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Join DinoBunz and his friends in a wild,
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DINOLAND



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SEGA
GENESIS
16-BIT CARTRIDGE



VALIS III™

Instruction Manual

RENOVATION
PRODUCTS

Handling the Genesis Cartridge

- This cartridge is intended exclusively for Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 to 20 minute break every hour. Try to be as far as possible from the TV screen.

DISCLAIMER: 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.

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

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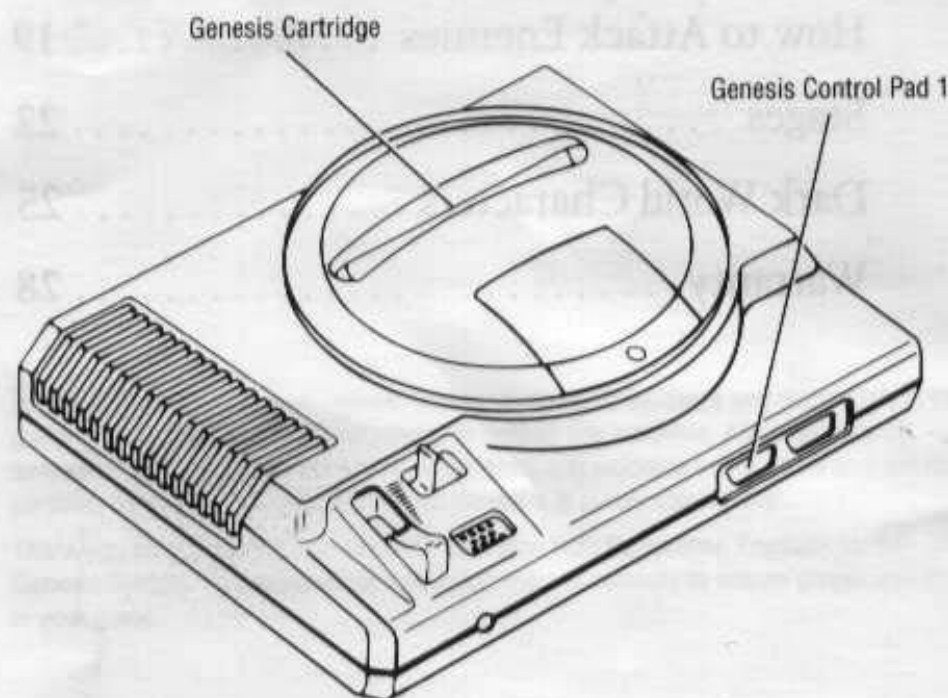
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Starting Up

- 1/ Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in Control Pad 1.
- 2/ Make sure the power switch is off.
- 3/ Insert the VALIS III Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
- 4/ Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

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

- 5/ To play the game, press the Start Button on Control Pad 1.



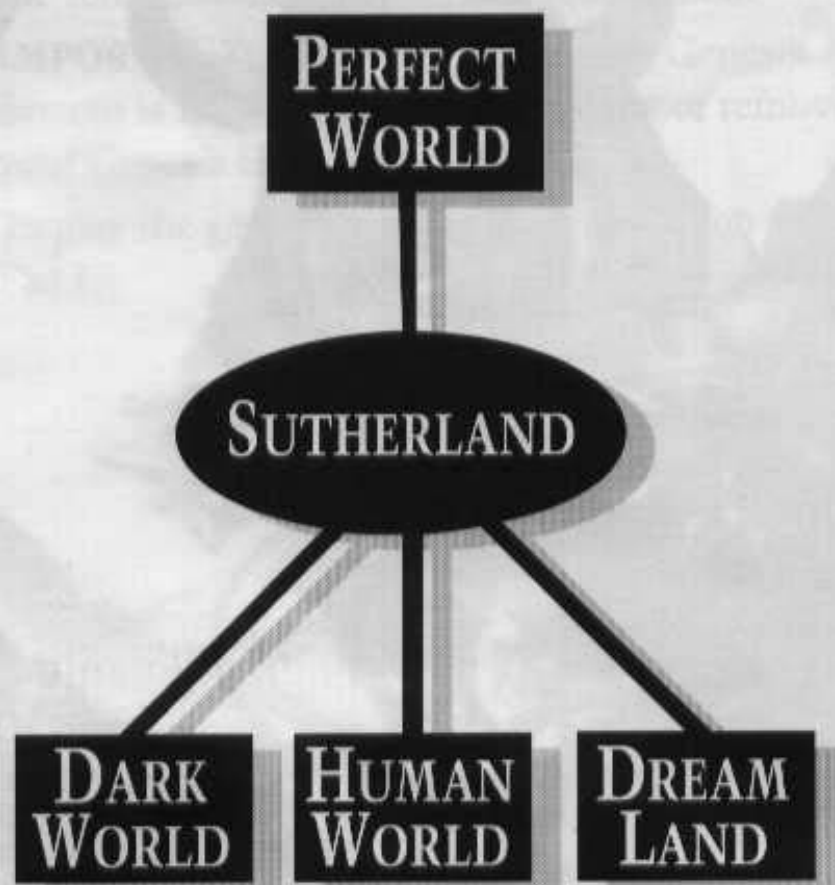
Renovation Products Presents

VALIS III



The World of Valis

In the beginning of time, three living worlds emerged: Dreamland, the Dark world, and the Human world. In Dreamland, the Kingdom of Vecanti has been ruled by Queens for centuries. The Dark world has been governed for years by six powerful Dark lords. The Human world, is the world as we know it. Since the beginning, these three worlds, in addition to the already existing Perfect world and its neighbor Sutherland, have been in a delicate balance of power with each other... until now.



Since its creation, the Dark world has been in trouble. Soon after the six Dark Lords took power, a nether-space window was opened up, and it has been slowly absorbing the Dark world ever since. GLAMES, King of the Dark world, realizing that his world is coming to an end, has made several attempts to conquer Dreamland, using his generals, ROGLES and MEGAS. However, both generals have failed, and now GLAMES, himself, has decided to invade Dreamland, before his world is destroyed.

The Two Swords:

At the dawn of time, two magical swords were forged: The Valis sword and the Leethus sword. Legend has it that only the bravest of warriors can use these powerful magical weapons—and if any one person were to



The World of Valis (continued)

have both, their power could be used for terrible destruction. King Glames owns the Leethus sword and is using its power to conquer Dreamland. Only the fabled Warrior of Valis, wielder of the Valis sword can stop him now... the fate of Dreamland hangs in the Balance.

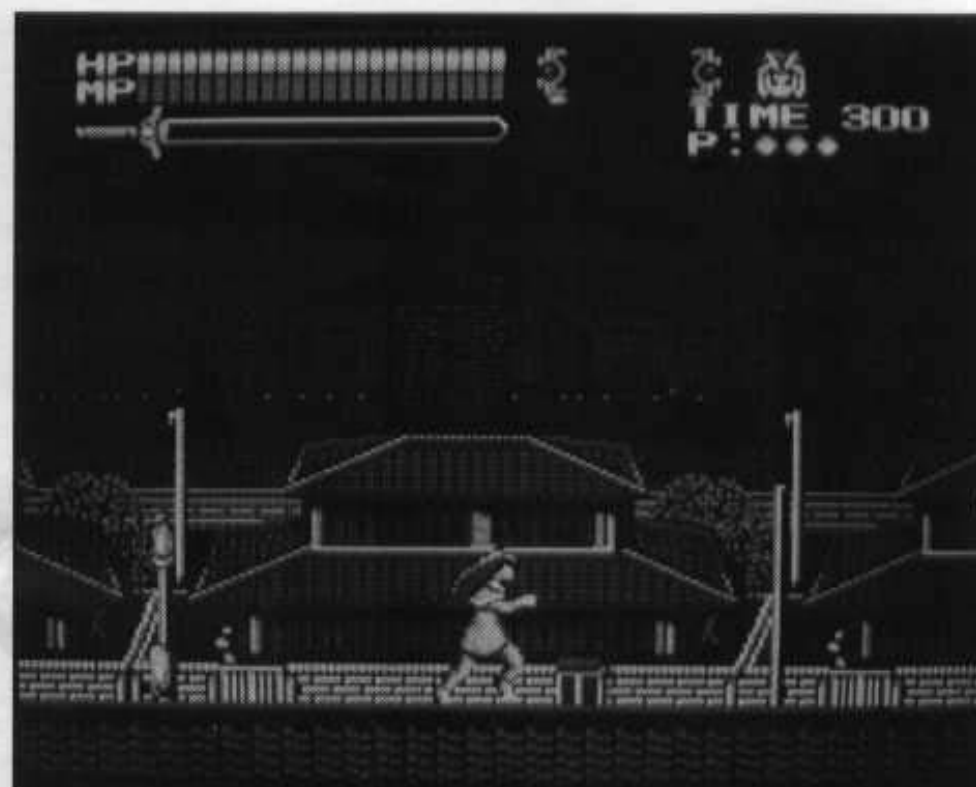
The Warrior of Valis:

Yuko Ahso, who up until recently, was a student living a normal life, is the heroine of our story. One day, not long ago, she discovered that her destiny was to become a warrior in the land called "Dreamland."

Queen Valia, the Ruler of Dreamland, summoned Yuko from the Human world, to save her Kingdom from the Dark King Rogles. Valia told Yuko of her destiny to become the Warrior of Valis and bearer of the Valis sword. Yuko assumed her role as the Valis warrior, and managed to defeat the plans of King Rogles and restore peace to Dreamland.

However, this peace didn't last long, and Yuko was soon commanded to return to Dreamland, where she was to fight as the Valis warrior, once again. This time, Dark

King Megas had invaded Dreamland. But, as the Valis warrior, Yuko was once again able to defeat his plans and thwart the invasion.



After the final battle with Megas, Queen Valia passed away. After reading her will, Yuko discovered the truth about her past. Queen Valia had never told her that Yuko was one of Queen Valia's twin daughters. Princess Valna, Valia's heir to the throne of Dreamland, was really her sister. Yuko was so moved by the knowledge of her true identity, and the loss of her mother, that she vowed to restore peace to Dreamland, forever.

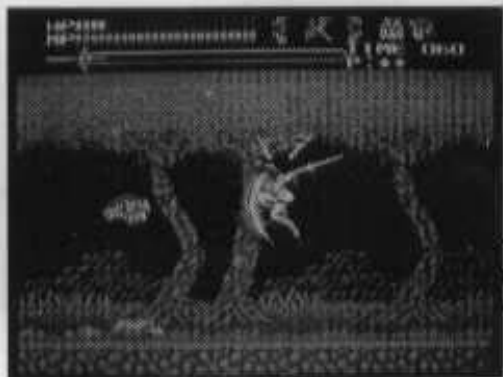


Fantasmal Soldiers

Three soldiers will appear in each stage as the story proceeds. In each action (fighting) scene, you will control one of them, but you will be able to interchange the controlled character freely.

Yuko:

The Warrior of Valis, and the keeper of the Sword of Valis. She has the strongest fighting capability of the three characters. However, she is a little weak in her magical abilities.



Valna:

Yuko's sister and newly ascended Queen of Dreamland. She loves her family and friends dearly. She has a good sense of justice and fairness. Together, Yuko and Valna have committed themselves to defeating King Glames. She carries a powerful magic-staff. Her attacking ability is relatively weak but her magical abilities are very strong.





Cham:

Cham claims to have been born of the Dark world. Her father, Lada, who was a baron, was destroyed by Glames because he stood against the Dark world's plan to invade

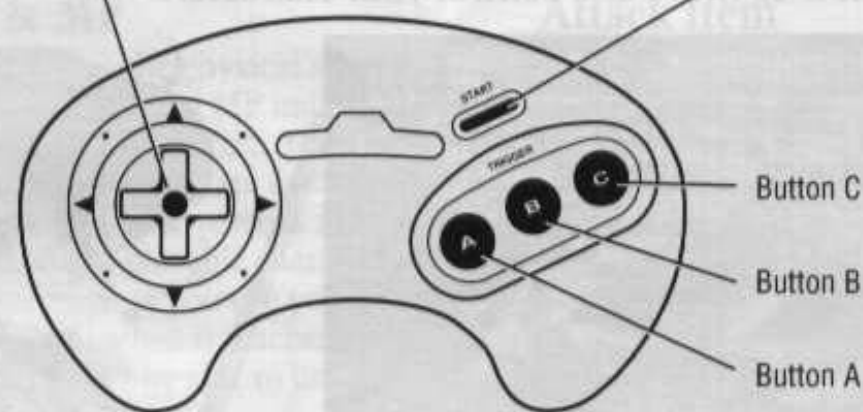
Dreamland. To avenge the loss of her father, Cham came to the Human world to steal Yuko's Valis sword—but they found themselves to be of kindred spirit, and decided to fight together.



Take Control

D (Directional) Button

Start Button



To move your character to the right or left, press the D button to the right or left.

D Button Pressing the D button down makes your character kneel and in this way you can avoid an attack by an enemy.

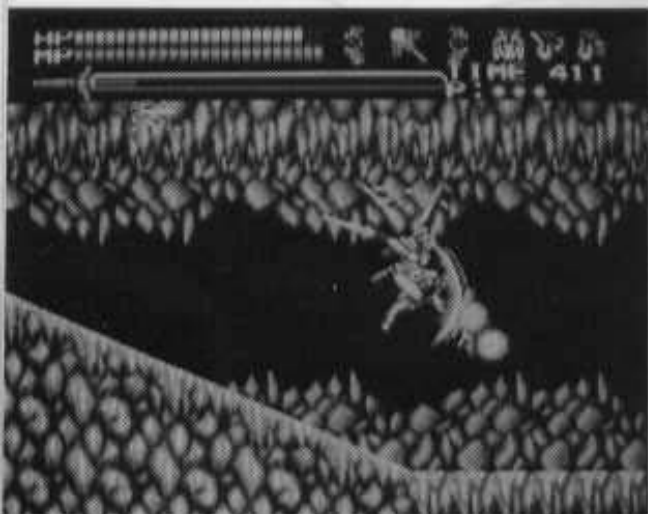
Combinations of different buttons will enable your character to move in different ways (details described below).

A button Press to change the character you control in any given battle scene.

B button Press to attack enemies. While attacking, your character will stand still. It is possible to attack while jumping.

How to Play

The combination of D, A, B, and C buttons will allow you to move your character in different ways. Learn how to move and control your character!



In battle scenes, various techniques, as well as normal attacking and jumping techniques are required to survive. Sliding and high-jumping are especially important and you will not get very far without these techniques.

High-jumping



Your character can jump higher and farther than normal (almost twice as far).

Jumping down



In some areas, your character can jump down a level (s).

Sliding



Your character is invincible. Also, you can get through low pathways.

Special attack



If your character has a magical item for special attacks, you can use magic.



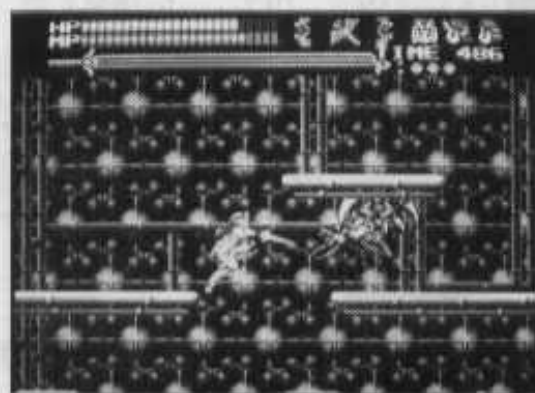
Screen Indicators

Indicators on the top of the screen show conditions of Yuko and the other two characters.

HP & MP

HP indicates the physical strength of your character and MP indicates the strength of your magic. The gauges will go down when you are damaged by an enemy. When HP reaches zero, you will lose one playable character. MP will go down as you use your magical ability, and when it reaches zero, you will no longer be able to use any magic.

Both HP and MP gauges are common to Yuko, Valna, and Cham. The gauges will remain the same even if you change the character you are controlling.



Power Gauge of Your Weapon

This indicates the power of the normal weapon. The energy of the weapon is charged while it is not used. Your weapon will hit an enemy with an amount of power equal to the level of the power gauge. As your character picks up certain items, the upper limit of the power gauge will rise and the charging time will become shorter, so you can attack faster and with more power.

Attack Item

This will be displayed when your character gets an attack item. You will then be able to use magic. The item will be replaced on the indicator when the character gets another item.

Playable Character

The character you are playing is facing you on the indicator. The non-active characters will be facing sideways on the indicator. A character(s) that you cannot choose will be turned around backwards—some characters cannot be chosen in some stages.

Number of Playable Characters

When HP reaches zero, you will lose one playable character. Picking up a "1 UP" item will give you one playable character—up to a maximum of six.

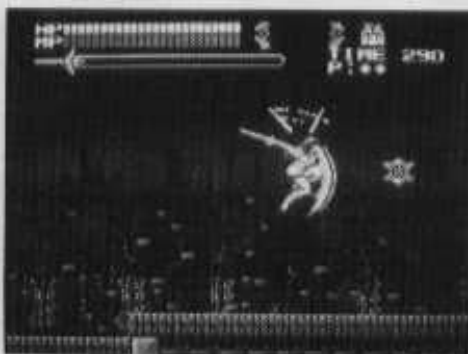
Time

Each stage has a time limit. If the time limit elapses, you will lose one playable character.

Items

There are many items to pick up that will help Yuko and the other characters in this game. You must learn each of their characteristics and how to use them.

Each item is in an item box and will be visible on the screen. Be careful not to lose an item, because it will disappear if you change your playable character after taking it out of an item box.



ITEM BOX:

Each item is put in this box. Destroy the box and pick up the item. You will lose the item if you scroll the screen before picking it up or you don't take it within the given time limit.



RECOVER:

Moves HP gauge up by 16 levels. This is very helpful in a tough battle.



POWER UP:

Raises the power gauge's limit up by three levels.



CHARGING

SPEED: Makes the power gauge's charging time faster. (Energy speed)



1 UP:

Adds one more playable character.



B MAGIC:

Moves MP gauge up by eight levels. This item is the most valuable for Valna.

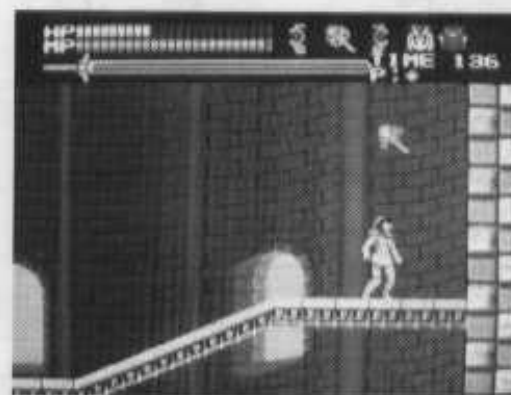


S MAGIC:

Moves MP gauge up by two levels. Try to pick them all up.

Special Attack

Picking up a special attack item enables your character to use magic.



SPECIAL ATTACK: The kind of magic may change depending on the special attack item you have. The power of the magic may vary depending on the character you are playing.



FLAME:

Magical fire. Fiery flames will hurt the enemies and protect your character's body.



BLIZZARD:

Magical ice. This freezes your enemy for a moment.



THUNDER:

Magical thunder. Lightning breaks and strikes the enemy.





Yuko's Magic

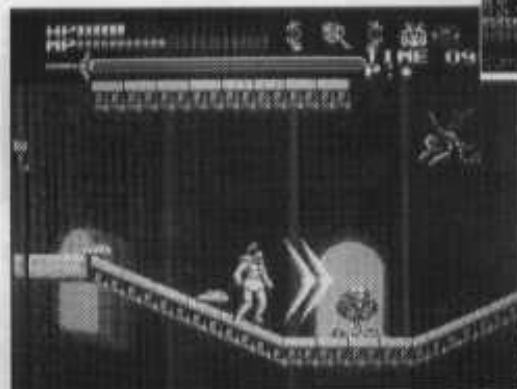
Yuko's magic is weaker than the other two characters. However, she uses less energy from the MP gauge, and she can use it again and again. This is helpful to use a supplemental weapon.

Magic	MP Consumption
Flame	Flame Dagger
Ice	Ice Cutter
Thunder	Thunder Sword

FLAME DAGGER: Fiery daggers fly in two directions and attack the enemy.



ICE CUTTER: Her sword discharges a freezing, ice-wave which freezes the enemy for a short period of time.



THUNDER SWORD: This will damage all enemies on the screen. It is useful when you are facing a lot of enemies at one time.



Cham's Magic

Though Cham's magic is not as powerful as Valna's, it is still a fairly potent weapon. She is very good at moving up and down, quickly, in a stage, and in areas where you are facing a lot of enemies at once.

Magic	MP Consumption
Flame	Fire Dragon
Ice	Ice Throw
Thunder	Lightning Bolt



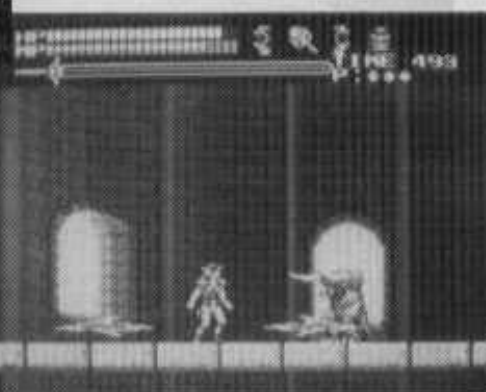
FIRE DRAGON: She creates a fire dragon that attacks the enemies.



ICE THROW: She shoots penetrating icy arrows to the right and left, and freezes the enemies for a short period of time.



LIGHTENING BOLT: She shoots a bullet charged with lightning energy. She also can shoot it upward at an enemy above her.



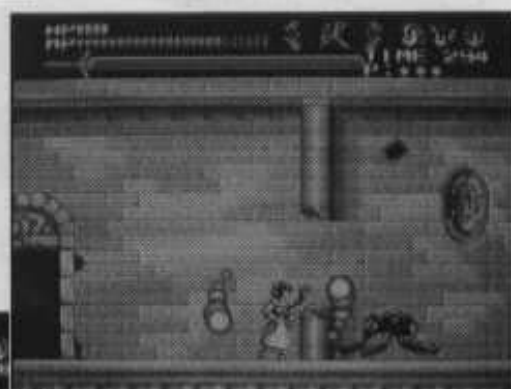
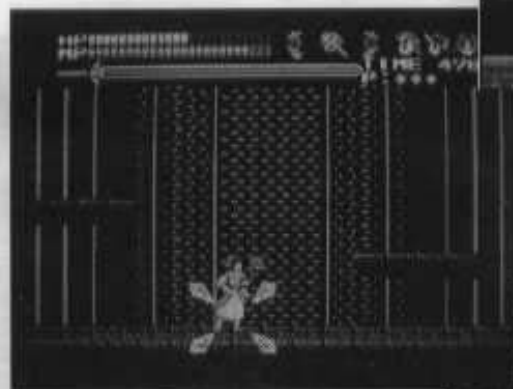
Valna's Magic

Valna has the most powerful magic of the three characters. Since her magic consumes a lot of energy, (as seen on the MP gauge) it is recommended that you pick up as many items, for MP gauge recovery, as you can.

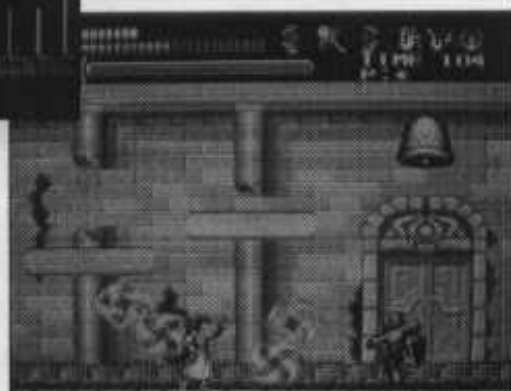
Magic	MP Consumption
Flame	Fire Star
Ice	Chill Cube
Thunder	Thunder Storm



FIRE STAR: Fiery bullets spin around her body.



CHILL CUBE: Icy bullets discharge in four directions and freeze the enemy.



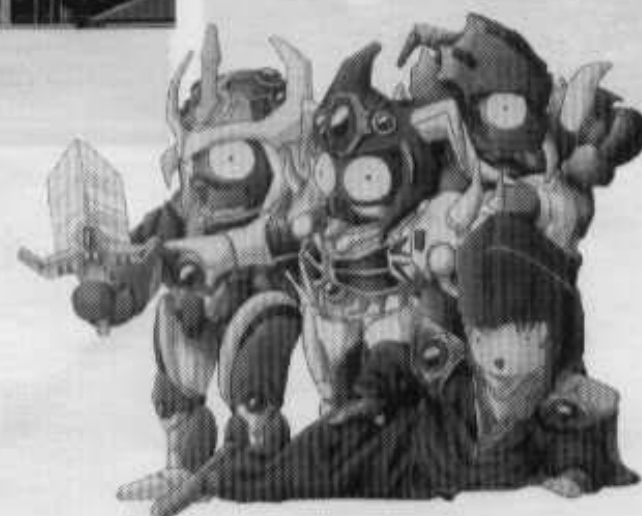
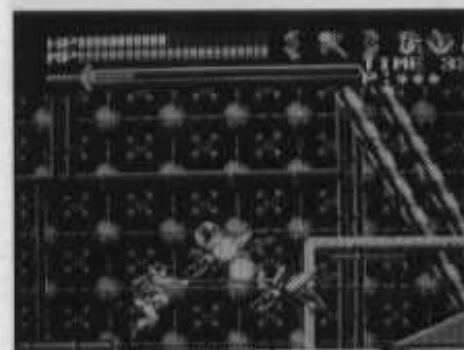
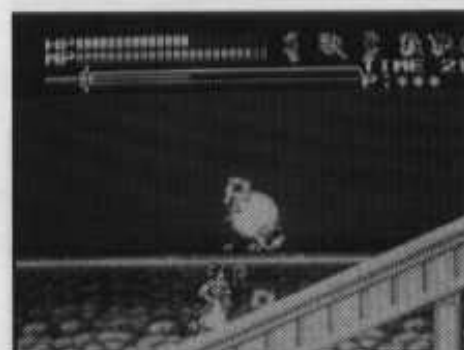
THUNDER STORM: Electric sparks fly all over the screen and demolish your enemies.

Techniques for Attacking the Enemy

The basic techniques for successfully getting the three characters through the battle stages are outlined below.

Take Advantage of Each Character's Abilities!

Yuko is the strongest and most powerful character in combat ability. Cham is especially good at attacking enemies that are surrounding her on both sides—her long-ranged lash is a very useful weapon. Valna's magical ability makes her very effective in the right situations. The key is to know which character to use, at which time in the game!

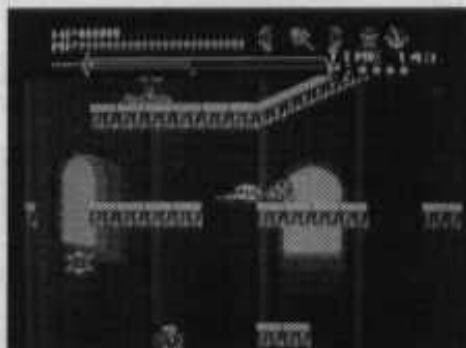


The Sliding Ability is a Very Valuable Skill to Develop

Sliding is one of the most important functions to learn in order to conquer the different stages. During sliding, your character will be invincible, and you will be able to squeeze through very tight and narrow spaces. Sliding also substitutes for jumping when it is difficult to jump over an obstacle.

By using the slide ability, you can escape danger without damage—even when you are surrounded by enemies!

If you are facing a boss character that dashes against you, use the slide capability to slide under them and attack them from the other side.

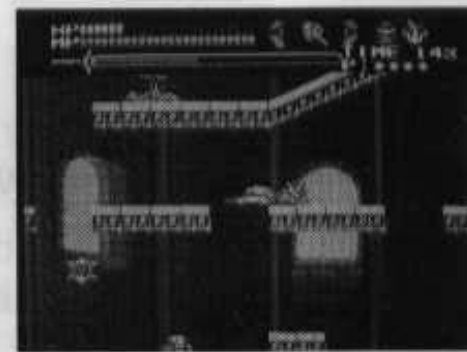


Every Boss has a Weakness — Try to Discover it

Even the strongest boss has a weak point. It is very important to watch the movement pattern of the boss you are facing in order to discover their weakness.

For example, in the battle with Garther, don't move right or left, but instead watch the pattern of his attacks, and shoot him in the intervals.

Easy, isn't it!



Stages

Act 1—Yuko leaves for battle!

The story begins with the meeting of Yuko and Cham, who came to the Human world to defeat King Glames' plans to conquer Dreamland and avenge the loss of her father. After the start of the game, Cham will be taken hostage by Garther, a subordinate of King Glames. You will only have Yuko to use in this stage, so watch out! This is a good time to perfect your sliding skills for use later in the game.

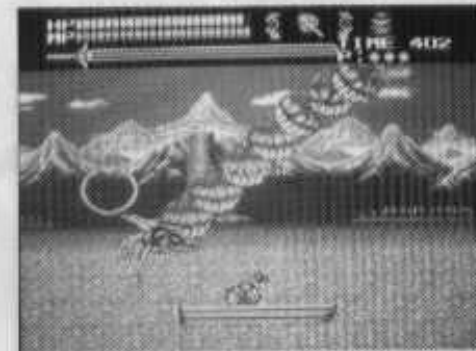
Garther is the boss character of this stage. He will fly around you in the sky and throw iron balls at Yuko. Watch out!

He will move back and forth on the screen, shooting the iron balls in a circle. But, once you beat him, Cham will join Yuko, and you will have two characters to use.



Act 2—Rescue Princess Valna!

Act 2 contains a variety of vertical and horizontal scrolling sections. Your choice of Yuko or Cham will depend on the terrain and enemies you are facing. At the end of this stage, Yuko's twin sister, Valna, will fight with one of King Glames' subordinates, KOLILANBA.



From this point on, in this stage, you cannot change your character. So, think about which character you want to control, carefully!

After facing another boss who flies in the air, you will find Princess Valna encased in a block of crystal. Break the crystal and rescue her!

Valna will then go after Kolilanba herself. Beware, Kolilanba will attack you with several fire weapons. You must use Valna's speed and jumping abilities to defeat him.



Act 3—The Road to Sutherland!

This is the fabled road to Sutherland, the Nilvarn Road. On this road, there will be many trials to pass before you will be worthy to meet with the wise sage, Nizetti. First you must ring the Bell of Justice in order to open the gates to the road. Use the elevator, and ring the bell three times to open the doors. Be ready for a long climb up the Nilvarn Road, and fight your way to Nizetti!



You will encounter mysterious illusions as you travel up the road. But, don't be afraid, and you will reach Sutherland—after all, only the bravest warriors earn the right to meet with the sage, Nizetti!



The Dark World Characters

Glames

King of the Raphin tribe, and Ruler of the Dark world.



He is the wielder of the Leethus sword, Valis' counterpart. Since he learned the secret of the sword's power, he has been trying to conquer both Dreamland and the Human world as well.

Asura

He is one of the six Kings of the Dark world and represents the phantom tribe. His total loyalty to Glames has earned him Glames' absolute trust—and Asura would gladly fight for Glames in any battle!



Zalude

The fortuneteller of Glames in the Dark world. Her past and heritage is unknown. Her outstanding beauty hides her cruelty and deviousness.



Leigh

He is one of the six Kings of the Dark world and represents the phantom tribe. His total loyalty to Glames has earned him Glames' absolute trust—and Asura would gladly fight for Glames in any battle!



Nizetti

The mythical sage who rules Sutherland, the closest country to the Perfect world. His constant pursuit of truth has made him almost omniscient and omnipotent. He is the only person who knows how to release the Valis sword to its full power.



Limited Warranty

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

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

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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 will 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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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this Warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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