

ONSLAUGHT



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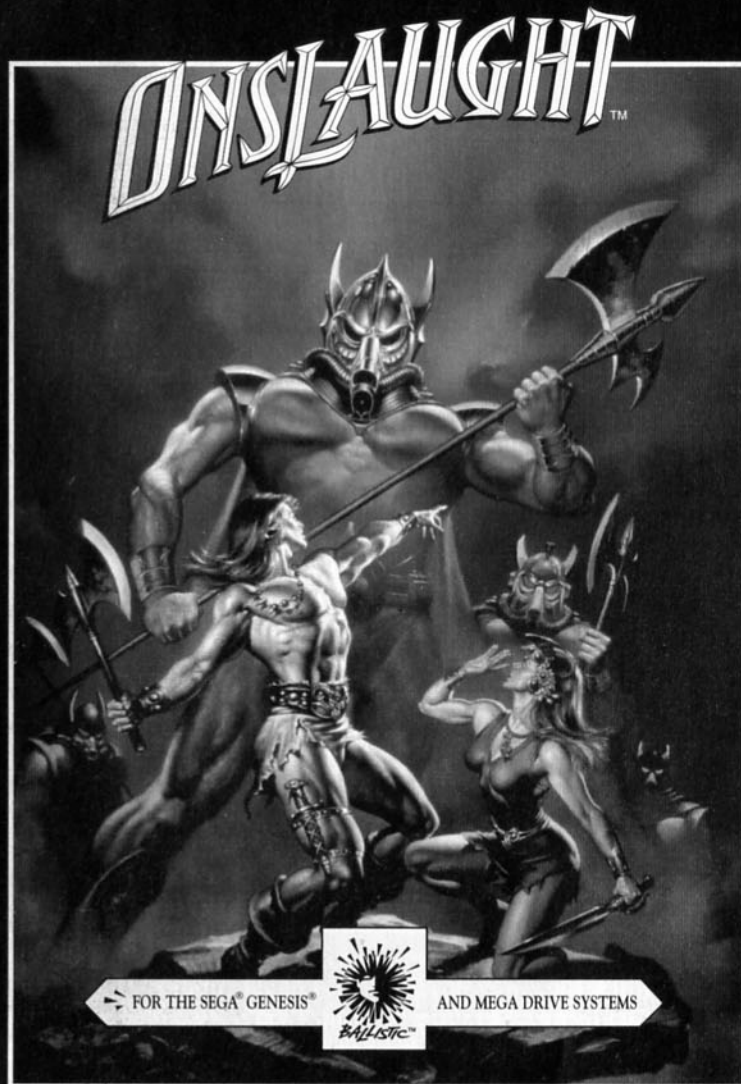
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INTELLIGENT



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INTRODUCTION

The Land of Gargore

Named after its founder, Alexander Gargore, the battle-scarred dominion of Gargore has cowered under the iron fist of dictatorship for more than 500 years. Today, fourteen different imperial armies spread unrelenting terror throughout the many kingdoms of this land. Though many rebels have tried, no kingdom has successfully broken the grip of the Gargorian reign.

The Story of Balthusar

Balthusar was born 28 years ago in the kingdom of Strakmar. He grew up in the benevolent court of Donkar, his father, who governed the peace-loving Strakmarians as a puppet of Gargorian rule. After 20 years of cruel dictatorship, Donkar devised a bold plan for the liberation of his people.

During its deployment, however, Donkar was captured and executed by vicious troops of the Gargorian Juggernaut army. He never saw the light of independence in his kingdom.

Vowing to avenge his father's death, Balthusar and several loyal warriors not only defy the brutal occupying force in Strakmar, but also seek to topple the Gargorian reign everywhere.

The Mission

Thus, the object of *Onslaught* is to lead Balthusar's loyal warriors to victory. You must:

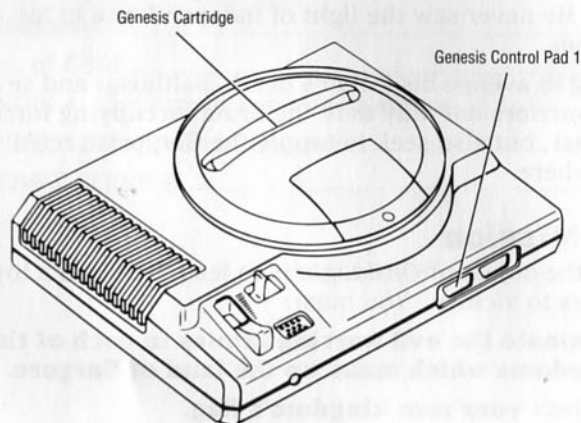
- 1 Eliminate the evil warring armies in each of the kingdoms which make up the land of Gargore.**
- 2 Protect your own kingdom's flag.**

GETTING STARTED

Loading Instructions

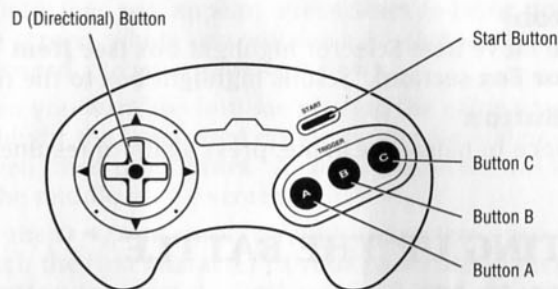
- 1 Make sure the power switch is OFF.
- 2 Insert the *Onslaught* cartridge into the Sega Genesis or Mega Drive system by following the instructions in your system manual.
- 3 Plug a control pad into port 1.
- 4 Turn the power switch **ON**. If nothing appears on screen, re-check your cartridge to be sure it is inserted properly.
- 5 At the title screen, press the **Start Button** to get to the Main Menu.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing a game cartridge.



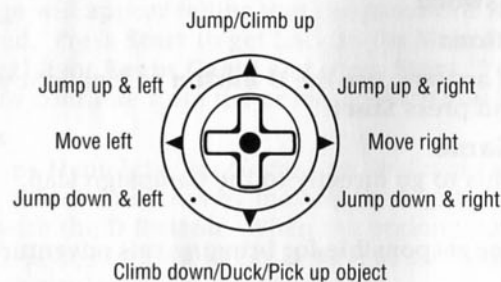
The Control Pad

Before you begin playing *Onslaught*, take a minute to familiarize yourself with the control pad.



D (Directional) Button

Forge ever onward through the world of *Onslaught* with the **D Button**. To control Balthusar's warriors, refer to the diagram below:



A Button

Press to move Item Selector highlight box (see **Item Selector Box** section). Scrolls highlight box to the left.



B Button

During game: Press to use selected weapon, spell or talisman.

In Item Selector Box: Press to activate highlighted item.

C Button

Press to move Item Selector highlight box (see **Item Selector Box** section). Scrolls highlight box to the right.

Start Button

Press once to pause the game; press again to resume action.

SETTING UP THE BATTLE

The Main Menu

After viewing the title screen, press **Start** to get to the **Main Menu**. The following menu items appear:

- **Begin Game**
- **Credits**
- **Password**
- **Options**

To select an item, use the **D Button** to highlight your choice and press **Start**.

Begin Game

Choose this to go directly to the Campaign Map.

Credits

View those responsible for bringing this adventure to your screen.

Password

Onslaught features a password function that allows you to save your current game. Here's how it works:

- 1 To save your current game, simply press **Reset**. The Ballistic logo will appear. Press **Start** to bring up the title screen, where you will see a 10-character password. Be sure to write it down.
- 2 When you want to continue playing the game you saved, highlight the **Password** option on the Main Menu screen, then press **Start**. A single character will appear in the middle of the screen.
- 3 Use the **D** ◀/▶ to scroll through characters until you match the first character in your password. Press the **B Button** to select it. *Onslaught* will then automatically insert a second character – as above, scroll to match the password's second character, then select it.

Continue this procedure until all ten characters have been selected, matching the password.

- 4 After you correctly selected the last (10th) character, a message will appear telling you the password was accepted. Press **Start** to get back to the Main Menu, then highlight **Begin Game** and press **Start**. Your game will now continue from the point at which you saved it.

Options

The Options Menu lets you customize *Onslaught's* controls. Select an option by moving the highlight bar up or down with the **D Button**. When the option you want to customize is highlighted, press **D** ◀/▶ to scroll through the choices available.

Press **Start** when your selections are all made, and you wish to return to the Main Menu.

Options (continued)

Here are the options you can customize:

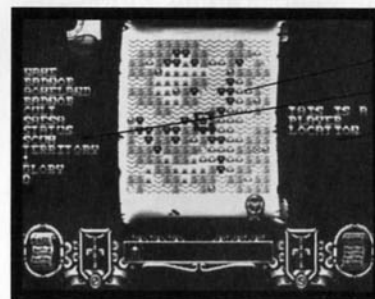
- **Difficulty:** Play as *amateur* or *professional*.
- **Mode:** Choose between *tutor*, *assist*, or *human* modes.
 - Tutor:* Items are automatically picked up and selected for use.
 - Assist:* Items are automatically picked up, but you must select which ones to use.
 - Human:* You must pick up objects and select which ones to use (see the **Weapons, Spells, and Talismans** section).
- **Control:** Choose from three control pad configurations.
- **In Game:** Option to choose *either* music *or* sound effects during game.
- **Music:** Listen to the three background tunes available in the game.
- **Effects:** Sample any of the 28 sound effects featured in the game.

Continue Play

If your warrior loses his life, but you want to continue playing, simply press **Reset** while still on the "end game" screen. Your warrior will be revived, his statistics restored, and he will stand poised to battle again for the current kingdom.

WARNING: Pressing any button other than **Reset** will take you directly to the Menu, wiping out the current game.

The Campaign Map



Campaign Map
Player Profile
Enemy Profile

Fig. 1 The Campaign Map

After selecting **Begin Game**, you are taken to the Campaign Map (see **Fig. 1**). *Onslaught* is fought on a 16 x 16 map (256 locations) representing Gargore.

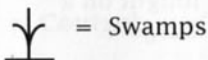
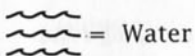
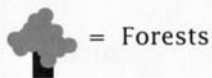
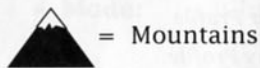
Movement on the Map

You can freely move to any location (square) which comes in contact with your border, unless its terrain is impassable. One of 14 symbols appears in each location. Each symbol represents a special feature of that particular area.

Use the **D Button** to move the on-screen highlight box around on the Campaign Map. Once you've selected a location, press **Start** to begin the attack.

Terrain

The following four symbols represent locations with *impassable terrain*.



Crossing Impassable Terrain

Certain talismans that you collect from temple locations (see **Temples** below) will let you travel over otherwise impassable terrain. Just having the talisman is enough. You do not need to highlight and select it.

Temples

The symbol below appears in four different colors. Each represents a special *temple* location, where you can obtain special "terrain talismans" that will let you cross otherwise impassable terrain squares. (For more detail, see

Talismans on page 20.)



Gold: Mountain temple

Green: Forest temple

Blue: Water temple

Light green: Swamp temple



Other Symbols



= **Enemy Locations:** Ruled by an enemy tribe. Conquer these locations to win the campaign.



= **Player Locations:** You rule these areas, so travel freely over them. A player location may be lost to a crusade, plague, or rebellion.



= **Plague Locations:** Areas currently under the grip of a plague. The plague will remain for several campaigns before the location is returned to enemy hands. Plague locations are inhabited by an undead army.



= **Crusade Locations:** These enemy locations are on a crusade. When a crusade is in effect, enemies do twice the normal damage to the hero. A crusade spreads for several campaigns before dissipating.



= **Oracle Location:** Only one on the map. Visit this to gain hints, clues and tactical suggestions.



= **Rebellion Locations:** Pro-Gargore forces are rebelling in these regions. Rebellions spread across your squares for a certain number of campaigns before dissipating. When attempting to suppress a rebellion, you begin combat on the defensive (see the **Defensive Battle & Mind Duel** section on page 17).

Player/Enemy Profiles

Whenever you return to the Campaign Map, two lists of information appear on either side of the screen:

Enemy Profile

If a *kingdom* is highlighted by the on-screen box, the following information is provided to the right of the Campaign Map (see **Fig. 1**). From top to bottom:

- Coat-of-arms of kingdom's cult
- Kingdom's name
- Name of the kingdom's Wizard Lord
- Name of the kingdom's cult
- Warband (type of army) found in the kingdom
- The popularity rating
- The kingdom's population

Player Profile

You will control *one* of Balthusar's warriors *each game*. During a game, vital information about him will appear to the *left* of the Campaign Map (see **Fig. 1**).

These attributes stay the same the entire game:

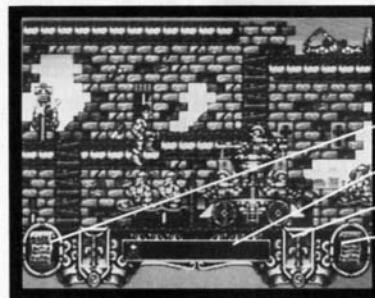
- Coat-of-arms of warrior's cult
- The name of warrior you will control
- The name of the warrior's homeland
- The name of his cult

These attributes are updated from battle to battle:

- The warrior's current status (he starts out as a "scum," then progresses as he wins battles)
- The number of territories he's conquered
- His glory rating (score)



The Status Window



Energy Meter

Item Selector Box

Flag Shields

Life Meter

Fig. 2 Status Window

The Status Window occupies the bottom third of all game screens. All items you collect are stored here, and the condition of your warrior is displayed (see **Fig. 2**).

The Item Selector Box

When an icon is collected, it will appear in the Item Selector Box (see **Fig. 2**). Up to eight items can be stored in the selector box at a time, so don't waste valuable seconds picking up icons if you already have a full inventory.

To use a weapon, spell, or talisman in the Item Selector Box, press **Button A** or **Button C** to move the selector over the item desired, then press **Button B** to select it.

Flag Shields

Immediately right and left of the Item Selector Box are two shields with orange meters. Both shields are the same, and represent the number of enemy soldiers that get past you during battle. *If the orange meter reaches the top of the shield, it means your flag has been captured.*

Energy & Life Meters

At the far left and far right of the Status Window are two encircled scrolls. The scroll on the left has a blue meter representing your warrior's *energy level*; the scroll on the right has a red meter representing your warrior's *life*. If either the blue or the red meter reaches the bottom of the scroll, the game is over.

THE GAME

The object of *Onslaught* is to lead Balthusar's loyal warriors (one is randomly picked by the program at the beginning of each game) to victory by (1) removing the evil warring armies in each of the kingdoms which make up the land of Gargore, and (2) protecting your kingdom's flag at the same time.

Each enemy army fights under a chosen cult (the name of the cult is listed on the Campaign Map screen), so the Wizard Lord of each cult must also be destroyed in order to restore peace in the land. This is accomplished by completing three levels of military operations – **Field Battle**, **Siege** and **Mind Duel** – in each kingdom.

Winning & Losing Kingdoms

Here's a brief synopsis of what you must do to capture enemy-controlled kingdoms:

- 1 Enter a kingdom on the Campaign Map screen.
- 2 Fight & win a *Field Battle*.
- 3 Fight & win a *Siege*.
- 4 Fight & win a *Mind Duel* with that kingdom's Wizard Lord.

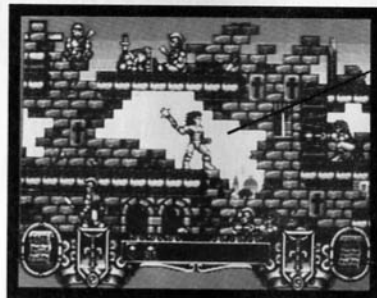
If you are "overrun" (lose your flag) at any operational level, or if you lose a *Mind Duel*, you must go back and fight another battle at the previous operational level.

For example, if you lose a *Mind Duel* with a Wizard Lord, you must fight another *Siege* before you can challenge that Wizard Lord again. If you lose a *Siege*, you must fight another *Field Battle*.

Now it gets tricky: If you lose a *Field Battle*, you must fight a *Defensive Battle* to protect your flag before you can fight another *Field Battle* in that kingdom. And if you lose the *Defensive Battle*, you must fight a *Defensive Mind Duel* with the Wizard Lord of that kingdom. If you lose that, you are forced out of that kingdom.

Please read on for more details on each type of operation.

Field Battle



Your Warrior

Fig. 3 Field Battle Screen

After you choose which kingdom to invade (see **The Campaign Map** section), your warrior will appear in the lower left part of the screen next to his kingdom's flag.

Field Battle (continued)

To WIN a Field Battle, your warrior must:

Capture the enemy flag

AND

Defeat all enemy troops

Your warrior will LOSE a Field Battle if:

His flag is captured

OR

His Life Meter drops to zero

OR

His Energy Meter drops to zero

Combat

As you move the warrior, enemy troops will appear from the right-hand side of the screen and attempt to get past him (as well as try to kill him) and disappear off the left side of the screen. *The more enemy troops that actually succeed in getting past your warrior, the greater the odds of his own flag being captured.*

You can move your warrior left and go after the troops that have gotten by him. Doing so will reduce those odds. When you move the warrior to the left, the troops that passed earlier will attack from the left side of the screen. They will stop appearing once all have been destroyed.

These troops won't just be using their fists. Some will use physical might, others will use magic (see **Appendix A**). Be sure to watch *both* your Energy and Life Meters in combat.



Capturing the Flag

Capturing the enemy's flag will halt the onslaught of hostile troops from the right-hand side of the screen. However, you must then fight your way back to your own flag in order to move on to phase two of the operation: *Siege*.

Siege

A Siege is exactly the same as a Field Battle, but it takes place within that kingdom's main castle. If you win, you'll enter a *Mind Duel*.

Mind Duel

During a Game

A Mind Duel takes place on a single screen where you'll confront the *Wizard Lord* (see **Fig. 4**) of the kingdom in a one-to-one battle.

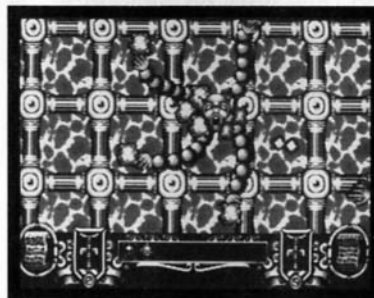


Fig. 4 Wizard Lord

Each of the Wizard Lord's four arms is made up of seven links. Your warrior is represented by a **hand** which appears around the outer perimeter of the screen and can be moved using the **D Button**. Press **Button B** to fire "mind blasts" at the Wizard Lord. He will fire back from the hands at the end of his arms.



Mind Duel (continued)

After blasting the Wizard Lord a few times, you'll notice his arms getting shorter. Every three or four hits will destroy one of the seven links in each of his arms.

To WIN a Mind Duel: Defeat the Wizard Lord by blasting all of the links out of his arms. You lose if he drains either your Life *or* Energy Meter down to zero.

Note: The amount of power you retain after the prior Field Battle and Siege carries over into the Mind Duel. Every hit you take from the Wizard Lord eats up a little more of your power.

Icon Rewards

During any Mind Duel, valuable icons will appear on screen which your warrior can take simply by touching them. Thus, the longer a Mind Duel goes on, the more objects you can gather for your inventory. Of course, you must *win* the Mind Duel in order to keep all such objects. Only blue scrolls appear during Mind Duels with Wizard Lords. You can get other icons in Mind Duels with Temple Guardians (see next section) and in combat.

On the Campaign Map

Mind Duels also occur when you try to take over a temple location marked on the Campaign Map (see **Campaign Map** section). You must fight a Mind Duel with a Temple Guardian.

If you defeat the guardian AND pick up that temple's special talisman (the first one to appear), you can go anywhere on the map that features the terrain from the temple you just defeated.

For example: If you defeat the guardian of a water temple AND pick up the special "water talisman," you can travel anywhere on the map where a water symbol is.

Defensive Battle & Mind Duel

If you lose a Field Battle, you are put into a Defensive Battle. The terms of this conflict are exactly the same as a Field Battle. You must win a Defensive Battle in order to launch another Field Battle against the occupying army of that kingdom.

If you lose a Defensive Battle, you must fight a Defensive Mind Duel against the Wizard Lord of that kingdom. If you lose *that* confrontation, you are forced out of that kingdom. If you *win*, then you start moving up the operational ladder again – to Defensive Battle, then another Field Battle, Siege, and finally Mind Duel.

Rebellions

At certain stages of the game, a rebellion may occur in a kingdom that you have previously conquered. This is more likely to happen if you control a large share of the map. When this happens, the location on the Campaign Map will revert to enemy rule, and you'll have to fight for it again.

WEAPONS, SPELLS, AND TALISMANS

After you destroy an enemy soldier, an icon will appear in his place. The icon will represent either a **weapon** (shield-shaped), a **spell** (scroll-shaped), or a **talisman** (diamond-shaped).

IMPORTANT: *It is essential to your warrior's success that he pick up as many of these icons as possible.*

To collect an icon, move your warrior over it and press **D Down** to have him pick it up. The icon will then appear in your Item Selector Box.

Don't wait too long to collect icons! They remain on screen only for a short period of time. Once they disappear, they're gone for good.



Weapons

Weapons appear as *shields*, and can only be used for a set number of times. In general, the weaker the weapon, the longer it can be used. After a weapon is used up, it will disappear from the Item Selector Box. As soon as that happens, you'll want to pick up another weapon to replace it.

The following weapons can be used in the game. (The number of times each can be used/fired before the icon disappears from your Item Selector Box is listed in parentheses.)



= **Mace:** Club-type weapon (8)



= **Magic Mace:** Like mace, but more powerful (8)



= **Hand Bow:** Small crossbow (16)



= **Crossbow** (8)



= **Naptha Bomb:** Small, grenade-like bombs (8)



= **Demon Shield:** Blue demons encircle you, destroy all nearby enemies (4)



= **Magic Demon:** White demons encircle you, transform into a red demon, then destroy all nearby enemies (4)

Spells

Spells appear as *colored scrolls*. Like weapons, they can only be used a limited number of times. When one is used up, it disappears from the Item Selector Box. Replace it immediately. Each color represents a different spell.

The spells used in the game are:



- Red Scroll:** Increases your life
- Blue Scroll:** Increases your energy
- Green Scroll:** Death spell – destroys all enemies onscreen
- Yellow Scroll:** Elemental spell – destroys all nearby enemies
- White Scroll:** Freeze spell – temporarily freezes all onscreen enemies
- Black Scroll:** Assault spell – fills your Item Selector Box with green or yellow scrolls (above)

Talismans

These diamond-shaped icons are primarily used on the Campaign Map to allow your warrior safe passage over otherwise impassable terrain. Each talisman will also destroy enemy shots when used in combat.

Remember: If a talisman is used in combat, it will no longer be available for crossing mountains, rivers, etc.

The talismans available in the game are:



= For crossing forests on Campaign Map



= For crossing swamps on Campaign Map



= For crossing mountains on Campaign Map



= For crossing water on Campaign Map



= Helps in Mind Duels (non-temple)



= Using this on the Campaign Map will give you a 50% chance of conquering not only the selected kingdom, but all adjacent kingdoms as well. But beware. There is also a 50% chance of losing not only the kingdom you are trying to conquer, but a neighboring one you already control.



= Allows player to automatically conquer location



= Clears plagues from Campaign Map



= Clears crusades from Campaign Map



= Clears rebellions from Campaign Map

Bags of Gold



From time to time, a bag of gold will appear on screen. Picking one up will give you 500 Glory points.



APPENDIX A: The Armed Forces of Gargore

Armies

The following armies appear at various locations in *Onslaught*. All armies have mine fields, but these vary from army to army in quantity. Mines do not appear in Defensive Battles.

Note: The name of the army you fight will be listed on the Campaign Map (see the **Campaign Map** section) prior to fighting.

- | | |
|---------------------|----------------------|
| • Hillman | • Powder |
| • Ballistic | • Robber |
| • Knightly | • Monastic |
| • Cauldron | • Berserker |
| • Boar Rider | • Juggernaut |
| • Mystic | • Necromantic |
| • Mercenary | • Undead |

Enemy Troops

Below are the type of troops which appear in the above armies. Each army consists of a combination of troops, each with their own strengths. (Points earned for a kill appear in parentheses.)

- **Spearman:** Throws spears (10 pts.)
- **Wizard:** Fires magical bolts (10 pts.)
- **Footman:** Fights with sword (10 pts.)
- **Cannon:** Fires cannonballs – a low shot which can be avoided by jumping (10 pts.)

- **Ballister:** Fires high shots – must duck to avoid (10 pts.)
- **Amazon:** Fierce swordstress (10 pts.)
- **Boiling Oil:** Shoots downward (10 pts.)
- **Knight:** Fights with mace (15 pts.)
- **Berserkers:** Fights only while stationary (50 pts.)
- **Monks:** Holy suicide men (10 pts.)
- **Undead Monk:** Plants seeds to grow undead (10 pts.)
- **Skeleton:** Undead footman (15 pts.)

The following troops ride atop something (magic carpet, horse, etc.), and change into something else if they become dismounted as a result of a blow from Balthusar's warriors. (Points awarded for a kill appear in parentheses.)

- **Cavalry:** Steamrollers your warrior when mounted; becomes a **Knight** when dismounted (15 pts.)
- **Boar Rider:** Steamrollers your warrior when mounted; becomes **Spearman** when dismounted (10 pts.)
- **Carpets:** Steamrollers your warrior when mounted; becomes a **Wizard** when dismounted (15 pts.)
- **Towers:** Steamrollers your warrior when mounted; becomes a **Spearman** when dismounted (40 pts.)
- **Dark Rider:** Undead cavalry soldier which steamrollers your warrior when mounted; becomes a deadly **Skeleton** when dismounted (15 pts.)

APPENDIX B

The Cults of Gargore

Each army fights under the banner of their chosen cult. The cults in *Onslaught* are:

- **Shesh, the Dark God:** Shesh appears as a normal human being and lives upon an island in the ocean that only the dead can locate. He is a powerful wizard and possesses the ability to strike opponents down with two death spells projected from his eyes. Worshippers of Shesh worship death.
- **The Stag Cult:** These tribes worship the mysterious Hern the Hunter. Apart from this, very little is known.
- **Tou Mu, the Moon Goddess:** Tou Mu, an oriental goddess, appears on the earth with 16 arms, three eyes in her grotesquely ugly head, and is covered in a red, scaly skin. Worshippers of the Moon Goddess are of evil alignment.
- **The Boar Cult:** Followers of this cult look upon the wild boar as a sacred beast. They will fight to the death for its honor. They have been dragged into the wars of Gargore due to the fact that they think the forest lands (the natural home of the wild boar) are being threatened.
- **Rimog, the Head-Hunter:** A bloodthirsty tribe whose leader is Rimog, the Head-Hunter. She is a well-endowed woman with a hideous face. Her whole purpose in life is to increase the size of her human head collection, which currently consists of about two thousand or so.

- **Arduck, the Headless God:** It is not clear whether Arduck is actually male or female as he/she always appears in a large, shapeless monk-like robe with a full cowl that is totally dark inside (hence the name). Followers of Arduck are dark and sinister people.
- **Dunatis, the Mountain God:** Dunatis is an ancient Celtic god who has the appearance of a normal man, but has the power to raise a mountain peak from a flat plain, or vice versa. He uses this power to destroy enemy strongholds, etc. Followers of the Mountain God are usually of neutral alignment.
- **Silvanus, the Forest God:** Silvanus, another Celtic god, has the appearance of a normal man with extremely long legs. He has the power to control animals and creatures of the forest with the sound of his voice. He can also speed up/slow down the growth of any plant. Worshippers are usually dwellers of the forest themselves.
- **The Death Cult:** This deity is responsible for all the dying in the Land of Gargore. Each member is given a quota of deaths to be met, or face the dire consequences of the Dark Lord if the quota is not met. Members have the gift of knowing the entire past history of a being at first glance, and carry a sword that slays all that it touches.
- **Nuada, God of the Silver Hand:** Nuada appears as a man with an artificial silver hand, thus his followers are known as the followers of the Hand Cult. He is a Celtic god of war and is invulnerable to any magical attack. All of Nuada's followers are very experienced warriors.



- **Nafuar, the All Seeing Eye:** Nafuar appears in long, grey robes, her head covered by a cowl. All that can be seen is a dull red glow. Occasionally, this appears as a large glowing eye protruding on a long stalk of dripping blood. It isn't known what the exact alignment of her followers is.
- **Brobek, the Sun God:** Brobek is a weather deity. He controls all of Gargore's weather and can cause unlimited damage if angered. He appears as a seven-foot tall male with long blond hair and a large beard with fiery red eyes. Not much is known about the followers of Brobek except that they keep very much to themselves.
- **The Eagle Cult:** The followers of this cult worship the Thunder Bird. It has actually been known to die in several battles, only to appear years later to fight again. The followers of the Eagle Cult were originally of a good alignment, but have been corrupted by the overwhelming evil rampant in Gargore.
- **Members of the Zorack Alliance:** Nothing at all is known about this alliance, who exactly Zorack is, or what its aims are.
- **Members of the Lightning Alliance:** These members consist of various tribes who worship the Norse god Thor... the God of Thunder. They come from all over the land of Gargore and are of all colors and creeds.
- **Members of the Holy Alliance:** The members of the Holy Alliance are basically a group of fanatically religious monks who believe that all God's earth should actually be owned by God's disciples.

CUSTOMER SERVICE

Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

- 1 DO NOT return your defective cartridge to the retailer.
- 2 Notify customer service of the problem by calling (408) 296-8400 between the hours of 9am and 5pm (Pacific Standard Time). Please DO NOT send your cartridge to Accolade before calling customer service.
- 3 If the customer service representative is unable to solve the problem by phone, you will be provided with a return authorization number. Simply record this number on the outside packaging of your defective cartridge together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade
Customer Service
550 S. Winchester Blvd.
San Jose, CA 95128

After the 90-day period, defective media may be replaced in the United States for \$20 (plus 7% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)