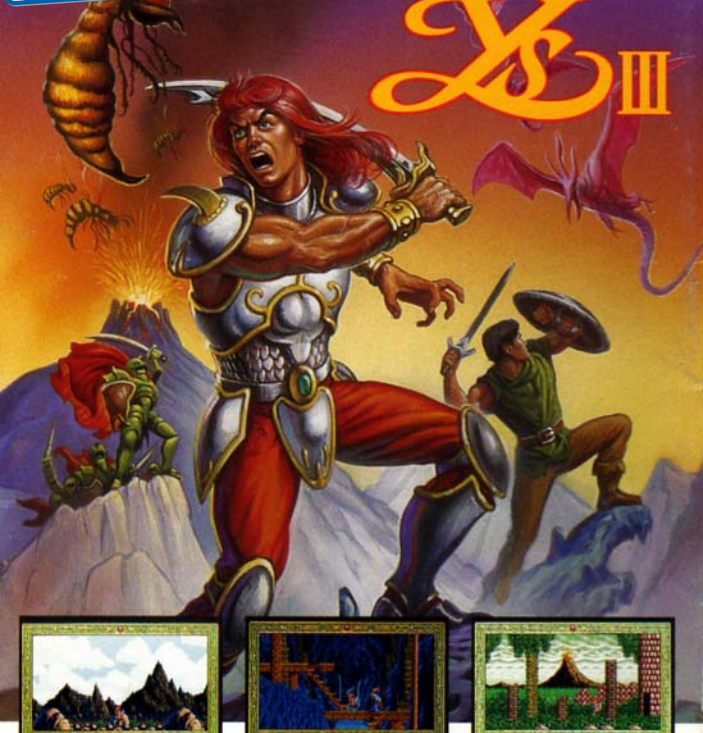


Ys III



Return of the Wanderers

Years have passed since the swordsman Adol saved the kingdom of Ys from certain destruction. Joined by his companion, the ex-thief, Dogi, they set out for new adventures.

And just in time . . .

Bizarre tales of monsters and demons wreaking havoc throughout the Kenai Region reach our heroes. Dogi's hometown of Sarina is in the middle of the afflicted kingdom. He inspires Adol to help him rid the world of this new evil.

Join them as they battle the forces of darkness - Deep in a haunted coal mine, in the heart of an active volcano and on top of a blizzard swept peak. All the while uncovering clues to the identity of the malevolent force that is guiding the evil warriors of the Dark World.



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exile



INSTRUCTION MANUAL

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 radio or other source of heat.

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.

GAME HINT HOTLINE

If you have any questions about playing **Exile** or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at: **(415) 591-7529**

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The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

RENOVATION PRODUCTS, INC.

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Japan #82-205605 (Pending)

Thank you for purchasing this **EXILE** Game Cartridge from Renovation Products for the Sega Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

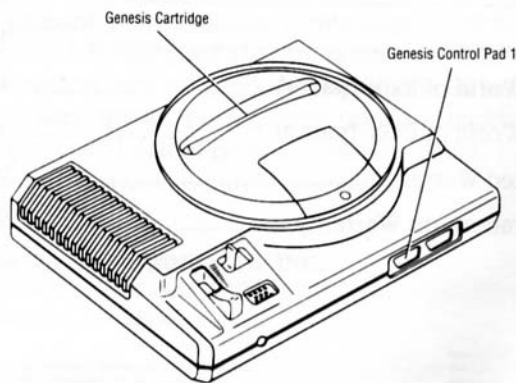
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STARTING UP YOUR SYSTEM

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 EXILE cartridge into the console, with the label facing towards you and press it down firmly.
3. Turn the power switch ON. In a few moments, the SEGA screen appears.
4. Press Start when the Title screen appears.

Important: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.



THE STORY

Sadler, a man who fights for life with a belief in himself. Everything derives from nature. Mankind, too, enjoys the benevolent influence of nature in his life. But he has no way to cope once nature becomes violent with storms, floods, cold spells or other of nature's extremes. Mankind has perceived the ultimate power in the wonder of Nature. Presumably because he is attracted to the ultimate power, mankind has started to think that power determines everything. In this way the history of mankind has turned out to be a history of war. In wars, each country on each side believes that it is right and tends to justify killing as a way of fulfilling its objectives. Throughout history, people have taken sides for their own benefit. Countries with more power have conquered those with less power, again and again, until one has emerged as the superpower.

One day, the superpower was destroyed in a revolt led by Sadler, wandering desert warrior, and the blazing desert returned to the peace it had once enjoyed.

However, that peace did not last long. Sadler was once again drawn into war in the desert heat. The military of Luciel, a rival country, launched an indiscriminate attack on his land. Sadler has stood up again to defeat the Luciel military.

The story begins at a fortress where the elite troops of the army headed by Sadler, hero of EXILE, gather for tactics near the village.

A VILLAGE IN THE DUNES

The villagers originally refused to go to war and loved peace. In the more recent past, however, they were forced to enter war and finally realized that they had to fight for peace. Then they started learning how to wage wars for peace and appeared to terminate the evil ambitions wherever unjustified war occurred.

Among the villagers, Sadler has the greatest skills in swordsmanship and is idolized by them.

Those who believe in their own way of life encounter each other, fight and create adventure.

Sadler, desert warrior, came from the village in the dunes. His fight capability is equal to that of more than a hundred soldiers. Reportedly nobody has ever managed to escape his pursuit.

Elite warriors seeking the Holimax!

CHARACTER INTRODUCTION

Rumi: Agent of the Village in the Dunes who is endowed with fluency in eight languages as well as a light body skilled in acrobatics.

Kindi: Trainer of soldiers who is equipped with such unfathomable power that reportedly he has never used his fighting abilities to their full extent in spite of his ever-victorious record.

Fakil: Magician of the Village of the Dunes whose powerful spells defeat enemies no matter which weapon they use. At Sadler's departure, Fakil lends him the magic stone of Kamul. Commander of Dune Cavalry. This Cavalry was originally assigned to support Luciel Forces. Since the Forces became nothing but a group committed to violence, the Cavalry revolted and started its fight to eliminate its former ally.

A wandering minstrel of the Camu unit, side kick of the Dune Cavalry. A figure with a mystic atmosphere surrounding his existence.

A priest who was deported because his preaching remained faithful to the teachings of the Shinso Sect. However, he continues to devote himself to the sect without changing his belief.

GOAL AND PROCESSES

(For better understanding of the game)

This game consists of three steps: gathering information in RPG; going to a destination in the Hideouts; and fighting with the enemy in Action. Through these steps Sadler will ascend in levels and clear each sequence. You, acting as the hero Sadler, will travel around the world, gather information and solve the grand puzzle of EXILE.

Hideout: You can move to any place shown in this map. Weapons and magic are not available. You cannot use "SAVE" in this step.



RPG: You will gather information or shop at stores. When you switch from Action to RPG, HP and MP will be reset to "Max". You can use "SAVE" in this step. No magic is available.



Action: You will increase your experience points and move up one level each time you defeat the enemy. You can also obtain gold. You cannot use "SAVE" in this step.



TAKING THE CONTROLS

Controls methods vary depending upon the mode.

Hideout

D Button- Press to move a feather for selection of map.

Start Button- Can not be used.

A Button- Can not be used.

B Button- Press to perform a command selected in the menu or a feather.

C Button- Can not be used.

RPG

D Button- Press to move a character. Talk is possible just by touching the other.

Start Button- Press to pause.

A Button- Press to open the Command menu.

B Button- Press to speed up talking.

C Button- Press to speed up movement.

Action

D Button- Press to make characters move toward the left or right, to sit down, or to go into and out of rooms.

Start Button- Press to pause.

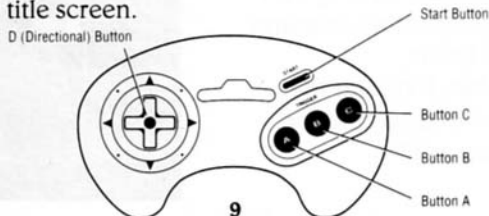
A Button- Press to open the Command menu.

B Button- Press to swing down a sword and to use magic with selection of "MAGIC"..

C Button- Press to jump and, in combination with B, to kick during jumping.

Back up memory

Select the "Back up" command and you can save load up to three times. To restart the game, select "CONTINUE" on the title screen.



GAME SCREEN (Stage Composition)

The status of Sadler is indicated outside the frames of screens other than visual scenes for monitoring. Inside the frames the screen shows the face of the person whom you are talking with, or messages.

Main screen- Graphic windows show sites of battles and towns.

HP gauge- Indicates the present level of power. As the player wins each battle, the number on the gauge increases. The game is over if the gauge reaches to zero.

AP gauge- Indicates the offensive power of Sadler. The number on the gauge increases as the player advances to each level.. It also increases as Sadler adds new weapons.

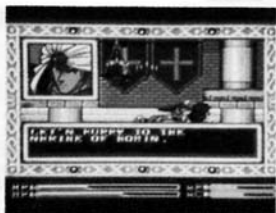
MP gauge- Indicates required energy to use magic. No magic is available if the number is zero.

AC gauge- Indicates the defensive power of Sadler. The more the player has, the less damage he suffers. The number on the gauge increases as the Player advances to each level.

Command window screen- The player can bring up the Command window by pressing the A Button in any screen, in order to take various actions as follows:

Magic: Indicates magic on hand. Some magic requires certain levels.

Medicine: Indicates the number of medicines on hand, up to 15.



COMMAND WINDOW SCREEN

Backup: Saves and loads data, up to 3. Press "Continue" to restart.

Weapons: Includes weapons and shieldings. Be sure to mount weapons or shieldings whenever the player buys them or picks up.

Status: Indicates the present status of Sadler as well as the amount of money in his possession.

Items: Indicates items which Sadler obtained and which were not for use.

Maps: Illustrates the places where Sadler can move forward. Move the cursor to a place of your choice and enter.

RPG characteristics

Level: As a player reaches a certain number of EXP, each capability upgrades.

EXP: Increases each time Sadler defeats an enemy.

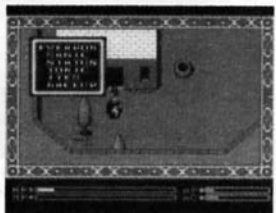
HP: Shows physical strength and decreases when Sadler suffers damage from enemies.

MP: Indicates the required amount of energy to use magic. Decreases when magic is used.

AP: Indicates the offensive power of Sadler's sword in number.

AC: Indicates the defensive power of Sadler in numbers.

GOLD: Indicates money for shopping and can be obtained when Sadler defeats enemies.



WEAPONS

Sadler's offensive power depends upon types of weapons at hand.

A player can intensify Sadler's offensive power with more power weapons at hand. Each town and village offers the opportunity to sell and purchase different types of weapons. Try to make good bargains for better weapons. Also be sure to equip weapons whenever you obtain weapons.

| <u>Type of Weapon</u> | <u>AP</u> | <u>Price</u> |
|-----------------------|-----------|--------------|
| Bat's Sword | +2 | 10G |
| Gaze's Sword | +4 | 25G |
| Abel's Sword | +6 | 110G |
| Blueno's Sword | +8 | 250G |
| Arleni's Sword | +10 | 880G |
| Syak's Sword | +12 | 1660G |
| Pasth's Sword | +14 | 2710G |
| Azala's Sword | +16 | 4050G |

SHIELDS

Types of Shieldings

There are three types of shieldings which increases the defensive power of Sadler.

The defensive power of Sadler depends upon the type of shieldings at hand.

| <u>Shield</u> | <u>AC</u> | <u>Price</u> |
|----------------|-----------|--------------|
| Bat's Shield | +1 | 50G |
| Sem's Shield | +2 | 120G |
| Egon's Shield | +3 | 360G |
| Lana's Shield | +4 | 790G |
| Syaka's Shield | +5 | 1490G |
| Posth's Shield | +6 | 2430G |
| Sumpa's Shield | +7 | 3620G |

| <u>Turban</u> | <u>AC</u> | <u>Price</u> |
|---------------|-----------|--------------|
| Mesh Turban | +1 | 60G |
| Cotton Turban | +2 | 500G |
| Silk Turban | +3 | 1230G |

| <u>Clothes</u> | <u>AC</u> | <u>Price</u> |
|----------------|-----------|--------------|
| Mesh CLothes | +2 | 12G |
| Cotton Clothes | +4 | 480G |
| Silk Clothes | +6 | 1470G |

MAGIC

The choice of magic greatly influences the development of your game!

Each type of magic consumes a certain number of points and cannot be used if it requires more than the points at hand as shown in the MP gauge. The player will open the window in the action screen and select magic. Once you start using magic, it will work until you stop using it. Check the MP gauge regularly.



- For offense, there are two types of magic: Fire and Ice, both in three levels. Fire exerts with pressure of sword forward. Ice causes damage to all enemies on the screen. Each swing of the sword requires a certain MP.

- The magic Restoration keeps HP at a maximum. Since the frequent use of magic uses up MP quickly after suffering substantial damage, the use of the magic as a substitute for medicine is recommended.

Short suggestion/guideline - Important messages and items appear on the action screen. There are many doors in action scenes. Don't forget the door which you have passed through; otherwise you will never be able to move to other places. Defeat enemies, scoring (increasing points) and collecting gold, then head for your destination. Look for persons with important messages and hidden treasure chests.

- Press the "up" side of D Button to pass through a door when the character comes to its front.

FIRE

Throws pressure from the sword on each enemy and causes them damage. It has three levels:

| <u>Level:</u> | <u>Required MP:</u> | <u>Effect:</u> |
|---------------|---------------------|----------------------------|
| 1 | 6 | loss of 10 points by enemy |
| 2 | 12 | loss of 30 points by enemy |
| 3 | 18 | loss of 50 points by enemy |

ICE

Generates a big chill and causes all enemies damage:

| <u>Level:</u> | <u>Required MP:</u> | <u>Effect:</u> |
|---------------|---------------------|----------------------------|
| 1 | 8 | loss of 10 points by enemy |
| 2 | 16 | loss of 30 points by enemy |
| 3 | 24 | loss of 50 points by enemy |

Restoration

Recovers HP. You can recover the same amount of HP as there is MP at hand. This magic keeps being activated until the MP at hand is reduced to zero unless you cancel the magic.

* In the above three types of magic, the ceiling of each levels varies depending upon each stage.

Warp

You can warp at an entrance in action scenes other than the Boss' room. It is not available in RPG mode.

TOOLS

Tonics

Just as useful as Weapons and Shieldings. You can buy tonics at pharmacies in towns or villages and pick them up treasure chests in the "action" mode.

Utilize each tonic efficiently for its intended purpose since each has a different effect. Tonics are most effective in the "action" mode.

Tonics for recovery of HP

| | | |
|---------------|-------------|----------------------------|
| Convulsants | Price: 100G | Effect: recovery of 10 HPs |
| Somnifacients | Price: 200G | Effect: recovery of 20 HPs |
| Heart poisons | Price: 300G | Effect: recovery of 30 HPs |

Herbs for recovery of MP

| | | |
|--------------|-------------|----------------------------|
| Coca | Price: 200G | Effect: recovery of 10 MPs |
| Kava | Price: 400G | Effect: recovery of 20 MPs |
| Piper Beetle | Price: 800G | Effect: recovery of 30 MPs |

Potions for gain of AP (lasts for 20 seconds)

| | | |
|---------------|--------------|------------------------|
| Snake Poison | Price: 300G | Effect: gain of 10 APs |
| Spider Poison | Price: 600G | Effect: gain of 20 APs |
| Cantharis | Price: 1200G | Effect: gain of 40APs |

Tonics for gain of AC (lasts for 20 seconds)

| | | |
|----------|--------------|------------------------|
| Ipoh Dok | Price: 400G | Effect: gain of 10ACs |
| Kayu | Price: 800G | Effect: gain of 20ACs |
| Aconite | Price: 2400G | Effect: gain of 40 ACs |

There are weapon dealers and pharmacies in towns and villages. At weapon dealers you can buy swords or shieldings. Be sure to mount weapons after purchase and dismount them before sale. At pharmacies, you can buy tonics and potions for recovery of HP and MP as well as for gain of AP and AC.

- You need to talk with the shop owner when shopping. Move the cursor to the item of your selection and press the A Button to enter.

In this game EXILE you will travel to many mysterious places around the world starting with a Village in the Dunes. Let's look into the world of EXILE where Sadler's adventure extends.

Starting Point: A Village in the Dunes

Setting out for to remove the threat of the Luciel Military. A Village in the Dunes, hometown of Sadler.

A villager noticed someone who appeared to be a emissary from the Dune Cavalry stationed in the desert.

That prompted an immediate expedition to the desert for a search. The gatekeeper of the village does not allow anyone to go out in spite. It seems that everybody has to go out in group.

SHOP



THE WORLD OF EXILE

PART 1

Sadler starts his world adventure! Who is waiting for Sadler in the desert where death dominates? If the villager's story is true, a man from the Dune Cavalry must be here. A man who came across the desert said that a stranger was walking toward the oasis, where a surprise incident happened.

EI-in

Wreak vengeance for the suffering of the innocent and break through to EI-in!

Sadler finds a letter in the desert. Sadler is travelling to the place which the Luciel Military attacked and destroyed. What awaits Sadler in the dangerous town?

Dune Cavalry headquarters

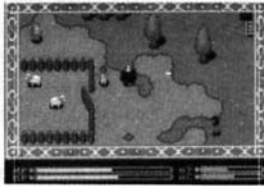
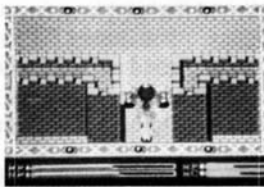
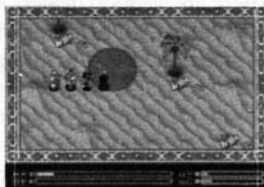
Sadler visits the shrine headquarters of the Dune Cavalry to see Yuug De Pane, Commander of the Cavalry who sent the letter.

Is Yuug planning to eliminate the Luciel army through corruption?

Homis Shrine

A meeting with Yuug De Pane, commander of Dune Cavalry. Point Faisan

A trap waiting for Sadler on his way to the town of Rue. Sadler travels to the town of Rue in Ucee Continent in order to fulfill the request of Yuug. When he stayed in a Norbian village he was told that the town of Rue was burned down by the Luciel Military. When his company hurries to Point Faisan, they run into trouble....



THE WORLD OF EXILE

PART 2

Chenobra

Search for the Camu unit, side kick of the Dune Cavalry!

Sadler hears that the Camu unit lost its track while it was looking for the Holimax in Chenobra.

Travel to a mysterious island in search of the Camu unit.

Rangle Island

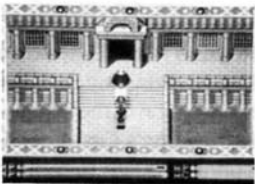
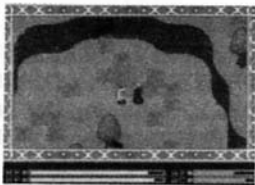
From Chenobra of Caira where the Camu unit disappeared, Sadler could not find the party. Instead, he witnesses cruelty on the island.

Baiyon

Resurrecting Moa...

Sadler and his company decided to go to an eerie tower called Baiyon located in the Cambodian kingdom to obtain the arcanum "Moa's diary" for resurrection of Moa.

Can they really obtain "Moa's diary"? And, what will Sadler find next?



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Renovation Products, Inc. warrants to the original purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Renovation Products, Inc. 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 cause not related to defective materials or workmanship.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you'll need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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