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1255 Michael Drive
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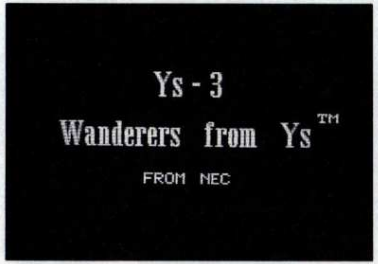
Ys™ III

WANDERERS FROM YS™



Thank You

...for buying this advanced TurboGrafx™-CD game disc,"Ys III - Wanderers from Ys."



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, precautions concerning their use and the proper use of this CD game disc. Always operate your TurboGrafx-16 SuperSystem and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

WARNINGS

1. **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not use this CD game disc 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.
4. Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
5. 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.

TurboGrafx-CD game discs are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboGrafx-CD Player. They will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Care of Your CD Game Disc and Getting Started

Care of Your CD Game Disc

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

Getting Started

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-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 disc 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.

The Wind Was Gently Blowing...

Listen, adventurer, for another journey begins.

You are Adol, the boy-hero who saved the people of Ys. You are on a journey with your friend Dogi when you meet a group of merchants. The merchants tell you of unusual weather and a terrible plague in the land of Kenai. While you listen, your friend Dogi's face becomes pale with fear. That night he tells you that he was born and grew up in Kenai. Now he is afraid for his family and friends. The next morning you leave for the town of Sarina, deep within this ravaged walk. "We are almost there," says Dogi. "Let's hurry, Adol," he cries. Dogi walks even faster than before. You try to catch up with him, but your steps seem slower. Somehow you know that this is an adventure from which you may never return.

Object of the Game

Playing the role of Adol, free the land of Kenai from the Evil Forces. Advance through all 6 stages of the game. Change weapons, armor and shields as you face different enemies and levels of the game. Use the Brosha Serum, special items and magical rings to help you along the way. Making discoveries will spell the difference between victory and defeat.

Please Note: Ys III - Wanderers from Ys is a one-player game.

Stages of the Game & Characters

Stage 1 – The City of Sarina
This is the first town in the game and Dogi's hometown.

Stage 2 – Tigre Mine
This mine is the only location of the rare mineral called Larval.

Stage 3 – The Alcaino Ruins
There is a dangerous lava flow beneath these ancient ruins.

Stage 4 – Mt. Seko Range
The "Evil Mountains."

Stage 5 – Valestine
This is a very beautiful castle, in harmony with nature.

Stage 6 – Demanicus Cave
This is the dark home of the mysterious Demanicus.

CHARACTERS

Adol Christin
An adventurer and our hero. On a journey after saving the Land of Ys.

Dogi
A former thief. Adol's friend in previous Ys adventures.

Elena
A beautiful lady. Dogi's friend when they were children.

Chester
Works for the evil King McGuire. Elena's brother; also one of Dogi's childhood friends.

King McGuire
The Lord of Valestine.

Starting the Game

Press the RUN Button
When the initial TurboGrafx-CD screen appears, press the RUN Button. Watch the opening scenes and press the RUN Button again.

Choosing BEGINNING or CONTINUE
Use the Direction Key to highlight your choice, and press the RUN Button.

If you choose "Beginning"
The game will start from the beginning.

If you choose "Continue"
A new menu will appear with the following four options displayed: "Location," "Display the Password," "Input the Password," and "Start Game Story."

"Location"
This allows you to resume gameplay from any previously saved location. Use the Direction Key to point the arrow at the section you wish to continue playing. Press Button I to begin. (See Page 12 of this manual if you do not understand how a game is saved.)

"Display the Password"
This option allows you to recall a password from a previously saved game. Press Button I to select this option, and then use the Direction Key to select which game you want the password for. Press Button I to enter your selection. Your password will then be displayed on the screen.

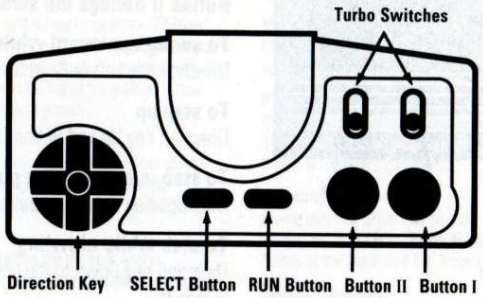
"Input the Password"
If you received a password using the "Display the Password" option, you can re-enter it by selecting "Input the Password." This option is useful if you want to use your character on another TurboGrafx-CD system. To re-enter your password, select each character by using the Direction Key and by pressing Button I to enter it.

"Start Game Story"
This will start the game from the beginning.

"Damage" Scoring System
Ys III is based on the damage scoring system. Your "life" (playing time) depends upon how much damage you receive from the Evil Forces, obstacles and other hazards. When the "HP" ("Hit Point" or "vitality") Gauge reaches zero, the game is over.

Operating Controls

The movements of Adol, the selection of equipment and items, and their use, are controlled with your TurboPad controller.



Direction Key (8-way)
Used to move Adol. Also used to move the arrow (called a "cursor") and to select commands.

SELECT Button
Press to open the Command Window and to go from Equipment to inventory (in the Command Window.)

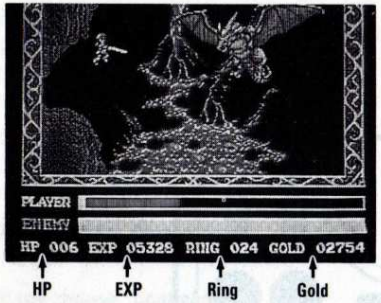
RUN Button
Press to use the items Adol is equipped with.

Button II
Used to make Adol fight with his sword. Also used to speak to someone or exit the Command Window.

Button I
Makes Adol jump. Also used in the Command Window to load your selection.

Turbo Switches
Should be in the "OFF" (down) position.

Screen Displays & How to Fight



HP Adol's current "Hit Points" and his maximum "Hit Points."

EXP Adol's current "experience."

Ring Current Ring Power (you can restore Ring Power using the Brosha Serum).

Gold The current amount of money on hand.

How to Fight

Adol uses five different swords during the game. All swords are controlled as follows:

Button II Swings the sword

To swing the sword while walking
Direction Key Left or Right and Button II

To stab up
Direction Key Up and Button II

To stab in a crouching position
Direction Key Down and Button II

To stab while crawling
Direction Key Down to the Left or Right and Button II

To stab down while jumping
Direction Key Down and Button I

To swing sword while jumping
Button I and Button II

Functions and Features

Choosing a Function
Press the SELECT Button to make the "Command Window" appear. Then, use the Direction Key and press Button I to choose among the following functions:

Equipment
This function equips Adol with weapons or armor. To select "Weapons" or "Armor," press the Direction Key up or down, then press the Direction Key right or left. Your choice will be shown in the red frame in the top of the window. Press Button I to leave the Equipment screen.

Inventory
This function equips Adol with other items. You can choose among these items by moving the red frame with the Direction Key and entering your selections by pressing Button II.

Note: Some items are effective the moment Adol is equipped with them, while others are controlled by pressing the Run Button.

Load
By using the "Load" function, you can start from a place that you previously saved. Remember that your starting place can be selected from all of the data that you previously stored.

Save
By using the "Save" function, you can save your position in the game and your current status. (See page 12 of this manual for further instructions).

Status
Choosing this function will indicate Adol's status in terms of STR (strength), DEF (defensive power) and EXP (experience). Adol's current location is indicated at the bottom of the screen.

Message Speed
Choosing this function allows you to change the message speed by selecting either "SLOW" or "FAST."

Pausing the Game
During play, the game may be paused by pressing the SELECT Button and entering the Command Window. Press Button II to resume gameplay.

Resetting the Game
During play, the game may be reset to the beginning by holding down the RUN Button and pressing the SELECT Button at the same time (for 3 seconds).

How to "Continue"
Ys III is based on the damage scoring system. The Hit Point Meter reflects Adol's general health. The level of the Meter can decrease when Adol encounters enemies, obstacles and other hazards. When the "HP" (Hit Point) Meter reaches zero, the game is over. However, you may still continue to play by pressing the RUN Button when the words "Game Over" appear on your screen. Gameplay will then resume from an area near the location where Adol was last defeated.

Swords & Armor

SWORDS

Short Sword
A basic sword about two-feet long. While this sword is easy to handle, its destructive power is not very high.

Long Sword
A more powerful sword about three-feet long. It is very heavy and is currently out of stock at the Weapons Shop in Sarina.

Broad Sword
A very wide sword with high destructive power. It is made of steel and requires great skill to handle.

Banded Slayer
An extremely lethal sword nearly four-feet long. It is made of compressed layers of steel giving it razor-like sharpness.

Flame Sword
The longest and most powerful sword known. It's special molten lava-like characteristics give it unique destructive abilities.

ARMOR

Leather Armor
This armor is made of horse-hide and is very light. It is easy to maneuver in, but the defensive power is not very high.

Chain Mail
This armor is made of iron chain. It offers a higher defensive power than leather armor. It is very light and has good breathability.

Plate Mail
This armor is made of iron plates and is very heavy. It offers high defensive power, but it is currently out of stock in the Weapons Shop in Sarina.

Banded Armor
This armor is made of compressed layers of steel for extra strength. It has a very high defensive power rating.

Battle Armor
This is the strongest armor available. It's made out of a collection of strong metals, and is nearly twice the thickness of the Banded Armor.

Shields & Magic Rings

SHIELDS

Wooden Shield
Made of wood. Not very strong, but easy to handle.

Small Shield
Made of ferro-alloy (a mixture of iron and other metals). This shield is very light and has a higher defensive power than a wooden shield.

Large Shield
This shield is made of iron and is very heavy. It takes skill to handle this shield, but it has a high defensive power.

Banded Shield
Made of compressed layers of bonded steel. This shield has even higher protective abilities when used.

Battle Shield
The strongest shield available to Adol. It's size and strength makes it invaluable for fighting later bosses.

MAGIC RINGS

Obtaining these magic rings will increase your chances of defeating the Evil Forces.

Power Ring
You can damage the Evil Forces twice as much by using this ring.

Shield Ring
Damage done to Adol is reduced by half with this ring.

Healing Ring
This refills the Hit Point Gauge. Effective as long as you are wearing it.

Timer Ring
This ring reduces the speed of the enemies by half.

Protect Ring
This ring protects you from all kinds of attack, however it uses a lot of power!

Please Note: All rings need power to operate! You can "power-up" your rings by creating the Brosha Serum (see items that follow)! Destroying enemies will also build up ring power.

Magic Items

MAGIC ITEMS

Brosha Serum
Restores your ring power.

Crystal
This is needed to make the Brosha Serum.

Healing Herb
Restores your Hit Points.

Mirror
Stops enemies' motion for a certain period of time.

Amulet
Kills all the enemies (but only weakens end bosses) around you, but has only 3 "charges."

Necklace
This has a mysterious power that is yet unknown.

Fire Jewel
This can be used as a flashlight.

Roy's Pendant
Grandma Ada's son owned this pendant.

Stone Idol
A winged idol with special powers.

Flame Staff
Useful for heating and melting objects.

Red Arm Band
Needed to get around in certain areas.

Blue Arm Band
Needed to get around in certain areas.

Goblin Idol
A monster-like idol with unique abilities.

Grady's Letter
This is a letter introducing Adol to Dogi's master.

Tablet
An ancient slate that reveals information.

Prison Key
The only key that unlocks Valestine prison.

Storehouse Key
A special key that opens a well-hidden room in Tigre Mine.

Statues
The four multi-colored statues are needed to defeat the evil Demanicus.

Evil Forces & Playing Tips

Meet the Evil Forces
Here are just a few of the members of the Evil Forces.

Nekevil
A savage monster with incredible powers.

Merland
An evil sorcerer with magical powers.

Elle Dare
A devious she-creature. Always ready to attack.

Demanicus
Is this the real source of all that is evil in Kenai?

Playing Tips
It's important to save often. That way when you're killed, you won't need to replay large parts of the game just to get back to the same area.

Call the TurboGrafx Hotline at 1-900-FUN-TG16 for additional game tips.

Please note: The first 30 seconds of this call are free, but you will be charged 99¢ for each minute after that (up to 5 minutes). The charge for this call will appear on your next phone bill.

Please be sure to ask your parents' permission before you call!

Saving "Data" with Your TurboGrafx-CD

Your TurboGrafx-CD system features back-up memory. In Ys III - Wanderers from Ys, this means you can stop playing anywhere in the game and start again from the beginning of the same area–even if your system has been turned off!

How to Save Your Game

Press the SELECT Button to make the "Command Window" appear. Use the Direction Key to point the arrow to "SAVE" and press Button I. This will display a list of five locations where you can save your game. Use the Direction Key to point the arrow to the area where you want your game to be saved and press Button I to enter your selection. If the area you have chosen already has data in it, the previous data will be replaced with the new information.

What to do if your Memory Unit is at Full Capacity

If you receive a message that your file cabinet is full, you will only be able to save over previous games.

To avoid this situation in the future, press the SELECT Button instead of the RUN Button when you first turn your system on. From there, select "Delete" and use the Direction Key to point the arrow to any file you wish to delete and press Button I to enter your selection. Press the RUN Button and then the SELECT Button to reset the system and leave the menu. You may then start Ys III as you normally would. This will "clear" space in your Memory Unit to save new games.

"Initialization" of the Back-up Unit

Your Back-up unit must be "formatted" (made operational) before any data can be saved. Please see your TurboGrafx-CD manual for further instructions.

To Avoid Losing "Data"

Game information may be lost if the Back-up Memory Unit is dropped or exposed to heavy shock. Do not touch the connection (expansion bus) between the TurboGrafx-16 and the TurboGrafx-CD.

Note: You must "recharge" your system by turning it on at least once every two weeks or your data will be lost!

NEC TurboGrafx™-CD Game Disc 90-Day Limited Warranty

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HOW LONG IS THE WARRANTY
This product is warranted for 90 days from the date of the first consumer purchase.

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Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

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2. Damage, deterioration or malfunction resulting from:
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   b) repair or attempted repair by anyone not authorized by NECT;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-366-0136
Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time

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2. Any other damages, whether incidental, consequential or otherwise.

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HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094