

SEGA™

Instruction Manual

TM

SEGA GENESIS

Crusader of centy™



ATLUS

KIDS TO ADULTS



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PLAY ON THE SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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POWER UP!

1. Make sure your Sega Genesis System is set up correctly.
2. Be sure that Control Pad 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the Crusader of Centy cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch to ON. You should see the Sega Title screen, then the opening Crusader of Centy screens. If you do not get to the title screen, turn the power switch off and restart the game.



Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Crusader of centy

map of the world

Hot

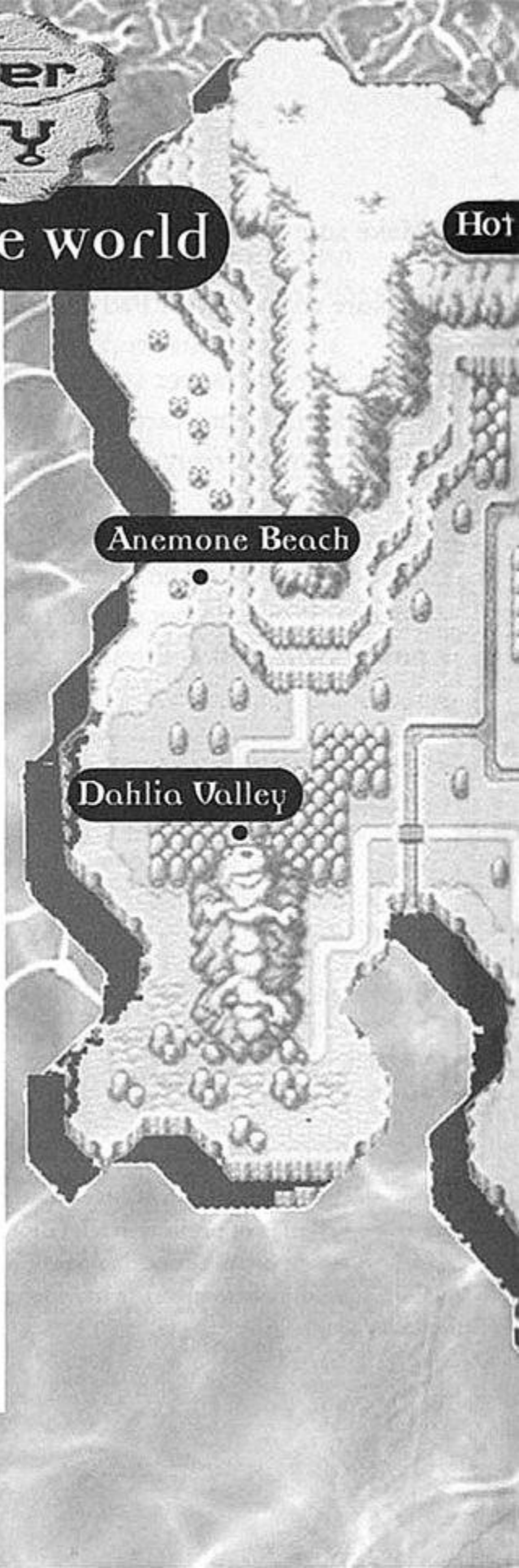
Travel across the expanse of the realm by using the Select screen. Each time you leave the gate of a region, your position is shown on the Select screen with a choice of directions to travel. In the beginning, you have limited choices, but as you progress through the levels, your travel opportunities increase.

You may re-enter a region after your first visit to it. This is encouraged because you may discover something new in that area that you missed the first time. You may also use your newfound abilities in an area to open up new sections for discovery!

Use the D-Pad to navigate to the desired region you wish to enter and press Button A to enter. To pass through a new region, enter the region and leave via the back entrance at the other end. If you make it through, you will be able to pass through it the next time.

Anemone Beach

Dahlia Valley



Daisy

Burn Daisy

Iris

Rafflesia School

Camellia Desert

Soleil Town

Castle freesia

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An Ancient Enemy Returns

Long before mankind walked the Earth, there existed foul creatures that were banished to the depths of the planet. Living there for many eons, these monsters survived — waiting for the day when they could return to the surface. That day has finally come!

Your name is Corona and it's your fourteenth birthday! You have inherited your father's sword and now must search for your destiny as a warrior. Your first mission is to master the use of your weapon. Along the way you will befriend animals who will enhance your powers and those of your sword as well! Learn how to handle your sword and use the animal's abilities so you can take up the quest of ridding the land of the deadly invading beasts!





TAKE CONTROL!

Throughout the booklet, the buttons on the Genesis Control Pad will be referred to as follows:

Directional Button (D-Pad), Start Button, Button C, Button B, Button A.

NOTE: Buttons X, Y, and Z on the 6-button Genesis Control Pad are not used in this game.

BUTTON FUNCTIONS

Each of the buttons mentioned below may have more than one function. Your character has a few abilities at the beginning of the game and learns more as he progresses. Certain abilities are absolutely necessary to advance to new levels of the game.

the button functions listed below can be performed at the start of the adventure.

WALK D-Pad

Your character can move in eight different directions by pressing the D-Pad. Use the D-Pad to climb up ropes and steps as well as entering unlocked doors.



PUSH D-Pad

There are stones and blocks located throughout the game that are small enough for your character to push.



SWORD Button A

This is your weapon throughout the game. Press Button A to swing it at enemies, cut down grass, smash rocks and turn on switches. As you gain animal friends to your campaign, you will notice the effects they add to your sword.



TALK

Button A

This game requires you to speak with a number of characters. Only by talking to the people of the land can you correctly identify the direction for your quest. Get close to a character you wish to speak with and press Button A to engage in conversation. Use this to talk to people, animals and read signs.

Note: You cannot speak to hostile monsters!



PAUSE/COMMAND

SCREEN Start Button

Once you begin your adventure, you can press the Start Button to pause the game and go to the Command Screen. See the section titled "Using The Command Screen" for more details.

As The quest continues...

You will meet many friends along the way who will teach you valuable lessons that enable you to progress to new levels. These abilities can only be found by finding these special characters. Examine every level carefully or you may overlook hidden items, treasures or these significant members who will join you in your quest.



Abilities To Learn

JUMP

Button B

When you begin the adventure, your character does not have the ability to jump. Once he learns this ability, press Button B to jump at any time!



BLOCK

Button C



Some of the animal friends that join your quest have the ability to block attacks from your enemies. Press Button C to equip yourself with your animal companions and perform this move. Press it again to release the animal.

Note: Not all animals have this ability!

SWORD THROWING

Button A

This power can be purchased early on in the game. Once your character has this ability, you can hurl the sword as a missile weapon! The sword always returns to your hand after a throw. Use this ability to mow down large sections of grass, trip switches from far away and attack more than one enemy at a time! Hold down Button A until the sword glows then release the button. The sword flies in the direction you pointed last, then returns to you in the quickest manner possible. You cannot succeed in the later levels without mastering this technique!

GRAB, LIFT and THROW Button A

Once you are taught this combination of moves, you gain the ability to pick up an object, carry it and throw it down. Although carried items cannot be used as weapons, they make handy stepping stones. To perform this move, stand in front of the item you wish to lift and press Button A. Once lifted, your character holds on to it until you press Button A again. If you JUMP then press Button A, you will be able to throw the item you are holding.

The Adventure begins!

STARTING A NEW GAME: If you are beginning a new adventure, the Data File Screen will be blank. Press Button A or C, and the Name Input Screen appears. Personalize the adventure by placing your name as the hero! This way, every time you save your current status, you return to the level at which you last left. You can use a maximum of 10 letters for your personalized name. Press Button B or the backspace arrow to erase a letter. If you have played before, you will see the names that were previously entered. If you select a starting point that has no name, you will begin a new adventure.



		DELETE MOVE
1	SUSAN	Place of Peace
2	SUSAN	Castle Freesia
3	JEFFIE	Burn Daisy
4	BAMMER	Soleil Town

NOTE: This is a very long game! Save your game often!

ERASING A SAVED GAME: Select the DELETE command from the upper right hand corner of the Data File Screen and press either Button A or C. The cursor changes to the Data Erase mode. Select the



unwanted game with the cursor and it will be highlighted. Select DELETE again and it will be erased from the memory. Press Button B or select UNDO from the command menu to undo the command immediately prior to selecting this option.

COPYING SAVED DATA:

To copy saved data to another location, select MOVE and press either Button A or C. The game asks WHICH? Select the data to be erased and the game then asks WHERE?

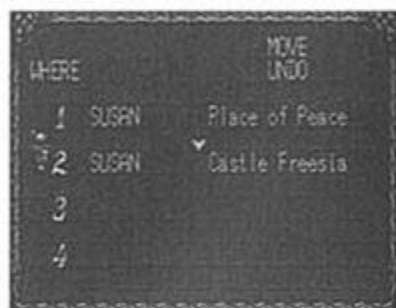
Select where you would like to copy the data and the confirmation screen appears. Select MOVE and press either



Button A or C. Press Button B or select UNDO from the command menu to undo the command immediately prior to selecting this option.

The game screen

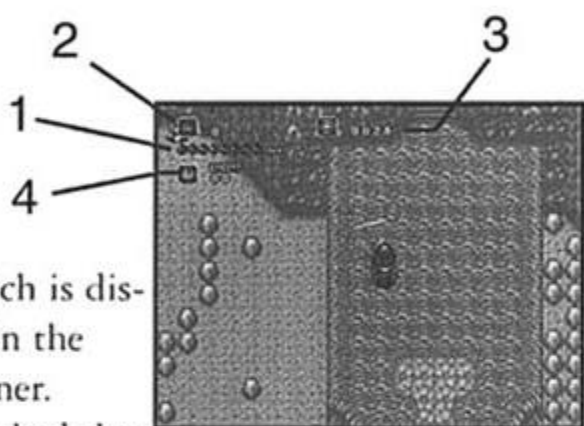
The object of this game is to explore every detail of this world, learn or purchase a variety of skills, recruit as many animals as possible to join you in your quest, solve the secrets of the world and save humanity from the legions of monsters that are roaming the countryside.



The game screen itself shows the following information:

1. PLAYER'S HP: Your HP (Health Points) is represented by apples. Each time you are hit or damaged, a small apple disappears. When all the apples disappear, the game is over.

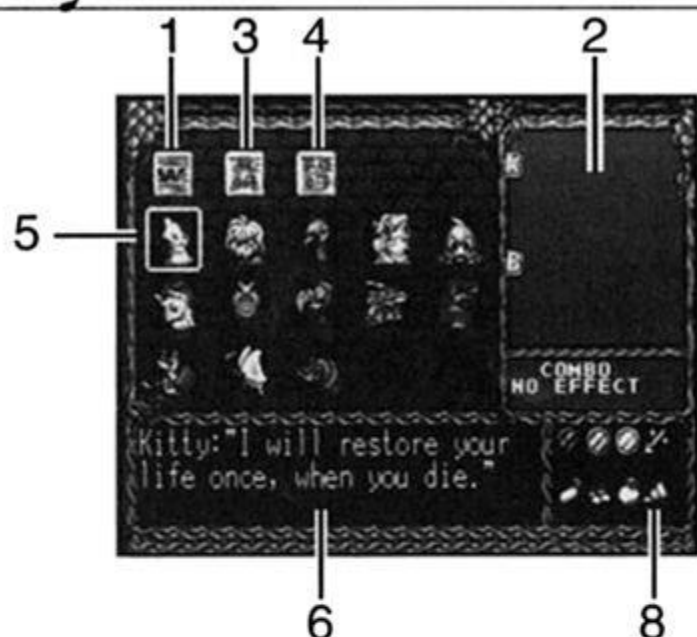
2. SET OF APPLES: For every 8 small apples you receive one large apple which is displayed by number in the upper left hand corner. When you have reached the maximum number of HP's, the word MAX appears by your apple(s).



3. COIN: The amount of Malins (money) you currently possess is shown here.

4. ENEMY'S HP: The green apples represent the enemy's HP. When this reaches zero, you have defeated the enemy.

using the command screen



At most times during the game play you can access the Command Screen by pressing the Start Button. All action in the game ceases and you are presented with detailed information about your character, the current group of animal friends that accompany you and their special abilities. This is also where you **SAVE** your current game and choose which animal(s) you wish to equip yourself with in your travels.

1. **SAVE:** Save your game and maintain your progress by selecting the **SAVE** command. Use the cursor to highlight the **SAVE** command and press Button A or C. The **YES/NO** option appears. Press Button A or C and your game will be saved.

2. **ACTIVATED ANIMALS:** You can equip yourself with up to 2 animals at anytime. Animals chosen for the equipped area appear on screen with you until they are returned to the standby area. To equip yourself with an animal, highlight it and press Button A or C, then highlight the position of the animal (Slot A or B) and press Button A or C.
3. **REMOVE ANIMAL A:** Highlight this box and press Button A or C to remove animal A from the equipped area and return it to the standby area.
4. **REMOVE ANIMAL B:** Same as above
5. **STANDBY:** Displays all animals currently in your party.
6. **ANIMAL'S SPECIAL ABILITY:** Explains each animal's special ability.
7. **COMBINATION EFFECT:** Explains the effect of the two animals you have paired up and equipped yourself with.
8. **SPECIAL ITEMS:** Displays items you currently have in your possession.

main characters

Corona - the Hero

This is the character you play in the game. The game opens up at Corona's 14th birthday and he inherits his father's sword and shield. Corona lives with his mother and his trusty dog, Mac. Note: The rest of the characters in the game will always refer to you as the name you entered in the Name Input Screen.



Alice

A childhood friend of Corona, Alice used to have a crush on the gallant warrior types, but has now seen that fighting is wrong and wishes all fighting to stop.



Fortune Teller

This mysterious character has very accurate predictions and rumor has it that the Fortune Teller can alter the course of people's lives. The identity of the Fortune Teller is unknown.



Duffy

An instructor at the Rafflesia Training ground, Duffy teaches all the recruits the basics of fighting and how to go about your adventure. He may seem fierce, but he's really a nice guy. His mother lives in Dahlia Valley.



Klin the Sorcerer

Klin is an apprentice sorcerer who lives in Magic Rose. Klin's best friend is Slime, but Klin's competitive spirit is sometimes too much to bear (even for Slime!) Klin despises humans, especially sword toting warriors!



Amon

This hero has already received a Holy Sword from His Majesty, the King and has left on a dangerous journey to battle the monsters. You'll have to work hard to catch up with him!



Animal characters

Every animal in the game has an important role. Some are more obvious than others, but each addition to your party strengthens your abilities and increases the odds of your success. Listed below are some of the creatures you may befriend.

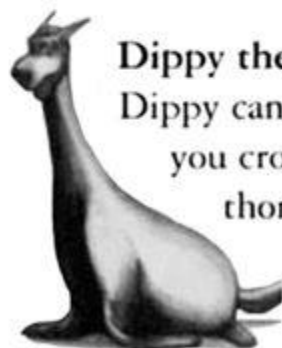


Mac the Dog

This is your faithful dog, Mac. Press Button C to have Mac block an enemy attack. Mac has a very important role in the later stages of the game!

Cecil the Flying Squirrel

Cecil will greatly increase the throwing distance of your sword. With him along you can ricochet the sword off of walls, use your sword to scout ahead, turn on switches from far away and launch long range attacks! Overall, Cecil is a very useful animal to have in your group.



Dippy the Dinosaur

Dippy can be found in a desert oasis. He'll help you cross oceans and lakes as well as get over thorny and other dangerous terrain without suffering damage.

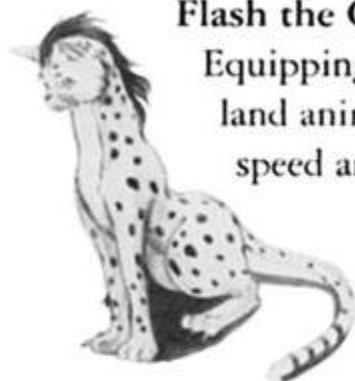
Chilly the Penguin

A native of the frozen island of Freesia, Chilly is an expert at ice spells. Chilly is especially useful against fire-based enemies.



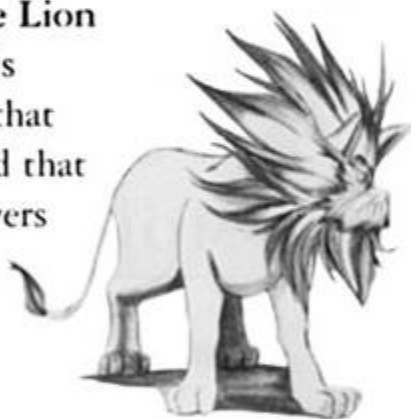
Flash the Cheetah

Equipping yourself with the fastest land animal gives you twice normal running speed and adds distance to your jumps.



Inferno the Lion

The opposite of Chilly, Inferno is equipped with a flaming mane that adds a blazing fire to your sword that incinerates all enemies. His powers are especially helpful in the colder areas.



Pieces the Caterpillar

This humble insect starts out as a useless addition to your team. When you least expect it he will quit the team and become even more useless as a motionless pupa. This is the stuff of heroes?

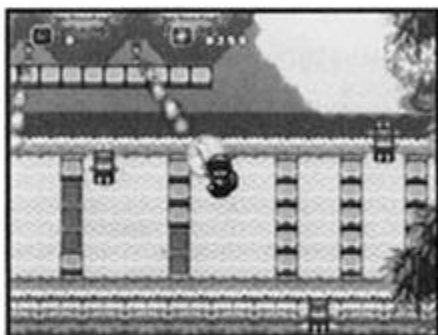
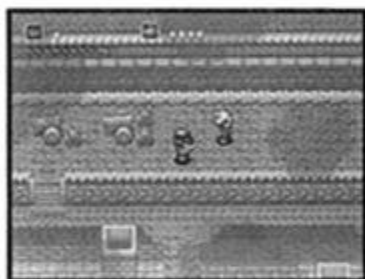


A Travel guide to the Regions

The world is made up of several regions, each with their own particular features, dangers and history. It is vital to the success of your quest to understand the background of each region before you begin the adventure.

Village of Soleil

This is Corona's (your) hometown. To the north of the village is a castle and to the west, a playground for children.



Rafflesia Training Ground

To stop the invasion of monsters, the King ordered the construction and operation of this facility to better prepare a militia to defend the realm.

Having Beginning,

Intermediate and Expert levels, this training ground offers challenges that truly hone the skills of a warrior. By completing a level, players earn the coveted Bronze, Silver and Gold Medals.

Dahlia Valley

Upon first glance, this strange valley seems to offer little (save the monsters that creep out from the very rocks!) But upon further examination with a well

thrown sword, you may unleash a stream of water that can take you to some helpful information.





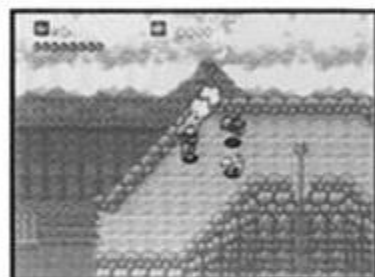
Anemone Beach

This is the sandy stepping stone to the animal city of Water Lily. Water Lily is located on the north side of Anemone Beach and even further to the north is a cape that is feared by even the ani-

mals! There are many things to be learned from the animals of Water Lily, so try to help them as much as you can.

Hot Daisy

This is a very dangerous volcanic region. One false step and you will fall to your doom! Look out for flaming monsters that burn with their fiery touch.



Burn Daisy

Just north of Hot Daisy, this is an underground inferno labyrinth. Besides lava, there are beds of rock that are so fragile, they break under your weight and send you falling into a stream of lava. Don't stand in any one place for too long.



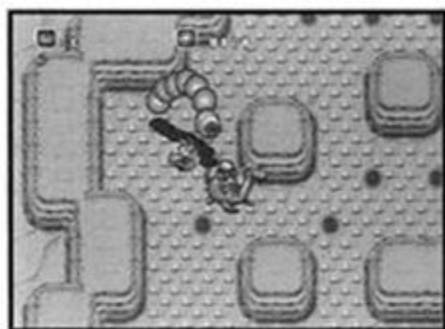
Village of Iris

Humans live in the remote Village of Iris. Nearby is the Village of Medium

Lily, the home to many animals. Connected to Medium Lily is the weird forest of Magic Ro- home to purple trees.

Camellia Desert

Crossing the desert is always tricky, especially when you are confronted by hungry sandworms and prickly cacti that shoot pointy projectiles. There is an oasis known as Small Lily that has a very special encounter for you.



special items

Not only do you have to master a number of skills, but you also have a variety of items to collect to increase your fighting abilities. Try to gain these items quickly to enable you to solve riddles and survive dangerous encounters.

Coin - The currency of the land is called the Malin. Chop down grass, open boxes and chests, and defeat powerful monsters to uncover these coins.



Coin Bag - These are stashed in secluded (and sometimes well guarded) spots within each region. Each bag contains 30 Malins.



Apple - Chop down grass, open boxes and chests to uncover the apples. One red apple restores one lost HP.



Apple of Life - These apples are larger than the normal apples and they actually glow. Collect one of these and not only will your HP be completely restored, but it also increases by one small apple!



Treasure Chest - Inside these chests you will find very helpful and useful items. Be sure to open each one!



Bronze Medal - As you near the goal of the Beginning Course at Rafflesia Training Ground, you will find this hidden in a treasure chest.



Silver Medal - This is hidden in a treasure chest in the Intermediate Course at Rafflesia Training Ground.



Gold Medal - This is hidden in a treasure chest in the Expert Course at Rafflesia Training Ground. Once you have the three medals, report to the King!





Magic Shoes - An old lady named Dorothy, who lives in the Village of Iris, had these magic shoes when she was a little girl. These shoes contain the power to travel back in time. Find the cyclone and use the shoes to travel to the past and back again...

Seed of the Giant Plant - Rumored to be located in the Castle of Freesia, this seed is capable of growing a plant that reaches the sky.



Awakening Powder - Anyone who has fallen under the sleeping spell can be awakened with this item.

Horn - This is the Mystery Horn that is hidden in Dahlia Valley. No one knows exactly where this horn came from, but it has a monstrous look to it...



Holy Sword - The King of the Village of Soleil awards this mighty blade to you upon presenting him with the three Medals. Said to be the "True Sign of a Hero", the destructive power of this sword is awesome!



helpful hints

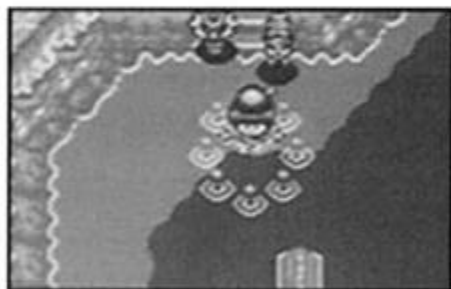
Defeating Monsters

- * Always face the enemy in a fight. If you have your back or sides turned to an enemy they may get in an attack.
- * Master the sword throwing technique as soon as you can. This way you can attack monsters from a safer distance.
- * Some enemies drop coins after they are defeated. Grab the coin before they disappear.

special features of various regions

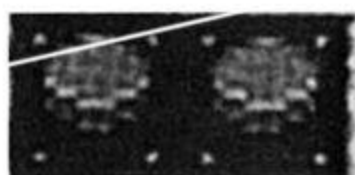
Keep your eyes open to subtle differences in the terrain. Some hazards blend into the scenery well and may catch you off guard! Try to remember the special features of an area for there will be times when you need to return. Obvious threats like thorns, lava, lakes, etc., are instantly harmful to your character.

Deep Water - Although you can cross shallow water, avoid falling in the deep water or you'll lose an HP.



Switch - These change certain parts of the scenery when you strike them with your sword.

Jump Pads - Jump on these to open new avenues for you to explore.



Heavy Blocks -

Push with all of your might and you can move these blocks.

Hole-In-The-Ground - Avoid swarming enemies by diving in here. Press Button B to Jump out of a hole (even if you haven't learned how to jump yet).



sword throwing

Use a combination of different animals to increase the versatility of your sword throwing attacks. Here are a few pointers:

- The sword can be thrown from high places to attack low places. (This is not true for low to high places.)
- The sword can be thrown up stairs, vines, ropes and any other climbable surface.
- The sword can reach areas that even your character cannot reach by jumping.
- Practice throwing the sword **DIAGONALLY** to increase your offensive range.
- If you cannot reach an area on a standard throw of the sword, equip yourself with the flying squirrel to increase your throwing distance.



really helpful hints

- Be sure to **TALK TO EVERYONE** and **READ ALL SIGNS!** If you have to, go back and reread signs to get their message. Some may not be clear to you the first time around.
- **SAVE YOUR GAME FREQUENTLY!** Nothing is more irritating than to have worked so hard to find a special item and then lose it because you lost your last life before you saved your game! Avoid this by frequent saves!
- If you mistakenly change the area, leave it and return again. This sets the stage back to where you were before you entered in the first place. Learn from your mistakes!
- Collect all Apples of Life! Don't panic if you cannot reach an Apple of Life when you first see it. You will be given an opportunity later on to get it!
- **WHEN IN DOUBT - EXPLORE!** You are well armed for the adventure, so go boldly into the nether reaches of the realm! You may discover treasures that were just out of sight, but not out of reach!
- **MOW THE LAWN!** Not only will you get a few Malins for your effort, but you may uncover messages that were grown over.



okay, you're stumped!

WARNING! READ THIS SECTION ONLY IF YOU ARE HOPELESSLY STUCK!!!

Please, the reason we have included this section is to give those who need a little assistance a helpful guide through the first few regions. Once you have played the game for a while and understand the nature of the design, you will appreciate solving the riddles, puzzles and ultimately, the quest on your own.

**PLEASE DON'T SPOIL IT FOR OTHERS. GIVE
EVERYONE A CHANCE TO EXERCISE THEIR
IMAGINATION!**

Having said that — Here we go:

Soleil Town(Point A):

Enemies Encountered: None

The game begins at Corona's Birthday Celebration. Alice, Pico, and Billy have all come to wish you a happy birthday. They all play important roles in the course of the game. Once you have exited the house head for the Fountain, due west. This is

Soleil's center piece. The prime objective in this town is to gather as much information as possible. Throughout your quest you will gather much information from this town. Your Mother gives you your father's sword and shield. Speak to everyone at least TWICE. Many clues will not seem clear at first but will be of use later in the game.

You can look for the fortune teller in the Plaza, due west of the fountain, but you will not find him just yet... While in the Plaza you may speak to the children. The Gophers are there just for fun and serve no purpose. A Mermaid is selling an Apple of Life for 800 Malins— if you have it, go for it. The Apple of Life not only restores your HP, but it also adds one to your Maximum capacity.

As you head for the castle, due north of the fountain, you will run into Pico, Alice, and Billy. When entering the castle you will come upon the ceremony held in honor of Amon the town hero and all-around narcissist. After the King has dismissed Amon, he will tell you the duties expected of you in becoming a hero. He will also tell you of your father's great legacy. Once you have reported your birthday to the King, he will give you permission to train at the Training Grounds in Rafflesia (north of Soleil). The training grounds cannot be accessed without the King's permission. The King tells you to obtain the three medals. There are two doors behind the King, the left one leads to the jail while the right door will take you to his Majesty's chambers. An old man north-east of the fountain will tell you what the three medals are for. The Old Man says once you have all three medals the King will award you the Holy Sword.

A soldier in the castle (directly below the King) will tell of the dangers of Dahlia Valley, and also that your advancement will be hindered if you cannot throw your sword. Another soldier by the cannons found behind Corona's home tells you of a hare that might teach you how to jump if you can speak to him. At this point you should go directly to the Training Ground. Talk to Duffy and enter the lodge where a man will offer to sell you the ability to throw your sword. If you have not collected enough Malins, go out and chop grass and look for coin bags. You will need the sword throwing ability for Dahlia Valley.

Dahlia Valley 1 (Point C):

Enemies Encountered: Dinos and Dorudorus

Dahlia Valley will be the first real test. The purpose of Dahlia Valley is to give access to other levels. There are rocks which must be chopped down to advance, but Dinos and Dorudorus will get in your way. When slashed, boxes marked by an "x" will produce a stream of water which can take Corona to certain areas which would otherwise be unreachable.

One of these spouts takes you to the home of Duffy's Mother. First go up the stairs and from there you will go to your left through more breakable rocks. Then back to the right, when you cannot go any further you can go up either a scaleable wall or a spring board. From there the "x" box which leads to Duffy's Mother is due northwest. She is in trouble. A Wolf (the first boss) has trapped her in the chimney. To beat him you must throw your sword in between the stars he creates by hitting himself over the head with a

mallet. If you do not have the ability to throw your sword you must start a previously saved game and go to Rafflesia Training Grounds to have the Swordthrower teach you the Sword Throw. At the top of Dahlia Valley is the Hare. He will not speak to or understand you at this point. The Hare will help you later when Mac is with you.

Soliel Town 2 (Point A):

Enemies Encountered: None

Talk to everyone in the town before you go to the plaza to see the fortune teller. Once you talk to the fortune teller you will no longer be able to speak to people. Instead you will be able to speak to animals and some plants. The first animal you will find is your dog Mac. He will be in his dog house as usual. Once you talk to him he will decided to join and help you with your journey. Now it's time to head to Dahlia Valley to talk to the Hare.

=Dahlia Valley 1 (Point C):

Enemies Encountered: Dinos and Dorudorus

Once you enter Dahlia Valley you must first go up the stairs. After you have gone up the first set of stairs head to your left and go as far as you can. At the far left go up the stairs and head for the far right. Go up two flights of stairs in a row when they are the only option. From there go up to the left and use the spring board. North from where you landed should be two consecutive pairs of stairs, but be careful of the Dinos and Dorudorus. Go right after the two stairs. Go down the stairs at the end of the platform you

were on, then go up the climbable wall. Once up the wall, go left and up the first flight of stairs you can climb. Then go to the right and enter the cave. Now you have reached the Hare.

REMEMBER! The Hare will NOT help you if you don't bring Mac with you. If Mac is with you, the hare will teach you how to jump. From here you can either proceed to Anemone Beach or travel to the Intermediate course at Rafflesia.

Rafflesia Training Ground Intermediate (Point B):

As you enter go up then left. Go down and jump over the spikes and to the left. Go up the stairs, flip the switch and go down all the way to the bottom and get on the slime and it will take you to the right. Here you will encounter red switches. Some switches help, others make spikes appear. Follow the path and when you go up you will encounter flame throwers. From here, go left as far as you can, then go up. Get on the slime and proceed right. Be careful not to land on the spikes, just trust your shadow and land on the red switches. Now go up and flip the red switch and slime will appear. Ride it down and go right. Go up the first set of stairs. Get as close to the edge of the pits and jump over. Cross the bridge and throw your sword at the red switch and the walls will disappear. Go down and to the left down then right. Here you will again need to throw your sword at the red switch and the path will open. Follow it to the stair case and go up. Follow the path around and go down the stairs into the water. Be careful not to step in the deep blue water as you jump from log to log. Make your way up to the top stair case and go all the way up into the next

screen. You can't get the Apple of Life in the water until later, so just go up. While on land, flip all the red switches you see. As you go up, there is no way to pass the flame throwers. Instead go down the staircase. Go down another staircase, to the left and cross the bridge to the right and get the money bag. Go back to the left and up the gray staircase. Now get on the slime and it will take you to another red switch. Go up then right and down some stairs and slash the red block. That will open a path downward. Go down two flights of stairs and read the sign. It will tell you how the next puzzle works. Be sure that all the blue fuses are touching **BEFORE** you hit the red one. Now go farther to the right through two sets of flame throwers and go up. Here you will encounter a rubberband maze. Jump at the one to the right and go with the flow. Once you get to the top go to the left and do the blue fuse thing again. Now go down and to the left to get the silver medal. Exit this area by going up.

Anemone Beach (Point E):

Enemies encountered: Starfish, Hermit Crabs and Octopus. You **CANNOT** go to Burn Daisy until you obtain Chilly. Start on the shores of Anemone Beach where you will have to contend with flying Star Fish and hermit crabs. Pass the first flight of stairs and ascend the second so that you can hit the red switch with your sword. Now return to the first set of stairs and leap through the traps. Hit the red switch on the left to reveal another set of stairs (of no use now) then continue on to say hello to Sonic the Hedgehog. There will be an Apple of Life that you **CANNOT** get to now. Wait until later on in the game. Now proceed to the top of the screen and go up the stairs. You have now entered the

town of Water Lily. Talk to everyone in the town to gather helpful information. You can buy the Kitty here, buy him if you can because he is a great help. You will also discover that there is an animal trapped to the North of the town. The hut with the door can be entered if you jump on the mat in front of it three times. Inside you will meet the Daddyphant and he will teach you how to lift things. You must speak to him at least twice before you can actually pick up the board. Now you can go to the north of the Village and rescue the poor captive animal.

First go to the far right and flip that switch. Then go back to where you started and go up and flip all the switches in that area. Now go back to the start and, with the help of the wind, jump from block to block in the water and get a money bag. From here you go right to the end of the screen, go up and cross the water (not at the bridge, but at the stones in the water). From here continue to go left, pick up the board and go to the edge of the area. **DO NOT GO LEFT.** Throw the board up, jump on it and jump across, onto the jellyfish, then to the top. You will now enter the cave of the Octopus. Beat him by throwing your sword at him and dodging his ice bombs. Once you beat him you will rescue Chilly the Penguin and he will join you. Now that you have Chilly you can proceed to Burn Daisy.

Burn Daisy (Point F):

Go up and along the top to the right. Once you get to the fire use Chilly's sword ability and hit the spout. It will turn into ice and you can walk across it. Now go down the rope, use the blue blocks to block the fire, go up the next rope and smash the switch. Go to the far right and cross the bridge. It will collapse so hurry across. Now you will enter Burn Daisy.

Burn Daisy (Point G):

You can't jump over the small lava pond so you are forced to enter the cave. Go straight up, then go down the flight of stairs at the top, and to the right. Then go down, under the bridge. Go into the stairs surrounded by green blocks. Jump from island to island. From there you will go up and into the stairs. Follow the only available path across the bridge. Hit the switches so that the stairs appear and go down. Go around right and up. Weave your way through the blocks surrounded by flames and go down the stairs to the far right. From here go left and down, (If you go into the cave you will come to the Puppet Master, but you can't talk to him yet.) Then go right, past the vertical bridge. To the upper right of the bridge are more islands. Again, jump from island to island. One of them will have a burned bird, but it is of no assistance to you now. From here follow the platforms down and enter the room where you will encounter Shuffler. To beat him, you must keep track of the red flashing glob and slash it when they all stop. If you hit the wrong one you will lose power, so be careful. The more you hit him, the faster his counter parts will move, so try to keep track!

Beat Shuffler to rescue Cecil the Flying Squirrel and he will join your group. There is an exit at the bottom of the screen. Now go left and out into Iris.

There is much more adventure awaiting you in the game. Once you have traveled this far, the mechanics of the game will be second nature to you and you should be able to solve the quest on your own.

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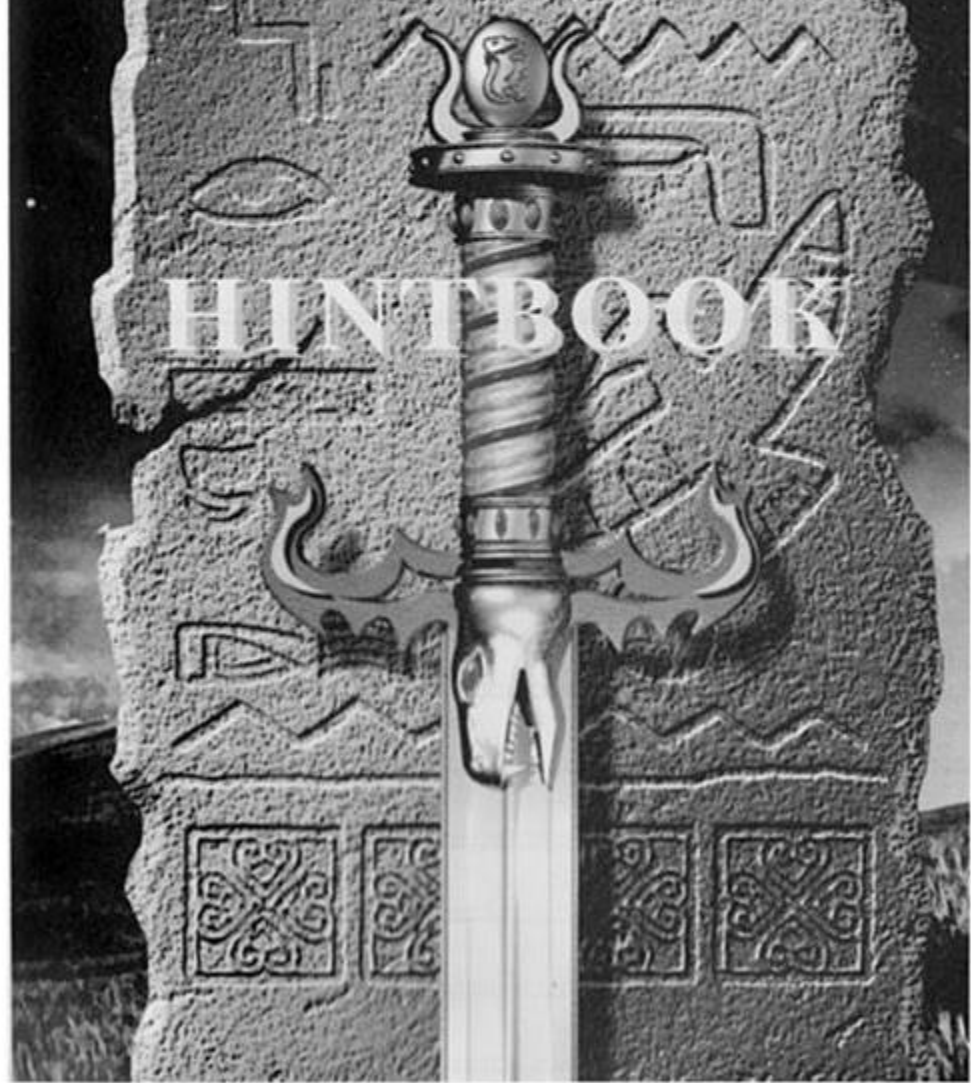
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