

SHINING FORCE™

**Role-Playing Action,
Up Close and Deadly!**

The Continent of Rune has slumbered in peace for 50 generations. A horde of invaders swarm across the border, while a dragon that has slept for centuries stirs in its tomb. Only the King's youngest swordsman and his war party can defy the Dark Dragon's evil power and crush the mighty army!

- Control up to 10 different characters at once. Increase their skills and attributes through strategy, combat and exploration!
- Search through 8 brilliant scenarios. Sub-quests and imaginative sequences make every game a new adventure.
- 12 megs + battery backup = Sega's largest role-playing game!



For use with NTSC Genesis systems.

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Cartridge made in Japan. Printed and assembled in USA.

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Singapore No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999;
Japan Nos. 1,632,396/82-205605 (Pending)

EmuMovies

672-1361

SEGA GENESIS™



LANDSTALKER™



SEGA™

EPILEPSY WARNING

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 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.**

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For Game Play Assistance, call
1-415-591-PLAY.

Find the Treasures of King Nole!

Allow me to introduce myself. I'm Nigel of Maple, Forest Elf and treasure hunter extraordinaire! I've travelled all over the main continent, searching for caches of gold and jewels. My equipment? Only a custom-forged broadsword and a sixth sense for detecting trouble—it's saved my life more than once. And if times ever get tough, I've got my youthful good looks. My enemies think I'm only a kid, too green to bother with. Never mind that I'm eighty-eight years old!



I went into the city of Kalva with my latest find, the golden Statue of Jypta. The antiquities dealer I sold it to cheated me a bit, but I didn't complain—2,000 gold coins isn't what you'd call small change. Finding the Statue of Jypta had been hard work, so I thought I'd restock on supplies, then stop at a nice little village on the seashore, take it easy...

Fate had other plans for me.

I'd just concluded my deal when something came swooping into my knapsack, screaming for help—a tiny girl with wings, a forked tail and a temper. She said she knew the location of an immense find: the treasures of King Nole.

Well, any good treasure hunter knows all about Nole, the evil warrior king who gained control of all the mainland territories several hundred years ago. It's said that he accumulated a vast collection of riches during his battles, but so far, no one has been able to find or claim it. With my sword and her brains, the girl boasted, finding the treasure would only be a matter of days.

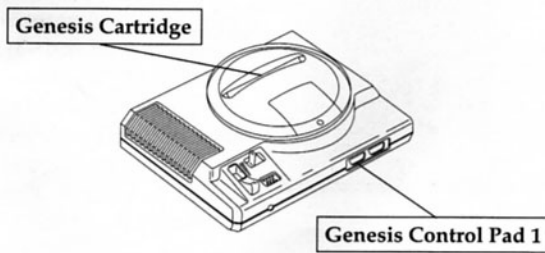
I'm not one to turn down a good adventure, so I agreed, and now we're on our way to a tiny island in the middle of nowhere. The island is called Mercator, and it's said to be a peaceful place, populated by simple folks.

So why do I have such a bad feeling about this?

Starting Up

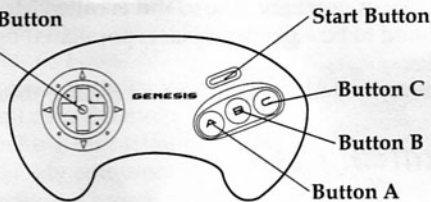
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *Landstalker* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



Take Control!

Directional Button
(D-Button)



D-Button

- Moves Nigel around the screen.
- Lets Nigel climb ladders or vines when pressed up.
- Makes selections in Menu screens.
- Directs Nigel's jumps (see page 8).

Start Button

- Starts the game.
- Brings up the Inventory screen (see page 11).

Button A

- **Action.** Use this button to slash out with your sword, open treasure chests, pick up and drop items or hold conversations with people.
- Chooses items from Nigel's Inventory.

Button B

- **Jump.** Use the D-Button to direct Nigel's jumps.
- Cancels the Inventory Screen.
- Answers "No" to Yes/No questions.

Button C

- Same functions as Button A.

Note: Pressing Button A, B or C will also clear a text window.

Caution: Due to the three-dimensional nature of *Landstalker*, all game movement is directed by the diagonal direction controls on the Control Pad. *Landstalker* cannot be used with certain joysticks that use vertical/horizontal movement only.



Getting Started

The Title screen follows the Sega and Climax Entertainment logos. Press **Start** to proceed to the game menu.

Next you'll see a screen with four selections. At the very beginning, you'll only be able to start a new game. But later, you'll also be able to copy and delete games you've saved. Press the **D-Button** left or right until the arrow appears before "Start," and press **Start**.



Press **Start** again, and Nigel will appear in one of the menu boxes. Press the **D-Button** until he appears in the box with the game you want to play, then press **Start** to begin your adventure. For more information on the game menu, see "Copying or Deleting Your Game" on page 16.

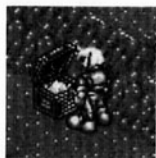


Whenever you play a new game, you'll see a brief story and title credits explaining how Nigel got started on his adventure. When he arrives on Mercator Island, it's time for you to take over.

The Moves

Press the **D-Button** to move Nigel around the screen. Press **Button B** to jump, and use the **D-Button** to guide the direction of Nigel's jumps (press and hold for longer jumps). Release the **D-Button** during a jump, and Nigel drops straight down.

Opening Treasure Chests



As you hunt for clues to King Nole's treasures, you're bound to run into smaller treasure chests along the way. To open a chest, move Nigel in front of it and press **Button A** (or **Button C**). The lid will pop open to reveal your loot. To take the treasure, press **Button A** again.

Note: If Nigel already possesses nine of the item he finds, the treasure chest will close with the item still in it. Once Nigel uses one of those items, he can return to pick up the treasure later.

Picking Up and Carrying Items



There will be areas that are too high to reach by jumping. If there's a crate or other useful item around to climb on, move Nigel directly in front of the item, and press **Button A** to pick it up. Nigel will carry the item around if you press the **D-Button**. To make him drop the item, press **Button A** again.

Throwing Items



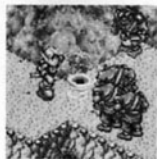
To throw an item Nigel is carrying, press **Button B** to jump, then press **Button A** at the peak of the jump. This move is good for getting items to high places or for hurting enemies.

Climbing



To climb up ladders, ropes or vines, move Nigel directly in front of the item you want him to climb, and press the **D-Button** up. Jump down by pressing the **D-Button** down.

Fighting



Press **Button A** to make Nigel lash out with his sword. For a midair attack, press **Button B** to jump, and press **Button A** at the peak of the jump.

Reading and Speaking



To read a sign, move Nigel directly in front of it and press **Button A**. The writing on the sign will appear in a window at the bottom of the screen. If Nigel lashes out with his sword, reposition him and try again. When you are finished reading the sign, press **Button A** to return to play.

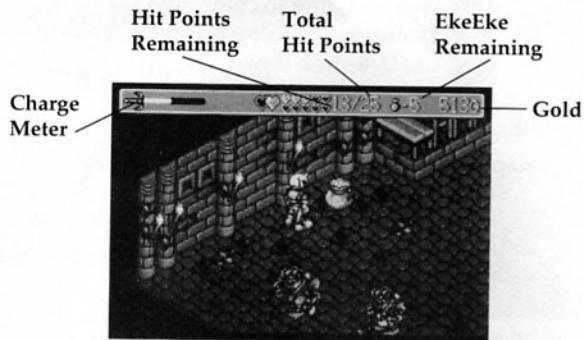
Follow the same procedure to hold conversations with people. Sometimes the conversations are lengthy, and an arrow will appear at the bottom of the window. Press **Button A** to go on to the next part of the message. If you



are asked a question, you'll see a choice of answers at the bottom of the window. Use the **D-Button** to select your answer and press **Button A**. Press **Button A** again to close the window and return to play.

Note: You can also answer "No" by pressing **Button B**.

Screen Signals



Charge Meter: If Nigel has a magical sword equipped, this shows the charge level of the sword. When the gauge is full, Nigel will execute a magical attack. For more information on magical swords, turn to "Equipment" on page 13.

Hit Points: These are represented by hearts. Whenever Nigel loses a hit point, the corresponding heart becomes empty. Hearts come in three denominations:

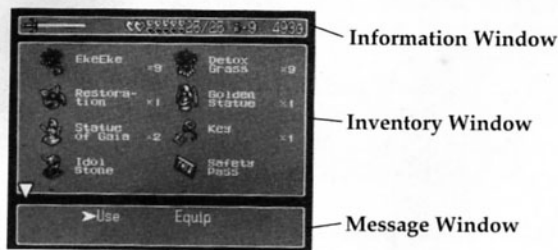
| | |
|----------------------|---------------|
| Large Heart: | 50 Hit Points |
| Medium Heart: | 10 Hit Points |
| Small Heart: | 1 Hit Point |

Nigel loses hit points by suffering damage, and when they all run out, he loses a life. Restore hit points by using certain items, getting a good night's sleep at an inn, or standing on the magic square in front of a goddess statue. Increase Nigel's total number of hit points by finding or purchasing Life Stock (see page 12).

EkeEke: Pick up lives by finding or purchasing EkeEke. If Nigel runs out of hit points and he's not carrying any EkeEke, the game ends.

Gold: This shows how much Nigel has to spend. Pick up gold by slaying monsters and opening treasure chests.

Inventory



Press **Start** to pause the game and open Nigel's Inventory. There are two functions: **Use**, to use magic items or special items; and **Equip**, for boots, armor and weapons. Choose the category you want by pressing the **D-Button** left or right, then press **Button A** or **C**.

If you see a pointer at the top or bottom of an Inventory window, it means that you have more items to look at. After you have chosen a category, press the **D-Button** up or down to look at your other choices.

If you wish to exit the Inventory window and return to play without making any changes, press **Button B**.

Items

Items consist of medicine, keys and magic talismans. A number to the left of the item indicates the quantity of that item Nigel can use. If an item appears in black and white, and/or has a "x 0" next to it, Nigel no longer has that item in his possession.

To use an item, press the **D-Button** left until the arrow points to **Use** in the message window at the bottom of the screen, then press **Button A**. A bracket will appear in the Item window. Use the **D-Button**



to move the bracket over the item you want to use, and press **Button A**. Check the message window to see what happens after the item is used.

Pick up items by purchasing them at shops or finding them in treasure chests.



Life Stock: This item increases the total number of hit points Nigel has available.



EkeEke: This special plant restores either 11 hit points or half of Nigel's hit points, whichever is greater. If Nigel is knocked unconscious and has a supply of EkeEke, Friday can use the EkeEke to revive him.

Medicines: These are used to heal the various afflictions Nigel picks up. Be sure to stock up on the following:

- Detox Grass:** Counteracts poisons.
- AntiParalyze:** Cancels paralysis spells.
- Restoration:** Cures Nigel of both paralysis and poisoning.
- Mind Repair:** Cancels hallucination spells.

Dahl: This completely restores all of Nigel's hit points, but can only be administered by Nigel himself.



Golden Statue: When activated, this talisman keeps Nigel's magical sword fully recharged for a short period of time.



Gaia Statue: When activated, this statue causes an earthquake that damages all enemies in the same room/field as Nigel. The closer an enemy is to Nigel, the more damage it suffers. The more total hit points Nigel has, the more powerful the statue's attack.

Equipment

If you move the cursor to **Equip**, the Item window shows what armor and weapons Nigel has. If you want Nigel to change equipment, press **Button A**. A bracket will appear in the Item window. Use the **D-Button** to move the bracket over the item you want to equip, and press **Button A** again. Nigel is now equipped with the selected item.

Here is some of the equipment you'll find:



Broadsword: This is Nigel's standard weapon, forged especially for him. It's a reliable blade, but not very powerful.



Magic Sword: When fully charged, this sword burns whatever enemy it touches. When it is not carrying a full charge, it can be used like a regular sword. Other magical swords include the **Sword of Ice**, the **Thunder Sword** and the **Gaia Sword**.



Leather Breastplate: This standard armor is light and flexible, but doesn't offer much protection against attack.



Special Armor (Steel, Chrome, Shell and Hyper): This offers more protection than the leather armor.



Boots: Nigel comes to Mercator wearing a pair of standard leather boots. During his journey, he may find special boots that restore hit points as he walks, or help him get through rough terrain (such as fire pits, spiked floors or ice). One size fits all.



Magic Rings: These rings can come in handy during Nigel's adventures. Each ring serves a different purpose:

- Saturn Stone:** Doubles the rate at which an equipped magic sword recharges.
- Venus Stone:** Triples the rate at which an equipped magic sword recharges.
- Mars Stone:** Increases Nigel's resistance to poisons.
- Moon Stone:** Increases Nigel's resistance to mind-altering spells.

Inns and Shops

In every town or village you'll come across at least one inn or shop. These are good places to rest and stock up on supplies. It's always helpful to talk to anyone you meet there. You'll receive instructions on how to make your purchases, and even catch up on the latest news.

Making Purchases: Pick up the desired item and place it on the counter in front of the shop clerk or innkeeper. He or she will give you the price and ask you if you want to buy the item. Select "Yes" and press **Button A** to pay the clerk and put the item in your Inventory.



Staying the night: Getting some rest at an inn restores all of Nigel's hit points. To rent a room, pick up the register book and place it on the counter. The innkeeper will give you a price; if it's acceptable, select "Yes" and hit the sack!

The map of Mercator Island: Many inns provide maps for travelers to look at, and this service is free. You'll find the map right beside other items on the shelves. Put the map on the counter and select "Yes" when the innkeeper asks you if you want to look. When you're done with the map, press any button to return to play.

The Church/Saving Your Game



- Record Book
- Detox Book
- Anti-Curse Book
- Awakening Book

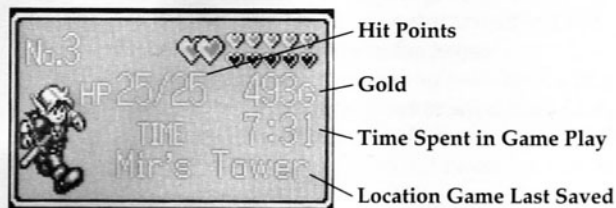
To record your progress, head for the nearest church. On a shelf in the church are several books, one of which is a Record Book. Pick up the Record Book and give it to the priest. He will then ask if you want him to record your game. If you choose "Yes," your game will be saved at that point.



Next you'll be asked if you want to continue your game. If you choose "Yes," you will continue from the church. If you want to end the game for now, press **Button B**. Or choose "No" and press **Button A**.

Copying or Deleting a Game

Game Menu Selection



There is room on your cartridge to hold four separate games of *Landstalker*. This enables you to try different variations on your game.

At some point, you might want to try alternate methods of approaching a certain problem. Here's where copying your game comes in handy. On the Game Menu screen, use the **D-Button** to select **Copy**, and press **Start**. One of the games will be highlighted. Press the **D-Button** until the game you want to copy is highlighted, and press **Start**.



The message window at the bottom of the screen will ask which space you would like to copy your game to. Use the **D-Button** to select a space, and press **Start** again. The message window will ask you to confirm the change. Press **Button B** if you make a mistake or want to cancel the selection. If you are ready to copy your game, select "Yes" and press **Start**. The space you selected will then show the same information as the game you copied from.



Note: You can copy over other games, but you will lose the game you copy over.

If you have four games saved and want to start over from the beginning, you can delete one of your games. To delete a game, select **Delete** with the **D-Button** and press **Start**. One of the games will be highlighted. The procedure is the same as copying a game. Once you've deleted the game, the words, "New Game" will appear in that window.

Note: Once you delete a game, there's no way to bring that game back.

Game Over

The game ends when Nigel runs out of EkeEke and loses all of his hit points. The Game Menu screen returns for you to choose one of the games you've saved. Rethink your strategy and try again!



Friends and Enemies



Friday: A wood nymph from the island of Mercator who claims to know where the legendary Treasures of King Nole are hidden. She has a number of magical abilities that may be of help to Nigel, but beware of her quick temper! The clues she has

may or may not lead to the treasure's location, but that doesn't dampen her enthusiasm one bit. And she knows a good opportunity when she swoops in on one.

Kayla, Ink and Wally: This motley group wants the treasures of King Nole, and will stop at nothing to get them. They excel at getting in Nigel's way.



Duke Mercator: This ambitious noble was sent to run Mercator by Gamul, Emperor of the mainland. The islanders love and respect him. However, he's far from satisfied with his rule over the remote island, and there's something suspicious about his behavior.

Princess Lara de Wissica: Lara is the princess of Maple, Nigel's homeland. Life in the sheltered atmosphere of the castle has made her spoiled and naive. She appears to have come to Mercator to study music; however, things aren't always what they seem...



Mir the Magician: A quiet, wily man who lives in a tower by the sea. The people of Mercator live in fear of this mysterious wizard.

King Nole: Several hundred years ago, this evil tyrant ruled over the mainland. His dabbling in sorcery terrorized the kingdom throughout his reign. In order to protect his vast collection of gold and jewels during his war campaigns on the mainland, he made use of the extensive catacombs beneath Mercator Island.



Monster Menagerie



Bubble



Orc



Mushroom



Skeleton



Worm



Cyclops



Lizard Man



Knight



Ghost



Ninja



Mummy



Chest Mimic



Reaper



Unicorn



Taurus Golem



Specter

A Treasure Hunter's Trouble-shooting Guide

There comes a time in every treasure hunter's career when he or she is stuck for a solution. Here are some hints that may help you. But above all, remember that every problem has more than one solution!

You come across a locked door.

- **Trigger the switch.** Some doors can only be opened by triggering a switch in an adjacent room.
- **Find the key.** A key might be hidden in one of the connecting rooms.
- **Is it a magic lock?** Some magic items open doors. Check your inventory.
- **Are you locked inside a room?** If you find yourself trapped inside a room, here are two ways to spring the locks:
 1. **Defeat all the monsters in the room.** In some rooms, the locked doors will automatically disappear.
 2. **Look for special devices.** Are there any buttons in the floor that can be pressed? Are there any secret doorways hidden in the walls?



Note: Not all doors can be opened—some are one-way doors which can only be opened from one side.

Switches won't stay switched.

You stand on top of a switch and a lock or trap disappears. You step off the switch to take advantage of the situation...and you're right back where you started.

- How long does the switch stay on? Can you **race past the trap** in time?
- Is there something—or someone—in the room that you can use to **weigh down the switch**?

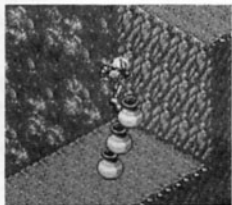
The path is blocked.

- A bridge out? A pathway cluttered with debris? You need to pick up more information. Go back to the last village you visited and **ask around**. A solution will present itself.
- **Help everyone in need**, no matter how suspicious of them you are—they might return the favor...



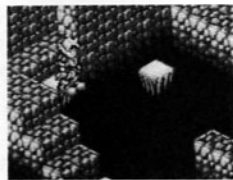
You can't reach a high place.

- Are there items (such as crates or vases) you can use to **stack and climb** on?
- Feel around. There might be some sort of **hidden support or staircase** you can climb on.
- Can you **drop down onto** your destination from a higher floor?



You keep missing a platform.

- *Landstalker* introduces a new form of perspective to the role-playing game. Because of the new angle and the three-dimensional effects, it has become much harder to gauge where to jump. If a platform is moving, observe it carefully from a safe place. Plan all of your moves in advance. And keep trying!



You've been poisoned.

If little bubbles appear over Nigel's head and the screen starts flashing, he's just been poisoned! Every time the screen flashes, Nigel loses one hit point until he loses consciousness.



- If you have an antidote (such as **Detox Grass** or **Restoration Potion**) in your inventory, use it immediately to save the rest of your hit points.
- Are you near a **church**? A priest can provide a healing source...for a price.
- The effects of the poisoning will eventually wear off, if Nigel has enough hit points to **"walk it off."**

You've been paralyzed.

- If you have a restorative (such as **AntiParalyze** or **Restoration Potion**) in your inventory, use it immediately.



You've been muddled.

If little birds appear and start flying around Nigel's head, he's been muddled. Try one of the following to clear his head:

- If you have a restorative (such as **Mind Repair** or **Restoration Potion**), in your inventory, use it immediately.
- Head for the nearest **church**. A priest might be able to help you.

You've been cursed.

If little grey Grim Reapers appear and start circling around Nigel's head, he's been **cursed**. Use one of the following to break the spell:

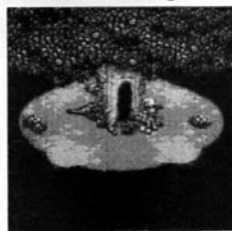
- If you have a **Restoration Potion** in your inventory, use it immediately.
- Hurry to the nearest **church**. A priest might be able to help you.

The Magic Warp



In the course of your adventures, you'll discover a large tree with a pest problem. If you get rid of the pests, you'll be able to use a kind of "tree warp" for quick, safe passage from place to place. There are sets of matched trees throughout

Mercator Island. If you discover and walk beneath two trees belonging to the same set, an opening will appear in the tree, and you'll be able to teleport from one tree to the other from that time on. To teleport, walk into the opening in the tree.



Tips & Tactics

- Make sure you are fully supplied with EkeEke and medicines before going into a field or dungeon. You can stock up on extra EkeEke or other supplies by repeatedly leaving and reentering the inn or shop.
- Talk to everyone you meet, and read every sign you see. You'll pick up valuable clues on how to proceed with your game.
- Sometimes you can stay clear of traps and avoid drawing unnecessary attention to yourself by walking close to the walls instead of straight through a room.

- Although a direct, forceful attack works on many monsters, you will suffer damage during the battle. Try dodging and attacking at an angle. Lead the monsters on a merry chase. Soon you'll find a fighting method that's best for you.

- Search for what you can't see. Sometimes valuable items, secret paths, or switches are concealed behind buildings or obstacles, or disguised by foliage. Explore behind things, and feel along walls. Be aware (especially in field or in dungeon areas) that enemies can be lurking in concealment as well!



- Watch *Landstalker's* opening scenes closely for hints on how to get past certain obstacles.
- Save your game frequently—especially after completing a difficult task.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis 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 Cartridge.

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.



Limited 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 limited 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 limited 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 warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she 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 limited 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 or she 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 90 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 limited 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.
