

TAITO™
TAITO CORPORATION

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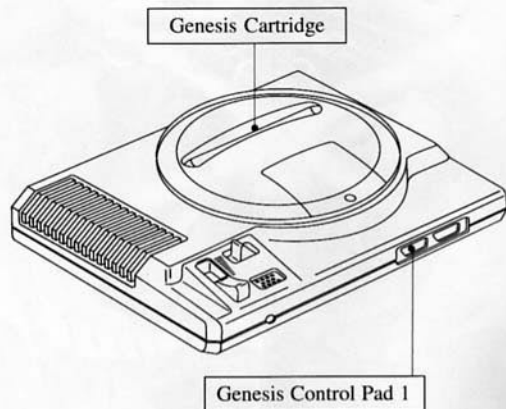
INSTRUCTION MANUAL

Loading Instructions/Starting Up:

1. Set up your Genesis System by following the steps in your Genesis System instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Saint Sword cartridge into the console. With its label facing toward you, press the cartridge firmly into the cartridge slot.
3. Turn the power switch ON. In a few moments, the Saint Sword Title screen appears. (If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.)

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

NOTE: Saint Sword is for one player only !!!



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Story

As though in answer to prayer, a young Titan warrior regained the power of good, once possessed only by the Titans of old. This warrior gained the power to change his form to run on land, fly through the air and swim the seas. His name was Macress. Many have called him Saint Sword of the Titans for his unique ability and unquailed valor. Now with his sword in hand, he has set out to regain the six lost treasures in preparation for the final conflict with Gorgan.

Take Control!

Saint Sword is for one player only. Please connect the Control Pad cable to the Player 1 terminal on the console.

D-Button

Use the D-Button to move Macress. During opening screens, use the D-Button to move the cursor.

Start Button

Use this button to start the game and to pause (in select mode)



Button A
Magic

Button B
Attack

Button C
Jump

- Macress can metamorphose into 3 different forms. He is controlled differently in each form. (see page 8 for details)
- As the game progresses, Macress will gain the ability to use seven types of magic. (see page 12 for details)

Getting Started

• Starting the game

At the Title screen, press the Start Button once and the Options screen will appear. Using the D-Button, move the cursor to **NEW GAME** and press the Start Button (or Button A, B or C) to start the game.



• Options

From the Options screen choose **OPTION** with the D-Button and press the Start Button (or Button A, B or C). You will be given a list of features to choose from.



* PLAYERS

Macress can be given three to five lives. Choose the number of lives by moving the cursor left or right with the D-Button.

* LEVEL

This adjusts the difficulty of the game. The choices are **NORMAL** and **HARD**. Make your choice using the D-Button.

* SOUND TEST

This allows you to hear the various melodies that are heard during the game. Choose a tune by moving the D-Button.

* EXIT

Choose **EXIT** and press the Start Button to return to the Title screen.

• Password

Choose **PASSWORD** and press the Start Button. The Password entry screen will appear. If you enter the password that was given to you when you finished playing last, you can begin again from the level where you left off.



Entering Your Password

D-Button : moves cursor	Button A : moves back one space
Start Button : returns to Title screen	Button B : finalizes an entry
	Button C : moves forward one space

Once your password has been entered, move the cursor to **ED** at the bottom right corner and press Button B. If the password was input correctly, the word "OK" will appear and the game will begin.

• Continue

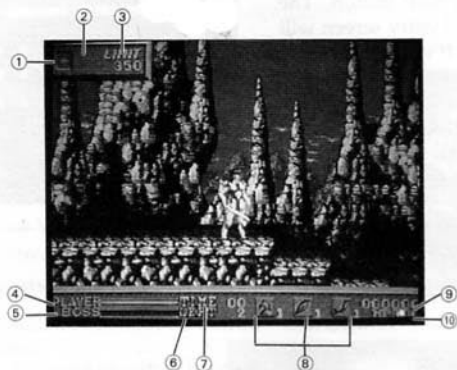
Once the game is over, the Title screen will appear and the word "CONTINUE" will be displayed in the menu. Choose **CONTINUE** with the D-Button and press the Start Button to start playing the game from the stage where the game ended.



Caution!

If **PASSWORD** is chosen from the Title screen when **CONTINUE** is also displayed and a mistaken password is entered, the game will start from Stage 1 even if **CONTINUE** is subsequently chosen.

The Game Screen



1. MAGIC

Indicates present magic capabilities

2. KEY

Indicates that a key has been obtained (key is necessary to clear the stage and appears when an enemy is defeated).

3. LIMIT (time left)

Indicates the time left before a stage must be cleared. When this indicator reaches "000", time has run out and Macress will fall down. Play will resume from the beginning of the present stage. Note that the key obtained will also disappear.

Condition area

4. PLAYER (Macres's vitality)

5. BOSS (vitality of the Boss in that stage)

6. TIME (remaining transformation time)

7. LEFT (number of remaining lives)

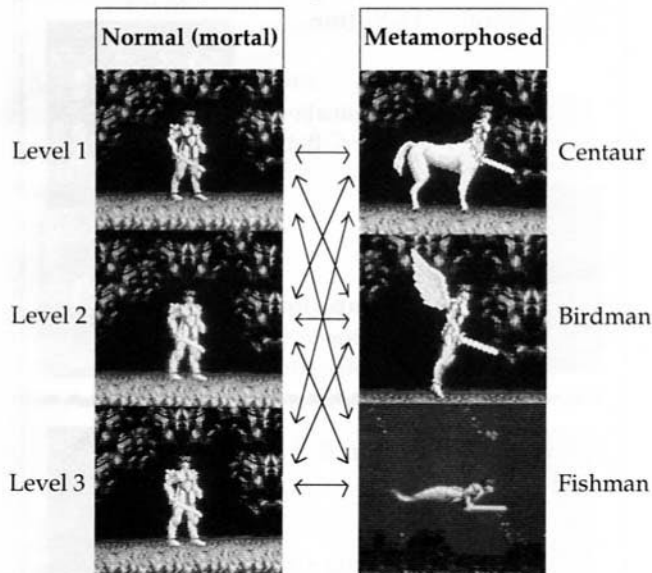
8. Number of transformation items

9. SCORE

10. MP (magic power)

Metamorphoses

Macress will attain three levels of power as his score increases. In addition, he can metamorphose into three different forms by obtaining transformation items.



How to Metamorphose

When the Start Button is pressed during the game, the select mode will appear. Choose the form desired with the D-Button and enter with Button A, B or C. The metamorphosis will wear off after exactly 60 seconds, after which Macress returns to normal (his natural state). Transformation items appear when an enemy is defeated. Up to five of each type of item can be held at one time. (see P14 for more details). When Macress is defeated, his level and form return to what they were at the start of the game.

* Macress retains his level as a mortal even when he has metamorphosed.

Normal (Mortal)

• This is Macress. natural state. In this state, Macress abilities are well rounded. His attack is most powerful in this form.

Movement D-Button

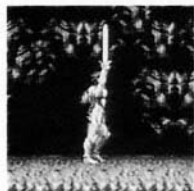
Jumping down
(only where terrain allows)
D-Button down + C Button



Jump
Button C

Attack Button B

Swing sword



Jab upward
D-Button up + Button B

Kneel and swing sword
D-Button down + Button B



Centaur

• In this state, Macress has good speed, jumping ability and endurance, but his ability to make tight maneuvers is diminished. In this state Macress cannot operate under water. He reverts to his natural state on contact with water.

Movement D-Button

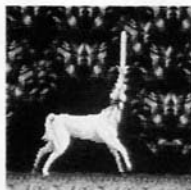
Jump
Button C



Jumping down
(only where terrain allows)
D-Button down + Button C

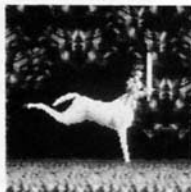
Attack Button B

Swing sword



Jab upward
D-Button up + Button B

Kick
(attack in rear direction)
D-Button down + Button B

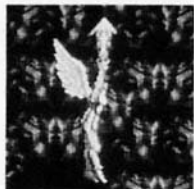


Birdman

- In this state, Macress can spread his wings and fly freely around the screen.
- In this state, Macress cannot operate underwater.

Movement D-Button (eight directions)

Attack Button B



Swing sword

Jab upward

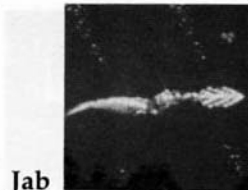
D-Button up + Button B

Fishman

- In this state, Macress can swim freely through water anywhere on the screen.
- In this state, Macress cannot operate out of water.

Movement D-Button (eight directions)

Attack Button B



Jab

Magic

As the game progresses, Macress learns to use seven types of magic. At the start of the game, Macress can only perform the magic of LIGHTNING SWORD. His magical repertoire increases each time he defeats a boss and regains a treasure. A sufficient MP (magical power) level is required to use magic. MP can be increased by picking up Magic Balls that appear when enemy characters are defeated. The maximum MP level is 999.

Using Magic

Press the Start Button during play to enter the select mode. Use the D-Button to choose between types of magic and press Button A, B or C to enter your choice. Press Button A to use the magic.

* Press the Start Button again to leave the select mode without entering a choice.

MAGIC MIRROR








Adds one of each type of transformation item. Will not add more than five of any single item.

MAGIC BELL



Stops the movement of all enemy characters on screen for a certain length of time. Ineffective against bosses.

	DRAGON'S FANG
	Destroys all enemy characters on screen. Ineffective against bosses.
	MAGIC SHIELD
	Macress becomes invulnerable to enemy attack (including bosses) for a certain length of time.
	DRAGON'S MEAT
	Completely restores Macress vitality.
	TIME NECKLACE
	Extends the time of metamorphosis. Only effective in transfigured (non-natural) states.
	LIGHTENING SWORD
	Adds bolts of lightning to each swing of the sword (Button B). Uses 20 MP points for each attack. Loses effect after certain length of time or when MP has run out.

Items

All items are gained through defeating enemy characters.

Transfiguration Items



META=HORSE

Used to metamorphose into a centaur



META = BIRD

Used to metamorphose into a birdman



META = FISH

Used to metamorphose into a fishman

MP Items



MAGIC=BALL

S

MP increases
30 pts.



MAGIC=BALL

M

MP increases
50 pts.



MAGIC=BALL

L

MP increases
100 pts.

Life Items



LIFE=BALL

Restores some vitality.

Stage Items



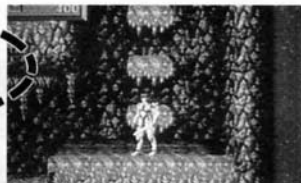
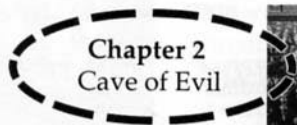
KEY

One enemy character in each stage has a key. Possession of key is indicated in upper left corner.

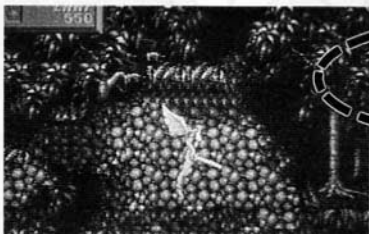
Stages



Chapter 1
Dreamland of Thorns



Chapter 2
Cave of Evil



Chapter 3
Fairy Forest

scene 1



Chapter 4
Poison Rock Mountain

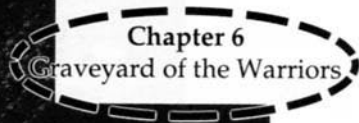
scene 2



Chapter 5
Dark Fields



scene 2

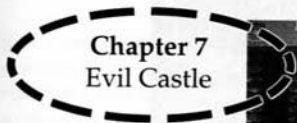


Chapter 6
Graveyard of the Warriors



scene 1

scene 1



Chapter 7
Evil Castle

scene 2



The end of a long and hard-fought battle. Here waits the final conflict with Gorgan, the leader of the dark forces.

Enemy Characters

Dwarf



Eyemon



Jabo



Twinhead



Skelt



Ghoul

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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