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SUPER CD-ROM² SYSTEM

Theron's Quest™

Dungeon Master

DUO™

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TurboGrafx™-CD Player
TurboDuo™

WARNINGS

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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.
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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.

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Prologue

It's harvest festival time in Bibogu Village. On this special day there is much rejoicing in the streets as the young men of the village carry the figure of Karna through the crowd as a part of a rite of passage to adulthood. But Theron the sheperd is not there. He missed the ritual because he had to drag a lamb out of the deadly swamp into which it had fallen. Theron is crushed. By missing the ritual this year, he may lose the one chance in his life to be admitted into the village as an adult man.

That night Grey Lord the Sorcerer descended to the village from the heavens. He stood before the people and spoke to them in a quiet yet grave voice: " I seek one who can regain the Seven Symbols of the Brave."

In ancient days none who had answered the challenge lived to tell about it, and for the past few hundred years no one had dared to accept the fate that awaited them. Then, from the midst of the crowd, a young man stepped forward.

It was Theron! He hoped that by answering the challenge he would become a true man. And the challenge was this: to win back the Seven Great Treasures stolen from the Monastery in the Lost City of Ya-Brodin. But that was not enough. He must also restore the Monastery to its former glory and splendor.

Theron soon found himself ascending into the sky within a crystal ball, accompanying Grey Lord. He saw the lights of the village below twinkling beneath the clouds, and above shone the moon.

"Listen to me carefully," began Grey Lord."Long ago, when I was still young, there was an ancient city called Ya-Brodin. The city was the center of a great academy, a place where apprentices of Magic, that is, the Brotherhood of Enlightenment, lived. We, the High Lords, were very close to them. Our powers kept peace on earth," Grey Lord said, with a distant look.

"Then came the Cult of Deaths....hordes from chaos, full of twisted ambition and malice. They attacked Ya-Brodin and stole the Seven Great Treasures held in the Monastery. In the end, all the members of the Brotherhood were slaughtered. Evil struck a blow which may never fully heal." A mist seemed to fill Grey Lord's eyes as he turned to the young man and continued. "Theron, you will be a hero who will one day be my successor. I will not make you go on such a quest alone. You may choose three others from the seven heroes who serve me. It is you who are our hope. Go now upon this, your great quest. Seek your fortune..... and fame."

The Seven Scenarios

Aku-Tu-Ba

In ancient times the mighty magician Alaphalon created a great stone fortress which hangs in the sky. This is Aku-Tu-Ba.
Aku-Tu-Ba has been floating on the wind from long after the time Alaphalon passed from life. Now it is the home of the Mummies who, though they did not participate in the battles against the Brotherhood of Enlightenment, stole the Shield Defiant amidst the confusion. It is said that the Shield Defiant absorbs energy from the sun.

The City of Formicia

The Trolins dwell in this underground city. They were the first to come to the aid of evil and helped to plunder the ancient Monastery. The Taza Poleyn was their reward. Using the Taza Poleyn's power the Trolins continue to carve out their underground city and lay plans for the conquest of the world.

Village of Thieves

Under the ground and on the west end of the Nordoor Marsh is the Village of Thieves. The villagers are called Gigglers and are, by nature, thieves. It was they who first planned the treacherous robbery of the Great Gifts, seeking eagerly for the Tazahelm and taking it for their own. This great relic grants the wearer a lightning-like quickness and is therefore the heart's desire of any thief.

Tower of Drator

Drator was once a great warrior-sorcerer and the Cult of Deaths, a murderous mob of mercenaries, was his creation. After he was expelled by the High Lords, he shut himself in his own tower and went to sleep until the time of the slaying of the Brotherhood. It was then that the Gigglers hired him. As a reward Drator asked for the Taza Boots. Great speed is given to those who wear these boots.

Den of Shadodan

At one time Shadodan had been a wizard, but legends say that he was defeated by a witch hundreds of years ago and turned into a dragon. The Gigglers enlisted his aid in exchange for the Taza Armour. Shadodan desired the magical mail above all, for the power of the Taza Armour is such that it can withstand a dragon's fire.

The Tomb of Sarmon

This evil wizard aided in the slaying of the Brotherhood of Enlightenment. Later, though his ancient body perished, his great mystical force kept his spirit bound as a guardian of the Soul Cage, one of the Treasures of the Monastery.

Demon's Gate

In this world, there is place where evil spirits, the creations of dark magic, dwell. That place is the Demon's Gate. Although they wished no real evil to come to the world, they were drawn to the destruction of the Brotherhood as moths drawn to a flame, compelled by a false will. One called Sargoth found the sword named Retaliator, which had been carefully hidden by the Enlightened Ones, and bore it back to the Demon's Gate.

The Goal of the Game

You are Theron, and your quest is to return the Seven Great Treasures to the monastery of Ya-Brodin.You must retrieve one great Treasure from each stage, and then place it on an altar at the beginning of that stage. When all Seven Treasures have been placed on their proper altars you have completed the game. If you succeed, Theron will become one of the High Lords.

The Seven Great Treasures



Shield Defiant | Taza Poleyn | Tazahelm | Taza Boots | Taza Armour | Soul Cage | Retaliator

Starting the Game

1. Correctly place the Super CD game 'Theron's Quest' in the TurboDuo and slide the "Lock" switch to the right. Then press the Run Button.



Note : When starting the game a message box will appear if the machine doesn't have enough space in the back-up RAM. If there is not enough space you will not be able start the game. To delete an unwanted file choose the unwanted file with the Direction Key and press Button I.

2. The opening animation begins. Cancel by pressing either the Run or Select Button.

3. Choosing NEW GAME/ LOAD GAME.



NEW GAME: Starts a new game. You can save up to three files. Choose the save file with the Direction Key and press Button I. If a file is already being used, a message will appear.
LOAD GAME : Will load and continue a pre-saved game. Saves are made automatically each time you clear a stage. Select the saved game file with the Direction Key and press Button I.

Note : If you stop a game in the middle of a stage the game cannot be saved. Even if you load the pre-saved game file you will still have to play the stage from the beginning.

4. Choosing a Stage



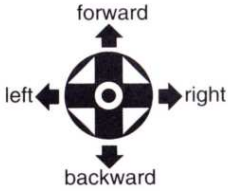
Blue Letters: stages you can select
Grey Letters: stages you cannot select
Red Letters: stages you have already cleared

Choose a stage with the Direction Key and press Button I. At first, the only stage that can be selected is Aku-Tu-Ba. You cannot choose Demon's Gate until you have cleared the other six stages.

5. Starting the Game
Press Button I to start the stage message display. Refer to "Selecting Heroes - (1) Creating a Party" for further operating instructions. When you clear a stage and go onto the next one you will have to choose heroes again. You can use Theron's experience and abilities, but his belongings and the abilities of other heroes will not carry into the next stage.

Pad Controls

Cursor movement : Direction Key

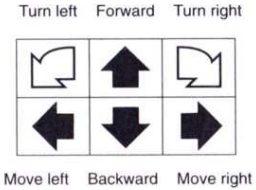




Select Button : Switch between Dungeon and Information screens.

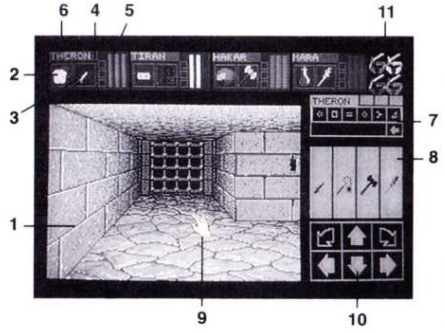
Button I : Pick up / drop / throw items
Button II : Cancel
*** reset :** Press Run, Select and Buttons I and II
(Run and Select when not playing a game)

· The Movement Menu
Place the cursor on the Movement Menu with the Direction Key and press Button I.



· Simplified Movement
Hold Button II and press Direction Key up : Forward
Hold Button II and press Direction Key down : Backward
Hold Button II and press Direction Key right : Turn right
Hold Button II and press Direction Key left : Turn left

The Screens

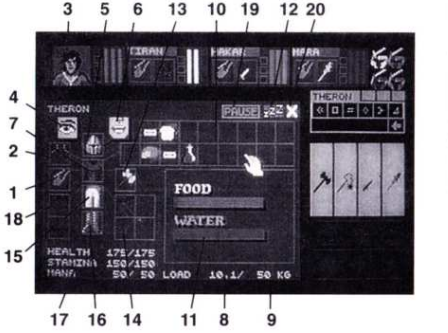


(1) Dungeon Screen

The current location inside the dungeon is shown in a 3D view.

1. Dungeon view
2. Ready hand
3. Action hand
4. Defense indicator
5. Character status graph (from the left, Health, Stamina & Mana)
6. Hero's name
7. Spell Menu
8. Attack Menu
9. Cursor
10. Movement Menu
11. Battle Line

The Cursor : The cursor appears as a hand on the Dungeon screen and Information screen. It appears as a pointer on the Attack Menu and Spell Menu. (The hand cursor also indicates the leader's hand.)



(2) Information Screen

Call up a hero's Information screen by placing the cursor on the hero's name and pressing Select. Press the Select Button again to return to the Dungeon screen. You can switch to other Information screens (according to the Battle Line) by pressing Run.

1. Ready hand
2. Neck
3. Hero's face
4. Eye icon
5. Head
6. Mouth icon
7. Chest
8. Total item weight
9. Weight limit
10. Backpack
11. Food graph
12. Sleep icon
13. Action hand
14. Quiver
15. Waist
16. Legs
17. Character stats
18. Pouch
19. Pause
20. Change screens

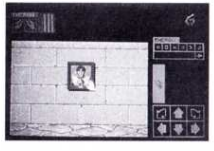
1. Ready hand	Guard
13. Action hand	Attack
2. Neck /5. Head /7. Chest /15. Waist /16. Legs	Place armor on these areas. Only items suitable for each area will fit. Injured areas change to reflect the nature of the injury.
4. Eye icon	To examine something in detail pick the object up, place it over the eye icon and press Button I. The item and its weight are shown. To check the hero's characteristics and skill levels move the cursor over the eye icon and hold down Button I.
6. Mouth icon	If items are placed on the mouth icon while Button I is held down the item will be consumed. Heroes can only eat or drink edible items.
8. Total item weight 9. Weight limit	As the total weight of belongings approaches the maximum a hero can carry the color of the letters will change from yellow to red. When approaching full carrying capacity, the speed of the party will get slower and Stamina will be consumed.
10. Backpack	The backpack can hold up to 17 items, no matter what they are or how big they are.
11. Food graph	The item's title color will change from yellow to red when you start to suffer from a lack of food and/or water.
12. Sleep icon	Placing the cursor here and pressing Button I lets the party sleep. The party regains lost Health, Stamina and Mana. Wake them up by pressing Button I again. If they are attacked while asleep, they will wake up automatically and the Dungeon screen will appear.
14. Quiver	The quiver holds missile weapons like arrows. In combat situations these missiles are automatically replaced into the hand that needs them.
17. Hero statistics	A more detailed set of hero statistics can be viewed here as compared to the graphs shown at the top of the screen. The number appearing on the left side of the "/" shows the current score; the number on the right side indicates the maximum score. The maximum score changes depending on the character's level.
18. Pouch	This is a convenient place to store small items.
19. Pause	To pause the game move the cursor over 'Pause' and press Button I. Press again to continue the action.
20. Change screens	To return to the Dungeon screen move the cursor here and press Button I.

Selecting the Heroes

(1) Creating a Party

This game is set up for a quest party consisting of Theron and three other heroes. Before each stage you have to create a new party. Follow this sequence.

1. Go to the Soul Room



Seven heroes are contained within enchanted mirrors. Choose your party members from these mirrors.

2. Examine the Heroes



While standing in front of a mirror place the cursor on it and press Button I. You can examine the hero's character stats and belongings. Holding Button I on the hero's eye icon will reveal the character's skills and levels.

3. Making a Selection



If you want the hero in the party, place the cursor on RESURRECT and press Button I. If you do not want to add the hero to the party, place the cursor on CANCEL and press Button I.

4. Choose Three Heroes

You can add up to three heroes to your party by following steps #2 and #3 above. Less than three heroes can be selected if desired.

5. Beginning the Game

After assembling your party, it is time to enter the dungeon and start the adventure. Enter the pulsing forcefield radiating from the middle of the room and warp to the beginning of the stage. The game begins.

(2) Statistics and Abilities



Sizing Up Hero Statistics

All heroes have three major charactertistics: Health, Stamina and Mana. These can be viewed on the graph at the Dungeon screen or in numbers at the Information screen.

Health	This shows the physical vitality of the character. If this drops to zero the character dies.
Stamina	This is the Exhaustion level of the character. When this drops to less than half the maximum number, the overall ability of the hero will decrease.
Mana	This is the power of magic: a rating of energy used for spellcasting. As this decreases, the ability to cast spells also decreases.

Hero Abilities

All heroes possess certain abilities. These can be developed by gaining experience during an adventure.

Strength	The higher the Strength value the more physical power the hero can put into an attack. The hero also has a greater carrying capacity.
Dexterity	A hero's Dexterity is a measure of how well the hero handles weapons as well as the ability to dodge attacks.
Wisdom	This is the measure of how fast a hero can learn spells and the speed at which they can regain Mana.
Vitality	A hero's Vitality indicates how quickly they can recover from an injury as well as the level of resistance to certain injuries.
Anti-Magic	Shows the hero's overall resistance to magic attacks.
Anti-Fire	Measure of a hero's resistance to fire and fire attacks.

Special Skills and Levels
All heroes have special skills represented by four occupations: Fighter, Ninja, Wizard and Priest. They are divided into fifteen levels which are shown on the Level Status screen.

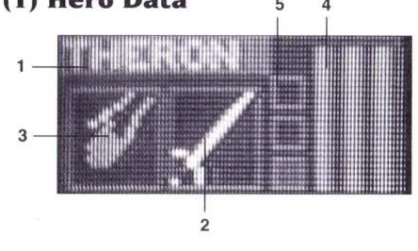
FIGHTER	Fighters have superior skill in handling large weapons and are usually stronger than other heroes.
NINJA	Ninjas are skilled in the use of precision weapons and can use their hands with deadly effect.
WIZARD	Wizards can control magical forces with their minds and then use these forces in battle.
PRIEST	Priests are experts in the art of healing. They can cure injured characters with Magic treatments.

The Fifteen Ability Levels

Neophyte
Novice
Apprentice
Journeyman
Craftsman
Artisan
Adept
Expert
LO Master
UM Master
ON Master
EE Master
PA Master
MON Master
Archmaster

Controlling the Heroes

(1) Hero Data



1. Name
The name of the hero.

2. Action Hand
The hand on the right is the action hand (the one used for attacking). This hand holds weapons or other tools of destruction. These items have their own special abilities or powers.

3. Ready Hand
The hand shown on the left is the ready hand (the one used for defense). For example: you can draw or hold the bolt of a crossbow. When ammunition is kept in the ready hand a new missile will automatically be drawn into the ready hand from the quiver each time you shoot.

4. Statistics Graph
Three bar graphs show the hero's current Health, Stamina and Mana (from the left). When a hero is injured Health decreases. At zero the hero dies. When Stamina goes below half the carrying capacity of the hero is reduced. When Magic spells are cast Mana decreases.

5. Defense Indicator
Magic and Potions defend the heroes. The colored boxes indicate the kind of defense being used.

Green	**Anti-fire**	Defense against fire-based attacks
Light Blue	**Anti-magic**	Defense against magic spells
Blue	**Anti-attack**	Defense against physical attacks

(2) The Leader

The leader is the hero who follows your will within the dungeon. For example, he or she will pick up the things the party finds or will open and close doors. When you want to change leaders move the cursor onto the name of the hero and press Button I.

Picking Up Items
To pick up items move the party close to the item, place the cursor on the item and press Button I. Not all items can be picked up.

Putting Down Items
Items that can be picked up can also be put down. Select the item with the cursor, move it to the place you want to put it and then press Button I.

Throwing Items
A leader can throw items by picking up an item, lifting it close to the top of the Dungeon screen, and pressing Button I.

Operating the Controls

The leader can operate various tools and controls found in the dungeon such as levers and buttons. To operate the wall controls the party must be standing in front of them.
Move the cursor over the controls and press Button I.
Sometimes controls need a special item (eg. a key) to be activated. Use the cursor to place the special item over the control, then press Button I.

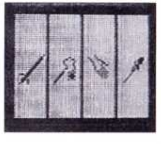
Drawing Water

Water is essential in this adventure and must be replaced when used. It can be carried in either a flask or a waterskin, and can be drawn at fountains found in the dungeon. Draw water by selecting a flask or waterskin with the cursor and pressing Button I at a fountain.

(3) Attack Abilities

When you want to attack, choose a hero and the form of attack from the Attack Menu. One hero can attack repeatedly. Other characters can attack once the previous hero's attack is finished. If you back off in your attack the enemy will counterattack.
Note : After an attack you usually need a little time to prepare for the next attack. The amount of time you will have to wait depends on the form of attack.

How to Attack



1. Select a Hero from the Attack Menu

Items such as weapons held in the action hand appear on the Attack Menu. The Attack Menu gives the same information as that seen on the upper part of the screen.
Choose a hero from the Attack Menu and press Button I.

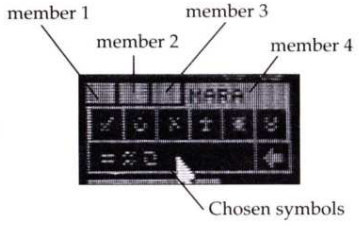


2. Select the Form of Attack

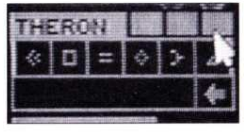
The techniques a hero can use for an attack are shown. Choose one with the cursor and press Button I.

(4) Casting Spells

Magic is interwoven in the universe of Dungeon Master. All magic is cast by chanting spells made up of runic symbols. Spells use Mana to create special Magic. This energy is stored in each hero. Heroes can remember spells but they need training to cast them. Beginners who don't have a lot of Mana can only cast low level spells. Trained, experienced heroes can cast very high level spells.



Forming Spells



1. Select a Spellcaster

Use the cursor to pick a spellcaster from the square indicators on the Spell Menu (members 1 -4 shown above) and press Button I. A hero's name will appear along with a row of symbols. Spells are made by arranging the symbols in a certain order.



2. Choose a Power Symbol

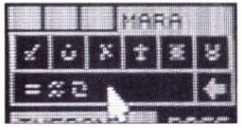
The first six symbols shown are power symbols. These indictate the strength of the spell. Select a power symbol with the cursor and press Button I. The symbol will appear in the frame below.



3. Select Other Symbols

Six elemental symbols and six form symbols follow. Lastly, six class/alignment symbols are shown. Follow the same procedure as in the first sequence.

Note : To erase symbols move the cursor to the arrow and press Button I. Used Mana will not be replaced.



4. Casting the Spell
After placing the magical symbols in order, select the spell frame with the cursor and press Button I. The spell inside the spell frame will be cast.

Note : If a hero does not have sufficient spellcasting powers, the spell will not work. Some spells require special items.

(5) The Battle Line



The Battle Line display that appears on the Dungeon screen gives a top down view of the party. Each hero is shown in the color corresponding to the color of the hero's bar graph. Position is important. For example, if a sword wielding hero is not in the front row, then the sword will not reach the enemy. To change the Battle Line select the hero's figure with the cursor and press Button I. Move the figure into the new position and press Button I again.

Note : Monsters do not always attack from the front. When attacked from the side or from behind the member closest to the monster turns to face the attacker. This will be shown on the Battle Line display. If you want to change the Battle Line again follow the above sequence.

Theron and the Seven Heroes

Theron



HEALTH	175	STAMINA	150	MANA	50	STRENGTH	50	DEXTERITY	40
WISDOM	40	VITALITY	45	ANTI-MAGIC	40	ANTI-FIRE	45	LOAD	50kg

APPRENTICE FIGHTER, APPRENTICE NINJA, APPRENTICE PRIEST, APPRENTICE WIZARD

Leather Jerkin, Ghi Trousers, Leather Boots

Mara Guardian of Wisdom

Mara is small of stature but full of spirit. She is a woman who has devoted herself to the art of healing.



HEALTH	250	STAMINA	150	MANA	205	STRENGTH	30	DEXTERITY	45
WISDOM	70	VITALITY	40	ANTI-MAGIC	40	ANTI-FIRE	30	LOAD	34kg

EXPERT PRIEST, EXPERT WIZARD

Kirtle, Gunna, Leather Boots, Sceptre of Lyf

Hakar the Brave

Hakar is bighearted, short-tempered and very harsh with dishonest people. His strength is in battle because he has almost no Magic skills.



HEALTH	400	STAMINA	200	MANA	50	STRENGTH	60	DEXTERITY	35
WISDOM	40	VITALITY	45	ANTI-MAGIC	70	ANTI-FIRE	60	LOAD	58kg

LOMASTER FIGHTER, EXPERT NINJA, APPRENTICE PRIEST, APPRENTICE WIZARD

Barbarian Hide, Sandals, Axe

Tiran Knight of Strength

This very handsome and overly confident sword master is an expert at hand-to-hand combat. He is the strongest of all the heroes.



HEALTH	450	STAMINA	275	MANA	0	STRENGTH	70	DEXTERITY	30
WISDOM	35	VITALITY	55	ANTI-MAGIC	45	ANTI-FIRE	45	LOAD	66kg

LOMASTER FIGHTER

Basinet, Mail Aketon, Leg Mail, Hosen, Morningstar

Linos the Resolute

Once Linos sets a goal, he never gives up. He is an all-around hero with a special talent at using missile weapons. This really comes in handy when battling poisonous monsters. He has awesome endurance and recovers from injuries quickly.



HEALTH	300	STAMINA	300	MANA	100	STRENGTH	55	DEXTERITY	40
WISDOM	45	VITALITY	70	ANTI-MAGIC	60	ANTI-FIRE	55	LOAD	54kg

ARTISAN FIGHTER, LOMASTER NINJA, LOMASTER PRIEST, CRAFTSMAN WIZARD

Leather Jerkin, Blue Pants, Leather Boots, Crossbow, Slayer X5, Compass

Dotan Master of the Wind

Dotan is an master wizard who possesses superb Fire and Wind Magic skills. He is also a good thief and has enough quickness to dodge attacks during combat. He is skilled at unarmed combat but he is not strong enough to be a front-line warrior.



HEALTH	200	STAMINA	100	MANA	196	STRENGTH	35	DEXTERITY	70
WISDOM	60	VITALITY	20	ANTI-MAGIC	55	ANTI-FIRE	40	LOAD	38kg

ADEPT FIGHTER, LOMASTER NINJA, EXPERT WIZARD

Fine Robe, Fine Robe, The Conduit

Hexa Lord of Fealty

Hexa is a dwarf with high morals and many talents. He would do anything to help his friends....or die trying.



HEALTH	350	STAMINA	250	MANA	151	STRENGTH	50	DEXTERITY	50
WISDOM	50	VITALITY	50	ANTI-MAGIC	50	ANTI-FIRE	50	LOAD	50kg

ARTISTAN FIGHTER, ARTISAN NINJA, ARTISTAN PRIEST, ARTISAN WIZARD

Helmet, Tunic, Leather Pants, Leather Boots, Small Shield, Delta

Pentai the Survivor

A beautiful woman who survived many hardships as an orphan and learned some great survival techniques along the way. One of them is the ability to absorb damage in battle, especially fire damage.



HEALTH	550	STAMINA	225	MANA	120	STRENGTH	40	DEXTERITY	20
WISDOM	30	VITALITY	60	ANTI-MAGIC	30	ANTI-FIRE	70	LOAD	42kg

ARTISTAN FIGHTER, ADEPT NINJA, ADEPT PRIEST, CRAFTSMAN WIZARD

Silk Shirt, Tabard, Suede Boots, Illummulet, Throwing Star X4, Rope, Dagger

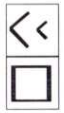
The Spells

(1) Spell Symbols

There are four magical symbol classes: Power, Elemental Influence, Form and Class/Alignment. Each class has six symbols.

I. Power Symbols

Power symbols define the strength of a spell. A spell must always begin with a Power symbol before any other combinations. Power symbols create effects that depend on strength.



LO Shrink

UM Tranquility



ON Equality

EE Enlarge



PAL Emphasis

MON Might

II. Elemental Influence Symbols

Elemental symbols follow Power symbols and add physical force to spells. Many common spells include only Power and Elemental Influence symbols.



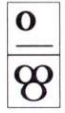
YA Earth power

VI Water power



OH Air power

FUL Fire power

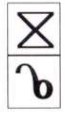


DES Void power

ZO Negative power

III. Form Symbols

Form Symbols follow Elemental Influence symbols. They give spells a special purpose or direction. They are not necessary for all spells, but spell effects can be spread out when these are used.



VEN Poison influence

EW Effects only



KATH Shockwaves

IR Floating



BRO Support

GOR Invokes attributes of enemy

IV. Class/Alignment Symbols

The influencing power of Class/Alignment symbols combine the occupations with the concepts of good and evil within the realm of nature. A great amount of Mana is needed to control this. Beginning casters have great difficulty in handling this so it is the last symbol of any particular spell.


KU
Fight


ROS
Thievery


DAIN
Magic


NETA
Divinity


RA
The Sun


SAR
The Moon

(2) Spells

Scrolls can be found in dungeons that reveal symbol combinations which create spells.

Power Symbols


LO


UM


ON


EE


PAL


MON

Weak ◄ ► Strong

At the beginning of any spell a Power symbol must be set. This symbol defines the strength of the following symbols. The stronger the spell the greater amount of Mana is consumed. Used Mana will be regained with time and rest.

Priest's Spells


YA

Stamina Potion
Creates a potion which restores Stamina.


YA/IR

Shield Spell
Creates a damage reducing shield.


YA/BRO

Shield Potion
Creates a shield which reduces damage.


VI

Health Potion
Creates a potion which restores Health points.


VI/BRO

Cure Potion
An antidote to poisons.

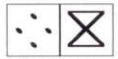

ZO/BRO/RA

Mana Potion
Creates a potion which restores used Mana.


FUL/BRO/NETA

Fire Shield
Forms a protective shield against heat and fire.

Wizard's Spells


OH/VEN

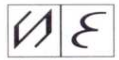
Poison Cloud
Creates a poisonous mist.


OH/KATH/RA

Lighting Bolt
Shoots a bolt of lightning.


FUL

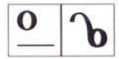
Magic Torch
Beams magical illuminating light.


FUL/IR

Fireball
Shoots a blazing fireball.


DES/VEN

Poison Foe
Shoots a poisonous arrow.


DES/EW

Harm Formless Being
Attack spell which harms formless creatures.


ZO

Open Door
Magic door opening spell.

Weapons/Armor

Weapons	Hold them in the action hand and select them from the Attack Menu.
Dagger	Causes little damage, but can be thrown.
Falchion	A single-edged sword which inflicts damage with chopping strokes and sheer weight.
Vorpal Blade	This sword is the only one able to harm formless enemies.
Axe	This weapon is very heavy, but has huge destructive power.
Sword of Fury	Fireballs stream from the tip of this sword.

Chest Armor	Offers upper body protection.
Ghi	No real protection.
Leather Jerkin	Clothing made of leather offers the most protection out of the normal clothing items.
Cloak of Night	This cloak increases Dexterity by eight points.
Mithril Aketon	This aketon is made of the magical metal mithril. It is light and very effective.
Plate of Darc	This is the strongest armor with the most overall protection. Its weak point is that it is very heavy.

Leg Armor	Offers lower body protection.
Gunna	This is used only by women. It is ordinary cloth which offers very little protection.
Mithril Mail	This light and strong armor matches the protection of the mithril aketon.
Poleyn of Lyte	These are leggings made of tough platinum. They are very heavy but offer great protection.

Boots	Offer foot protection.
Sandals	These are made of soft leather and offer virtually no protection.
Leather Boots	These boots are made from animal hide. They are heavy but give good protection.
Hosen	These are boots made from a strong chain mesh. They are light and highly resistant to damage.

Shields	Offer protection in combat. Hold them in the ready hand.
Wooden Shield	These shields are made of wood. They are easy to find but give little protection.
Shield of Darc	This shield offers the greatest protection and is quite light.

Helmets	Offer head protection.
Basinet	Offers very low protection despite its great weight.
Helm of Lyte	Light and very effective. Only severe blows can rend this helm.

Staff	
Lightning Staff	This shaft of iron shoots bolts of lightning from its tip, inflicting severe damage.

Items

Here are some of the items you can find.

	**Torch**	Lights up dark places.
	**Waterskin**	Holds the water supply. Use fountains to refill them.
	**Flask**	A container which can hold water or potions.
	**Slayer**	Poison-tipped arrows with wicked effects.
	**Scroll**	Gives useful information and hints about the dungeon and Magic.
	**Flamitt**	These are magical gloves. When a high level wizard uses them they shoot maximum power fire bombs.
	**Magical Box**	Magical Boxes, when invoked, will stop time. During the time-stop all monsters are frozen.
	**Horn of Fear**	The sound from this horn strikes fear into the hearts of its enemies.
	**FUL Bomb**	This item shatters the air with massive explosions.

FOOD and MEDICINE

Here are some examples of the different food and medicine.

FOOD

	**Apple**	Valuable but not very filling.
	**Screamer Slice**	Gives more food strength than the apple.
	**Cheese**	This food will really stick to the heroes' ribs.

MEDICINE

	**VI Potion**	Good for healing and recovering health points.
	**Antiven Potion**	Poison antidote.
	**YA Potion**	Increases resistance to physical attacks.
	**MON Potion**	Some Stamina is recovered.
	**EE Potion**	A certain amount of Mana is replenished.

Introduction to the Maps

Here are the maps to the first stage, Aku-Tu-Ba.

Doors
To open doors use keys or pressure plates.

Stairs
Pay attention to where they lead and how they connect.

Fountains
Replenish your water supply here using a skin or a flask.

Pit Traps
These lie throughout the dungeon. Some can be closed with switches or controls.

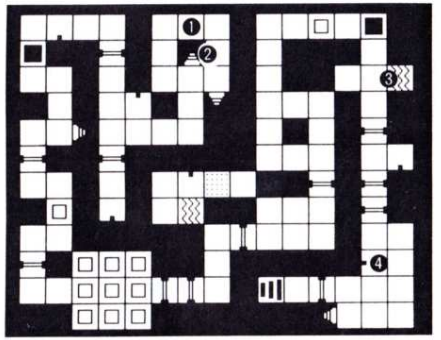
Pressure Plates
Many of these are open/close switches. They are activated by weight, not just by standing on them.

Forcefields
Forcefields have many uses. (Eg. teleporters, barriers, turn-arounds, etc.)

Disappearing Walls
These can be illusions or they can disappear under certain conditions.

VI Altars
When the bones of a slain hero are placed on these altars the hero will come back to life.

Buttons
Some of these are carefully concealed on walls. Keep your eyes open for them.

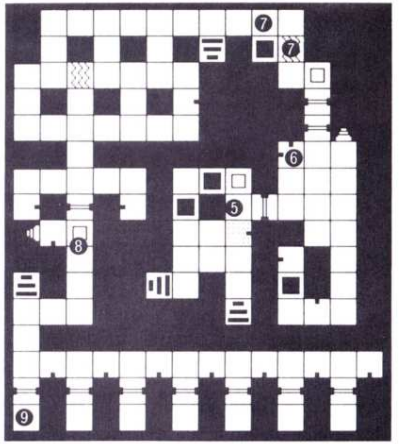


Top Floor

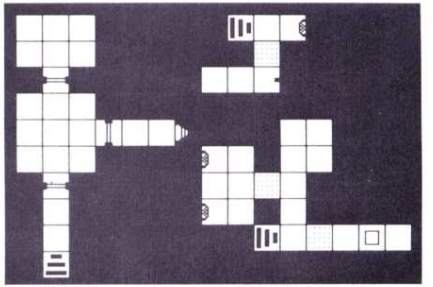
1. Starting point.
2. Return the Shield Defiant here and place it on the altar.
3. Teleport from here to find a key.
4. Do not miss this!

1st Lower Level

5. Be sure to take this torch!
6. Check out the order of the two buttons carefully and move fast.
7. Move forward very slowly.
8. Here is a deadly fireball trap. Make one leap to the side.
9. To take this magical box, you have to make the forcefield change and then teleport the box.



2nd Lower Level



Gameplay Advice

Theron's Quest is a real time role-playing game. Even if you do not move, time will continue to tick away. Because of this, there are some points to keep in mind during the adventure. Read the following hints carefully and refer to them when needed.

Always Be Prepared

Keep weapons ready in all party members' action hands since monsters can attack at any time. When you get a lot of missiles (eg. slayers) keep them in the quiver.

Practice Casting Spells

Practice spellcasting and make your Magic strong. Difficult magic is not available at first. Start by practicing with lower level symbols. Failure brings experience as well. Your technique will improve even though you may not have accomplished what you wanted. The only real magic that a Priest can use is in making potions and casting healing or protection spells. Almost all other kinds of magic belong to the Wizard.

Get Some Combat Experience

Fighting skills also require experience. The more you fight the stronger you become. Put the strongest fighters up front and have them use their heaviest weapons. You cannot reach an enemy from the back row even with a lot of swinging. Put members with missile weapons in the back row where they will be safe.

Watch Out

The enemy can come at you from any direction; front, back or side. Keep a lookout for escape routes where you can always retreat to safety. If the danger is just too great, run!!

Observe Your Environment

Something important may be hidden right under your feet or under ordinary things. There are levers and hidden switches not only on the floors, but also on the walls. Sounds can be important as well. Train your ears to recognize sounds such as the clank that comes from placing your foot on a trap, or the rattles of an opening door.

Make Maps

Keep precise maps of the dungeons. If you have maps, you will not have to cover the same territory again and again. Maps help you uncover places you have not explored as well as keeping track of good escape routes.

Moving Through Dungeons

To get through difficult areas, use the simplified movement technique. Sometimes it is the only way to get through a tricky area.

Deliver the Great Treasures

The stage is not over when you find the great treasures stolen from the Monastery. It finishes when you place the treasure on the altar at the beginning of the stage (with the exception of the Demon's Gate level). On your way back you will be beset by a lot of fierce beasts! Do not be caught off guard!

WARNING

READ BEFORE USING YOUR GAME SYSTEM

A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family, have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.

We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

For additional game tips, call the TurboTeam at (310) 337-6916.

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

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   b) repair or attempted repair by anyone not authorized by TTI;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product; and
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