

**RENOVATION**  
PRODUCTS

SEGA  
**GENESIS**  
16-BIT CARTRIDGE

# TRAYSIA



**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 **TRAYSIA**, or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at: **(415) 591-7529**

## 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.

## RENOVATION PRODUCTS, INC.

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Japan #82-205605 (Pending)

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

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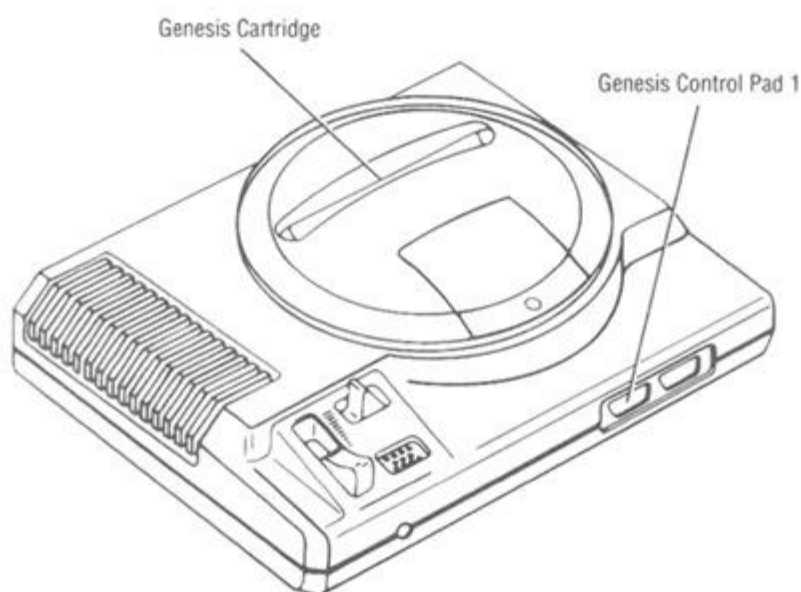
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# STARTING UP YOUR SYSTEM

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 Ys III 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.



A young man and his uncle left their town in a caravan for a long journey. Everything the young man saw and heard was new and exciting to him. They trekked through many mountains and forests, and one day they came to a little kingdom. The kingdom was a well-known stopping place for travelers, and it was called the Kingdom of Salon.

His uncle stopped the caravan and told the young man, "Roy, this is as far as you can accompany me. The places we are going do not let anybody in but the merchants. Go to the Kingdom of Salon. Trust your own strength and create your own life. I will see you again in Johanna and expect you to be a strong, grown-up man then."

The young Roy bid his uncle and the caravan farewell as he stood alone on a hill overlooking a gate of the Kingdom of Salon. He proceeded toward the gate with light footsteps in anticipation of an adventure awaiting him.

Now a long, exciting journey begins for the eighteen-year-old hero.

# TRAVELING COMPANIONS

Here are the brave people who share the quest in the fantasy world.



**ROY** - He is the adventure seeking eighteen-year-old hero who left his home town, Johanna, to journey around the world.



**TRAYSIA** - She is a childhood sweet heart of our hero. She waits for his return in the port town, Johanna.



**BANEGIE** - A mysterious swordsperson who dons a set of armor from head to toe. This swordsperson joins Roy in the Kingdom of Salon.



**MAGELLAN** - He is an army of outcast who travels with his prized sword. He is known for his great swordsmanship, but he does not have any sense of justice. He joins Roy in the Kingdom of Salon.



**BELLENUE** - She is the most powerful sorceress to come from the North Mountain. She is young and small of stature, but her magic power is strong.



**FLOYD** - He is a wizard who serves the Lord of Salon. He joins Roy's group for the hunt in the woods sponsored by the Lord.

## OTHER CHARACTERS

Here are the other characters who are involved with Roy during his adventure. Some of them are his allies and others are his enemies.



**LOWER RANK  
WIZARD**



**WIZARD A**



**WIZARD B**



**ISIS'S WARRIORS**



**CHIEF WIZARD**



**THE MASTER  
WIZARD**



**BLACK DRAGON**



**MINOTAUROS**



**LORD OF  
SALON**

# TAKE CONTROL

Before you start this game, you need to know about the Control Pad. Icons etc. will be explained under each category.

## Control Pad Functions:

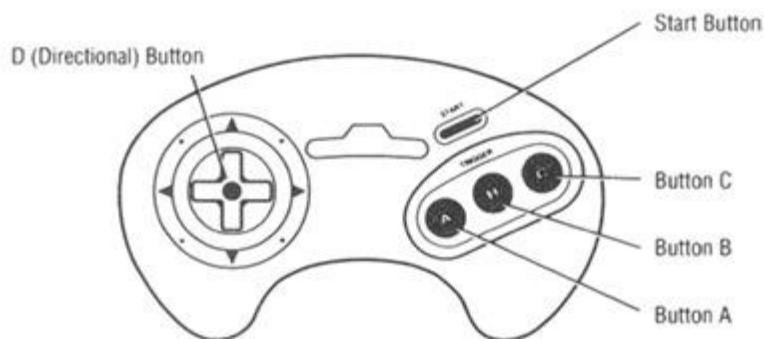
**Start Button:** Press to start a game.

**Directional Button:** Press to move your character in four directions (up, down, right and left).

**A Button:** Press to talk to character, to open a chest and to select an icon.

**B Button:** Press to cancel.

**C Button:** Press to get the Icon Menu when your are on the general screen.



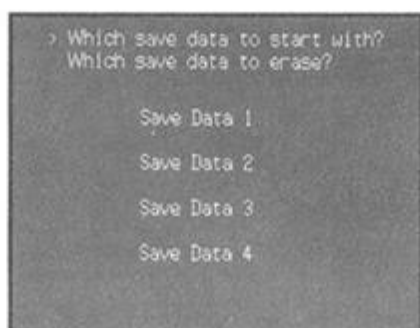


# GAME START

Roy is about to start his great adventure! Now you need to know how to START and SAVE the Game.

## Game Start

Insert the TRAYSIA Cartridge into the Sega Genesis Console and turn the power switch ON.



Press the Start Button and the Load Screen will appear. To start a new game, select the Data Erase function by pressing the A Button. Then go to the Data where you wish to enter your own Data and erase any Data saved before. To Restart the game, start from the Data you wish to Load.

The Demo Screen will roll by itself, but you can press the A Button to roll faster or press the Start Button to omit the Demo Screen.

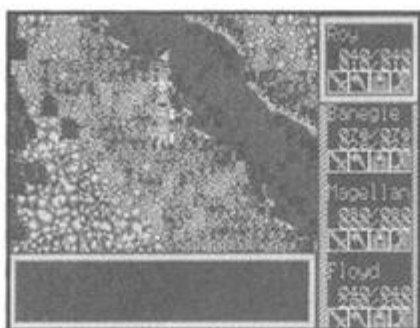
## SAVE THE GAME AT AN INN

To Save the Game Data, go to an inn and the innkeeper will ask you if you wish to Save Data. If you answer YES, Data will be saved automatically. Note that some towns do not have an inn.



# SCREEN INDICATORS

When you are moving through a town or field, the screen indicator is the same as the screen shown below. The following are instructions for the indicators.



1. The Game Screen
2. The Message Screen, which contains dialogue between characters.
3. The Icon Screen, where a character selects an appropriate icon for his/her action.

Each character has its own indicator screen. See the following for more details:



1. Name of the hero.
2. Present HP of HP/MAX.
3. Present MP of MP/MAX.
4. Icons

If you don't see the icon you want in the screen, press the C Button and the Icon Menu will change. There are 10 icons for this game. See page 14 and 15 for the list of icons and their explanation.

# CHARACTERISTICS

When a character selects an Icon by pressing the A Button, characteristics relating to the Status of the character will appear.

STATUS		Icons	
ST : 014	AP : 014	[Icon 1]	[Icon 2]
DE : 006	DP : 016	[Icon 3]	[Icon 4]
AG : 007	SP : 007	Stunle	078/078
IQ : 007	IP : 007	Magellan	008/008
LV:02	EP: 0000074	Floud	000/000

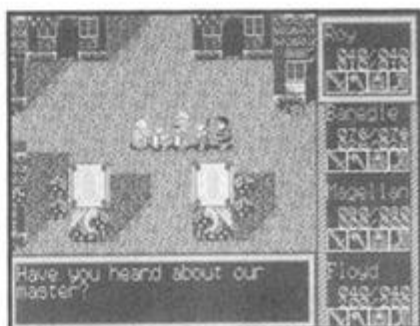
1. **L (LEVEL)** The overall strength of the character.
2. **ST (STRENGTH)** The strength of the character with no Items.
3. **AG (AGILITY)** The speed of the character with no Items.
4. **DF (DEFENSE)** The defense power of the character with no items.
5. **IQ (INTELLIGENCE QUOTIENT)** The magic power of the character with no Items.
6. **AP (ATTACK POINTS)** The attack power of the character with an Item plus No. 2.
7. **SP (SPEED POINTS)** The Speed points of the character with an Item plus No. 3
8. **DP (DEFENSE POINTS)** The defense points of the character with an Item plus No. 4.
9. **IP (INTELLENGENCE POINTS)** The magic power of the Item plus No. 5.
10. **HP (HIT POINTS)** The Hit points of the character.
11. **MP (MAGIC POINTS)** The magic points of the character.
12. **EP (EXPERIENCE POINTS)** The experience points of the character.

## TOWN SCENARIO

Roy and the other characters can rest for awhile in the town. You must regain the Hit Points and Magic Points to upgrade your weapons, as well as to gather the information.

### FIELD SCREEN

At the first town, you meet your companions for your adventure. It is dangerous to go out of the town by yourself. First talk to the people of the town and gather the information. Select a character to talk to by moving the Directional Button (up, down, right and left) and press the A Button to converse.



### SHOPS IN A TOWN

At first, Roy does not have much in the way of weapons, protective gear or money. As he gains his companions, he also gains more money, and he is able to shop at the weapon and protective gear shops. There are many more Shops in the town.

You can Save a level as well as regain HP and MP by staying at an inn. You can also regain HP and MP by staying at a hospital in the town.



### FIGHT

Enemies will attack you without notice when you are in a field or dungeon. You have a choice of fight, magic, defense, or get-away. Which would you like to choose?



## ENEMY ATTACK!

Each character must select an Icon to fight. Move a cursor to an opponent you selected by using the Directional Button and press the A Button. You may need more than one turn to get close enough to attack the opponent.

When you select Magic, choose one out of four directions (up, down, right and left) in which you wish to attack. You must be on the same line as your enemy, otherwise the Magic does not work.

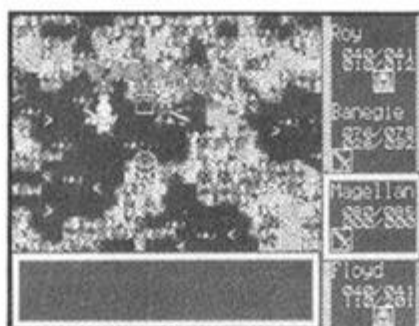
For your defensive move, you can choose to escape by running around the screen or stay put. Either way, you gain your Defensive Power, which makes your character hard to damage.

Even if you select an Icon to escape, you may not be able to succeed every time; but, if one of your characters succeeds in escaping, the rest of the characters can also escape. Press the B Button to cancel all your commands.

### HP:

During the fight, when characters other than the hero are attacked and their HP become '0', they disappear from the Fight Screen. When they return to the general screen, their HP shows '1'.

When the hero's HP becomes '0', the Game is Over.





# LIST OF ICONS

## FIGHT SCENE

## GENERAL SCENE



Not Applicable

Use the weapon the character already has. You cannot change the weapon during the fight.



Use Magic. The character's regained Magic Power is shown in the Message Window. Select the Magic you want and execute.

Use Magic. All the Magic Points are shown in the Message Window.



Not Applicable

You select this Icon to defend. Once you select this, you cannot move until your next turn, but you gain your Defense Points.



Not Applicable

You select this Icon to escape. When one of your characters manages to escape, the rest of the characters can also escape. If you fail to escape, you cannot move during the turn.



Not Applicable

This is to use an Item. All of your Items are displayed in the Message Window. Select one and execute, then select a character who uses the Item. The Item can be used only for your companion characters and not for the enemies

# LIST OF ICONS

## FIGHT SCENE

## GENERAL SCENE



You can listen to the conversation of your companion. The conversations will automatically run in the Message Window.

Not Applicable



You can see the Status of a character. The Status, Level and Experience Points of the character appear on the screen.

Not Applicable



Disposes of the Item you have. The Message Window displays Items you have. Select and execute, and the item will be erased.

Not Applicable



Command an Item. The Message Window displays Items you have. Select and execute; it will be automatically used. There are some Items that you cannot use. You can possess as many as six items.

Not Applicable



Give an Item to your companion. The Message Window displays the Items you have. Select and execute, then select the character you wish to give the Item to. Execute and the Item goes to the character.

Not Applicable

## **WEAPONS AND DEFENSE GEAR**

There are many Weapons and Defense Gear for the fight screen in this game. Some of them can be bought at a shop in a town and the others can be obtained by fighting with Monsters. The following are some of them:

### **WEAPONS**

There are five different kinds of Weapons: Swords, Axes, Maces, Bows and Arrows, and Staffs. Not all characters can use all the weapons. Roy and Magellan can use Swords, Banegie can use Axes and Maces, Bellenuc can use Bows and Arrows, and Floyd can use Staffs.

KNIFE	LONG SWORD	RIVER SWORD
DAGGER	BROAD SEORD	SHAMSHA
SHORT SWORD	GREAT SWORD	

### **DEFENSE GEAR**

The Defense Gear, such as Armor and Shields, will protect you and your characters from the enemy attacks. Generally, the Shields have more Defense Power than the Armor. At the Shop, the more you pay for the Shield or Armor, the better Defense Power you get.

#### **ARMOR**

Leather Clothes  
Fur  
New Clothes  
Leather Armor  
Scale Mail

#### **SHIELDS**

Target  
Shield  
Leather Shield  
Bronze Shield

# WEAPONS AND DEFENSE GEAR

## MAGIC

All the characters except Magellan can use Magic. Not all the characters can use all types of Magic. When you increase your level.

## FIRE MAGIC

Hound: A ball of fire is aimed at an enemy.

Hou des: a bigger ball of fire is aimed at an enemy.

Hou Kahn: the biggest ball of fire is aimed at any enemy.

## ELECTRIC LIGHT MAGIC

Fulgul: Electric light is shot at an enemy.

Faul Khan: An electric flash stronger than Fulgul is shot at an enemy.

## ICE MAGIC

Fonce: A piece of ice is hurled at an enemy.

Folga: A bigger chunk of ice is shot at an enemy.

Fon Folge: The biggest ice block is shot at any enemy.

## THUNDER AND LIGHTNING MAGIC

Indra: Creates thunder and lightning, and drops it over an enemy.

Indras: Two sets of thunder and lightning are dropped over an enemy.

Ill Oun: Four sets of thunder and lightning are dropped over an enemy.

## MAGIC TO REGAIN YOUR POWER

Dahlet: Magic to regain HP.

Dahlex: Magic to regain more HP than Dahlet.

Dahgista: Magic to regain more HP than Dahlex.

Dahgis Dahgista: Magic that restores the most HP.

## SPECIAL ITEMS

The special items add power to your Status, such as Muscle Power or Agility. You do not know how much power you will gain until you actually get the item. You can buy some Items at a shop, other Items you must acquire by knocking down a monster.

Silver Tulip

Gold

White Gold Staff

Leather Hat

Hair Decoration

Feather Hat

## EVENT ITEMS

These Items are important to advance in the game. They are not available at shops, but you can receive these as a gift, or find them in a treasure chest.

Swordsman's Key

Magician's Key

Traveler's Key

Merchant's Key

White Gold Key

Lumber

Golden Cross



# LIMITED WARRANTY

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.

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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'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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# exile™



## Journey Through an Ancient, Magical World

The travels of Sadler begin in a small desert town but take him across a world filled with magic, monsters and adventure! Join the nomadic warrior on his quest to rid his lands of an evil invasion. See the mystic realm unfold before your eyes in the map scrolling mode!

Converse with townsfolk and villagers in the RPG mode to gain valuable information. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition.

But don't forget the action! You'll need all of your skills as a fighter and a spell-caster in the combat mode to destroy the massive armies that await your arrival. Fight well and the land may know peace again!

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