

SORCERER'S Kingdom



TRECO™

© 1992

SEGA
GENESIS
16-BIT CARTRIDGE



WARNING

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.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEMS.



Thank you for selecting Treco's SORCERER'S KINGDOM™ Game Cartridge. Please read this instruction manual to ensure proper handling of your game. Have fun!!!

SAFETY PRECAUTIONS

- 1) The Sega Genesis Cartridge should only be used for the Sega Genesis System™.
- 2) Make sure that your Genesis System is turned OFF when inserting or removing your Genesis Cartridge.
- 3) Avoid subjecting your Genesis Cartridge to extreme temperatures and shock. Do not touch terminals, or subject cartridge to thinners, solvents, benzene, alcohol, and other cleaning agents.
- 4) Do not attempt to disassemble your Genesis Cartridge.
- 5) Pause for 10-15 minutes after long periods of continuous game play.

LOADING INSTRUCTIONS

- 1) Make sure the power switch on your Genesis System is in the OFF position.
- 2) Insert the SORCERER'S KINGDOM™ Cartridge into the console as directed in your Genesis System Manual. The cartridge label should be faced towards you, and firmly inserted in the slot.
- 3) Turn the power switch on your Genesis System to the ON position. If nothing appears on the screen, recheck insertion.

Safety Precautions	2
Story.....	4
Characters.....	5-8
Controls	9-10
New Game / Continue	11
Map.....	12
Titles and Status.....	13-14
Character Descriptions	15-18
Towns and Villages	19-20
Buying Items	21
Selling Items	22
Field Commands.....	23
Equipping Character.....	24
Trade Command	25
Items and Gold.....	26
Battle Commands.....	27-28
Saving your Game	29
Table of Magic Spells	30-32



The ear-splitting cry of a Griffin wracks your brain and echoes down the long dark corridors of Sorcerer's Kingdom. Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to *don your magical wings and fly...*

CAST OF CHARACTERS

Along your journey, you will meet several helpful characters and some that may join you.

YOU
Adventurer

A young boy born in the town of Landale, who is summoned by the King to go forth and rid the land of treacherous monsters and widespread evil.



ASTINA
Cleric

Born to a race of elves, Astina practices the art of healing. She is a swift fighter and may become a useful member of your party.



ELRAD
Monk

A wandering monk looking for adventure and power, Elrad will be a valuable asset to your party. Do not try to finish your adventure without him.

MIDI
Scout



A daring girl in search of ancient treasures. Her magic will aid you in battle.

NON-PLAYING CHARACTERS

King of Landale



The King of the realm. The King is a wise and seasoned adventurer. He will guide you along the way as well as share useful information with you. As the King sees fit, he will award new titles to all your party members. This will enhance your strength. Hasten to his palace when a marker appears on your auto-map.



Your Mother

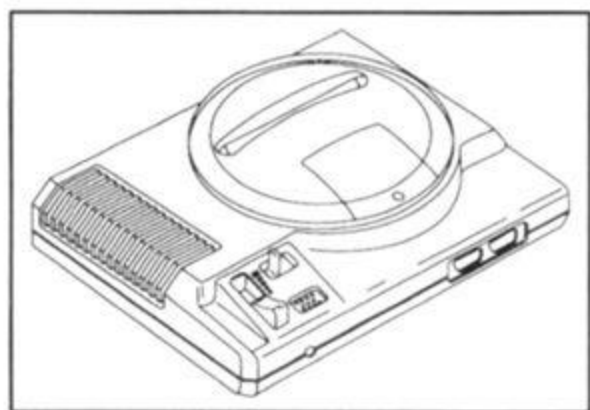
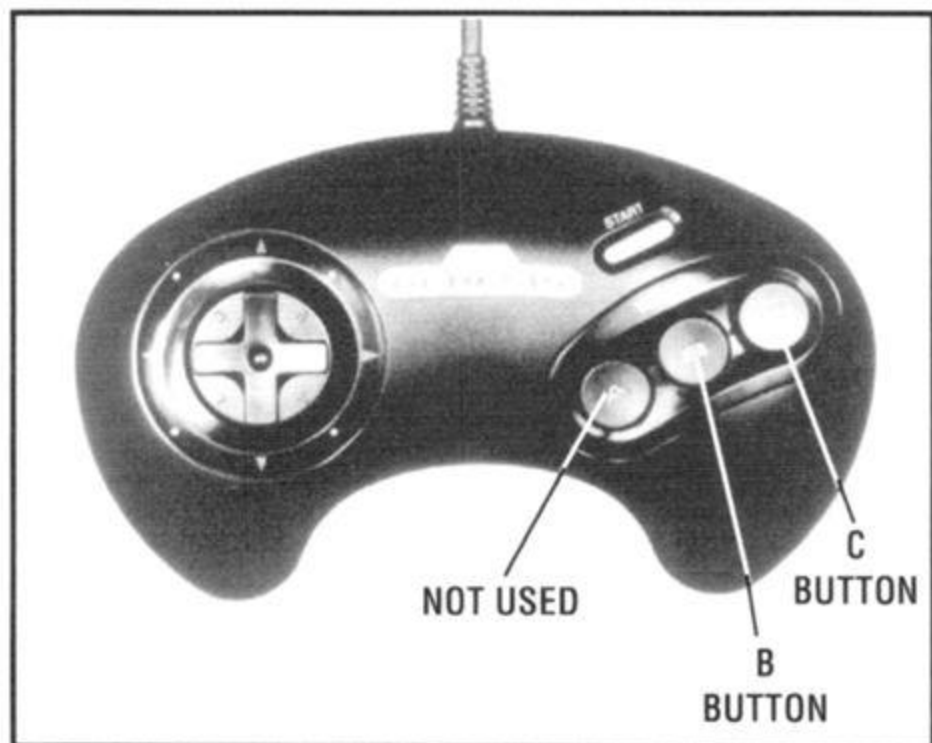
Your mother has been running her own Inn at Landale. You will always find her standing outside her Inn awaiting your return. Do not hesitate to take advantage of her warm hospitality.

The Wizard in the Hill

Little is known about the Wizard in the Hill. Rumors say that he has very useful information that will help you in your quest. He is sometimes seen at odd hours talking to the Blacksmith.



CONTROLS



START BUTTON	STARTS THE GAME
CONTROL PAD	MOVES THE PARTY, AND HIGHLIGHTS DESIRED SELECTIONS
C BUTTON	ACCEPTS HIGHLIGHTED SELECTIONS, AND OPENS THE COMMAND WINDOW
B BUTTON	CANCELS COMMANDS
A BUTTON	NOT USED

HELPFUL ADVICE

Even though you may have already spoken to a particular person, try again after defeating monsters, or receiving a new title from the King. They may offer new information.

HOW TO START

NEW GAME / CONTINUE

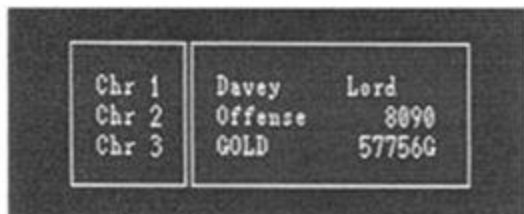
Set the cartridge properly into your Sega Genesis and switch the power on. The opening for the game will begin, and you can press START to view the title screen. When the menu appears, you will be asked if you want to start a New Game or Continue.



You may choose your selection by using the Control Pad, and then the "C" button.

NOTE: The "Continue" selection will appear only after you have saved a game.

If you choose "Continue", a new screen will appear. This allows you to choose chronicles 1 through 3. These are save files which enable you to save up to three different scenarios in one game. A description of your characters' status will be displayed to the right of the chronicles once a game has been saved.

A screenshot of a character status table with a white border. The table has three rows and three columns. The first column lists character names (Chr 1, Chr 2, Chr 3). The second column lists character types (Davey, Offense, GOLD). The third column lists numerical values (Lord, 8090, 57756G).

Chr 1	Davey	Lord
Chr 2	Offense	8090
Chr 3	GOLD	57756G

When selecting the "MAP" command you will be shown a view of the realm of Sorcerer's Kingdom. From this map you will be able to transport the characters in your party anywhere that you have already visited during your adventure.

Use the control pad to maneuver around the map to locations that you have already visited. A green ball signifies where you have already been, and the red ball signifies where your party is currently located. Move the green ball to where you would like to go and press the "C" button.



A sword will show up on the auto-map when the King is summoning you.

HELPFUL ADVICE

Visit the King each and every time you see the magic sword appear.

TITLES

YOU

ELRAD

ASTINA

MIDI

Fighter

Pilgrim

Apprentice

Novice

Warrior

Sorcerer

Priest

Ranger

Knight

Wizard

Bishop

Scout

Sword
Master

Druid

Arch
Bishop

Specialist

Hero

Warlock

Paladin

Expert

Lord

Sage

Saint

Master

Dragon
Slayer

Dragon
Slayer

Dragon
Slayer

Dragon
Slayer

H.P. (HIT POINTS)

Increase after a set number of battles.

M.P. (MAGIC POINTS)

Increase by utilizing magic skills.

PHYSICAL POWER

Attack and movement range during the battle.

FIGHTING POWER

Attack and defense status during the battle.

VIEWING YOUR STATUS

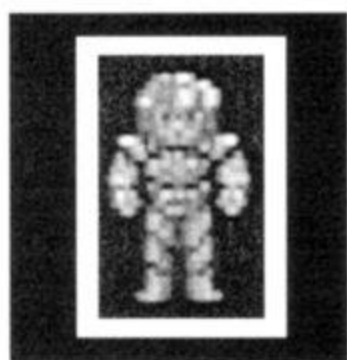
Choose the "STATUS" command from the main menu. This will allow you to either look at your characters' statistics or reorder your character line-up.

By selecting "STATUS" you will be able to view a screen that displays items and gold that you have collected along your quest. By pressing the "C" button, you will be transferred to a screen that displays your characters' name, H.P., M.P., inventory, attack power, number of attacks, defensive move, move range, fighting power, strength, and luck.

Press the "C" button and you will see what magic spells you have and your casting capability, if any.

DESCRIPTION OF EACH CHARACTER

YOU



You have the greatest range of H.P., physical power, and fighting power. You are also trained in handling a wide assortment of weapons, particularly swords. You cannot use magic.

ELRAD



Elrad has a low level of physical and fighting power. However, he possesses an amazing amount of luck. His main asset is in attacking magic.

DESCRIPTION OF EACH CHARACTER

ASTINA



Astina has an average amount of physical and fighting power, and is gifted with only a fair amount of luck. Her most important attribute is her ability to heal herself, and other party members.

MIDI



Midi has a fair amount of physical and fighting power, but excels in her use of magic during battles.

TOWNS AND VILLAGES

WEAPON SHOPS



A place to buy and sell weapons.

ARMOR SHOPS



A place to buy and sell armor.

TOOL SHOPS



A place to buy and sell potions and tools.

WORSHIP SITE



Bring your dead party members here for resurrection.

TAVERN



Drop in for a refreshment and receive hints from other patrons.

INN



Recover H.P. and M.P. when you stay for the night. You will also be given the option to save your game here. Your mother owns the inn in Landale, so rent is always free.

BUYING ITEMS

Enter the store and choose the "BUY" command. The merchant will then display a list of available items. At this point you can choose the character that you wish to purchase items for. Select the item you would like to purchase by using the control pad then pressing the "C" button. The merchant will give a brief description of each highlighted item along with the price.



HELPFUL ADVICE

Watch your status when selecting certain items. Your movement range and defending power will vary according to the items you equip your characters with.

Use the exit command to finish your shopping.

SELLING ITEMS

Enter the store and choose the "SELL" command. The merchant will then inquire as to which character would like to sell his or her items. Select this character by highlighting their name with the control pad. Then confirm your choice with the "C" button. An inventory of the character's belongings will appear along the right side of the screen.



HELPFUL ADVICE

The merchant will only buy equipment that he is familiar with!

FIELD COMMANDS

Press the "C" button during the game, and the field command window will appear. Choose a command by using the control pad and then select your choices by pressing the "C" button.

FIGHT

Start a battle with an enemy.

MAGIC

Use various magic from your magic users.

DETECT

Search the area that the lead character is standing on.

MAP

Access your auto-map feature and warp to places you have already visited.

ITEM

Equip, use, trade, or discard items among your party.

STATUS

Indicate the status of the party members and reorder the party line-up if needed. This command will also display objects found along the way.

EQUIPPING A CHARACTER

Choose "ITEM" from the command window and you will be given a choice of 4 commands. Next, select the "EQUIP" command and choose the character that you would like to equip with items. A menu will appear listing items that can be equipped to that character. Press the "C" button to equip the character and watch for a small "E" to appear, signifying that the item has been equipped.

HELPFUL ADVICE

When the cursed item is dispelled, it will then disappear.

USE COMMAND

Select the "USE" command and the character whose inventory will be used. Press the "C" button and you will see a list of the inventory you have selected.

HELPFUL ADVICE

Some items can be used by only certain party members. Watch for the "CAN'T USE" icon that appears by the character's name if they are unable to use that particular item.

TRADE COMMAND

Select the "TRADE" command and the item you wish to trade. Next, select the character that will receive the item and press the "C" button.

HELPFUL ADVICE

You cannot trade an equipped item!

DISCARD COMMAND

Select the "DISCARD" command to lighten the load that your character is currently carrying.

HELPFUL ADVICE

You cannot discard an equipped item!

FINDING ITEMS & GOLD

When you have defeated a monster, sometimes gold or items will be discovered. Beware of cursed items. These will take effect once they are equipped and will bring danger to the party. To dispell the curse, you will need to request the help of a Monk who resides in the church.

HELPFUL ADVICE

The "DETECT" command should be accessed to open a treasure chest, but first make sure the lead character is standing on the chest!



HELPFUL ADVICE

Even though you may have already spoken to a particular person, try again after defeating monsters, or receiving a new title from the King. They may offer new information.

BATTLE COMMANDS

The battle commands will appear when your party member either encounters an enemy or declares battle on an enemy.



Characters will grow according to the experience gained during battle. It is important to keep your characters' experience levels as equal as possible.

HELPFUL ADVICE

When the "BATTLE" command appears you will have to fight every monster that is on the screen. Try to lower the number of monsters on the screen before the "BATTLE" command appears.

FIGHT

Your character will attack the enemy he or she is standing next to. If there are two or more enemies standing next to your character, you will be able to choose which enemy you wish to fight.

MOVE

This command enables your character to move around the battle field where it is highlighted. This command is useful in strategic fighting.

MAGIC

This command will allow your character to cast magic spells either against your enemy or to help your allies.

PARRY

This command is to dodge and fend off the enemy.

ITEM

A list of your inventory will appear and you will be able to select items that could be useful in battle.

RUN

This enables your party to run away. It doesn't always work!

SAVING YOUR GAME

You can record your journey at any of the inns located in the towns. Whether you choose to stay at the inn or not, the innkeeper will ask if you would like to save your game.

HELPFUL ADVICE

Always look for the lamps that indicate an inn.



To save your game, choose "yes" when registering at the inn. Then select a chronicle from 1 to 3 and press the "C" button.

After you have saved your quest, you will be asked if you would like to continue your adventure. To end the game, select "no".

ELRAD'S SPELLS

Fireball	A fireball will fly in the direction of an enemy 20 M.P.
Blaze	Engulfs an enemy in flames 50 M.P.
Firestorm	Engulfs a number of enemies in flames 85 M.P.
Cold Bolt	Attempts to freeze the enemy 30 M.P.
Freeze	Freezes the enemy 60 M.P.
Ice Storm	Freezes all the enemies 90 M.P.
Thunder	Sends a bolt of lightning towards the enemies 40 M.P.
Lightning	Sends several bolts of lightning towards the enemies 70 M.P.
Spark	Creates a thunderstorm over all the enemies 120 M.P.
Explosion	This spell has unknown effects 300 M.P.
Silence	Keeps your enemies from casting spells 15 M.P.
Fear	Scares the enemies 20 M.P.

TABLES OF COMBAT SPELLS

ASTINA'S SPELLS

Reduce	Reduces damage taken 20 M.P.
Shield	Decreases damage from the enemy 20 M.P.
Spread	Decreases the enemy's magic effect by half 20 M.P.
Detox	Neutralizes poison for a party member 10 M.P.
Move	Neutralizes paralysis for a party member 10 M.P.
Soft	Neutralizes a stone spell cast on a party member 20 M.P.
Cure All	Recovers all symptoms except death 30 M.P.
Heal	Recovers H.P. of any chosen party member 10 M.P.
Recover	Recovers H.P. of a chosen party member 50 M.P.
Revive	Recovers all H.P. of a chosen party member 80 M.P.
Restore	Recovers all H.P. of all party members 80 M.P.
Ressurrection	Recovers H.P. and revives a party member 250 M.P.

MIDI'S SPELLS

Power Up	Raises the fighting power of an ally 50 M.P.
Weaken	Reduces the fighting power of an enemy 25 M.P.
Haste	Increases the number of steps to an ally 25 M.P.
Slow	Decreases steps of an enemy 50 M.P.
Quick	Increases steps of an ally 20 M.P.
Sleep	Makes an enemy fall asleep 40 M.P.
Confuse	Dazzles an enemy 20 M.P.
Heal	Recovers H.P. of a chosen party member 10 M.P.
Detox	Neutralizes poison in a party member 10 M.P.
Slow	Stops an enemy from moving 30 M.P.
Demoralize	Reduces morale of an enemy 50 M.P.

NOTES

LIMITATIONS ON WARRANTY

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 same conditions set forth herein. In no event shall TRECO be liable for consequential or incidental damages resulting from the breach of any expressed 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, to the above limitation or exclusion may not apply to you. This warranty provides you either specific legal rights. You may have other rights which vary from state to state.

TRECO warrants to the original consumer purchaser that the TRECO 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, TRECO 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.

To receive this warranty service:

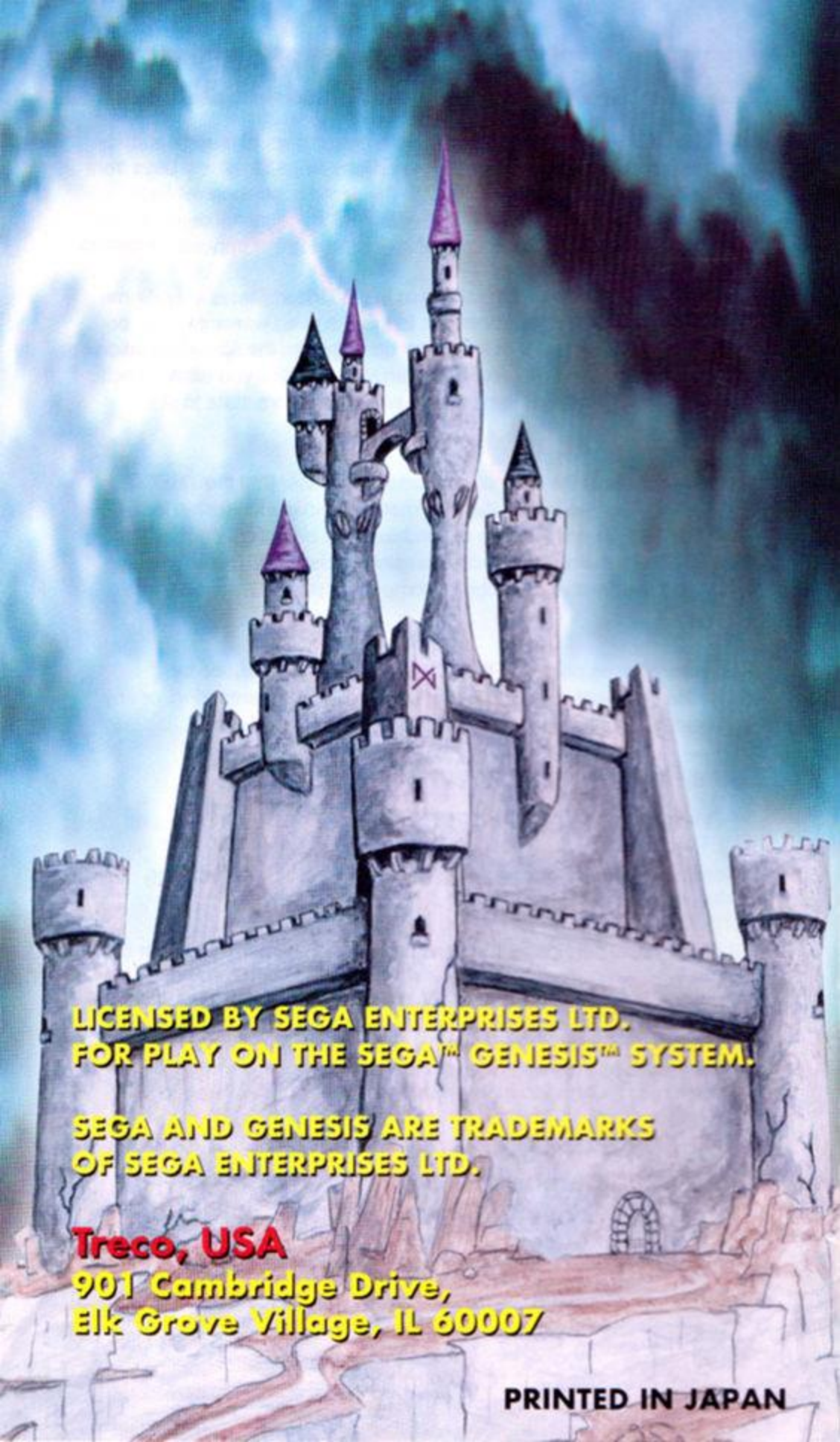
1. DO NOT RETURN YOUR TRECO CARTRIDGE TO YOUR RETAIL SELLER.
2. Notify the TRECO Consumer Division of the problem requiring warranty service by calling:
(708) 364-9787
3. If the TRECO service technician is unable to solve the problem by phone, he will provide you with instructions to return the defective cartridge to us. He will issue a return Authorization number, which must be recorded on the outside packaging of the defective cartridge. The cost of returning the cartridge to TRECO's service center shall be paid by the purchaser.

Please return cartridge along with dated proof of purchase to:

TRECO

**901 Cambridge Drive
Elk Grove Village, IL 60007**

Patents: U. S. Nos. 4,442,486/4, 454,594/4,462,076;
Europe No. 80244;
Canada No. 1,183,276; Hong Kong No. 88-4302;
Singapore No. 88-155; Japan No. 82-205605
(Pending)



**LICENSED BY SEGA ENTERPRISES LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.**

**SEGA AND GENESIS ARE TRADEMARKS
OF SEGA ENTERPRISES LTD.**

Treco, USA
901 Cambridge Drive,
Elk Grove Village, IL 60007

PRINTED IN JAPAN