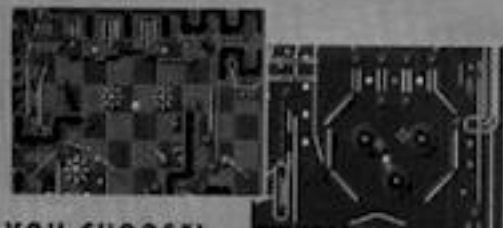


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• Mega Play Magazine

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a blood-drenched gorefest
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BLADES OF VENGEANCE™

INTENSE BATTLE
WITH UNBELIEVABLE EVIL



WARNING BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING

To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

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Artist Bios

Beam Software started developing games in 1980 on the very first home computer systems including the TRS80 and the Sinclair ZX80.

Since then Beam has progressed through the various home computer formats and since 1986 has focused on development of games for the console market.

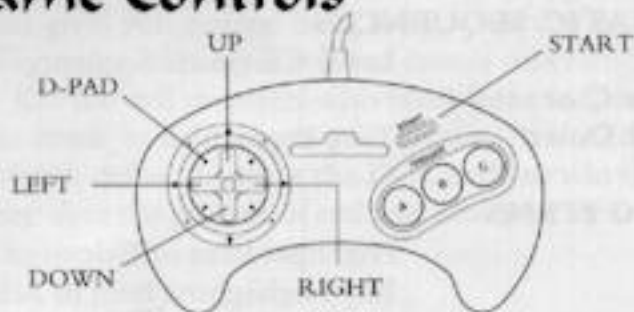
Beam currently employs over 70 people in its Melbourne offices, all dedicated gamers. The members of the Blades of Vengeance team have been responsible for a number of very successful console titles including Star Wars, Smash TV, Back to the Future and Shadowrun.



Left to right (back row): Wayne Simmons, Ken Newman, Andrew Bailey, Brad Aitken, Andrew Buttery, Jeff Kamenek, James Halprin, Marshall Parker, Tim McKay

Left to right (kneeling): Mark Maynard, Trevor Bardo, Simon Hart

Game Controls



SELECTING A CHARACTER

D-Pad	Highlight Characters
START	Select A Highlighted Character

MOVEMENT & COMBAT

A	Uses Item shown in Status Menu
B	Attack
D-Pad Up + B	Special Attack
D-Pad Down	Defensive Crouch
D-Pad Down + B	Crouch and Attack
C	Jump
C + B	Jump and Attack/Jump Higher
D-Pad Left/Right	Move Left/Right
D-Pad Up/Down	Climb Up/Down Ladder (press the D-Pad Up to make a Character grab onto a Ladder before trying to climb it)
D-Pad Up	Go Through Door (when standing in doorway)
START	Pause/Resume

WHILE THE GAME IS PAUSED

D-Pad Up/Down	Scroll Through Inventory
D-Pad + C	Preview surrounding area

CINEMATIC SEQUENCES

START	Leave Cinematic Sequence
A, B, or C or D-Pad Down	Turn Pages

BUYING ITEMS

D-Pad	Highlight Item or Exit
A	Buy Highlighted Item or Select Exit

Starting the Game

1. Turn OFF the power switch on your Sega™ Genesis™. 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 Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.
The Electronic Arts® logo appears (if you don't see it, begin again at step 1). Press **START** to begin the game.

Object of the Game

The Kingdom has been conquered by Mannax the Dark Lady, and the forces of good have been put to flight. The Master has summoned the only three remaining adventurers who can defeat Mannax. They are the Kingdom's only hope.

Set out alone, or with a compatriot. Guide your character

through 8 levels of fantasy adventure and danger. Your Master gives you general hints about what you will face at the beginning of every level, but cannot otherwise help you. Kill the evil monsters who block your way and find magic items to help you in your battles. At the end of the final level, defeat Mannax the Dark Lady to win the final victory over the powers of evil and return order and goodness to the land.

Game Type

There are two types of game in Blades of Vengeance: One Player and Two Player.

To select the type of game you want to play:

1. When the title screen appears, press the **D-Pad** up/down to highlight One Player or Two Player.
2. Press **Start** to select it. If you select Two Player, make sure you have a controller plugged into port 2.

A second player can enter a one player game at any time. To do this:

1. Make sure the second controller is plugged-in before you start the game. Do not plug in a second controller while the game is in progress.
2. Press **START** on the second controller.
3. Follow the instructions for selecting characters.

Pausing the Game

One Player Game

Press **START** to pause the game. Press **START** again to resume it.



Two Player Game

Pausing One Player

In a two player game, one player can pause the game for his character while the other player's character is free to explore. The paused character cannot be hit or otherwise damaged while the active character is exploring.

For a paused player to catch up with an active player who has gone on ahead:

1. The active player presses **START** to pause his game.
2. The previously paused character presses **START** to unpause his game. They can then catch up to the other character, who presses **START** to unpause. The two characters can then resume adventuring together.

Pausing Both Players

Both players must press **START** simultaneously to pause or resume the game.

Characters

There are three characters in Blades of Vengeance: The Huntress, The Barbarian, and The Wizard.

Selecting A Character

To select a character:

1. Press the **D-Pad** left/right to highlight the different characters on the Character Selection Screen. This screen appears at the beginning of the game after you have selected the game type.
2. To elect a highlighted character, press **START**.

Combat

You will face many enemies in Blades of Vengeance. You can fight them with normal attacks or special attacks. Characters attack in the direction they are facing.

Normal Attacks

To make a Character attack normally, press B.

To make character deliver a sweeping overhead blow, press and hold the **D-Pad Up** and press B. Only the Barbarian and Huntress can give overhead blows; the Wizard cannot.

To make a character attack from a defensive crouch, press B while pressing the **D-Pad** down.

Special Attacks

All Characters have a Special Attack when they are armored.

- The Huntress' special attack is an extra-powerful cross-bow missile that divides into three power bursts.
- The Barbarian's special attack is to whirl his mace before him.
- The Wizard's special attack is an enhanced blast of magical energy.

To use a Special Attack:

1. Press and hold the **D-Pad Up**.
2. The Wizard and the Huntress must wait for a full power build up to use their Special Attacks. The Wizard's staff and the Huntress' crossbow will pulse with light as their power is building up; power must be sufficiently built up before you can use their Special Attack.

There is no power build-up necessary for the Barbarian to use his Special Attack.

3. Press **B** to use the Special Attack.

Movement

Use the **D-Pad** to move a Character around. This includes walking, climbing ladders, going through doors, etc.

To Jump, press **C**. Use the **D-Pad** to guide the direction of a Jump.

To go through a door, stand in the doorway and press the **D-Pad Up**.

To climb up a ladder, stand at the bottom of the ladder and press the **D-Pad Up**. When you reach the top, press the **D-Pad** left/right and press **C**. To climb down a ladder, walk into the ladder and press the **D-Pad** up to grasp the ladder; then press it down to climb down.

Movement in Two Player Games

In a two player game, Player 1 uses the controller plugged into Control 1 and Player 2 uses the controller plugged into Control 2.

Player 1 and Player 2 can only move a short distance apart, roughly half the width of the game screen. When characters get too far apart, it can become difficult for either of them to maneuver.

If a character falls into a hole, off a cliff, etc., their game will be automatically paused until the other character reaches their location.

To go through a door in a two player game, both characters must be in the doorway and press the **D-Pad** up simultaneously.

Hidden Areas

While you are exploring, make sure to look for hidden areas. To find these, Jump into walls. You may also find some of them by pressing the **D-Pad** up or down.

Scrolling An Area

You can scroll a surrounding area to see what's just above, below, behind, or ahead of you:

1. Press **START** to pause the game.
2. Press and hold **C** to see the Scroll icon in the Equipment window.
3. Press the **D-Pad** up/down/left/right to Scroll the surrounding area.
4. To stop Scrolling, release **C** and press **START** again.

Status Bar

Keep an eye on your Character's Status Bar at the bottom of the screen. It gives you vital information on your Character's well-being:

Character Portrait: What your character looks like.

Number of Lives: The number immediately beside the Portrait. You begin the game with three lives.

Life Spiral: A red helix that shortens when hit points are reduced and lengthens when they are increased. When the red in your Life Bar is gone, your current life is over. If you have any lives left, your next life will begin in the Level where you died, but at an earlier stage of your exploration.

Score: The points you've won so far.

Equipped Item: The Item pictured in the frame at the right edge of the Status Bar is your Equipped Item; the number appearing beside the item is how many of that item you have. If you have no item equipped, or no items at all, a bag of silver will appear in this window. To use an Equipped Item, press A. See the Spells & Items section of this manual for more information.

Power Ups: Power Ups give your attacks extra strength. They appear as diamonds above the Status Bar, and twinkle when they're activated. (See the Power Ups section of this manual for more information.)

Continues

You get a Continue (good for an extra three lives) when you've won 75,000 points, and another Continue every 75,000 points thereafter.

Transferring Lives in a Two Player Game

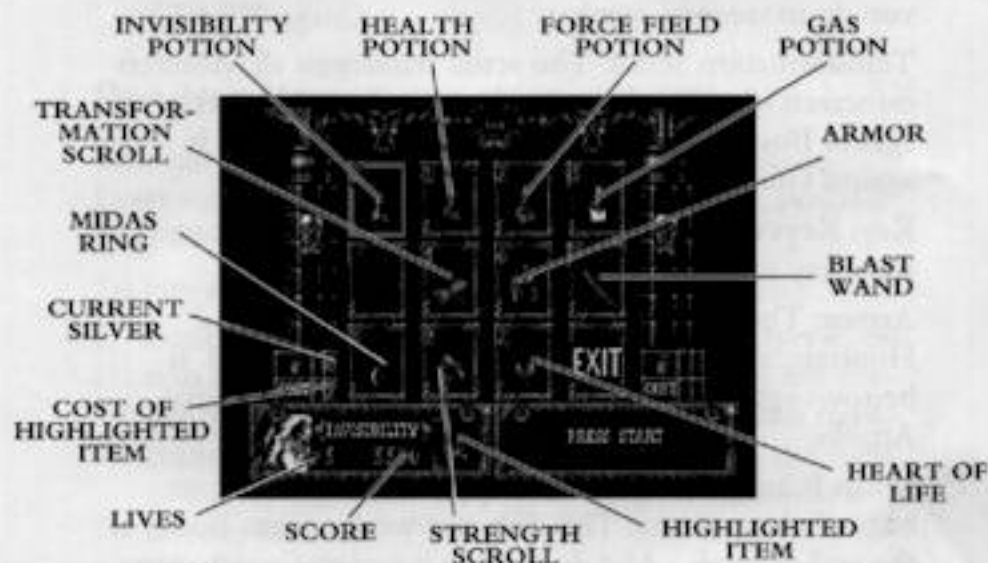
If a player runs out of lives, and the other player has more than one life left, a life can be transferred to the player who is out.

The player who is out of lives must press **A**, **B**, and **C** simultaneously to get a life from the other player. Note that the player who is losing a life cannot prevent the other player from taking it.

Silver & Gold

Silver is the coin of the realm in Blades of Vengeance, and you need it to buy magical items. You will find bags of silver in chests or left behind by monsters when you destroy

them. You will find bags of gold, each worth ten bags of silver. To pick up a bag of gold or silver, walk up to it.



Spells & Items

Spells are contained in enchanted items. You can find these items while adventuring, or you can buy them in stores. Items are usable once only. The different types of items are:

Invisibility Potion: Swallowing this silvery drink that makes you invisible to monsters.

Healing Potion: Drinking this red elixir restores a portion of lost health.

Force Field Potion: Quaffing this golden beverage creates a field of force around you through which monsters cannot attack and traps cannot penetrate.

Gas Potion: Imbibing this bubbling brew protects you against the effects of poisonous vapor. This is used only in

the dungeon.

Strength Scroll: This scroll increases the amount of damage you do in weapon combat.

Transformation Scroll: This scroll transforms all Monsters on screen into Zombies. (Note: This does not work against Bosses at the end of levels. And do not use it against Guards carrying shields.)

Key: Keys open locked barriers. (Note: You don't need to use a key to open ordinary doors.)

Armor: This is metallic armor for the Barbarian and Huntress, and a magic robe and hat for the Wizard. It bestows extra protection and the power to use Special Attacks.

Midas Ring: This ring turns opponents on screen into bags of silver. (Note: This does not work against Bosses at the end of levels. And do not use it against Guards carrying shields.)

Blast Wand: This magic stick kills most things with one shot. More than one monster at a time can be killed by a Blast Wand. Some monsters are damaged but not killed by a single Blast Wand's power. The Bosses at the end of levels cannot be killed by a Blast Wand.

Heart of Life: These beating hearts give you an additional life. Hearts are found *only* in the Store, never while adventuring.

Equipping an Item

1. Press **START** to pause the game and call up the Item window.
2. Press the **D-Pad** up/down to scroll through your inventory of Items. You can also see how many of

each Item you have.

3. When the item you want to equip appears, press **START** again.

Buying Items

You can buy Equipment between levels in the Store. Every item of Equipment will not necessarily be available from the Store between every Level.

To buy equipment:

1. Look at your current supply of silver. For player 1, this is in a box above your status bar in the lower-left corner of the screen; for player 2, it is in the lower-right corner of the screen. Your silver supply is to the right of a silver bag icon; the cost of a highlighted item is directly below it.
2. Use the **D-Pad** to move the highlight to different items. The cost of a highlighted item will appear in the silver supply box. The name of the item appears in your Status Box; if you already have the highlighted Equipment in your inventory, the number of it you have will appear in the status box.
3. If you want an item, and you have enough silver to buy it, press **START** or **A** when the item is highlighted.
4. To leave the Store, highlight **EXIT** and press **START**.

Finding Equipment

Equipment can be found in chests, or is sometimes left behind by Monsters you kill.

To open a Chest, hit it as per an attack.

To add equipment to your inventory, walk up to it. Be on the look out for Chests that do not appear until you have moved past them and tripped a trigger.

Power Ups

When you are not wearing Armor, you can have two Power Ups. Your attacks are more effective after you activate your Power Ups by passing through Power Up Areas. (See following section.)

When you are wearing armor, you automatically have two active Power Ups, even though the diamonds on your Status Bar won't twinkle. While armored, you can acquire two more Power Ups for a total of four.

Power Up Areas

You will encounter sparkling areas during your adventures. These are Power Up Areas that activate your Power Ups when you walk through them.

Levels

There are 8 levels in Blades of Vengeance. You will face a powerful Boss at the end of each level, whom you must kill to advance to the next level.

Before you enter a new Level, your Master will appear and give you a general description of what you are about to face.

Scoring

Scoring is based on the number of Monsters you kill and the Equipment you find.

Points for Monsters are awarded as you destroy them. Points for Items are awarded at the end of every level.

Credits

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Sound and Music: Marshall Parker, Ian Eccles Smith
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Special Thanks to James Halprin

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