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- Addams Family™
- Splash Lake™
- Prince of Persia™
- Shape Shifter™



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COMPACT disc

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SUPER CD-ROM² SYSTEM

The Legend Of Heroes

Dragon Slayer™

HUDSON SOFT®

TURBO 16 GRAFX™

THANK YOU !

...for Buying this Advanced TurboGrafx™-CD Game.



Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit and TurboDuo™, precautions concerning their use and the proper use of this CD game. Always operate your TurboGrafx-16 SuperSystem and this CD game according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboDuo™

WARNINGS

1 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2 Do not use this CD game with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3 Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
4 Never pull the System Card out while the TurboGrafx-16 switch is in the "on" position, as this may damage both the SuperSystem and the CD Interface Unit.
5 Do not wipe your Entertainment SuperSystem, TurboGrafx-CD player or TurboGrafx-CD with volatile liquids such as paint thinner or benzene.
6 Read this instruction book carefully and keep it in a safe place for future reference.

TurboGrafx-CDs are made especially for use with the TurboGrafx-16 Entertaiment SuperSystem, TurboGrafx-CD player and TurboDuo™. They will not operate on other systems.

Any duplication of this software is strictly prohibited.

Care of Your CD Game and Getting Started

Care of Your CD Game

1 Keep your CD game clean
2 Make sure the shiny "signal reading" side of your CD is clean at all times.
3 If your CD does become dirty, wipe it clean with a soft cloth.
4 Make sure that the surface of your CD does not get scratched.
5 Take the CD carefully in and out of its case.
6 Never write on your CD. Writing on it may damage its surface or interfere with its operation.
7 Never bend your CD.
8 Do not try to make the hole in your CD larger!
9 Place your CD back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

<When you use TurboGrafx™-CD Player>

1 Make sure your TurboGrafx-CD Player, Game interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Carefully insert the TurboGrafx *Super CD System card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4 Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

<When you use TurboDuo™>

1 Make sure your TurboDuo™, Game interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2 Plug your TurboDuo™ Power Adaptor into a wall outlet and slide the power switch to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Open the TurboDuo™ CD player cover by pressing the button. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
4 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

Setting your CD disc

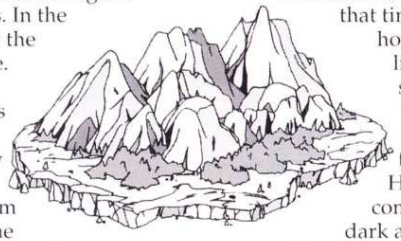
1 Take the CD disc carefully out of its case.
Note: NEVER bend your CD disc.
2 Open the TurboGrafx-CD player cover by lifting the handles.
Note: Avoid touching the inside of the unit. NEVER operate your CD player with the cover open.
3 Set your CD disc into position with the title side up.
4 Make sure that the hole is centered on the spindle and close the cover.
Note: Be sure to reset by pressing [SELECT] while holding down [RUN] before turning power OFF. Place your CD disc back in its case after you have finished playing.

* Super CD System card available through 1-800-366-0136

A SHATTERED LAND...

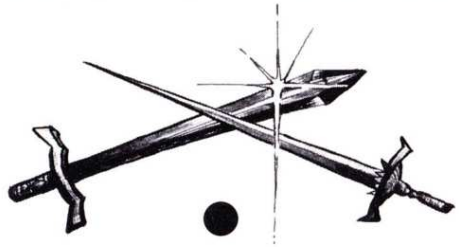


It was long ago in the past, or maybe far off in the distant future. The world... Isrenasa. A world blessed with the bounties of nature - lush, green hills, rolling plains, majestic mountains and cobalt blue seas. Nature's hand was on the people and freedom reigned throughout the lands. In the center of Isrenasa lay the Kingdom of Farlayne. Corwin, a kind and gentle King, ruled his people with mercy and justice that knew no bounds. And although the Kingdom was not a rich one, the citizens enjoyed a life free from misery and suffering. But in the deep dark night of the seventh moon, disaster struck their capital, Castle Sylvan. Untold numbers of beasts, fiends and monsters poured over the outer defenses and broke like a stormwave against the First Wall. Yet fate turned against the cruel army that night, for their ice-cold hearts could not press the advantage their numbers gave them,



and, just as the first rays of light melted the darkness, they hesitated, then fled. The citizens of Sylvan, barely able to believe their good fortune, streamed into the streets and began a celebration the likes of which had never been seen in the Kingdom before that time. The celebration, however, was short-lived. News soon spread of a tragedy which had befallen in the midst of victory - the King was dead. His death heralded the coming of a new age - a dark and desolate age. The King's most trusted advisor - Baron Drax - announced to the people that King Corwin, in his last breath, had handed over the reins of power to him. He was to assume the Regency until the time that Prince Logan, the true heir to the Throne, reached sixteen years of age. For ten years Logan has waited in Exile on the Isle of Glen. Ten long years. Now Logan is ready. Ready to be crowned King... and ready for revenge!

QUEST FOR REVENGE



CHAP 1 THE UPRISING

CHAP 2 THE CHASE

CHAP 3 LOST KING

CHAP 4 MYSTIC MYTHS

CHAP 5 OUTLAWS

FINALE DRAGONFIRE





CHARACTERS

PRINCE LOGAN
The Prince of Farlayne who, at the age of six, lost his father in a monster attack, has been living in Exile for the past ten years. He has been waiting for his 16th birthday - a day that will see him crowned King. Until that time he is to be cut off from the outside world.

MARKUS
Many people consider Markus a good-for-nothing because he never works. He likes to hang around the Village of Revere and cast strange and wonderful spells all day.

GILES
This man is a rebel with a cause. Because he was always fighting Baron Drax he was thrown into The Pits to work as a miner. No one is really sure where he's from or why he's in Farlayne.

MICA
The Princess of Sordis. She is engaged to her childhood sweetheart Prince Logan and waits patiently for their wedding day.

SONIA
This strong-willed woman is one of the main pillars in the Resistance movement headquartered in Revere. She is a brilliant tactician and leader. All respect her fierce determination and sense of justice.



ETHAN
A traveling monk who wandered into Farlayne. He stumbled upon the Resistance one day and decided to sign up. He has dedicated his life to helping the people of Farlayne shake off the tyrant Drax. His true identity is not known.



BARON DRAX
Temporary ruler of Farlayne. The plan is for Drax to step down as ruler when Prince Logan turns sixteen and takes the Crown of Farlayne. He rules with a heavy hand, and because of this, a Resistance movement has sprung up to oppose his rule.

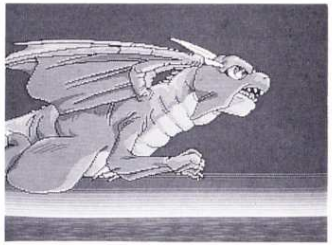
STARTING THE GAME

Select 'New Game' or 'Continue' from the Title Screen. Press Button I or Run to start play.



•New Game

Opening sequence begins; press Run to cancel the sequence and start the game.

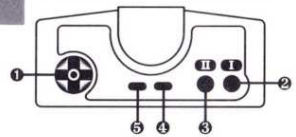


•Continue

You can continue any game saved in the File Cabinet. Select a file to 'Load' then press Button I to start play.

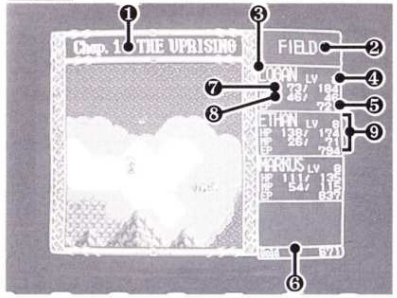


JOYPAD CONTROLS



1.Direction Key : Use to move your party on the screen or to move the cursor when selecting Commands, Items, or Spells.
2.Button I : Press to execute a Command, use an Item, cast a Spell or scroll the Message Screen.
3.Button II : Press to display the COMMAND WINDOW or to cancel any game sequence or displayed Window.
4.Run Button : Press to start a game.
5.Select Button : Not used in this game.

ADVENTURE SCREEN



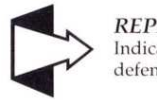
1 Chapter Name
2 Location
3 Character Name
4 Level
5 Experience Points
6 Gold
7 Current Hit Points / Maximum Hit Points
8 Current Magic Points / Maximum Magic Points
9 Character Box

STATUS ICONS

A Status Icon appears in the Character Box to indicate various Battle conditions. For enemies, Icons appear below their image.
Yellow Icons indicate defense; Red Icons indicate a Spell effect.



DEFEND
Indicates the character is defending and cannot attack.



REPEL
Indicates the magic Repel defense. (See SPELL SCROLL)



VENOM
Indicates poisoning; you'll soon be unconscious.



SLEEP
Indicates magical sleep.



CONFUSED
Indicates magical Chaos.



CALM
Indicates magical Calm in the Battle; no Spell casting is possible.



UNCONCIOUS
Indicates that all character's HP's are gone!

COMMAND WINDOW

Button II displays the COMMAND WINDOW. To execute a Command, select with cursor and press Button I. Button II cancels the COMMAND WINDOW and resumes play.
Some Commands require you to select a character. A Character Box will pulse blue; use the Direction Key to highlight one Box, Button I to select the character.



SPELLS: Accesses your party's Spell Books. Select a character; usable Spells appear in white. (See SPELLS)

ITEMS: Accesses Item List. Usable Items appear in white.

EQUIP: Accesses your party's CHARACTER ARSENALS for equipping arms. Select a character; both CHARACTER ARSENAL and the STATUS SCREEN will be displayed. The CHARACTER ARSENAL has four equipment slots: Weapon, Armor, Shield, and Special Item. Select a slot with cursor, press Button I, and use cursor to select from the white Items on the Item List (including an empty spot). Press Button I to 'EQUIP'. This automatically replaces the original Item with the one you selected. Button II cancels the Item List. Pressing Button II twice returns you to the COMMAND WINDOW. (See DRAGON SLAYER ARSENAL and CHARACTER ARSENAL)

DROP: Drop Items from the Item List that you don't want to carry (use Button I). Items you can't drop appear in red.

STATUS: Displays CHARACTER ARSENAL and STATUS SCREEN. Includes Attack / Defend power. (See STATUS SCREEN)

OPTION: Displays OPTION WINDOW. (See OPTION WINDOW)

LEADER: Allows you to select the party Leader (use Button I).

STATUS SCREEN

This list shows the character's current Ability Points and power.

STR(Strength): When a character gains a Level, Hit Points (HPs) increase by about double the STR value shown.



INT (Intelligence): When a character gains a Level, Magic Points (MPs) increase by the INT value shown.

SPD (Speed): Increases the number of times a character attacks in one round. (See MANUAL BATTLE MODE)

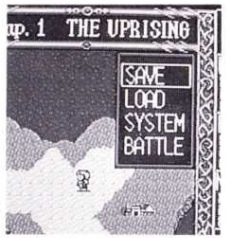
LUCK: Helps you avoid enemy's attacks and increases your chances of striking a Severe Blow!

ATTACK: Attack Power equals Strength pts (STR) plus Weapon attack pts.

DEFEND: Defend Power equals Armor pts. plus Shield pts.

OPTION WINDOW

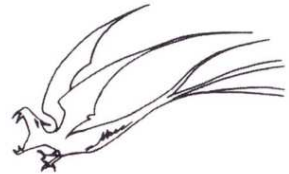
SAVE: Stores the current game in the File Cabinet. Up to three games can be Saved. Select one of the three file-slots to 'Save' into with the Direction Key, then press Button I to 'Save' your game into that slot. Button II cancels. You can overwrite a Saved game with a new game using this procedure.



LOAD: Retrieves a Saved game. Select a file to 'Load' with the Direction Key, then press Button I to 'Load' and play.

SYSTEM: Displays SYSTEM WINDOW. (See SYSTEM WINDOW)

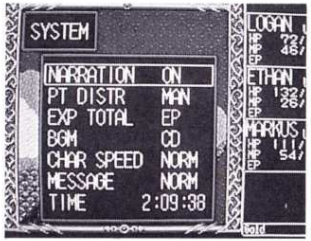
BATTLE: Accesses BATTLE SET SCREEN. (See AUTO BATTLE MODE)



SYSTEM WINDOW

NARRATION: Choose to play with narration 'ON' or 'OFF'.

PT DISTR(Point Distribution): Distribute Bonus pts. either manually (MAN) or automatically (AUTO). (See GAINING A LEVEL)



EXP TOTAL / EXP TO GO: These settings change the 'EP' display in the Character Boxes. Choose either setting. EXP TOTAL displays the total amount of Experience pts. the character has gained on the quest; EXP TO GO displays how many Experience pts. the character needs to advance to the next Level.

BGM (Background Music): Choose from Program Sound Generation (PSG) or CD sound.

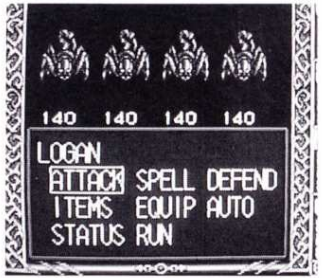
CHAR SPEED: Party movement speed on the Adventure Screen can be FAST, SLOW, or NORMAL.

MESSAGE: Message Printing speed can be SLOW, NORMAL, FAST, or BLOCK.

TIME: Displays the length of time your game has been played.

BATTLE MENU

You can fight monsters in AUTO BATTLE or MANUAL BATTLE modes. With AUTO BATTLE ON, characters fight automatically according to BATTLE SET. (See AUTO BATTLE MODE) In MANUAL BATTLE MODE you can select the characters' actions from the Battle Menu. (see MANUAL BATTLE MODE)



ATTACK: Attacks are carried out with Weapons Equipped in each CHARACTER ARSENAL. Damage inflicted on an enemy depends on the type of Weapon that is Equipped.

SPELL: Spells can be cast on an enemy as an attack or cast on party members as a defense. (See Spells)

DEFEND: This Command increases a character's Defend Power and makes it harder for an enemy to connect with its attack. Good to use with low HPs.

ITEMS: Use Items to heal or attack. Usable Items appear in white on the Item List. (See MANUAL BATTLE MODE)

EQUIP: Arm yourself with a new Weapon! After selecting a Weapon from the Item List you can use it immediately to attack your enemy.

AUTO: Select this to view BATTLE SET SCREEN. (See AUTO BATTLE MODE)

STATUS: Displays the CHARACTER ARSENAL and STATUS SCREEN of the character on screen.

RUN: Use this Command to escape from a Battle that 's going bad.

MANUAL BATTLE MODE

•ATTACK ORDER

Character attack order is determined by the number of SPD pts. they have. The character with the highest number of SPD pts. attacks first, and so on. During the battle, select each character's actions from the different Commands in the BATTLE MENU.

•CASTING SPELLS DURING BATTLE

To cast a Spell while fighting, select 'SPELL' on the BATTLE MENU. Then choose a Spell from the character's SPELL BOOK using cursor and Button I.



•USING AN ITEM DURING BATTLE

To use an Item while fighting, select 'ITEMS' from the BATTLE MENU. Then choose an Item from the ITEM LIST with cursor and Button I.



AUTO BATTLE MODE

Auto battling is a crucial factor in a good game plan. To learn the tricks of the trade, watch your characters battle their enemies on their own! With this mode 'ON', the characters will automatically make their own Battle choices.

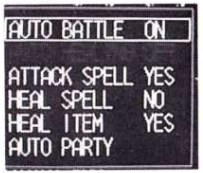


•To access before a Battle:
Press Button II and select 'OPTION' from the COMMAND WINDOW; then select 'BATTLE' from the OPTION WINDOW. Select a character, press Button I; this takes you to the BATTLE SET SCREEN for that character. (see BATTLE SET SCREEN)

•To access during a Battle:
Select 'AUTO' from the BATTLE MENU during any character's turn. Select a character and press Button I to display the BATTLE SET SCREEN for that character. Turn AUTO BATTLE 'ON' or 'OFF' (Button I); Button II continues Battle.

BATTLE SET SCREEN

•Case 1: * AUTO BATTLE ON
(Both Attack and Healing are Auto)
With AUTO BATTLE ON , you can set the 'YES / NO' option for any of ATTACK SPELL or HEAL SPELL or HEAL ITEM. If you set 'YES' for any of these, the characters will automatically judge for themselves which Spells/Items will be the most effective for attacking or healing. Note that this mode does not guarantee victory.



•Case 2: * AUTO BATTLE OFF / AUTO HEALING ON
(Attack is Manual, Healing is Auto)
With AUTO BATTLE OFF / AUTO HEALING ON you can choose the 'YES / NO' option for HEAL SPELL and/or HEAL ITEM. If you set 'YES', the characters will use Spells/Items automatically as they lose HPs in Battle.



•Case 3: * AUTO BATTLE OFF / AUTO HEALING OFF
(Both Attack and Healing are Manual)
With AUTO BATTLE and AUTO HEALING 'OFF', you are in MANUAL BATTLE MODE. (See MANUAL BATTLE MODE)



NOTE: A final line sets AUTO PARTY or AUTO CHARACTER. In AUTO PARTY, set one character's BATTLE SET SCREEN and the whole party has the same set. In AUTO CHARACTER, each character can have an individual BATTLE SET. During AUTO BATTLE combat with enemies, you can alter the BATTLE SET SCREEN by holding or pressing Button II. This displays the SET UP / RUN WINDOW. Choose 'SET UP' to access the BATTLE SET SCREEN; you may 'RUN' from Battle if the going is getting tough.

DEFEAT IN BATTLE

A window appears after all characters are unconcious and the battle is lost. RETURN TO TOWN takes the party back to the last town they visited. RESTART BATTLE gives you another chance at glory.



GAINING A LEVEL

Level increases are made when a character earns the required number of EPs. Power increases in two ways when a character gains a Level. The first is an increase of HPs and MPs. HPs go up by about double the number of current STR pts, while MPs go up by the number of current INT pts. The second is an increase in the character's Ability Points. There are four Abilities: STR, INT, SPD, and LUCK. (See STATUS SCREEN) Bonus pts. are awarded when a character gains a Level; the Bonus can be distributed Automatically or Manually. (See SYSTEM WINDOW, PT DISTR) Manual distribution lets you distribute the Bonus pts. as you wish.

SPELLS

•LEARNING NEW SPELLS

Some of the characters start out with Spells, but others must pick them up along the way. Be friendly and talk to everyone you meet.

•SPELL CASTING

Press Button II to call up the COMMAND MENU; select 'SPELLS'. Next, select a character to display that character's Spell Book. Spells you can cast at that time appear in white. Yellow-colored Spells can't be used because the character's MPs are not high enough.

•MPs (Magic Points)

A character's MPs are used by casting Spells. To restore MPs you can munch on a mage fruit or spend a peaceful night in bed in a friendly town. When characters gain a Level, their available MPs go up by the number of current INT pts.

•SPELL BOOK LIMITS

Each character can carry a maximum of seven Spells. If you want to add new Spells you have to overwrite one of the Spells already in your SPELL BOOK. It's a good idea to spread out your Spell selection among the party. Give Spells that use up a lot of MPs to your most intelligent characters.

CHARACTER ARSENAL

Weapons, Armor, Shields, and Special Items are useless unless they are equipped. To move your goods from the Item List to a CHARACTER ARSENAL, choose 'EQUIP' from the COMMAND WINDOW. (See COMMAND WINDOW, EQUIP) The CHARACTER ARSENAL shows four equipment slots for each character. You can equip a character with one Weapon, one set of Armor, one Shield, and one Special Item. Equip and jump into the thick of things!

USING ITEMS

Press Button II to display the COMMAND WINDOW, then select 'ITEMS', to display the Item List. You can choose an Item using the cursor and Button I. During Battle, select 'ITEMS' from the BATTLE MENU and press Button I to display the Item List. Each Item has different powers. (See ITEMS) Items you can use at that time appear in white.

THE DRAGON SLAYER SPELL SCROLL

The bigger the Spell number, the bigger the punch! Most Spells increase intensity using the following formula:

Example :
FLAME2 is 3X FLAME1's burn power
FLAME3 is 5X FLAME1's burn power
FLAME4 is 10X FLAME1's burn power
FLAME5 is 25X FLAME1's burn power

NAME	MP COST
FLAME1	5
FLAME2	12
FLAME3	25
FLAME4	50
FLAME5	125

Cast a sheet of fire and burn them big time! Just beware that some beasts can absorb fire and gain energy from it.

ICE1	4
ICE2	10
ICE3	20
ICE4	40
ICE5	100

Ice arrows are good for putting your enemies 'on ice'. But monsters that live in cold zones like them, so watch out!

SHOCK1	3
SHOCK2	7
SHOCK3	15
SHOCK4	30
SHOCK5	75

Shoot bolts of lightning at your enemies! Think before you shoot though, some monsters may get a jolt out of it!

COMA1	100
COMA2	250
COMA3	500

Zap them into oblivion! COMA1 has a 1/3 chance of success; COMA 2, 1/2; and COMA3 hit 2/3rds of the time!

VENOM1	10
VENOM2	25
VENOM3	50

Infect them with poison and watch 'em fade away! VENOM1 takes 6 turns to kick in, VENOM2 takes 5 turns, and VENOM3 4 turns.

WASTE1	10
WASTE2	25
WASTE3	50
WASTE4	100

Steal your rival's HPs to restore your own. Note: not all monsters let you have their HPs.

PSYCO1 0
PSYCO2 0
PSYCO3 0
PSYCO4 0

Rip off your foe's MPs to build up your own. However, some monsters won't get psyched out because they don't use magic!

LEECH1 20
LEECH2 50
LEECH3 100
LEECH4 200

Strip away your enemies Defend pts. and watch them squirm!

SLOW1 20
SLOW2 50
SLOW3 100

Trip up your rival by knocking out his Speed pts. It'll make him think twice before attacking again.

CHAOS1 5
CHAOS2 12
CHAOS3 25

Get them to fight each other by casting Chaos! It's mass confusion!
But it won't last forever. CHAOS1 hits 1/3 of the time; CHAOS2, half the time; and CHAOS3, a full 2/3rds.

SLEEP1 7
SLEEP2 17
SLEEP3 35

Cast them into a beauty sleep and then smash them with 'Severe Blows' while they're dreaming. SLEEP1 is 1/3 effective; SLEEP2 gets them half the time; and SLEEP3, 2/3rds of the time!

POWER1 15
POWER2 37
POWER3 75
POWER4 150

Beef up your Attack pts. and lay into beasts that have high Defend power and lots of HPs.

HASTE1 15
HASTE2 37
HASTE3 75

Get an edge in Battle by boosting your Speed pts. and striking faster than the enemy.

CALM 10

When this Spell is cast ALL Spells become useless.

GUARD1 15
GUARD2 37
GUARD3 75
GUARD4 150

Toughen your Defenses! Use Guard when your HPs are low or their attack is fierce.

MUTE1 10
MUTE2 25
MUTE3 50

Silence your enemies so they can't cast their Spells. They won't be able to shout for help either. MUTE1 gags them 1/3 of the time; MUTE2 1/2, and MUTE3, 2/3rds.

REPEL 50

All Spells cast at you return to sender.

CURE1 10
CURE2 25
CURE3 50
CURE4 100
CURE5 250

When you are scraping the bottom of the HP barrel, cast a Cure to give yourself a boost!

DETOX 5

Neutralize the poison in your veins with the Detox and live to tell about it.

REVIVE 10

Awaken from your nightmare of unconciousness and start a new life with 1 HP.

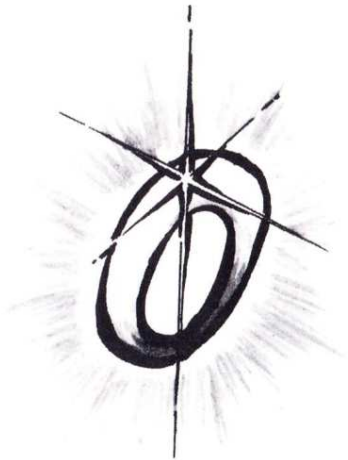
WARP1 50

Return to the last town you visited or get out of those stinky, dark caves or high towers.

WARP2 125

Go back to any town you've visited in all Isrenasa. But remember, you can't cast this in caves or towers.

BY THE WAY : These Spells are great to use on your enemies, but just remember that the reverse is also true - they can be turned on you and used AGAINST you by those awful beasts. May the Seeker protect you!



THE DRAGON SLAYER ARSENAL

Note: AP=ATTACK pts.,
DP=DEFFEND pts.

ARMS GROUPS	GOLD	AD/DP
DAGGER	100	15AP
SHORT SWORD	200	25AP
TUNIC	100	5DP
BUCKLER	150	5DP
VEST	200	10DP
BREASTPLATE	350	20DP

This first arms group isn't exactly wicked, but anyone who can't beat GREENSLIMES needs help!

WOLF SWORD	500	50AP
WOLF SHIELD	400	15DP
WOLF ARMOR	500	30DP

Shred and tear your enemies to ribbons with this snarly pack.

LION LANCE	1000	90AP
LION BLADE	2000	100AP
LION SHIELD	1200	40DP
LION ARMOR	2500	60DP

Roar and rip them to bits! Carry this group with pride.

IRON LANCE	4000	180AP
IRON SWORD	6000	200AP
IRON PLATE	4000	60DP
IRON ARMOR	5000	80DP

Impale your enemies and fend off their attacks with an iron will!

STEEL SWORD	12000	260AP
STEEL PLATE	8000	80DP
STEEL ARMOR	10000	100DP

Gain nerves of steel! Even if you suffer damage in the fray... fight on!

DOOM SPEAR	20000	300AP
DOOM BLADE	25000	320AP
DOOM PLATE	18000	100DP
DOOM MAIL	20000	120DP

These arms will lay low powerful foes, so cut and thrust your way to glory!

MOON SPEAR	35000	360AP
MOON BLADE	50000	400AP
MOON MACE	80000	430AP
MOON MAIL	40000	140DP
MOON SHIELD	35000	120DP

These will put you in orbit! Blows may never pierce your defenses; meanwhile, send them to the moon.

SUN SWORD	100000	460AP
SUN SHIELD	60000	140DP
SUN ARMOR	70000	160DP

Sun arms burst with firepower! Hunt them down and send them running for shade.

ITEMS

Note: Damage inflicted by magical weapons depends on the powers of your enemy.

NAME

GEM ROD
Draw HPs out of those beasts and keep them for yourself.

SUN WAND
This rod has a 1/3 chance of putting your enemies to sleep.

DOOM ROD
Draw HPs out of those beasts and keep them for yourself.

STEEL ROD
You have a 1 in 3 chance of knocking your enemy out!

FIRE STAFF
Scorching flames lick the air and envelop the enemy!

THUNDER ROD
Where there is thunder there is lightning.

ICE STAFF
Shiver and shake them with a taste of winter chill.

BLAST DART
Blast anything to smithereens when this dynamite item nails its target!

VIPER RING
Wearing this ring will put some sting into your attack!

GUARD RING
Beef up your defenses with this magic band.

SPEED RING
Lend wings to your attack with this terror of the battlefield. Speed increase: 10pts.

LUCK RING
Fortune will smile on those wearing this good luck charm. Battle luck increase: 50pts.

SLEEP MIST
With this yawner you can give your enemies the kind of rest they deserve. 2/3 chance of success.

WARP QUILL
Returns the party to the town they've just visited.

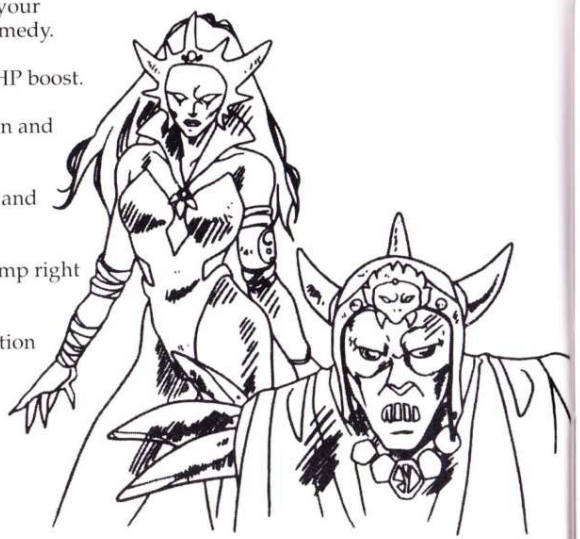
WARP WING
Flys the party to any place they've visited.

TORCH
Light up the darkness! Use more than one and it'll last longer.



TELE-LENS
Sweep the battlefield and expose enemy units. Be warned - it doesn't last long.
SEEKER EYE
The Eye produces a map of the area you are in. Can be used only once.
SEEKER ORB
The Orb produces a map of the area you are in. Use it as many times as you like.
DETOXIN
Get rid of that nasty poison in your system with this homemade remedy.
HERB
Heal those in need with a 500 HP boost.
POTION
Take it when you're really down and out. A 1000 HP boost.
MAGE FRUIT
Eat some of this delicious fruit and your MPs will max out!
SALTS
One whiff of this and they'll jump right back on their feet with 1 HP.
NITRO
Restore Max HPs with an injection of this powerful medicine.
ELIXIR
Power surge! MPs and HPs shoot sky-high!

PLEASE NOTE :
Not all of the DRAGON SLAYER ARSENAL or ITEMS have been included in this manual. You'll stumble upon them during the game. It's up to you to figure out how they are used!



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