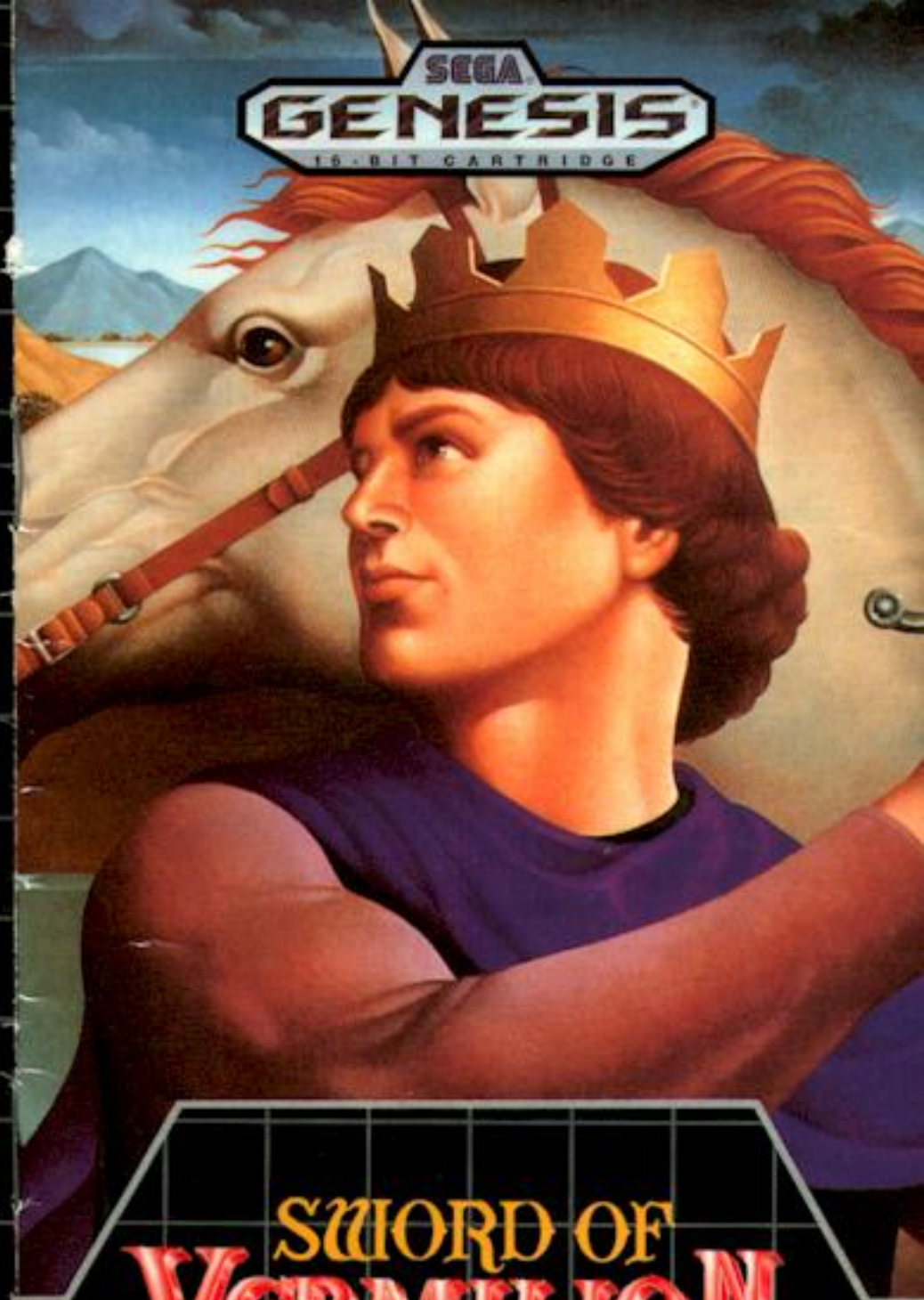


SEGA
GENESIS
16-BIT CARTRIDGE



**SWORD OF
VERMILION**

INSTRUCTION MANUAL

©1990 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan

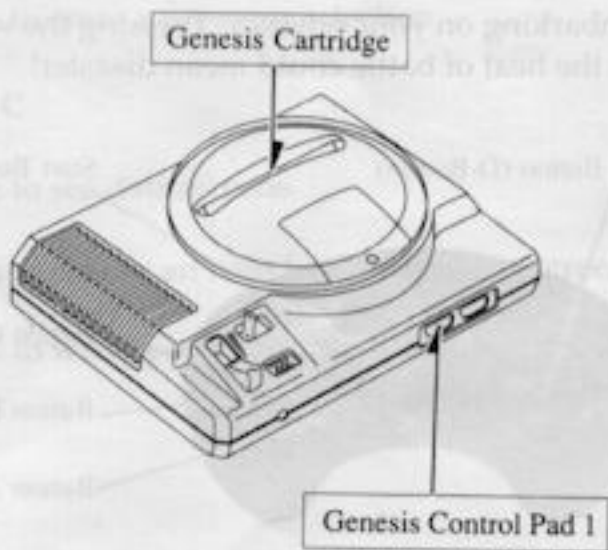
Loading Instructions:

Starting Up

1. Make sure the power switch is OFF.
2. Insert the Sword of Vermilion cartridge into the Genesis System (shown below) by following the instructions in your Genesis System manual.
3. Turn the power switch ON. If nothing appears on the screen, check to make sure the cartridge is inserted properly.

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

NOTE: Sword of Vermilion is for 1 player only.



The Story Thus Far

Eighteen years ago, the evil King Tsarkon of Cartahena invaded Excalabria, destroying the fertile fields and peaceful folk of that once-prosperous land. King Erik of Excalabria saw that he could do nothing to stop the hordes that stormed his castle walls. He ordered his bravest knight, Blade, to escape with the king's infant son and raise him far from the land of his birth.

Blade journeyed far, at last settling in the isolated village of Wyclif. There he raised the prince, never telling him of his royal heritage. Eighteen years passed, and the young prince grew into a strong, skillful warrior. On the day of Blade's death, the prince learned of his true identity. He vowed to fulfill his destiny and avenge his father's death.

Take Control!

Learn the functions of each button on your Control Pad before embarking on your odyssey. Pressing the wrong button in the heat of battle could mean disaster!



D-Button

- Press to move the marker on the selection screens.
- Press up, down, left, or right to move the prince in the towns and villages.
- In caves and in the wilderness, press up or down to move forward or backward. Press left or right to turn the prince to his left or right.

Start Button

- Press to start the game, or to continue a saved game.

Button A

- Press to use magic for healing during combat, or for other special purposes.

Button B

- Press to erase a previous selection.

Button C

- Press to see data screens.
- Press to choose an item from a selection screen.
- Press to wield your sword in battle.

Game Objective

The prince has vowed revenge against Tsarkon, the evil lord responsible for his father's death. To exact this revenge, the prince must obtain the eight Rings of Good. There are 16 Rings altogether; the eight Rings of Evil are in the hands of Tsarkon.

Guide the prince across the lands of Vermilion. Gain information and power as you roam from danger to danger. Use the magical spells you learn to combat monsters and heal yourself. Explore mysterious caves to discover treasure and powerful magical items. The eight Rings of Good are hidden throughout the land. If you're skillful enough, you can collect them all.

Your ultimate goal is to out-hack and out-smart Tsarkon's minions to reach the final bastion where Tsarkon waits. Once you defeat Tsarkon, you will have all 16 Rings. With these Rings, and the Sword of Vermilion, you can banish evil from the world!

The journey on which you are about to embark is long and treacherous. It requires physical and mental agility as well as a strong will to succeed. Prepare yourself for the difficult task ahead!

Getting Started

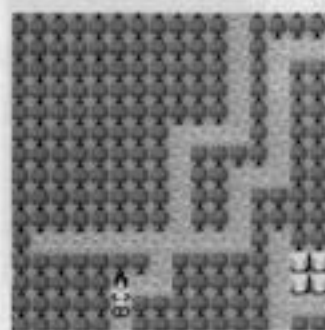
Movement

When the prince is in a town or village, he moves in the direction the D-Button is pressed. If you press the D-Button up, he moves up on the screen. If you press down, he moves down. Pressing left or right moves the prince left or right.



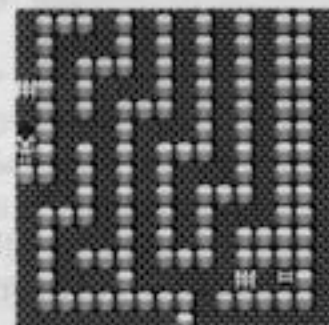
NOTE: Movement during battle is controlled in the same manner.

In the wilderness or in a cave, the prince is a little more difficult to maneuver. (Pay attention now, to avoid trouble later!) To move him in the direction he's facing, press



the D-Button up. To move him backward, press down. If the prince can't move forward or backward, you need to turn him. To turn him to his left (counter-clockwise), press the D-Button to the left. To turn him to his right (clockwise), press the D-Button to the right.

When turning the prince, press the D-Button once in the desired direction. To move him forward, press and hold the D-Button up if the path is straight. If there are many twists and turns, you'll need to alternate moving and turning.



Data Screens

The Main Data screen allows you to perform many important functions. You'll need to refer to it often during your quest. To see this screen, press Button C anytime (except during battle).

→Talk Magic
Item Equip
Str Seek
Open Take

To get information from townspeople or other folk you meet in your travels, select "TALK." To have a conversation with someone, move the prince so that he's standing next to that person and facing him. When you press Button C to initiate the conversation, the person automatically turns and faces the prince. If you select "TALK" when no one is around, the message "There's no one here to talk to" appears.

The items on page 20 can be used or abandoned by selecting "ITEM" in the Main Data screen. When you press Button C, a window containing the words "Use" and "Discard" appears.

Talk Magic
→Item Equip
Str Seek
Open Take

"Which item do you want to use?" Scan the list to find the item. Move the marker to it, then press Button C. The result appears in the window at the bottom of the screen. If you change your mind, press Button B to close the window.

Dungeon Key
Secret Key
White Key
Gnome Stone
→Lantern
Lantern
Medicine
Poison Balm

"Which item do you want to discard?" Check your item list *very* carefully — if you discard the wrong item now, you may be without it later, in a situation where it's essential! Move the marker to the item and press Button C. If you decide not to put anything down, press Button B.



In your travels, on dead-end paths, or after defeating an enemy, a treasure chest may appear. The chests are sometimes empty, but often they contain items, combat gear, or Kims.

To view the contents, select "OPEN" on the Main Data screen. Press Button C, and a description of the contents appears. You can also select "OPEN" to open a door in a cave or dungeon. Some of the doors are locked, though, and require special keys to open.

Select "MAGIC" to cast a spell, to get a new Book of Spells ready to use in your next combat situation, or to put a book down. Press Button C, and a window containing the words "Cast," "Ready," and "Discard" appears.

Talk →Magic
Item Equip
Str Seek
Open Take

"From which Book do you wish to cast a spell?" Check your list of Spell Books, move the marker to your choice, and press Button C. This function applies mainly to Healing spells or Special Magic. If the spell you try to

cast requires more Magic Points than you have, the message "You don't have enough Magic Points" appears. There are also places where certain types of Magic cannot be used. If, for example, you try to use Aries Magic inside a cave, the message "You can't use that" appears.

→Sanguio
Aries
Aerios
Votio

"Which Book do you want to ready for combat?" Combat spells are cast from a Book of Spells that you must prepare beforehand by selecting "Ready." Find the book you want to carry, and press Button C. A window containing the words "Yes" and "No" appears. This should tell you that you're making a very important

decision! If you change your mind, select "No" and try again. Once you engage in a battle, you can't change your selection until it's over. You can carry up to eight books at a time, including the one prepared for combat.

"Which Book of Spells do you want to discard?" If you want to buy a new Book of Spells, but you're already carrying eight books, you can get rid of one by selecting "Discard." The "Yes" and "No" options appear. Double-check your selection. If you're satisfied, select "Yes" and press Button C. Instead of abandoning a book that probably cost you a princely sum, consider selling it at a Magic Shop. Some books have a lower resale value than others, but a few Kims are better than none.

To survive his dangerous ordeal, the prince must have the best Weapon, Armor, and Shield available (see pages 14-17). Select "EQUIP" on the Main Data screen to prepare the prince for battle. Then press Button C. A window appears with the words "Put on," "Remove," and "Stop!"

```
Talk Magic
Item Equip
Str Seek
Open Take
```

"Put on" lets you arm the prince with a new Weapon, replace his Shield, or protect him with Armor. Move the marker and press Button C. A subscreen appears with the words "Weapon," "Shield," and "Armor." Move the marker to the type of item you want and press Button C. The screen listing the gear you possess comes up. To make your choice, move the marker to the desired piece and press Button C. To close the screen, press Button B. The Weapon, Shield, and Armor that are readied have a star next to their names. If there are no stars, you aren't at all prepared for battle!

```
Weapon
Shield
Armor
```

You can carry up to eight pieces of each type of gear. Since you can use only three pieces at one time, and you constantly upgrade your gear, you might think about selling unused gear at a Weapon shop (see page 14). Some items have good resale value, but others return almost nothing. Even if you can't expect to profit from the sale of an item, it's better to clear the space for a better piece of gear that will help you later on.

"Remove" allows you to take off a piece of gear that you want to replace. Follow the same procedure as when you're putting something on. You can't discard battle gear, so when you take off an item, it just means that it has become part of your baggage.

There are many valuable items hidden across Vermilion. Some of them can't be found in treasure chests. To search a particular area, select "SEEK" and press Button C. The result of your search appears in the Dialogue window. More often than not, you'll come up empty.

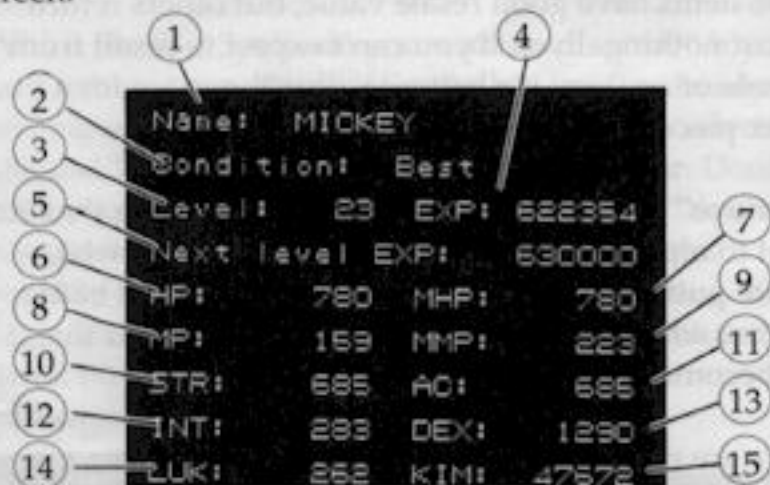
```
Talk Magic
Item Equip
Str Seek
Open Take
```

When you do find something with "SEEK," or when you want to claim the contents of a treasure chest, select "TAKE" on the Main Data screen. Press Button C and the result appears in the Dialogue window. If you successfully obtain the item, you hear a magical chime. If there's no sound, check your lists carefully — don't make the mistake of leaving a valuable item behind!

```
MICKEY takes
Area Map.
```

Status Screen

To see the Status screen, select "STR" on the Main Data screen.



- 1 Name
- 2 Current Condition — Best, Good, Bad (Poisoned)
- 3 Current Experience Level
- 4 Experience Point total
- 5 Experience Points required to advance to next level
- 6 Hit Points remaining
- 7 Maximum possible Hit Point total at current Experience Level
- 8 Magic Points remaining
- 9 Maximum possible Magic Point total at current Experience level
- 10 Strength factor (affected by level and Weapon readied)
- 11 Armor Class (affected by Armor and Shield readied)
- 12 Intelligence (affects power of Magic Spells)
- 13 Dexterity (ability to avoid injury)
- 14 Luck (ability to avoid being poisoned)
- 15 Kims (currency of Vermilion)

```
Equipment Readied
Weapon: Ultimate Sword
Shield: Dragon Shield
Armor: Dragon Armor
Magic: Aeries
```

By pressing Button C, you can call up several more screens that show your current status. The first one to appear is the Equipment Available screen. This displays the Weapon, Shield, Armor, and Magic that the prince currently has ready for battle.

Press Button C again to see the Gear (Weapon) screen. The Weapons, Armor, and Shields that you currently possess are listed here. The readied pieces are marked with stars.

```
Gear (Combat)
Dragon Shield *
Dragon Armor *
Ultimate Sword *
Royal Shield
```

```
Gear (Magic)
Sanguis
Aries
Aeries
Vultio
```

Pressing Button C again brings up the Gear (Magic) screen. This is a list of the Books of Spells that you carry. The one that is readied for battle is marked with a star.

The next screen shows the items currently in your possession. It's a good idea to check this particular screen regularly during your travels. Of all your different cargo, this type stands the biggest chance of reaching the maximum of eight pieces. Be sure you have everything you think you'll need before you leave a town or village!

```
Gear (Items)
Dungeon Key
Secret Key
White Key
Gnome Stone
Lantern
Lantern
Medicine
Poison Sale
```

```
Rings
Ring of Wisdom
Ring of Sky
Ring of Wind
Ring of Fire
Ring of Water
```

The last screen doesn't change very often, and you'll know when it does. This is a list of the Rings you possess. It is updated each time you obtain a new Ring. Press Button C again, and the screens peel away.

Start/Continue

At the bottom of the Title screen, the Start/Continue options window appears. New players should select "Start." To resume a game saved earlier, select "Continue." Move the marker to your choice, and press the Start Button.



When you select "Start," you must choose a name for the prince. A letter and number grid appears. Using the D-Button, move the marker to the letter or number you want, then press Button C to enter it. You can enter up to six characters. If you make a mistake, press Button B to erase, then try again. After you enter six characters, the marker automatically moves down to "END." Press



Button C or the Start Button to exit the screen. If your name has fewer than six characters, use the D-Button to move to "END," then press Button C or the Start Button.

The story screens follow. Read them carefully, as they explain the prince's history and the evil he faces. When they're finished, you see the prince standing at the entrance to Wyclif. It's time to begin your quest!



If you select "Continue," press the Start Button. The Saved Game screen appears. You can have up to three previously stored games. Move the marker to the game you want, then press Button C to start loading. When the game is ready, press Button C again.



NOTE: In the unlikely event that a problem occurs while the information is loading, the computer will ask you to press Button C to clear up the trouble. If the trouble is not resolved by pressing Button C, press the Reset Button on your Genesis console.



Combat!

The World of Vermilion is crawling with dangerous enemies. You must defeat hordes of horrible monsters to reach the final battle with Tsarkon.

During your travels, either on the road or in a cave, some of the many types of enemies in the game (see pages 22-23) may confront you. Check your 3-D screen to see which type of monster you're facing. Some monsters can be destroyed in hand-to-hand combat, while others are almost impossible to defeat without Magic. Monsters normally attack in groups, so be prepared for anything!

Glance at your Hit Point indicator regularly. If it drops below half of your maximum, try to escape from your attackers and restore your health. Press the D-Button left or right to run in that direction. If you're killed in battle, you can revive, but it takes half your money!

The Archmonsters



The Archmonsters are Tsarkon's elite minions, the enemies you should fear the most. They are far more powerful than any enemy you'll encounter elsewhere in the World of Vermilion. To attack with your sword, press

Button C repeatedly. You can move the prince to the right (toward the monster) or to the left (away from it). You must move in at some point, or you won't be able to inflict any damage.

Some of the Archmonsters can shoot fire in various forms at you. To avoid the blasts, make the prince duck by pressing the D-Button down, or swing your sword at the fire and negate it.

NOTE: You cannot use Magic while battling an Archmonster. Be sure to restore your health and arm yourself appropriately before the battle begins! It's a fight to the death!

Shops

Weapon Shop

Enter this shop when you want to purchase a Weapon, a Shield, or a new set of Armor. You can also sell any pieces you don't want to carry. Some of these items have very limited resale value, though. You can find one of these shops in most towns and villages in Vermilion.

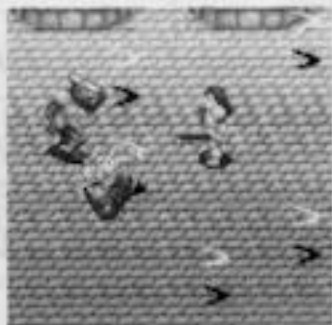


Swords

Type	Price (Kims)	Where Sold
Bronze	100	Wyclif
Iron	400	Parma
Sharp	800	Parma
Long	1,800	Deepdale
Silver	3,700	Deepdale
Prime	5,100	Malaga
Golden	8,200	Malaga
Platinum	14,800	Tadcaster
Diamond	21,000	Tadcaster
Royal	34,600	Swaffham
Ultimate	42,000	Swaffham

Armor

Type	Price (Kims)	Where Sold
Leather	200	Wyclif
Bronze	400	Wyclif
Metal	900	Parma
Scale	1,100	Parma
Plate	2,800	Deepdale
Crystal	4,500	Deepdale
Silver	7,000	Malaga
Knight	9,200	Malaga
Gold	15,000	Tadcaster
Ultimate	24,000	Tadcaster
Odin	38,000	Swaffham
Diamond	50,000	Swaffham



Shields

Type	Price (Kims)	Where Sold
Leather	50	Wyclif
Small	80	Wyclif
Large	250	Parma
Silver	500	Parma
Gold	1,500	Deepdale
Platinum	3,200	Deepdale
Diamond	4,100	Malaga
Knight	6,300	Tadcaster
Carmine	12,700	Swaffham

Magic Shop

There are Books of Spells for sale at the Magic Shops in most of the towns and villages of Vermilion. Combat Magic helps you to destroy the tougher enemies you encounter. Healing Magic restores Hit Points. Special Magic can create light, hide you from monsters, or teleport you to a place you've been to before.

You are allowed to carry as many as eight books at a time. When you want to replace a book, you can discard it or sell it at a Magic Shop. The resale value on books is generally good.

Combat Magic

Name	MP	Type	Where Sold
Ferros	1	1st Fire	Parma
Copperos	6	2nd Fire	Stow
Mercurios	7	3rd Fire	Helwig
Argentos	10	4th Fire	Swaffham
Hydro	1	1st Water	Keltwick
Hydrios	8	2nd Water	Swaffham
Volti	2	1st Shock	Deepdale, Stow
Voltio	12	2nd Shock	Malaga, Swaffham
Voltios	16	3rd Shock	Hastings
Aero	3	1st Boomerang	Stow, Keltwick
Aerios	9	2nd Boomerang	Malaga
Chrono	5	1st Freeze	Keltwick
Chronios	10	2nd Freeze	Hastings
Terrafissi	25	Earthquake	Hastings

Movement Magic for Healing and Special Purposes

Name	MP	Effect	Where Sold
Sangua	6	Restore HP	Parma, Deepdale
Sanguia	12	Restore HP	Malaga, Tadcaster
Sanguio	31	Restore HP	Hastings
Toxios	6	Anti-poison	Keltwick, Malaga
Extrios	5	Teleport	Helwig
Aries	13	Teleport	Malaga, Helwig
Luminos	5	Light	Keltwick
Inaudios	8	Camouflage	Helwig

NOTE: Healing and Special Magic Spells cannot be cast during battle!

Equipment Shop

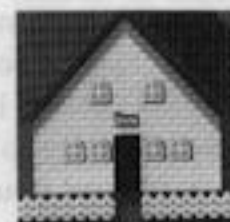
You can purchase many useful items here. You can also find these items in the wilderness or in caves. Treasure chests, found on dead-end paths or after defeating an enemy, often contain valuable items. Some items that you find are not for sale in the Equipment shops. (Check the hint book for more information.)



Item	Purpose	Price (Kims)
Herbs	Restore HP	From 20
Medicine	Restore HP	From 120
Candle	Give light	From 10
Lantern	Give light	From 65
Poison Balm	Cure poison	From 40
Gnome Stone	Teleport	From 300
Griffin Wing	Teleport	From 820
Banshee Powder	Emergency	From 2,200
Agate Jewel	Restore MP	From 3,200
Topaz Jewel	Restore MP	From 9,100
Alarm Clock	Wake-up call	2,000
Vase	You'll find out!	???
Joke Book	You'll find out!	???
Small Bomb	You'll find out!	???

Inn

If your Magic Point total gets dangerously low (less than 20% of maximum), you should stop and rest for the night. You can find an Inn in almost every town and village in Vermilion. The price of a good night's sleep increases the farther you get from Wyclif, but it's always reasonable.



Tavern



Nearly every town and village contains a Tavern. You can't sit down for a quiet meal, but you might be able to pick up a few bits of information. It never hurts to stop in and check out the latest gossip!

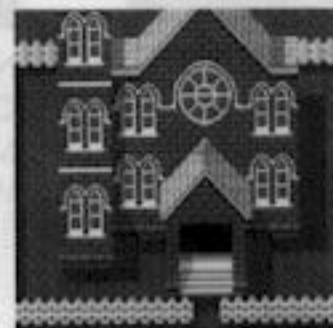
Fortune Teller

An old woman offers to tell your future using her crystal ball. Unfortunately, she demands payment beforehand. You won't know if the information is of any value or not until after you've parted with some of your precious Kims!



Church

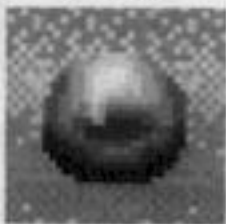
This might be the most important stop in each town and village you visit. You can save your game, be cured of poison, or have a Curse removed here. All they ask is a small donation to charity.



Enemies

You'll face many different varieties of nasty creatures in your travels. Some are more dangerous than others. You'll quickly learn to recognize them and to figure out the best way to fight them. If a monster appears on your screen, and you know that it's especially tough, be prepared to either use Magic or get out of there!

Slimes



Green Slime
Blue Jelly
Red Glunk
Gray Ooze
Gold Pudding
Black Glop

Bats



Fruit Bat
Cave Bat
Killer Bat
Vampire Bat

Kobolds



Dog Kobold
Coyote Kobold
Hyena Kobold
Wolf Kobold

Sorcerers



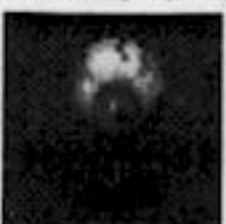
Neophyte
Conjurer
Mage
Wizard

Undead



Skeleton
Zombie
Ghoul
Cryptmaster

Floating Eyes



Eyeball
Red Eye
Zap Eye
Killer Eye

Snakemen



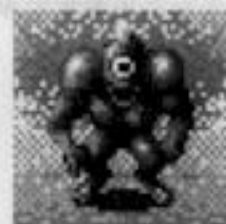
Rattler
Python
Cobra
Anaconda

Giant Mushrooms



Puffball
Toadstool
Fungo
Morel

Cyclops



Basher
Smasher
Crusher
Obliterator

Firerings



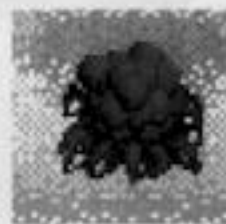
Flamer
Melter
Scorcher
Incinerator

Scorpions



Needler
Stinger
Injector
Poisoner

Molds



Creeper
Oozer
Slimer
Slurper

***** MEMO *****



Golden Axe
Sonic the Hedgehog
Sonic the Hedgehog 2
Sonic the Hedgehog 3
Sonic the Hedgehog 4
Sonic the Hedgehog 5
Sonic the Hedgehog 6
Sonic the Hedgehog 7
Sonic the Hedgehog 8
Sonic the Hedgehog 9
Sonic the Hedgehog 10
Sonic the Hedgehog 11



Streets of Rage
Gunstar Heroes
Gunstar Heroes 2
Gunstar Heroes 3
Gunstar Heroes 4
Gunstar Heroes 5
Gunstar Heroes 6
Gunstar Heroes 7
Gunstar Heroes 8
Gunstar Heroes 9
Gunstar Heroes 10
Gunstar Heroes 11



Sonic the Hedgehog
Sonic the Hedgehog 2
Sonic the Hedgehog 3
Sonic the Hedgehog 4
Sonic the Hedgehog 5
Sonic the Hedgehog 6
Sonic the Hedgehog 7
Sonic the Hedgehog 8
Sonic the Hedgehog 9
Sonic the Hedgehog 10
Sonic the Hedgehog 11
Sonic the Hedgehog 12

***** MEMO *****

Cartridge

- The Sega Genesis Master System is a trademark of Sega Corporation.
- Do not touch the contacts of the cartridge.
- Do not use the cartridge in a Sega Genesis Master System.
- Do not use the cartridge in a Sega Genesis Master System.
- Do not use the cartridge in a Sega Genesis Master System.

Limited Warranty

Sega Corporation warrants that the original cartridge will perform as intended for the life of the cartridge. This warranty is limited to the original purchaser of the cartridge. It does not cover damage caused by use of the cartridge in a Sega Genesis Master System. It also does not cover damage caused by use of the cartridge in a Sega Genesis Master System.

For more information, please contact Sega Corporation. This warranty is void where prohibited. Sega Corporation is not responsible for any damage to the cartridge caused by use of the cartridge in a Sega Genesis Master System.

1-800-541-5415

Our Customer Service Department is open from 9:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday, and from 10:00 a.m. to 4:00 p.m. Pacific Time, Saturday and Sunday. We are located at 10000 Wilshire Blvd., Beverly Hills, CA 90212. Please call us for further information.

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
