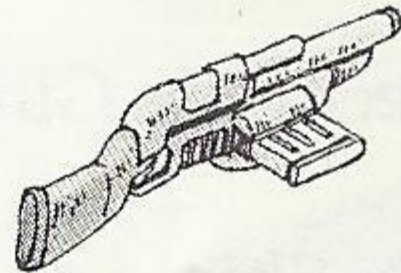
Nei Sword



A very dangerous weapon that only you can handle.

Pulse Cannon and Pulse Vulcan

Rapid-fire weapons that can do a lot of damage in an amazingly short time.



Scalpel

An excellent defensive tool from a doctor's point of view.

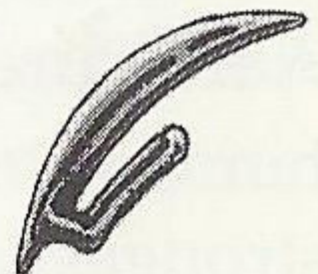


Shotgun

This powerful piece fires tranquilizing Silent Shots, toxic Poison Shots, and caustic Acid Shots.

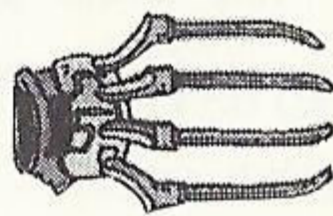
Slasher and Laser Slasher

Amazing weapons that can attack two or more Biomons at the same time, as long as they're the same species.



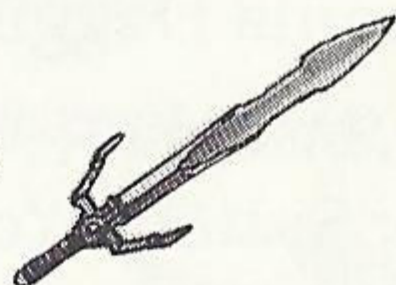
Steel, Ceramic, and Laser Bars

Frightening, deadly weapons to anyone on the wrong end. But only Nei can use them.



Sword of Ango

The mighty sword of legend, only you can use it effectively.



Shields, Emels, and Body Protectors

Shields and Emels are classic gear for overall body protection. Being stronger, the men carry shields, which are heavy and thick. Women carry lightweight emels, which they can move around rapidly to fend off attack from any angle.

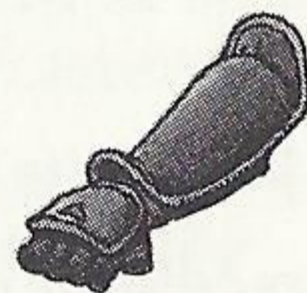
Aegis

As effective as Gires magic.



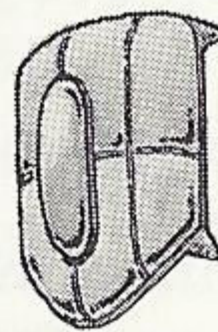
Carbon Shield or Emel

Absolutely necessary as combat protection.



Fiber Shield or Emel

Fiberglass construction for special purposes.

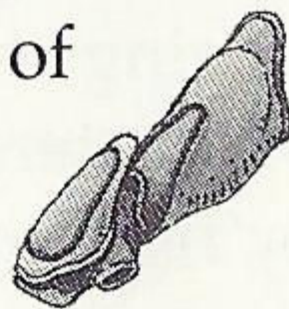


Mirror Shield or Emel

Made of mirror glass. Reflects light and laser beams.

Nei Emel

A treasured gift from the Espers, a super-race of humans, now extinct. The Nei Emel is the strongest of all protective gear.



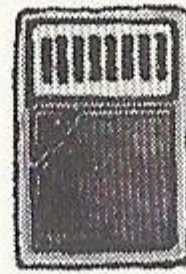
Sleeves

As effective as certain types of magic.

Other Handy Gear

Color Cards

Four cards, each a different color, unlock matching dams.



Key

Opens locked containers.



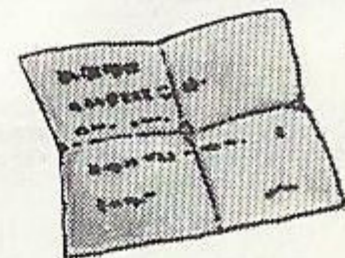
Key Tube

Opens the door in the Zema path.



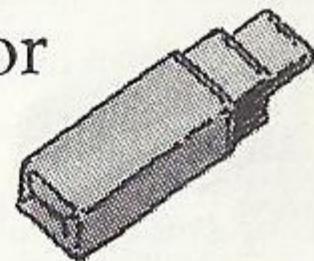
Letter

When you get this letter, show it to Teim (if you can find her). It helps you save Teim from her kidnappers.



Maruera Gum

Have some of this when you're nervous — or when you want to swim underwater.



Prism

Lets you see things invisible to most people. Someone from Dezo is hiding this.



Success!

Travel on to meet all the adventures waiting for you on Mota. You'll fly a scooter, battle mindless but vicious robots, confront Biohazards, and learn Muzik. You'll also get caught up in Climatrol's chaos. Don't give up — success is in sight!

★★★★★★★★★★ MEMO ★★★★★★★★★★

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

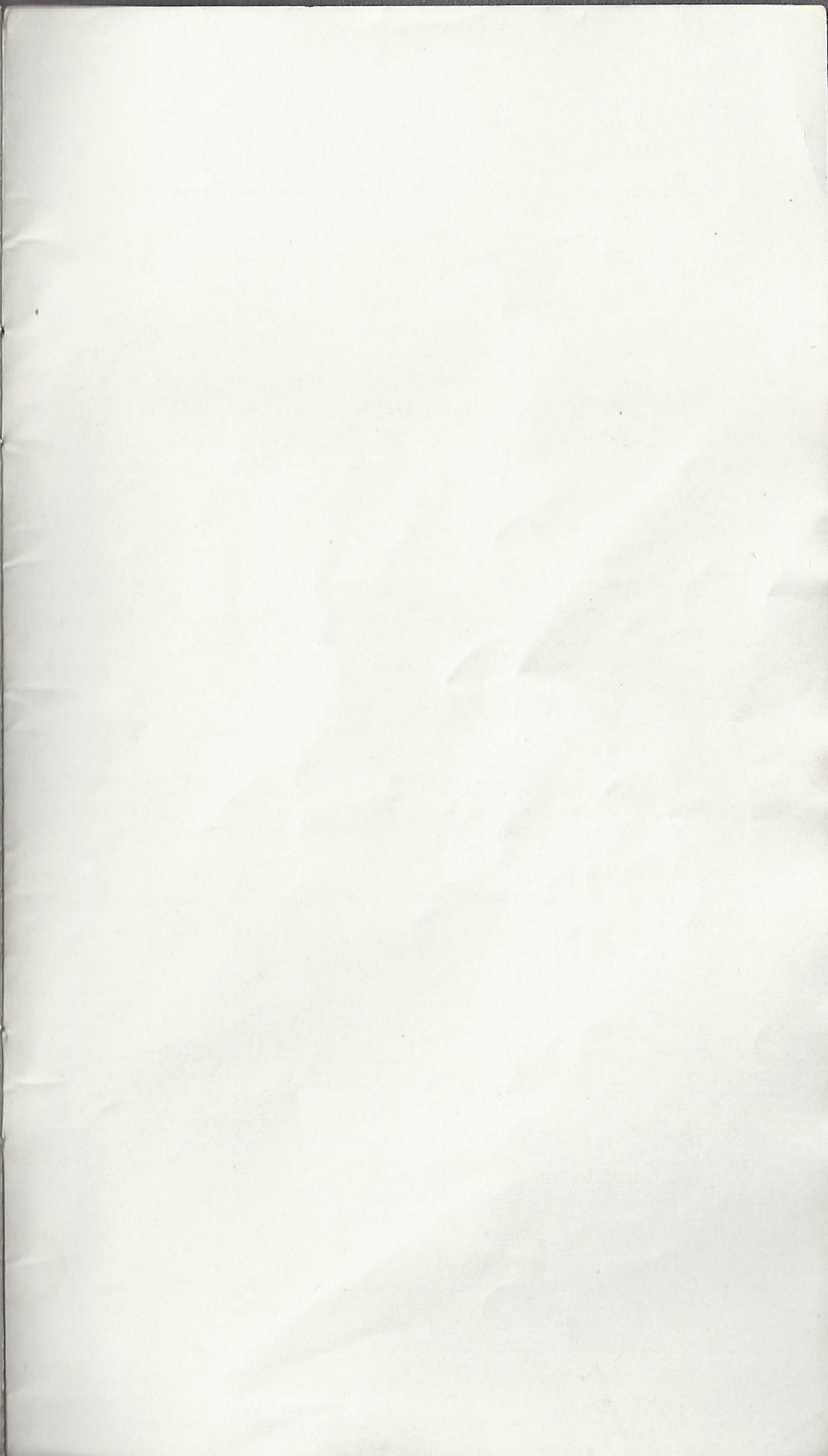
Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



©1989 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan