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Immortal™

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SEGA GENESIS ARTIST'S BIO: A Deranged Arrangement



Photo by Rosalind Delligatti

Kevin McGrath (second from left) is the programmer responsible for this version of *The Immortal* on the Sega Genesis, a feat that he feels exceeds his earlier triumph with the hit game, *Populous*. Kevin grew up in places like Nebraska, Minnesota, Oregon, and California, and now he lives here at Electronic Arts in San Mateo.

Gary Martin, Connie Braat, and Tom Collie (pictured left to right) are the graphic animators credited for the jump-out-of-your-seat action and the grisly deaths in *The Immortal*. All three reside in padded cubicles at the Electronic Arts State Mental Facility (aka the Fun Factory) and despite warnings from their group therapist, continue to animate. Please join us in wishing them a speedy recovery.

SANDCASTLE BIOGRAPHY



Will Harvey started writing computer games in high school. After writing the hit Music Construction Set, Will founded Sandcastle, which produced Zany Golf™ and now the Immortal™. Will is working on writing the first interactive film. "It's more like a ride at Disneyland," he explains cryptically. Will is a Ph.D. student in Artificial Intelligence at Stanford University.



Ian Gooding, a native of Jamaica, studied character animation at Cal Arts. Last year he collaborated with Will on the animation and graphics of the miniature golf game, Zany Golf. Ian's unparalleled attention to detail comes through in all his work, from the bouncing hamburger hole in Zany Golf to the man-eating worm in The Immortal. Now Ian is working on animated films at Disney.



Michael Marcantel was trained at Cal Arts in film graphics. After his school years, Michael applied his talents to jobs from sign painting to film-making. One year ago he joined Sandcastle to work on The Immortal. Michael is responsible for the rich and realistic rendering of the graphics.



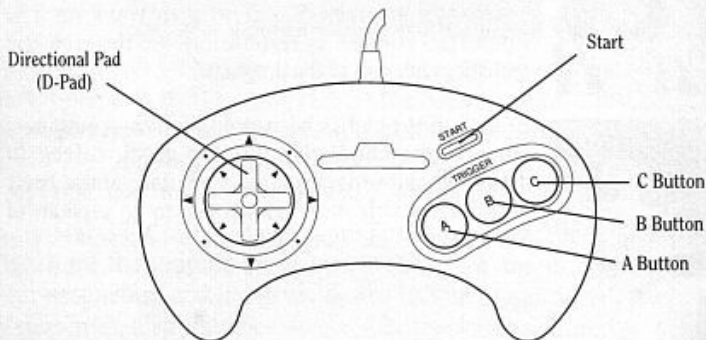
Brett G. Durrett has been programming computers since high school. He quickly got involved in designing and programming computer games. Brett joined Sandcastle nine months ago to do versions of The Immortal and Zany Golf.



CARE OF YOUR GAME

- Always turn the power off before inserting or removing the game cartridge
- Do not touch the terminal connectors or get them wet
- Protect your cart from extreme temperature conditions
- Do not take your game cartridge apart, hit it, or drop it
- Do not clean the game cartridge with alcohol, thinner, benzene, or other solvents

**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.**





GETTING STARTED

1. Flip the power switch on your Sega Genesis to OFF. Never insert or remove a game cartridge when the power is on.
2. Make sure a controller is plugged into the port labeled Control 1 on the console.
3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Slide the power switch to ON. The Electronic Arts logo appears followed by credits and title screen. If you don't see the screens, begin again at step 1.
5. To get to the Start Game screen, press any button.

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CONTENTS

How To Begin Your Quest

Select YES and press C to Begin.....	6
Using Your Controller.....	7
The Action Begins Immediately.....	9
Casting Fireballs.....	10
Looking Through Your Wizard's Pack	10
Using an Item From Your Wizard's Pack	11
Pausing the Game	12
Beware of Pit Traps	12
Climbing Up and Down Ladders	13
Sleep on the Straw	13
Using a Certificate	14
Restarting a Level.....	15

Combat

How to Attack.....	16
How to Duck.....	18


Journey Through Level 1	21
-------------------------------	----

Codex of the Serpent (Mordamir's Notes)	33
---	----



THE MORNING SUN HEATS THE JAGGED PEAKS AS YOU FOLLOW THE FORGOTTEN ROAD DOWN TO THE VALLEY FLOOR. THE BLEACHED RUINS OF GREAT COLUMNED TEMPLES AND TOWERING CITADELS RISE FROM THE GRASSY PLAIN LIKE THE BONES OF SOME COLOSSAL BEAST. SURELY THIS WAS THE CITY OF ANCIENT ERINOC, DESTROYED BY DRAGON'S FIRE OVER 1000 YEARS AGO. MORDAMIR SPOKE OFTEN OF THIS CITY...

MORDAMIR! YOUR TEACHER IN THE ARTS OF WIZARDRY! SURELY HE VISITED THE FABLED LABYRINTH OF ETERNITY BURIED BENEATH THE RUINS OF ANCIENT ERINOC! PERHAPS THIS IS WHERE YOU WILL ONCE AGAIN COME FACE TO FACE WITH YOUR LONG LOST MASTER...



How to Begin Your Quest

Select YES and press C to Start the First Level

Starting where you left off

There are many levels in the dungeon. Every time you complete a level, you'll get a string of numbers and letters called a *certificate*. You can enter a certificate to start where you left off. See page 15 under *Restarting a Level* for more information.

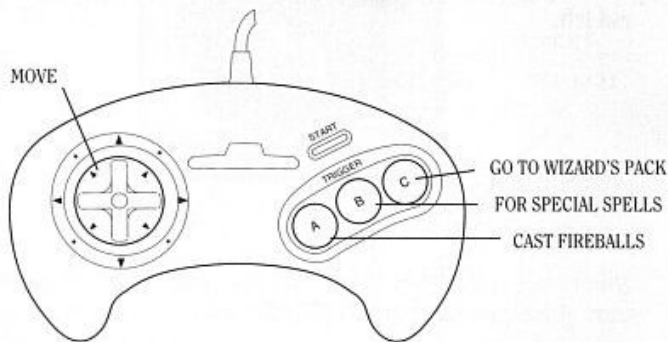


REMEMBER! Always write down your certificates!

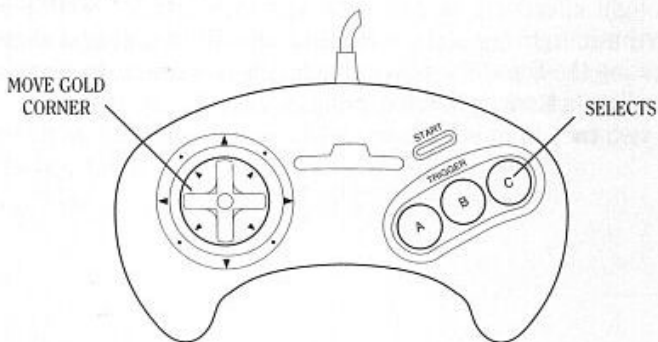


Using Your Controller

Basic Functions



In the Wizard's Pack

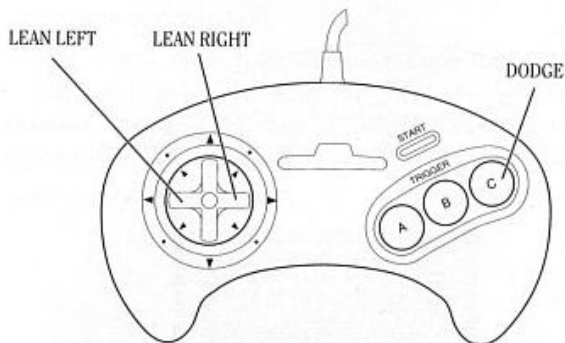




Combat

To Attack, move the D-Pad right and left, or press the A button to jab.

To Dodge, hold down the C button and move the D-Pad right and left.

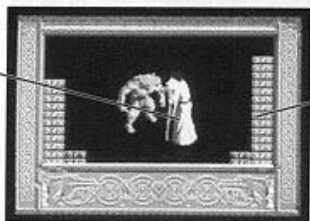


To fight effectively, dodge early, and then attack. Develop a rhythmic fighting style, swinging one direction, and then pressing the D-pad the other direction before the first swing is complete to store up the next swing quickly.



The Action Begins Immediately!

YOU



VITALITY

Vitality

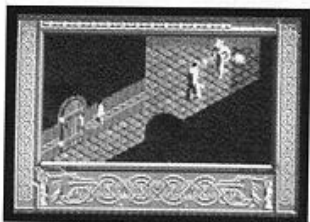
Vitality shows your current health and strength. You lose vitality whenever monsters hit you during combat. When vitality runs out, the wizard dies.

You have three chances to get through each level, except on the last level.

In each level of the dungeon except the last one, you have three chances to complete the level. If the wizard dies three times, you have to start over at the beginning of the level. On the last level, you have only one chance, and if you die you must start over at the beginning.

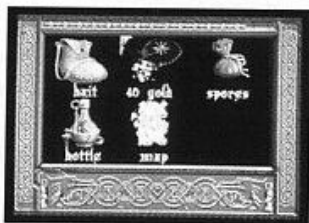


Casting Fireballs



The labyrinth is home to many bloodthirsty creatures. Protect yourself by casting fireballs. To cast one, select Fireballs in your pack and then press **A** when you return to the dungeon.

Looking Through Your Wizard's Pack



You always have a Wizard's Pack to carry important items. To look at the items in your Wizard's Pack, press **C**.



You can see up to five items at a time, but you can carry more. To see other items, D-Pad **DOWN** and **RIGHT** to select **OTHER** and press any button.

Pick Up Every Item You Come Across!

Some items can harm you, but usually only if you use them at the wrong time or in the wrong place. Always search rooms thoroughly and don't leave any items behind!

Using an Item From Your Wizard's Pack

To use an item, D-Pad the gold triangle to an item you want to use, then press **C**. Most items can only be used once, then they're gone — so be careful where you use them!

To exit your pack without selecting anything, position the cursor over your gold and press **C**. Don't worry — you can't drop your gold.

IMPORTANT! Don't Drop Items You'll Need Later!

Sometimes you need to set certain items down to use them. For example, you may *use* certain gems by setting them on the ground. But watch out! If you set an item down in the wrong place, make sure you pick it back up before you leave!



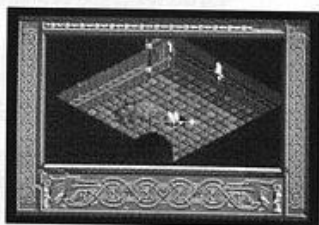
Pausing the Game

If you need to pause the game, press **C** to bring up your Wizard's Pack. When you're ready to go back to the action, press **C**. *You can't pause the game during combat!*

Beware of Pit Traps!



If you fall in..

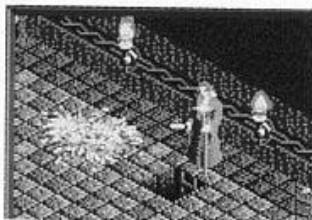


...swing out!

Don't panic when the floor unexpectedly vanishes beneath your feet. There's always a slim chance of getting out. To get out of a pit trap, hang for a second, then D-Pad **UP** three times to swing forward. Don't fall to your doom!



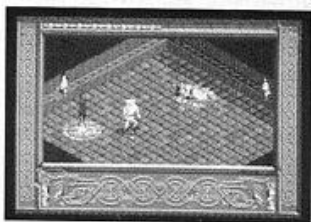
Climbing Up and Down Ladders



Approach openings from this side.

To get up or down a ladder, just move the wizard up to it — he'll automatically climb or descend. Be careful going *down* ladders! Move the wizard only to the side of the opening with the ladder on it or he'll fall.

Sleep on the Straw





Piles of straw provide comfortable, **SAFE** places to rest. To sleep, move onto the straw and just stand there. After a moment, you'll lie down and go to sleep. **PAY CLOSE ATTENTION TO YOUR DREAMS!**

Using a Certificate

Whenever you complete a level, you get a certificate. **WRITE DOWN YOUR CERTIFICATES AND KEEP THEM IN A SAFE PLACE!** If you quit playing, you'll need the certificate later so you can start on the level in which you left off.



After you write down the password, just press **START** to continue to the next level.

Only Useful Items Go With You to the Next Level

Some items only work on a particular level. Before you descend to the next level, the magic of the labyrinth will remove any items you don't need from your Wizard's Pack.



Restarting a Level

SELECT NO IF YOU
CHANGE YOUR MIND
AND WANT TO CONTINUE
WHERE YOU LEFT OFF.



SELECT YES TO RESTART
THE CURRENT LEVEL OR
GO TO ANY OTHER
LEVEL YOU HAVE A
CERTIFICATE FOR.



Restarting the Level You're Currently On

To restart the level, just press **START** when you're asked for a certificate. There's no need to type anything.

Restarting Another Level

To restart a different level, enter your certificate. D-Pad **UP** or **DOWN** to select a letter or number. D-Pad **RIGHT** to enter a letter, **LEFT** to delete it.

Once you've correctly entered your certificate, press **START** to begin playing.



COMBAT

When a monster attacks, you must fight until one of you wins. Reduce the monster's Vitality to zero or you'll lose a life!

MONSTER'S
FATIGUE

MONSTER'S
VITALITY

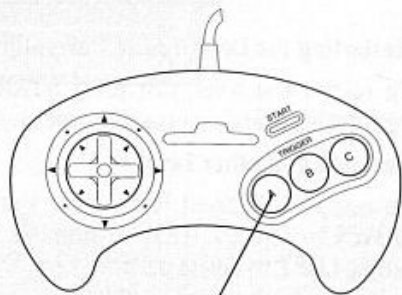


YOUR
VITALITY

YOUR
FATIGUE

How to Attack

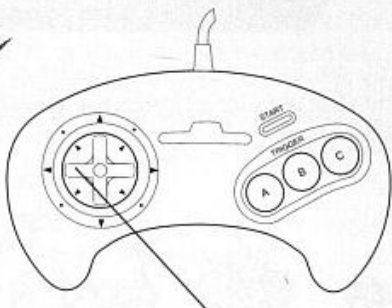
Jab



PRESS BUTTON A

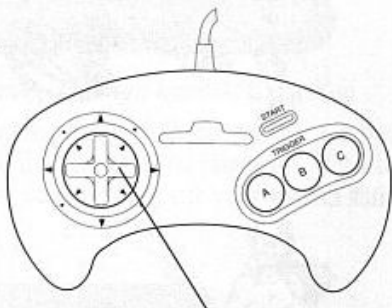


Forehand Slash



HOLD DOWN D-PAD LEFT

Backhand Slash



HOLD DOWN D-PAD RIGHT

Vary your attack!

Never use just one kind of attack. Use combinations — jab, backhand slash, jab, forehand slash — and defeat the creatures of the dungeon.



How to Duck

You can duck your opponents blows. The trick is to lean *away* from the monster's swing so you don't take damage.

Duck Right



HOLD DOWN
D-PAD RIGHT

PRESS C TO
DUCK RIGHT

Duck Left



HOLD DOWN
D-PAD LEFT

PRESS C TO
DUCK LEFT



Duck to Tire Out Your Opponent

The more your opponent swings at you, the faster he gets tired and the more his Fatigue goes up. But ducking doesn't tire *you* out. A good strategy is to duck your opponent's swings and let his fatigue rise. Wait until he's tired before you attack.

Fatigue Slows Down Your Attacks!

As your Fatigue goes up, you slow down. It takes you longer to swing when you're tired of giving your opponent more chances to hit you. Ducking (not attacking) makes your fatigue go down.

NOW YOU'RE READY TO START THE GAME!

Let the Next Section, *Journey Through Level 1*, Guide You

On the next page you'll find the *Journey Through Level 1*, a step-by-step guide through the first level of the labyrinth. Read the guide to get into the game quickly, then use your wits to finish the adventure.

OR

Complete the Adventure on Your Own!

You can explore Level 1 without reading further. However, here are some general hints that might improve your game:



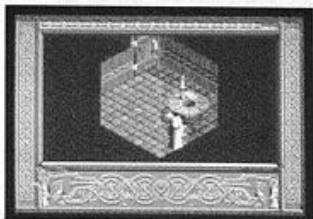
- Explore every room thoroughly.
- Pick up every object you can.

The Codex of the Serpent

In the back of this manual you'll find the *Codex of the Serpent*, a notebook left behind by your lost teacher, Mordamir. Look through the Codex when you need hints to help you solve a mystery.

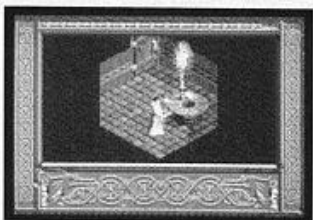


Journey Through Level 1



You've just entered the labyrinth. You're standing in the antechamber of the first level. You see a skull and a candle. Go explore...

Approach the Skull and Candle



An image of Mordamir appears and speaks to you. Who is Dunric? Maybe Mordamir mentions him in the *Codex of the Serpent* (the next section in this manual).



Read Every Message You Come Across Messages like this give you important clues that help you solve the mysteries of The Immortal. It's important that you read every message that appears. Press **C** to speed up the text.

Go Through the Door

To go through the door, just move up to it. You automatically open the door and pass through.

Not All Doors Are Unlocked

This door is unlocked, but other doors in the game will be locked. If a door is locked, a message appears telling you whether you have the key or not. Sometimes you'll have to find a certain key before you can open a door. If you do have the key, the door will open automatically without your having to specifically use the key.



A FIGHT IN PROGRESS!



A SLAIN FIGHTER

A CHEST

Search the Slain Fighter

A slain fighter is lying in the lower right part of the room. Go over and see what useful items he may have dropped.



Search the fighter's body for possessions.

D-Pad **RIGHT** to highlight YES, then press **C**.

Always Search for Items

You can search for items just by moving the wizard to the area you want to search. If there is anything of interest in the area, a message appears telling you what it is.



Take Dunric's ring and a fireball spell from the fighter's hand. D-Pad **RIGHT** to highlight YES, then press **C**.

Help Out a Fellow Human

There's a scuffle going on in the left part of the room. A goblin is attacking a human! Go help him.



The goblin attacks!

Remember How to Fight?

To **duck**, D-Pad **RIGHT** or **LEFT** and press **C**.

To **jab**, press **A**.

To **slash**, D-Pad **RIGHT** or **LEFT**.



Talk to the Warrior

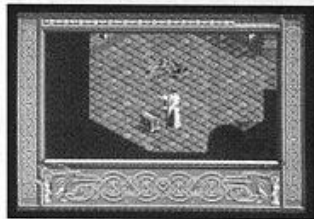


To talk to the warrior, just move up to him. He'll give you a key that opens the chest nearby.

Making the Text Scroll Faster

If you want to make the text scroll faster, hold down **C**, but don't do this the first time you read a message!

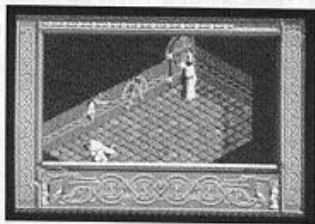
Open the Chest



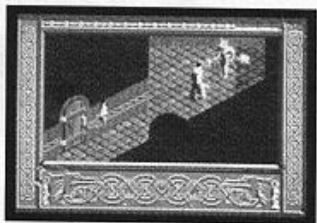


Go to the chest in the middle of the room. The warrior gave you a key so you'll have no problem with the lock. Open the chest and take all the items in it.

Exit Through the Upper Door



Fight the Goblin



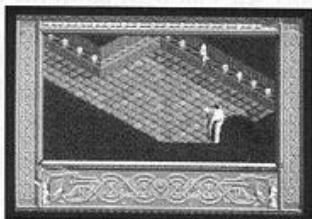
The goblin is guarding some treasure and won't attack unless you come too close. You need the items on his person, so approach and get him to attack.



Search the Goblin

You'll find a key and a note on the guard's body warning you about shades. Read the note and take the key. There's also a pile of gold just behind him.

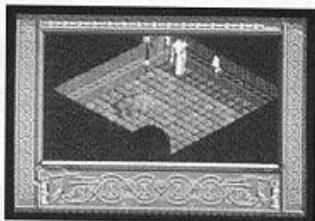
Dodge the Poison Arrows



There's a safe path through part of this room. The last stretch takes some artful dodging!



There Are Pit Traps in This Room!



Move along the upper left wall then down the left side to get to the other door.

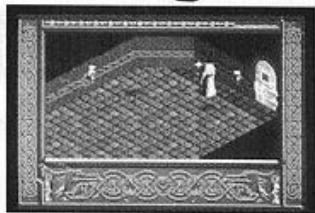
Remember How to Get Out of a Pit Trap?

Don't panic! Hang for a moment, then D-Pad **UP** three times to swing forward, and then up and out.

Pit Traps *and* Shades in the Next Room!

The pit traps are the least of your problems in this dark room. There are invisible shades that prey on wizards. What you need now is some light so you can see the shades.

Use a Fireball to light the torch.



Turn right and shoot a fireball at the angled corner wall to light the torches.

Now you can see the shadows of the shades. Stay clear! They're deadly!

Pick Up the Charm and Amulet

Walk along the upper wall and pick up the charm. Follow the wall to the left side of the room and pick up the Amulet. Pick it up then make your escape through the lower door. Remember there are pit traps!

Hold the Amulet Up to the Light

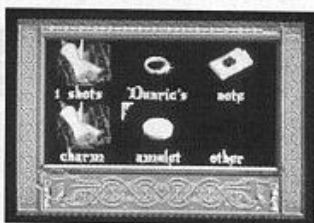
Sleep on the straw, then walk to the small beam of sunlight peeking through the dungeon wall. Once every 1000 years, the beam of light falls on the jewel set in the stone floor, triggering a trap door that leads to the lower levels. Right now, you'd have to wait 777 years for the light to activate the trap door.



Fortunately you have something to reflect the light onto the jewel triggering the door open!



Move the wizard to the beam of light.



Press **C** to bring up your inventory and select the amulet



Select **YES**.



Don't Read the Runes!

Reading the Runes is NOT a good idea. You'll find out why if you ever do...

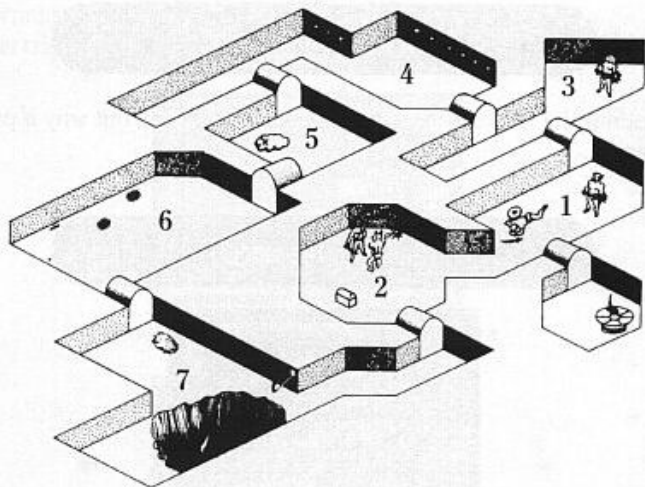
Go Down the ladder



Now climb down the ladder into Level two!

Good Luck!

You're on your own now. MORDAMIR AWAITS YOU!



- ROOM 1: Get items from slain fighter's body
- ROOM 2: Help out the warrior. Defeat the goblins then talk to him. Get items and treasure from the chest.
- ROOM 3: Slay the goblin and search for valuables
- ROOM 4: Avoid poison arrow traps!
- ROOM 5: Don't fall into a pit trap
- ROOM 6: Light the torch with a fireball. Pick up the charm and the amulet, but keep away from pit traps and shades!
- ROOM 7: Hold the amulet up to the light, but don't read the Runes!



The Codex of the Serpent

Level 1



I, MORDAMIR, WIZARD OF THE CRIMSON KEEP, WROTE THESE NOTES TO EXPLAIN THE MYSTERIES OF THIS DARK LABYRINTH. TODAY I GO FORTH TO EXPLORE THE DRAGON'S LAIR. I HOPE MY WITS ARE KEEN ENOUGH TO ESCAPE HER CUNNING AGAIN! THUS I LEAVE THESE WORDS FOR ANY WHO COME AFTER ME. MAY THEY KEEP YOU FROM AN UNTIMELY END IN THIS FORSAKEN PLACE!



DUNRIC — MY FAITHFUL STUDENT IN THE ART OF WIZARDRY —
WILL BE THE FIRST TO COME LOOKING FOR ME. HE'S OFTEN
ACCOMPANIED BY EREK, A FIGHTER.

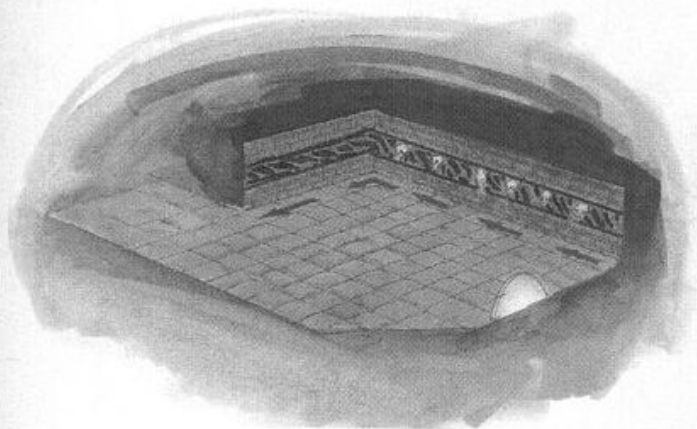


ULINDOR, MY SERVANT AND BODYGUARD.

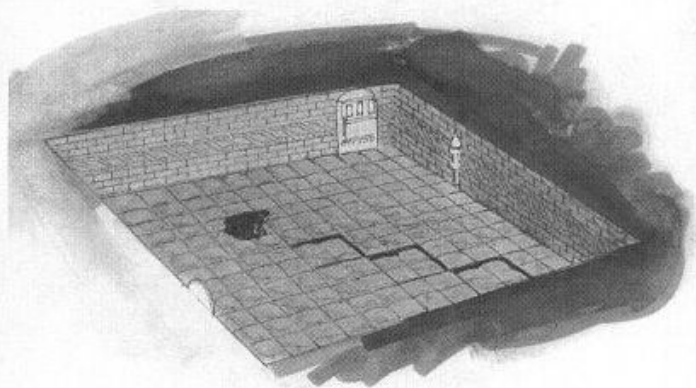


UPPER LEVELS — A TRIBE OF PRIMITIVE CREATURES KNOWN AS GOBLINS. HOSTILE TO STRANGERS, BUT SEEM TO POSSESS REASON, INTELLIGENCE, SOME INGENUITY WITH TOOLS.

THIS TRIBE IS THE DRUUL. THEIR KING IS GRESH THE WISE. THE GOBLINS ARE CURRENTLY AT WAR WITH A MORE HOSTILE AND POWERFUL TRIBE OF CREATURES KNOWN AS TROLLS. BOTH SIDES DESPERATELY SEEK CONTROL OVER THE UPPER LEVELS OF THE DUNGEON. PERHAPS A SHOW OF FORCE WOULD CONVINCE ONE OF THEM THAT WIZARDS MAKE BETTER FRIENDS THAN FOES...

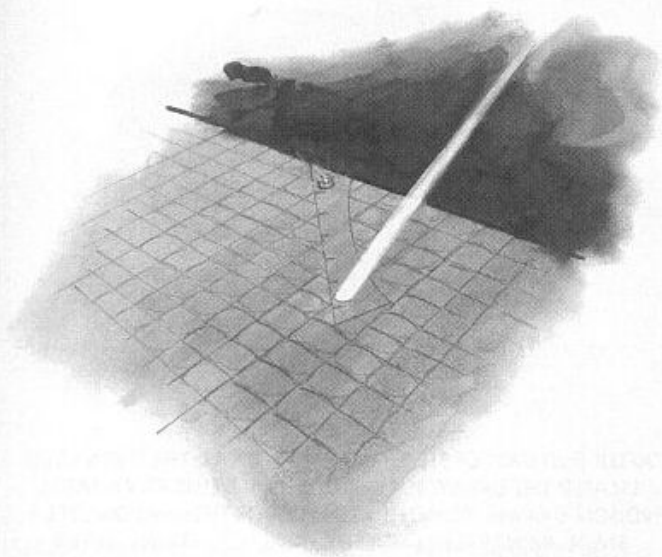


A SAFE PATH PAST THE ARROWS. I GOT THIS FAR BEFORE I SET OFF
THE TRAP.



DANGER! PIT TRAPS!

IN THE DARK ROOM THAT FOLLOWS ARE DEADLY CREATURES INVISIBLE TO THE EYE. ONLY THEIR SHADOWS CAN BE SEEN IN THE LIGHT. KEEP A TORCH LIT AND WATCH THEIR MOVEMENTS CAREFULLY. THEY MOVE QUICKLY!
WALK GINGERLY. THERE ARE PIT TRAPS IN THIS ROOM AS WELL...

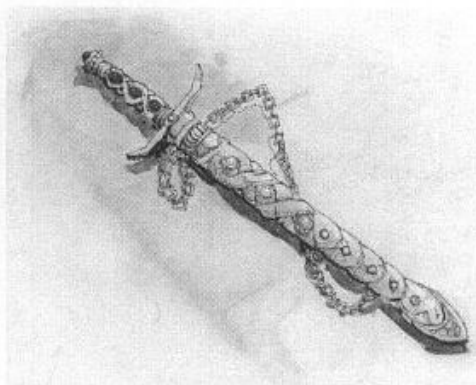


RIDDLE OF THE SUN

DEEP IN IMMORTAL DRAGON'S LAIR
ONCE IN ONE MILLENNIUM
THE PORTAL OPENS TO THE STAIR
WHEN A SINGLE GEM GREET'S THE SUN
MECHANISM TRIPPED EVERY THOUSAND YEARS BY LIGHT.
SOMETHING SHINY...

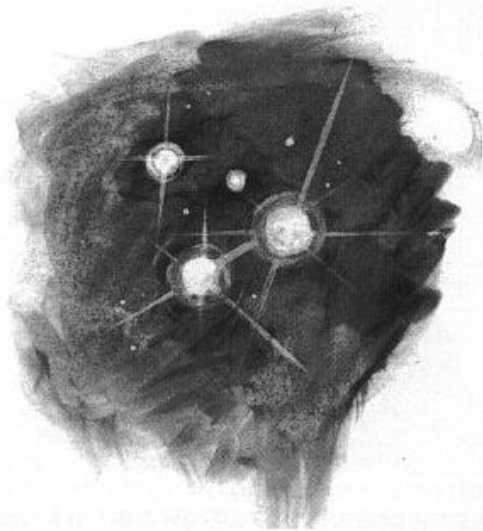


LEVEL 2



"AFTER TWO DAYS OF BITTER COMBAT, ARINAR, THE ELVEN LORD, ESCAPED THE ENEMY. BUT THROUGH HIS VEINS RAN A FATAL POISON, DRAWN FROM THE KEEN EDGE OF THE SHADOWLORD'S BLADE. ARINAR FLED OVER THE HIGH MOUNTAINS TO THE RUINED CITY OF ERINOC, WHERE HE ENTERED THE LABYRINTH IN SEARCH OF THE FABLED WATER, SAID BY MANY TO HEAL EVEN THE DEEPEST WOUNDS.

DEEP IN THE CHILLY CAVERNS OF THE FORGOTTEN LABYRINTH, THE ELVEN LORD SEARCHED DESPERATELY FOR THE FOUNTAIN, SLAYING THE EVIL MINIONS THAT DWELL IN THAT DARK PLACE WITH SOLUNDUL, A SWORD OF STRENGTH. BUT ON THE SECOND DAY, FOUL SLIME CREATURES CAUGHT ARINAR OFF GUARD AND STRIPPED THE FLESH FROM HIS BODY, TO THIS DAY HIS BONES AND SWORD LAY THERE STILL..."



LEGENDS HAVE TOLD OF WAYFARERS BEING ATTACKED BY WILL O' THE WISPS. I RECKONED SUCH STORIES WERE THE PRODUCTS OF CHILDISH IMAGINATIONS, BUT NOW I HAVE SEEN THESE SPARKING HARBINGERS OF DEATH WITH MY VERY EYES. I KNOW LITTLE OF THEIR NATURE... ARE THEY INTELLIGENT? PERHAPS THEY ARE DISEMBODIED SPIRITS OF SOME SORT, OR MAYBE CREATURES OF THE ELEMENTS. IN ANY CASE, THEY ARE EXTREMELY DANGEROUS — THEY DESPISE THE LIVING AND EAGERLY DEVOUR MORTAL FLESH.

MAYBE I CAN DEVISE A SPELL TO BRING THEM UNDER MY CONTROL...



SPORES. THE GOBLINS SOMETIMES USE THEM AS A KIND OF WEAPON. WHEN PLANTED IN SOFT DIRT, THESE SPORES PRODUCE MUSHROOMS THAT GROW TO WAIST HEIGHT IN A MATTER OF SECONDS. THE FULL-GROWN MUSHROOMS IMMEDIATELY FIRE MORE SPORES IN A 30-FOOT RADIUS. THE SPORES ARE DEADLY TO HUMANS, GOBLINS, AND TROLLS. THE GOBLINS TYPICALLY CARRY THEM IN SACKS TO PROTECT THEMSELVES. THEY CAN BE RECOGNIZED BY THEIR STRONG SICKENING SMELL.

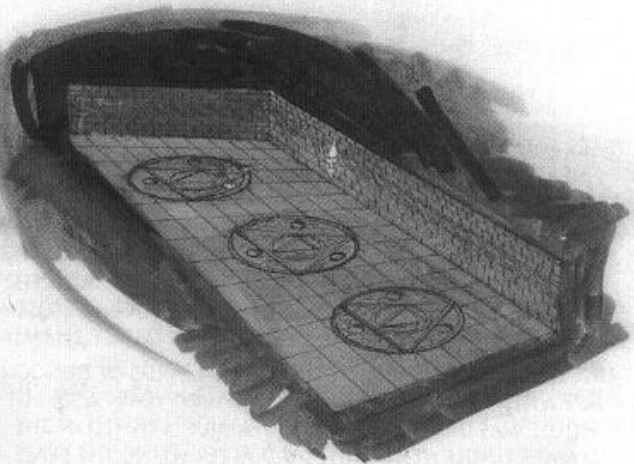


YEARS AGO, WHEN SORCERER'S TOWERS STRETCHED TOWARD THE HEAVENS AND THE HALLS OF WIZARDRY PROTECTED THE KNOWLEDGE OF THE SPHERES, THE CITY OF ERINOC HAD NEED OF LOCKSMITHS. THE MOST CUNNING LOCKSMITH, I RECALL, WAS A DWARF BY THE NAME OF LINDLI. HIS LOCKS NEVER INVOLVED ANYTHING AS BORING AS A SIMPLE LOCK AND KEY. LINDLI'S MECHANISMS REQUIRED THE UNUSUAL — FINELY CRAFTED GEMS, BEAMS OF LIGHT, PACES AROUND AN OBJECT...

LINDLI PROSPERED WHILE SERVING THE WIZARD'S OF ERINOC. BUT WHEN THE DRAGON CAME (OVER 1000 YEARS AGO), HIS HOUSE WAS DESTROYED AND HIS FAMILY PERISHED IN THE FLAMES. LINDLI WENT QUITE MAD AFTER SEEING THE BEAST DEVASTATE HIS DREAMS, AND HE CURSED THE WIZARDS WHO UNLEASHED THE DRAGON'S WRATH. HE VOWED TO SEAL OFF THE LABYRINTH FOREVER SO THAT MEN WOULD NO LONGER SEEK THE WATER...



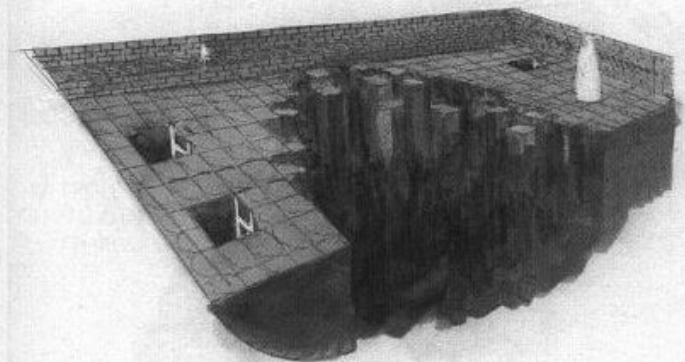
THE DUST OF
COMPLAISANCE CAN
BE THROWN TO MAKE
AN IRRITABLE OLD
FOOL YOUR FRIEND.



THE GEMS MUST BE DROPPED IN THE HOLES. GRESH THE WISE,
KING OF THE GOBLINS, KNOWS THE COMBINATION. ONE MUST
DEFEAT HIM BEFORE HE'LL SPEAK.



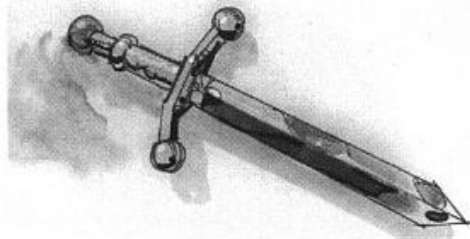
LEVEL 3



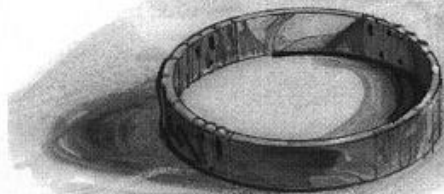
ONLY THE FIERCE MIGHT OF AN ANGRY DRAGON COULD SPLIT THE EARTH AND FORM THIS DEEP CHASM. THE CRACK CANNOT BE CROSSING BY ROPE — THE BRISK WINDS RISING FROM THE DRAGON'S LAIR MAKE IT TOO DANGEROUS! THE ONLY WAY ACROSS IS A MAGIC GATE — A TELEPORT MECHANISM — HIDDEN IN ONE OF THE ROOMS BELOW. THE SHAFT OF LIGHT ON THE OTHER SIDE IS WHERE THE MAGIC GATE LEADS.



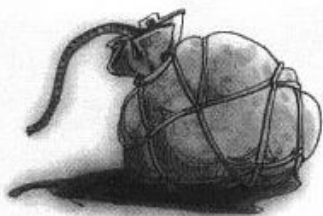
TROLLS. THE SHINDRAK, AS THEY CALL THEMSELVES, RULE MUCH OF THE LOWER LEVELS. FOR THE MOST PART, THEY ARE STUPID AND QUICK-TEMPERED — SOMETHING TO TAKE ADVANTAGE OF.



A TROLL WILL THROW HIS RITUAL KNIFE ONLY WHEN HE WANTS TO CHALLENGE ANOTHER TROLL TO COMBAT. IT'S GOOD TO THROW THE RITUAL KNIFE IN A ROOM WITH TWO TROLLS.



PROTEUS, A GOD OF THE SEA, WAS A MASTER SHAPE-CHANGER WHO COULD TRAVEL DISGUISED AS FIRE AND WILD BOARS. THIS RING WAS FORGED BY PROTEUS WHEN THE EARTH WAS YOUNG. IT ALLOWS THE WEARER TO TAKE ON THE FORM OF A GOBLIN. BEWARE! THE WEARER MUST KEEP HIS DISTANCE FROM OTHERS OR THE ILLUSION WILL BE DISPELLED — AND SOME ARE TOO WISE TO BELIEVE ITS CHARMS!



TROLL BOMB. ONE WHIFF OF THESE DEVICES AND TROLLS ARE PARALYZED.



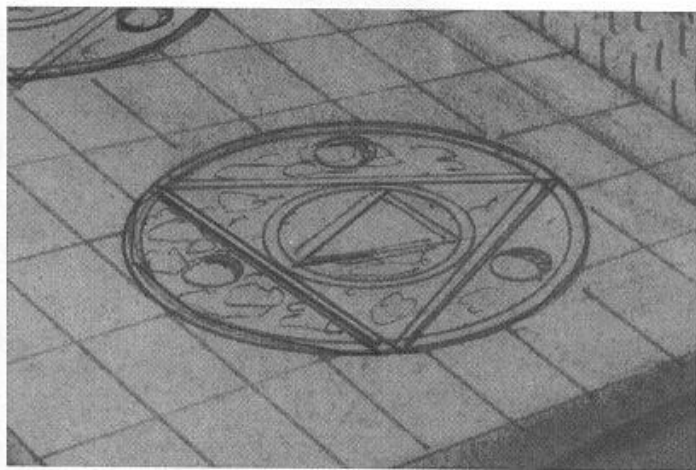
RED GEMS LOOK BEST IN PURPLE LIGHT.



LEVEL 4



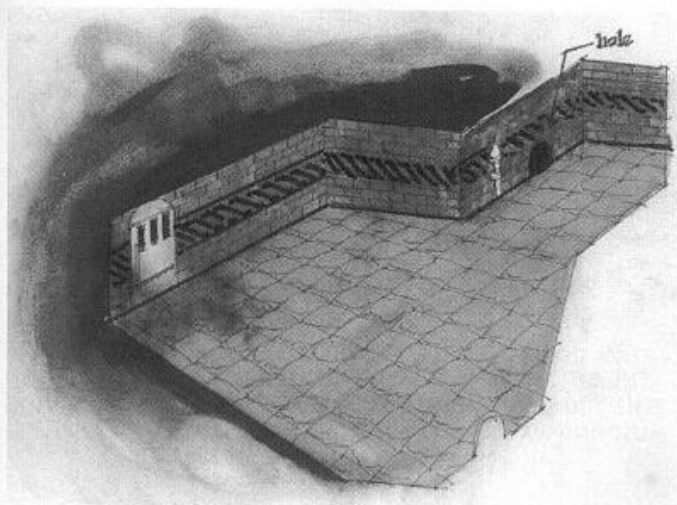
WHEN DUNRIC INTERFERED WITH THE TROLL'S BATTLE AGAINST THE GOBLINS, THEY KIDNAPPED HIS DAUGHTER, ANA, AND DRAGGED HER INTO THE LABYRINTH. AS SHE POSSESSES SOME OF HER FATHER'S SKILL IN SORCERY, SHE HAD NO TROUBLE ESCAPING THE TROLLS. BUT ON HER WAY OUT, SHE LOST A SPECIAL RING GIVEN TO HER BY HER FATHER.



SOME RINGS ARE NEVER WORN ON THE BODY.



LEVEL 5



MANY MICE BUT FEWER MEN CAN PASS THROUGH A CRACK IN THE WALL. A MERCHANT MIGHT SELL YOU THE MEANS...



THE POTION TRANSFORMS AND POISONS YOU AT THE SAME TIME. YOU BENEFIT FROM ITS POWER TO SHRINK YOU, BUT YOU MUST FIND WATER AND DRINK IT SOON AFTERWARD OR YOU'LL NEVER LIVE PAST THE HOUR.



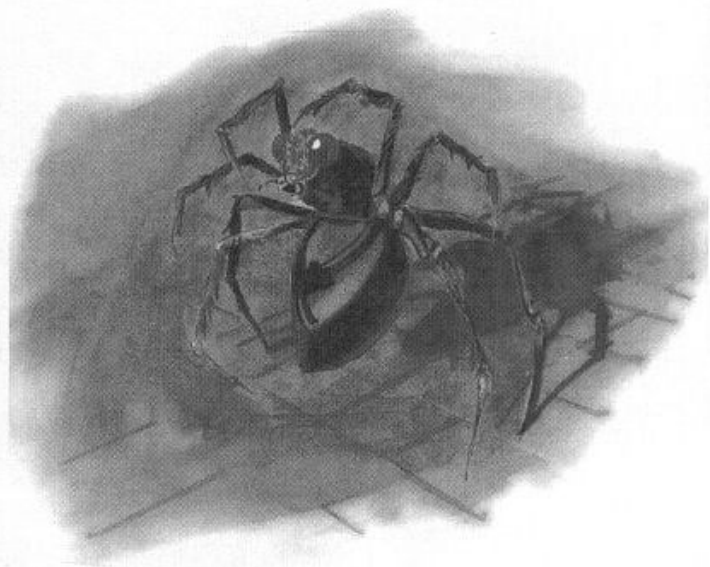
WORM SENSOR. THE HIGHER ITS PITCH, THE GREATER THE DANGER.



THE WEIGHT OF ONE OPENS THE WAY. SET DOWN FOOD AND A
FLYING LIZARD COULD HOLD THE DOOR.



LEVEL 6

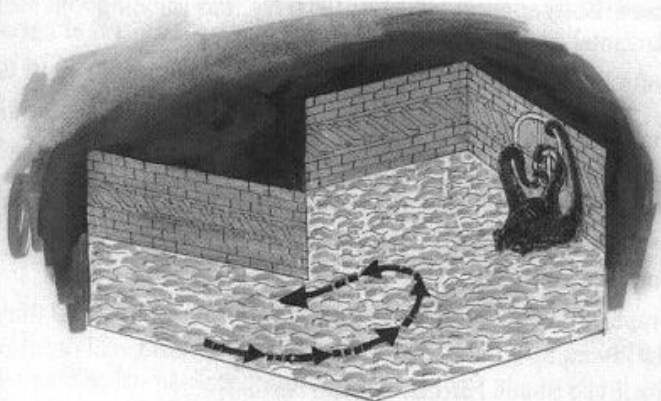


WHEN SHE REARS UP, SHE'S READY TO WEB. MOVE BACK!
SHE'S MOST VULNERABLE WHEN ALL FOUR LEGS ARE ON THE
GROUND.

NOW IS NOT THE TIME TO IMBIBE SPIRITS.



LEVEL 7



THE GOBLIN'S CRAVE THE WATER AS MUCH AS MEN, BUT A TREACHEROUS WATER CREATURE GUARDS THE WAY! IF THE MONSTER WERE DISTRACTED LONG ENOUGH, THE GOBLINS COULD OPEN THE SLUICE AND WASH IT AWAY INTO THE DEEP UNDERGROUND SEA. ONLY A WIZARD ADEPT AT SAILING, STANDS A CHANCE OF DISTRACTING THE MONSTER AND MAKING HIS ESCAPE.

THIS IS THE FINAL STEP BEFORE ENTERING THE DRAGON'S LAIR. DO WHATEVER YOU MUST TO HELP THE GOBLIN'S OPEN THE WAY. YOUR JOURNEY IS ALMOST COMPLETE — IF FORTUNE FINDS US, WE WILL STAND TOGETHER AGAINST THE DRAGON.



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