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SEGA®

PRINTED IN AUSTRALIA

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Loading Instructions:

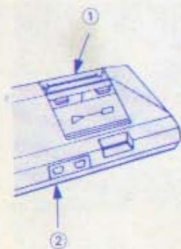
Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

- ① Insert Mega Cartridge
- ② Insert Control Pad 1



Introduction

A long time ago in the land of Yuria, there was a Golden Axe that existed in a castle. This Golden Axe had been brought to the castle a long time ago in order to protect the land from evil.

One day, the Titan, Death-Adder, stole the Golden Axe and brought it back to his own castle. Without the Golden Axe to protect it, Yuria was overrun by bandits who terrified the people. The people of Yuria were waiting for a hero who would drive out the bandits from their land.

The hero who came to save the people was the brave warrior, Tarik. Tarik was skilled in using his giant sword and there was no warrior in all of Yuria who could defeat him. Before he left on his journey to retrieve the Golden Axe, Tarik stopped by the temple of Yuria. The priest of the Temple granted Tarik the choice of taking one of the three magic powers of the gods who protect Yuria, the god of the earth, the god of fire and the god of thunder, with him on his journey. Tarik then selected one of the magic powers to use on his journey. In addition, the priest also granted Tarik the power of revival from death. This power allows Tarik to come back to life three times after having been struck down by his enemies.

The priest also prayed that even after Tarik had left on his journey, whenever Tarik was struck down by his enemies, his life would continue. However, as there is a limit to the power of even this priest, it is up to you to use Tarik's skills to defeat Death-Adder before the protective powers of the priest run out.





Taking Control

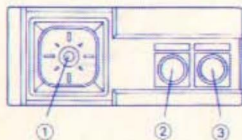
Basic Functions

- ① **Directional Button (D-Button):**
Moves Tarik in all eight directions.
- ② **Button 1:** Allows Tarik to attack and also starts the game.
- ③ **Button 2:** Allows Tarik to jump and also starts the game.

Compound Functions

D-Button pressed twice consecutively to the left or right: Tarik dashes forward.

Button 1 and Button 2 pressed simultaneously: Use magic.



Special Functions

Pressing Button 1 during dash:
Knocks down enemies with shoulder block.

Pressing Button 1 during jump:
Thrashes sword downward in middle of jump.

Pressing Button 2 during dash:
Tarik makes a big jump.

Pressing Button 1 during big jump:
Plunges sword downward into enemy.

Types of Attack Patterns Using Button 1

When Button 1 is pressed to allow Tarik to attack, the attack pattern varies depending on the distance from the enemy.

1. Swings sword. Cutting the enemy three times consecutively results in major damage.
2. When attacking an enemy at close distance, Tarik kicks the enemy.
3. When attacking the enemy at even closer distances, Tarik grabs the enemy and throws him to the ground.

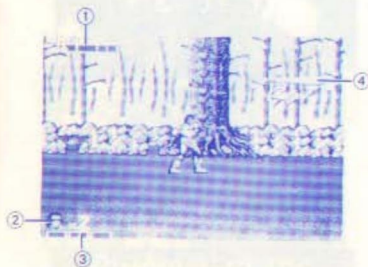
Playing the Game

Meaning of Screen Signals:

- ① Magic Gauge
- ② Tarik's Remaining Lives
- ③ Life Gauge
- ④ When this mark appears, Tarik is able to proceed to the right.

Objective of the Game

The bandits under the control of Death-Adder have stolen the Golden Axe from the earth god. You, as Tarik, are to completely eliminate those bandits and then retrieve the legendary Golden Axe.



End of Game

Tarik has three lives. For each opportunity, the life gauge will indicate three bar meters. Each time Tarik suffers damage by the attack of an enemy bandit, the life gauge will decrease by one bar meter. When all three bar meters have disappeared, the number of lives will decrease by one. The game is over when all of Tarik's lives have been used.

Continue

When all Tarik's lives have been used, "CONTINUE" will be displayed in the center of the screen. If Button 1 or Button 2 is pressed before the number of the screen counts down to zero, Tarik will get up and the game will continue.

① Count Down

However, "CONTINUE" will only be displayed once.

If you are able to successfully lead Tarik to defeat all the bandits and then defeat Death-Adder, an ending message will appear on the screen and the game will come to an end.



Getting Started

When either Button 1 or Button 2 is pressed when the Title Screen is displayed, the display will change to the screen for selecting the type of magic. Select one type of magic for Tarik to use by pressing the D-Button up or down. After selecting the type of magic, pressing either Button 1 or Button 2 will start the game.

Magic

Although bandits are struck down when Tarik attacks them with his giant sword, after a short time, they get back up again making them unable to defeat easily.

In order to use magic, there must be power showing on the magic gauge. In order to accumulate magical power, you must attack the dwarfs carrying sacks and collect the pots that they carry.

At the start of the game, Tarik has the lowest level of power indicated on the magic gauge. If magical power is showing on the magic gauge, by pressing Buttons 1 and 2 simultaneously, you will be able to use magic to inflict damage on the enemies showing on the screen at that time. However, the effectiveness of the magic on the bandits varies according to the amount of magical power showing on the magic gauge. If the amount of magical power showing on the gauge is low, the damage that is inflicted on the enemies will also be low. When Buttons 1 and 2 are pushed at the same time, the display will change to the screen showing the magic being used.

Types of Magic

There are various levels of magic. In addition, the length of the magic gauge differs according to the type of magic. The longer the magic gauge, the longer it takes for that magic to reach its maximum level. Moreover, the damage inflicted upon enemies is also large at that time.



- 1 EARTH:** Volcano Power.
This magic has a degree of power that is intermediate to that of THUNDER and DRAGON FIRE. The power gauge is divided into four levels.
- 2 FIRE:** Dragon fire power.
Since the length of this gauge is long, it takes some time for the power level to reach the maximum. The power gauge here is divided into five levels.
- 3 THUNDER:** Thunder power.
Although this power can be brought to its maximum level quite easily since the magic gauge is quite short, the strength of this magical power is weaker in comparison to the others. This power gauge is divided into three levels.



Strange Creatures

Occasionally, enemy bandits will appear riding on strange creatures. Although the strange creatures that the bandits ride on will attack Tarik, if Tarik is able to attack the bandit riding that creature and knock him to the ground, Tarik will be able to get on that creature and use its power to attack other enemies.

Once Tarik has gotten on one of the strange creatures, Tarik will be able to attack the bandits using the power of that creature by pressing Button 1. In addition, it is still possible for Tarik to jump, dash forward or knock bandits down while he is riding a strange creature.

If Tarik is attacked by a bandit while he is riding one of the strange creatures, he will be knocked off.

After a bandit has been knocked off a strange creature and is then ridden three times by either Tarik or the bandit, the creature will run away. In addition, although the creature will sleep when no one is riding it, it will eventually run away after a fixed period of time.

Weapons Used by the Strange Creatures

- 1 Chicken Leg:**
The creature will spin around and attack with his tail.
- 2 Dragon A:**
Dragon A spews fire from its mouth towards the ground.
- 3 Dragon B:**
Dragon B spews out a ball of fire from its mouth that moves horizontally.

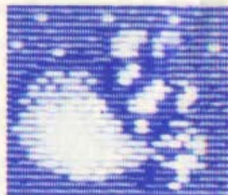
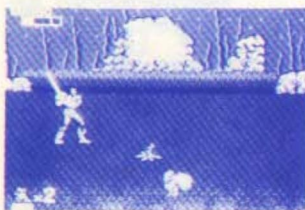


Dwarfs

The dwarfs carry concealed pots of magical power. When Tarik approaches a dwarf and attacks it, the dwarf will drop a pot on the ground. If Tarik then makes contact with that pot, the magical power contained within will be displayed on the magic gauge.

Since the dwarfs are small and difficult to attack, try moving close and kicking them or repeatedly swinging the sword.

Sometimes, the dwarfs will drop packages of meat. This meat allows Tarik to restore his life gauge to a certain extent.



The Treacherous Journey

Tarik is to begin on a hard and treacherous 5-day journey. On the fifth day, if he is still surviving, he will have to do battle with Death-Adder. Tarik has to fight whenever a bandit appears. It is not possible to proceed further on the journey until all of the bandits showing on the screen are defeated. When all of the bandits have been defeated, the word "GO!" will appear in the upper right corner of the screen allowing Tarik to proceed.

1st Day: The Forest

2nd Day: Proceeding to Turtle Island

3rd Day: Leaving Turtle Island

4th Day: Proceeding to Eagle Island

5th Day: Going down to the temple balcony from Eagle Island.

Death-Adder is waiting for you in the back of the temple in a fight to the death.



Note:

Since the dwarfs will come out at night, begin attacking them and taking the magical pots from them at that time.

Strength

After "GAME OVER" is displayed on the screen, your game results will be displayed. At this time, a value indicating your strength in the game will be displayed. Calculation of that value is based on the number of enemies you defeated, the number of lives you used and a coefficient for your level.

Introduction to Bandits Encountered

- 1 Club-Swinging Attackers A
- 2 Club-Swinging Attackers B
- 3 Amazonian Warriors
- 4 Hammering Giants
- 5 Skeleton Soldiers
- 6 Armored Knights
- 7 Death-Adder



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Helpful Hints

- Bandits will attempt to attack Tark by getting on both sides of him. Either swing the sword quickly to the right and left or jump.
- Try getting good at the technique of taking big jumps while dashing forward. By pressing Button 1 while still in the air, Tark will be able to plunge his sword downward into the heads of the bandits.
- When enemies are too numerous, use magic to damage them.
- Tark will be able to gain an advantage during fighting by riding on the strange creatures. Try getting good at moving around while riding these creatures so as to avoid the attacks of bandits which will knock you off.
- We will secretly teach you how to was the CONTINUE function for a second time. While "GAME OVER" is indicated on the screen, simultaneously press the D-Button diagonally to the upper left and Button 1 or 2. This special method is allowed only once per game. Carefully keep this secret to yourself and do not tell your friends!

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

- ① Do not get wet!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or disfigure!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzine, etc!
- Be especially careful not to stick anything on the SEGA CARD!
 - When wet, completely dry before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.

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