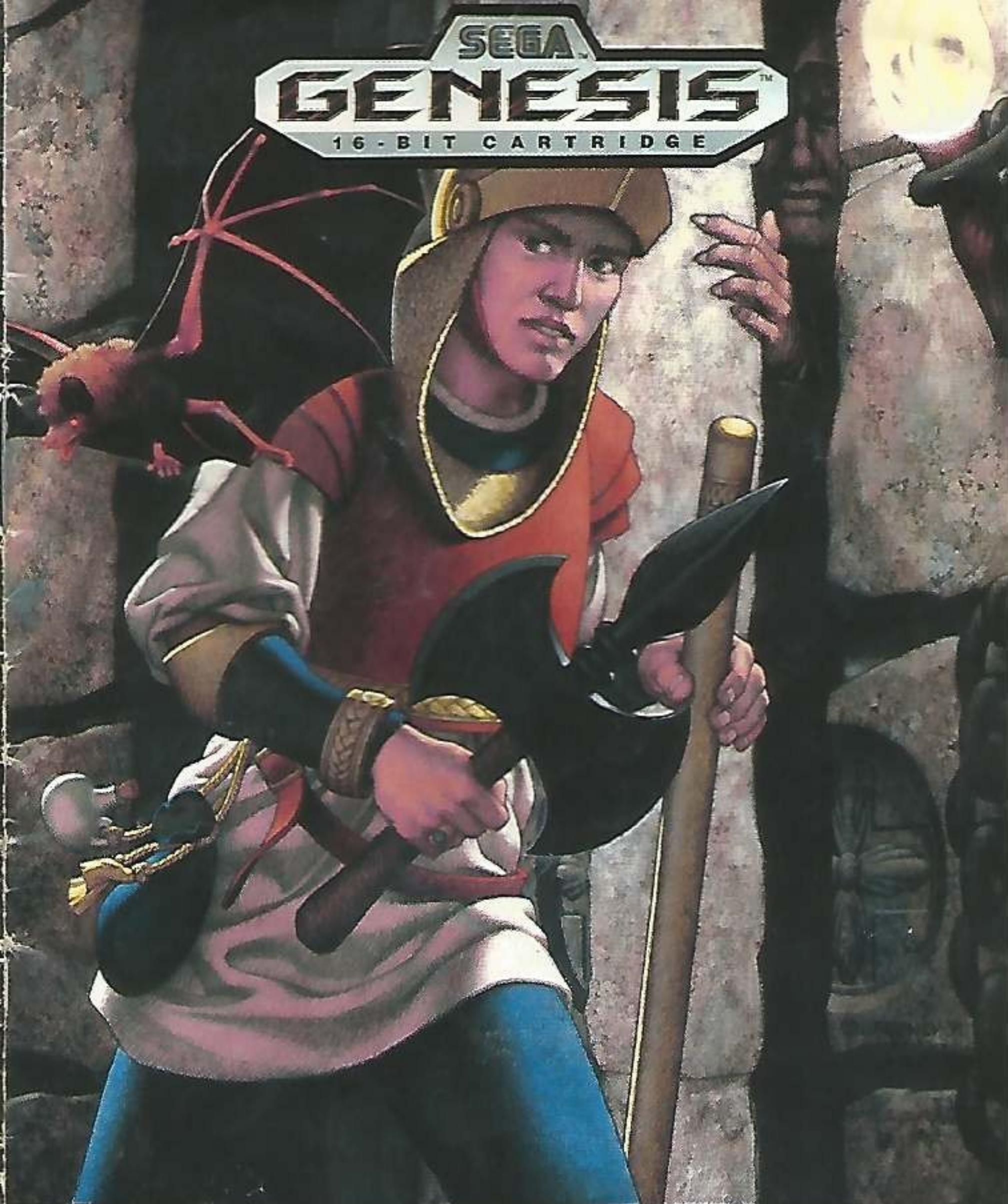


SEGA
GENESISTM
16-BIT CARTRIDGE



FATAL LABYRINTHTM

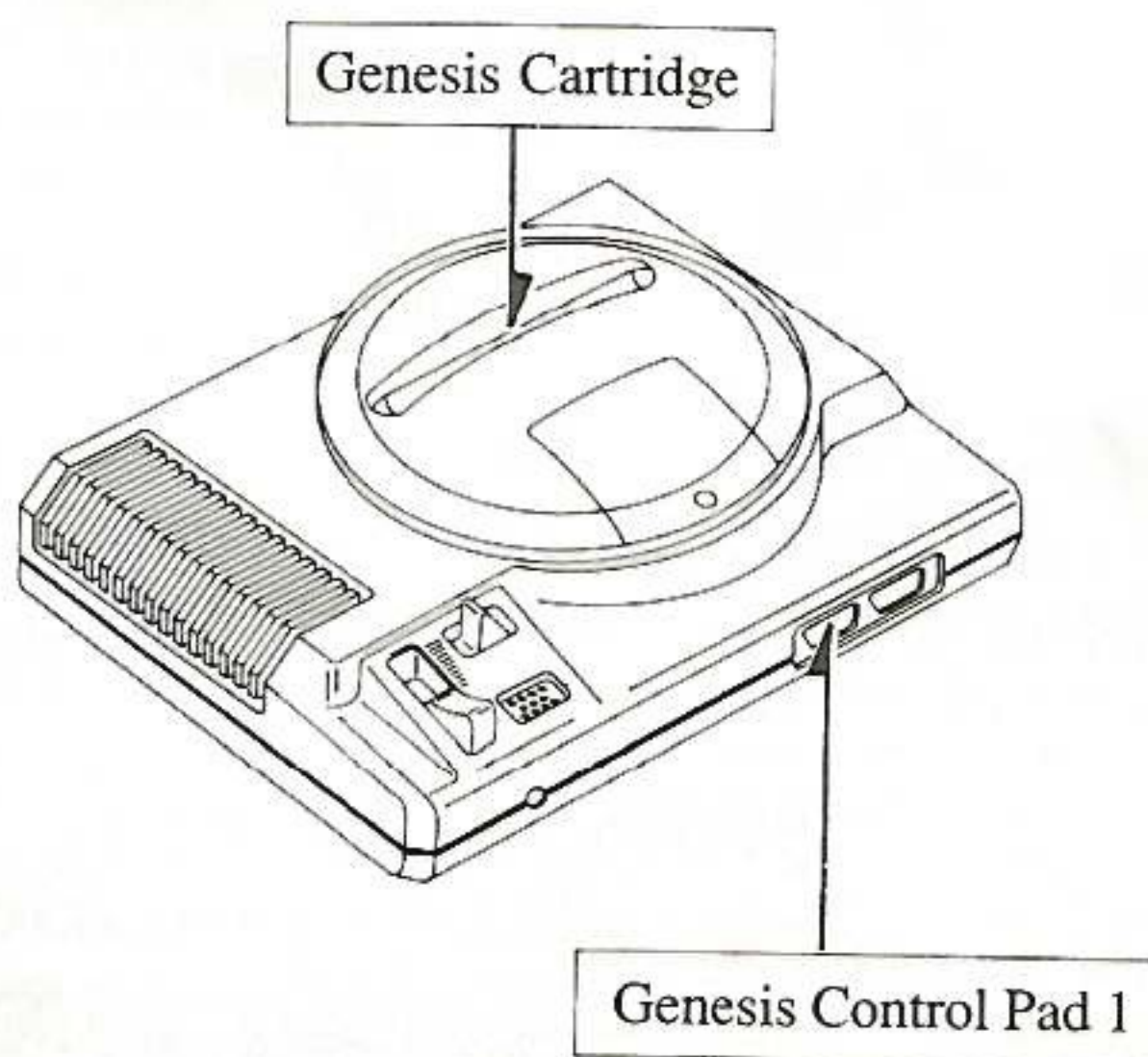
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Fatal Labyrinth cartridge into the console.
3. Turn the power switch ON. In a few moments, the Fatal Labyrinth Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

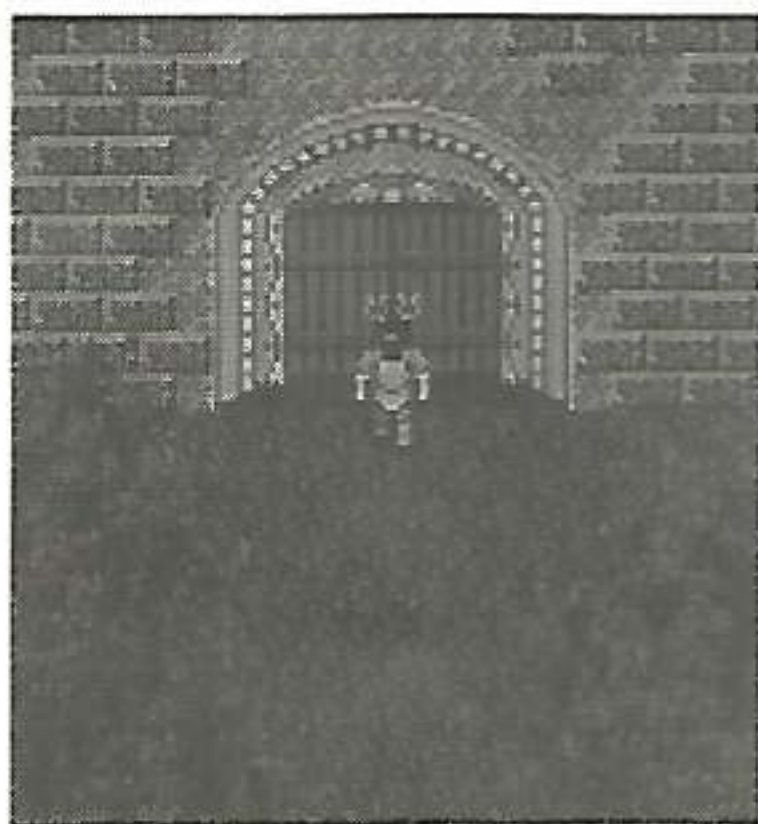
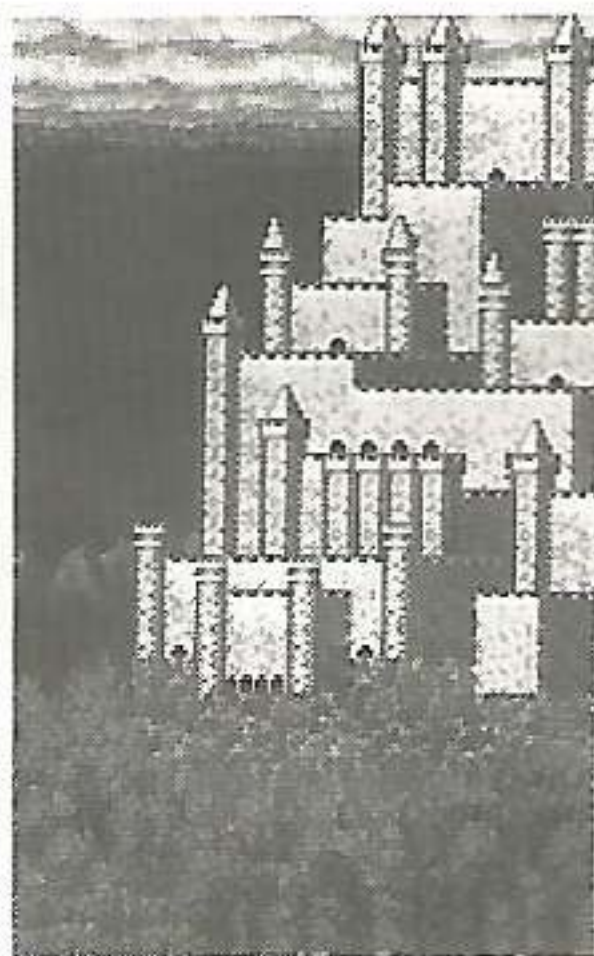
Note: Fatal Labyrinth is for one player only.



Harness Dragonia!

Dragonia, the castle of doom, has resurrected! The ghouls from the castle have stolen the Holy Goblet, the source of light! Without it, the world will be trapped in darkness forever!

A courageous fellow, Trykaar, volunteers to retrieve the Holy Goblet. The people from his village wish him luck as he heads out to Dragonia. After a treacherous hike through the forest, he arrives at the gate of the towering castle. As he enters the gigantic gate, he finds himself in a labyrinth of countless chambers.



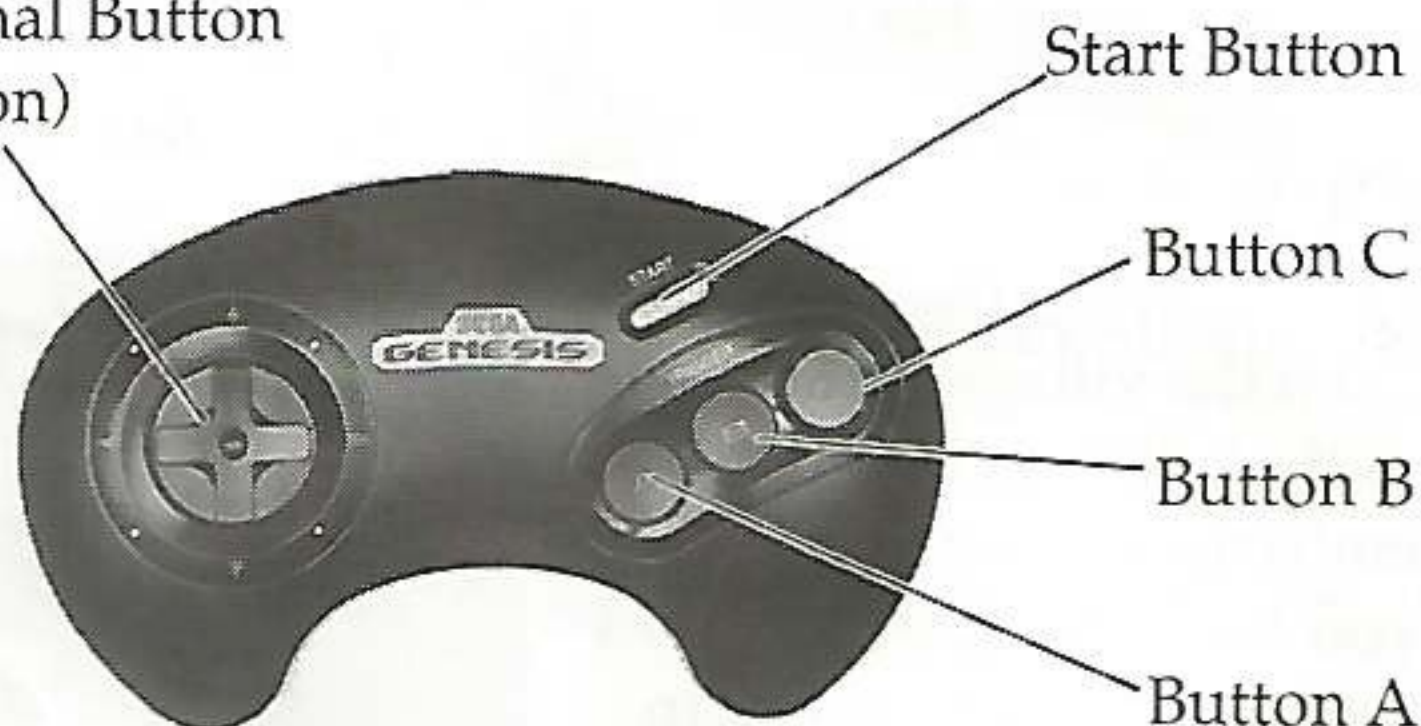
Can Trykaar survive thirty floors of mayhem and redeem the Holy Goblet? His fate is in your hands! Don your armor and pick up your weapon! Puncture green globs and break up ice bars! Make dark ninjas and deadly hellfrogs vanish with your magic! Evade traps and break down walls to discover shortcuts!

The village is anxiously waiting for the return of the Holy Goblet – and you!

Take Control!

For best game play, learn how to use your Control Pad before you start.

Directional Button
(D-Button)



Directional Button (D-Button)

- Press up, down, right or left to move in those directions.
- Press and hold to attack.
- Press to select a command.
- Press to select an item.
- Press to talk to a villager.

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

Button A

- Press to pick up an item.
- Press toward walls and open areas to look for secret doors.
- After speaking to the villagers, press to close the conversation windows.

Button B

- Press to cancel a selection.

Button C

- Press to see the command icons.
- Press to see the command windows.
- Press to confirm a command.

Getting Started

At the Title screen, press Start to begin the game from the village scene. Talk to the villagers before you embark on your journey. (If you have already spoken to the villagers, you can skip the village scene and advance to level one by pressing Start at the Title screen and then pressing Start again while the screen is scrolling.)



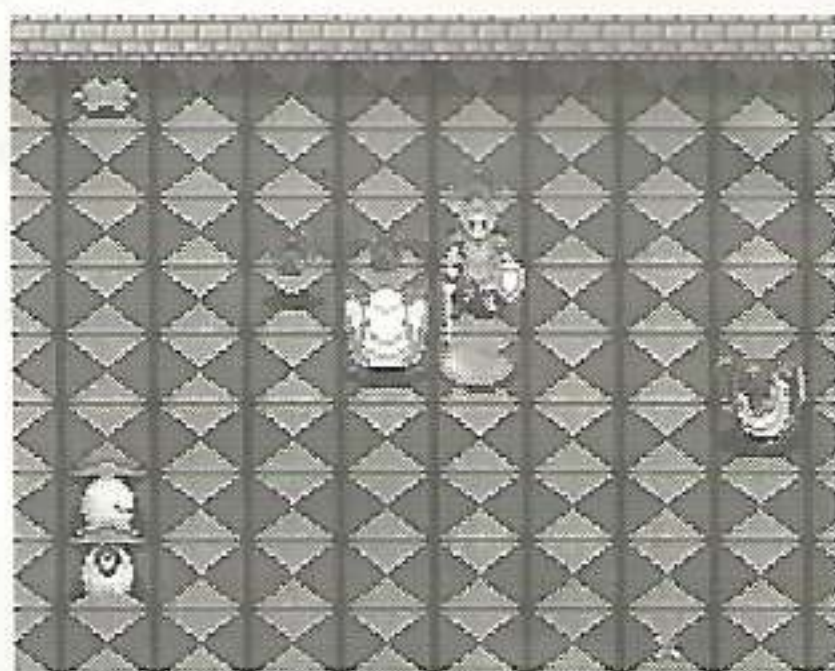
You first enter the labyrinth on level one. As you wander around, you will find paths that lead to other rooms. When you hit a wall or can't find a way out, face the direction in which you want to go and press Button

A. You may find a secret door! In one of the chambers, you will find the steps that take you to the next level. A word of advice – do not climb those steps until you've searched all the rooms, gained all the items you need, and are sure you're strong enough to continue.

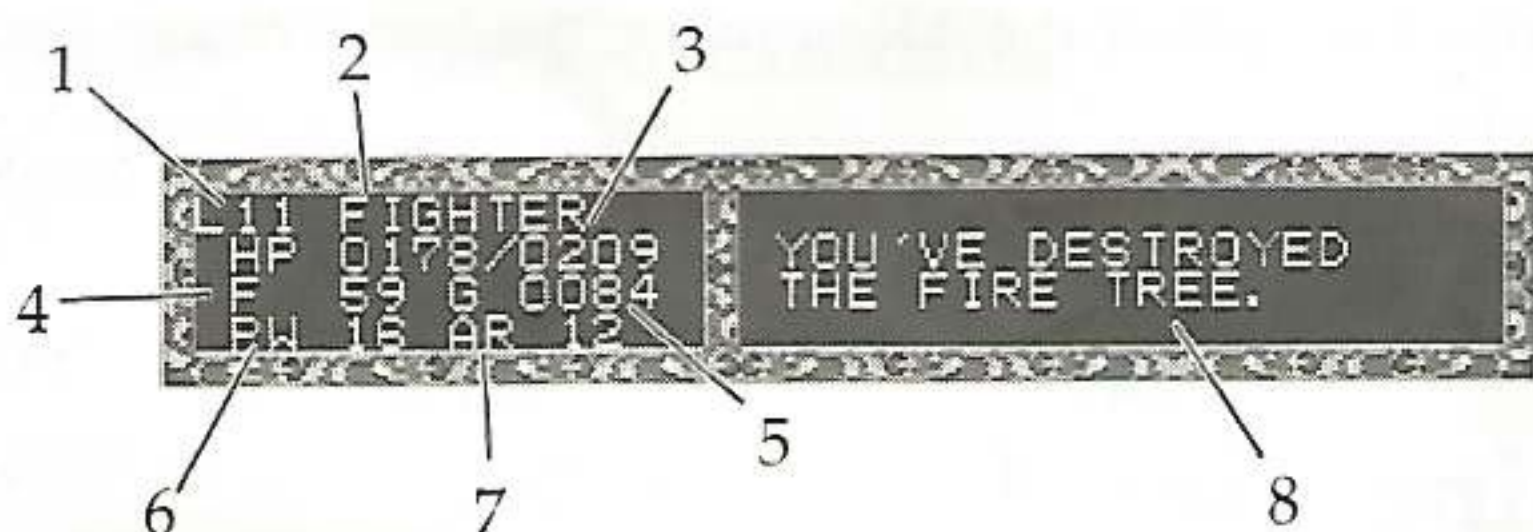
Combat!

In the Fatal Labyrinth, loathsome creatures lurk! In order to continue your mission, you must fight! First you must face your foe, then press and hold the

D-Button in its direction to attack. Your blows won't always hit their mark, and some creatures are stronger than others and put up a better fight.



What Your Screen Shows



1. **L** (Level) indicates the level of the castle you are on. (There are thirty levels in all.)
2. Your rank is shown here. You start as a Beginner. As you destroy enemies your rank goes up. When your rank increases, the maximum number of HP (hit points), PW (power) and AR (defensive power) you can have also increases.
3. **HP** (Hit Points) indicates how much stamina you have. When attacked by an enemy you lose some HP. When your HP is zero, you die (even if you have food). The number on the left is your present HP. The number on the right is the maximum number of HP you can have. You can regain HP that you lost by walking around.

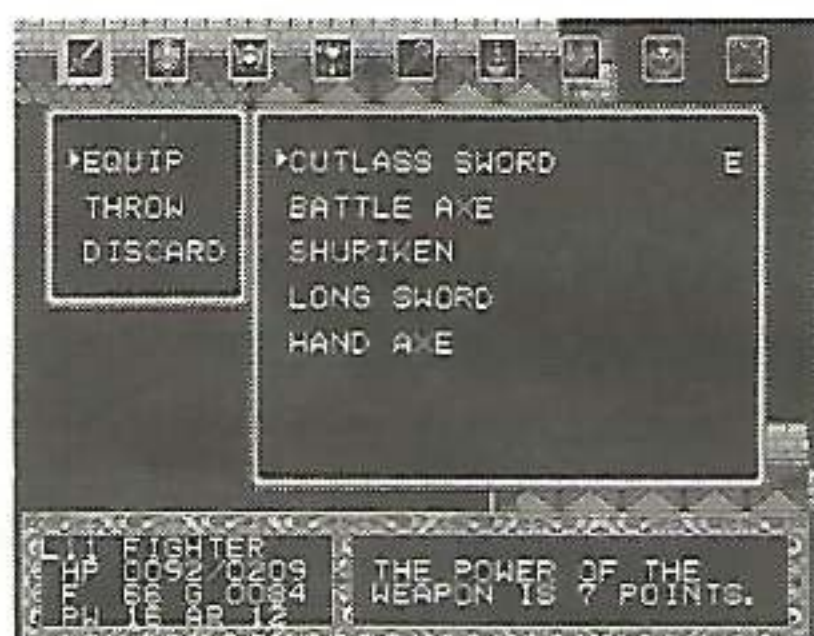
4. **F** (Food) is the amount of food you have. You start with ten. You need food to keep you going and you'll find it in the labyrinth. But beware – do not stuff yourself, or you'll be sorry!
5. **G** (Gold) indicates the amount of gold you have. The more gold you have, the bigger the grave you can build for yourself.
6. **PW** (Power) indicates the amount of power you have. The more power you have the easier it is for you to destroy enemies.
7. **AR** (Armor) indicates how much defensive power you have. The higher the AR number, the less damage you sustain.
8. Message window is where the game messages appear.

Using Your Items

You set out for the labyrinth with a knife in hand. But it won't get you very far. Once you get inside, you may collect other items (including weapons, armor and magic items). But beware! The labyrinths and the powers of different items change from game to game. To pick up items, stand on top of them and press Button A. When your list of items becomes full, a message appears telling you that you can't carry any more. In that case, you can drop any items you think are unnecessary.

When you press Button C, the nine different Item Icons appear. Press the D-Button left or right to highlight the Item Icon you want. Then press Button C to see the Command Window and the Item List.

Press the D-Button to select a Command, then press Button C. Select an item you want to use from the Item List using the D-Button and press Button C. The letter E next to an item shows you that you are already equipped with it.



Know Your Commands

1. Select **Equip** to use a sword, axe, bow, armor, shield or helmet.
Note: To use the Bow, select Use after selecting Equip.
2. Select **Wear** to wear a ring.
3. Select **Use** to use a staff, potion, scroll or bow.
4. Select **Throw** to throw an item at enemies. You won't be able to throw items with the letter E next to them.
5. Select **Discard** to lighten your load.

Your Valuable Gear

Weapons Include knives, swords, spears, shurikens and axes.

Note: Shurikens can be thrown consecutively. You can be carrying another weapon and use the shurikens at the same time.





Shield, Helmet and Armor
Protects you from the enemies' attacks. Some enemies destroy your equipments so it pays to have spares.



Magic Scroll Confuses monsters, lights up rooms, etc.



Cane Casts magic spells that use the power of fire, ice, thunder, wind and other effects.



Potions Some can recover your HP while others can hurt you!



Rings Some give you power and others can be thrown at enemies.



Bow Enables you to attack enemies from a distance and can be used consecutively. To use it, select Equip and then Use.



Food Keeps you going. It is not listed on the Item Icons list.

Game Over and Continue

When you lose all of your HP, you die. To continue, press Start before the timer counts down to zero. The level from which you can continue depends on the level on which you die. There is no limit to the number of times you can continue.



When You Die on Levels	You Can Continue from
1 – 4	1
5 – 9	5
10 – 14	10
15 – 19	15
20 – 24	20
25 – 30	25

Survival Tips

- Collect as many items as possible. Remember though, some items may be cursed!
- Beware of the Red Square!
- Read all messages.
- Try not to let your enemies surround you.
- Some enemies won't attack you unless you touch them.
- Some enemies will cast spells. Watch out.
- For game play information, call 1-415-871-GAME.

 memo

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.

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Printed in Japan.