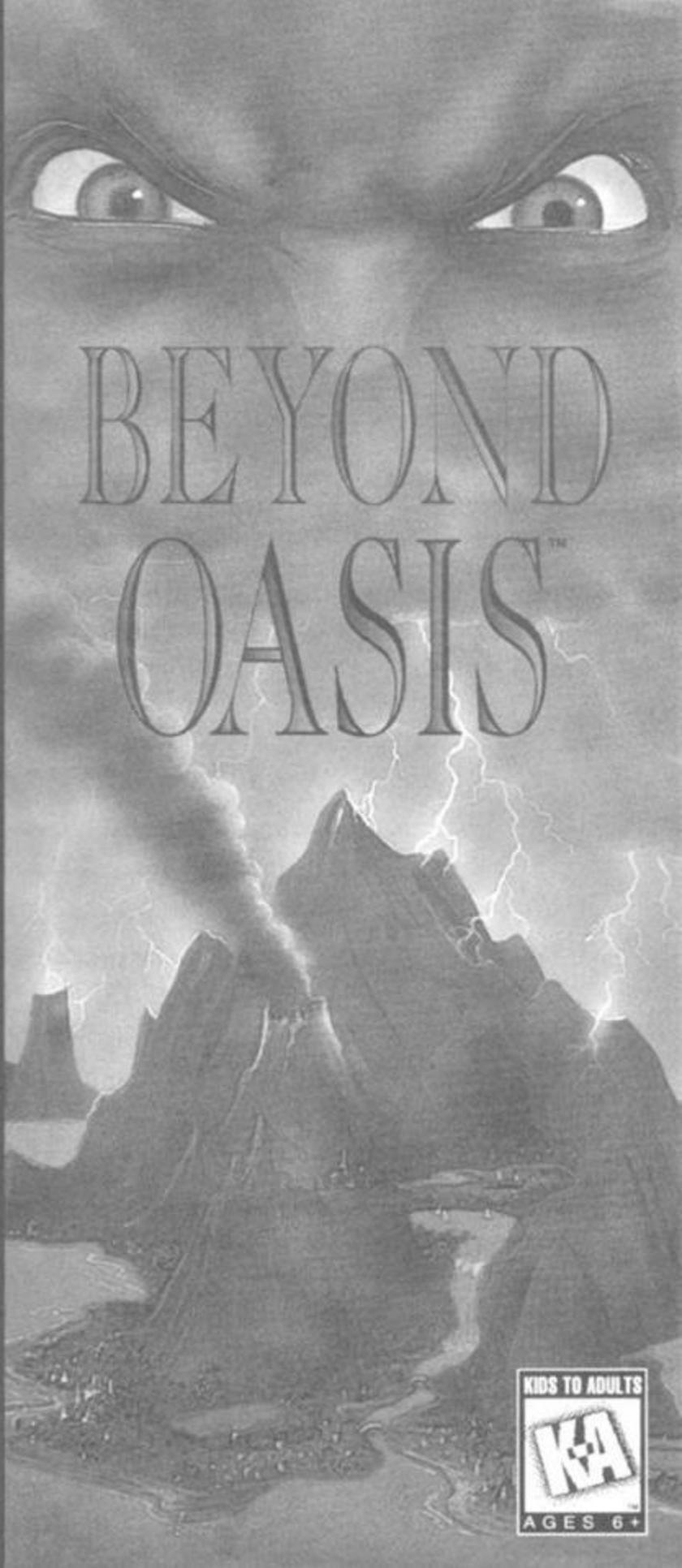


SEGA™

GENESIS™

INSTRUCTION MANUAL



BEYOND  
OASIS™

KIDS TO ADULTS



AGES 6+

## **EPILEPSY 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 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.**

### **Handling Your Cartridge**

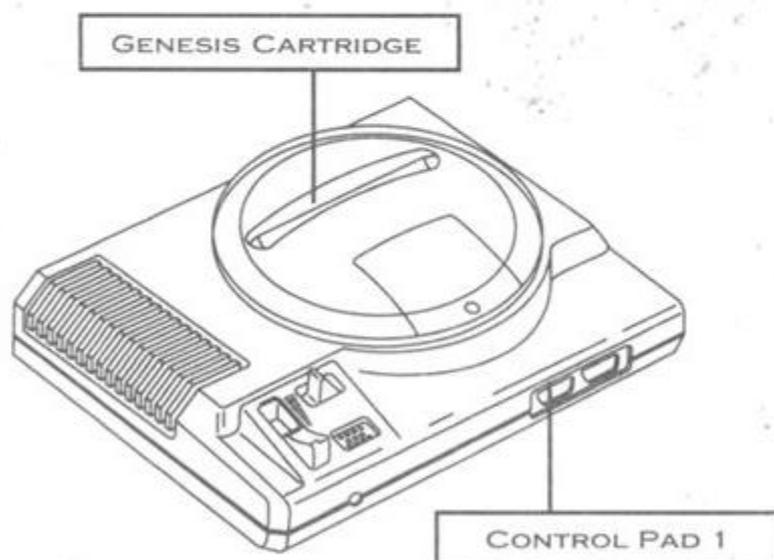
- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself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

**Warning 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.

# 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 *Beyond Oasis* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is firmly inserted in the console. Then turn the power switch ON again.

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



**For Game Play Assistance, call  
1-415-591-PLAY.**

## IT ALL STARTS HERE...



...with Prince Ali on one of his treasure hunts. He comes across an uncharted island near the land of Oasis, and while exploring the island's cave, he discovers an armlet made of gold.

As soon as he puts on the armlet, a strange glow fills the cave. Out of an ethereal fire, a face appears, and it begins to speak.



*"Many ages ago, a devastating battle was waged in the shadowlands of the Kingdom of Oasis. It was between two powerful sorcerers. Reharl used his gold armlet to govern the four spirits. Agito used his silver armlet to create chaos and destruction."*



*"I am what remains of this gold armlet. I now entrust its power to you, for you have been chosen to undergo a difficult task."*

*"The powers of the gold armlet are now yours to wield. Find the four spirits this gold armlet governs and stop the evil ambitions of the one with the silver armlet."*

As the mysterious face vanishes and the fire disappears, Ali feels the ground begin to shake. The cave is collapsing!



Ali runs for his boat and furiously paddles away from the island, then turns around to see the mysterious island sink beneath the waves. He has been told the secret of the armlets — and his

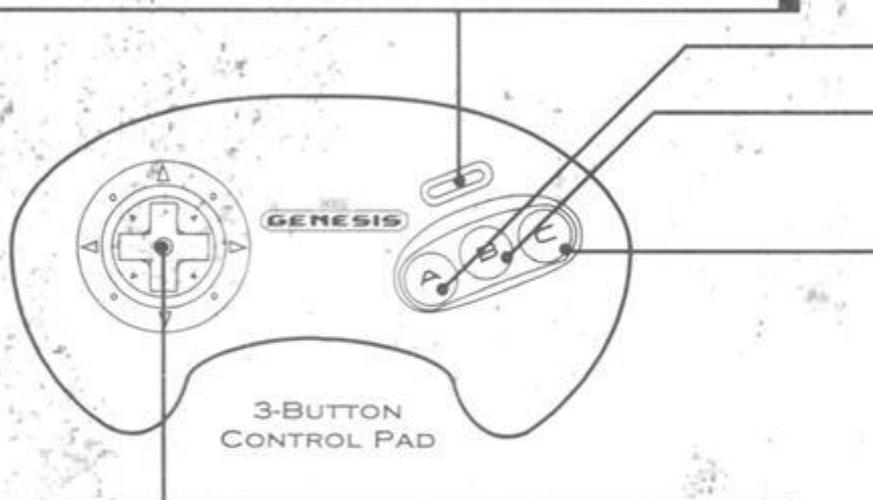
destiny — but when does the adventure begin?

Sooner than he thinks...

# TAKE CONTROL!

## *Start Button (Start)*

- Forwards to the Title screen from the story screens
- Selects options in selection screens
- Pauses game; opens Options window/returns to game; closes Options window
- Drops selected items in options screens



## *Directional Pad (D-Pad)*

- Moves highlight brackets in selection screens
- Highlights Adventures and options in the Diary
- Moves your character in the game screens (To run, press twice and hold)
- Performs special fighting moves (in conjunction with other buttons – see *Special Fighting Techniques*, pages 10-11)
- Moves selection arrows in the Options window
- Moves highlight brackets in the selection/decision screens

### *Button A*

- Returns to Title screen from Diary
- Cancels selections in Options screens
- Performs special fighting moves (in conjunction with other buttons — see *Special Fighting Techniques*, pages 10-11)

### *Button B*

- Enters selections
- Performs special fighting moves (in conjunction with other buttons — see *Special Fighting Techniques*, pages 10-11)
- Selects items in Options screens

### *Button C*

- Returns to Title screen from Diary
- Advances to the Title screen from the story screens
- Performs special fighting moves (in conjunction with other buttons — see *Combat Fighting Techniques*, pages 10-11)
- Cancels selections in Options screens

*Button X*  
Accesses Map

*Button Y*  
Accesses  
Weapons

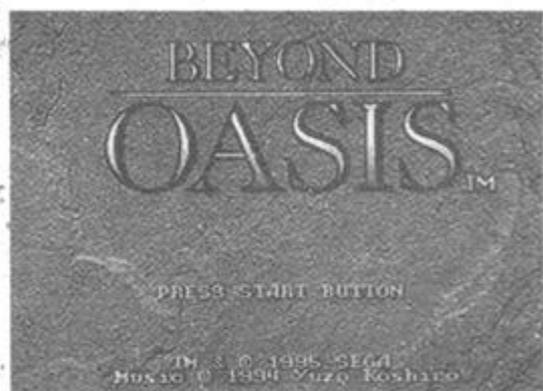
*Button Z*  
Accesses  
Items



6-BUTTON  
ARCADE PAD

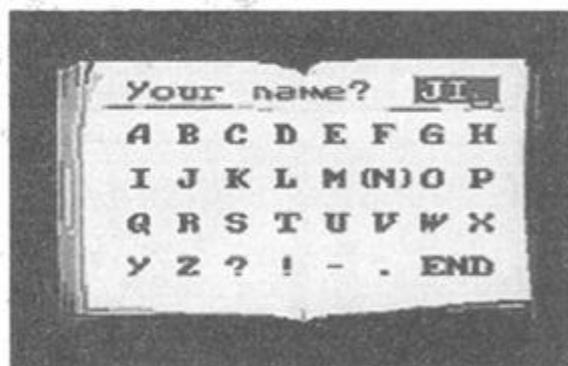
# GETTING STARTED

After the Sega and Ancient logos, the *Beyond Oasis* story begins. Get a little background information on the history of Oasis here, or press Start or Button C to advance to the Title screen.



Press Start at the Title screen to open the Diary, where your adventures are kept. If you're just starting out on the *Beyond Oasis* adventure, all four Diary spaces (where you save your

adventures) will be blank. Press the D-Pad to light up a Diary entry space and press Button B or Start to enter the Name Select screen.



In the Name Select screen, you select a name of up to three letters. Move the highlight brackets by pressing the D-Pad, and enter the letter by pressing Button B. Pressing

Button C deletes the previous letter, and Button A returns you to the Title screen (if you have second thoughts about starting a new adventure).

**Note:** The name you pick is for game identification purposes, and only appears in the Diary.

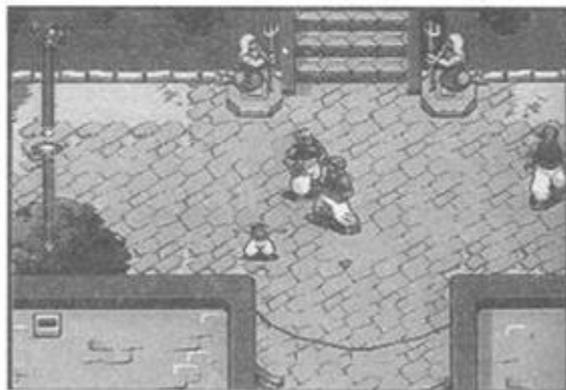


If you already have one or more adventures saved in the Diary, you can also use the Copy and Delete options. To make a copy of an adventure,

highlight the Copy option with the D-Pad and press Button B or Start, then select the adventure to copy by moving the D-Pad until that adventure lights up. Press Button B and an arrow appears on the screen. Move the arrow with the D-Pad until it's pointing to a Diary space, and press Button B or Start. When an OK appears on screen, press Button B or Start to confirm your choice, or Button A or C to cancel.

Delete an adventure by highlighting it with the D-Pad. Press Button B or Start to select the adventure, then confirm by pressing Button B or Start again (or cancel by pressing Button A or C).

## RETURN OF THE PRINCE



Ali jumps off his boat, already wearing the golden armlet he found on the island. But what to do next? Perhaps talking to some of the villagers might help. To speak to someone, walk up to

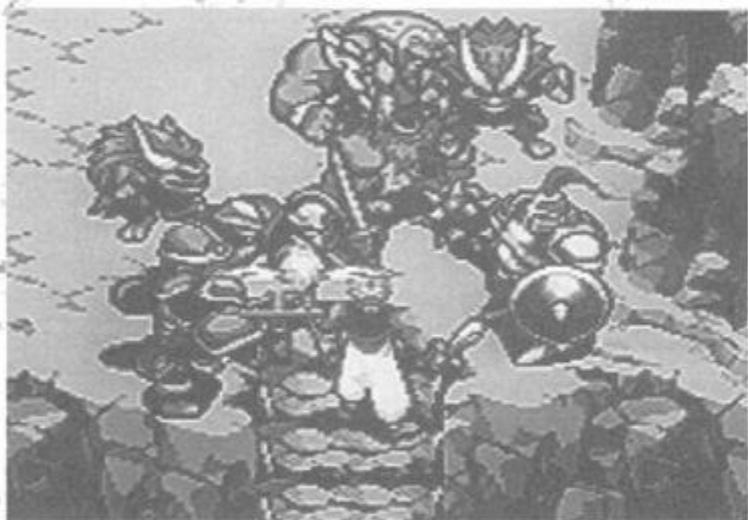
him or her and press Button B. To forward through the conversation, press Button B repeatedly.



Ali is in pretty good physical condition, so the best way to get from place A to place B is to sprint. Ali walks in a direction when you press and hold the D-Pad, and pressing the D-Pad

twice and holding it picks up Ali's pace. Jumping is done by tapping Button C. And when Ali comes across ruffians you must rely on his...

### COMBAT TECHNIQUES



Ali is proficient in the ancient fighting arts of Oasis, so he's able to take care of himself – if, that is, you know what his ancient fighting arts consist of. With these techniques at your disposal, you and Ali make a formidable team.

**Note:** These techniques work only with blade weapons (it's pretty hard to chop your opponents with a bomb...).

**Button B:** *Press once to jab an opponent in front of you.*



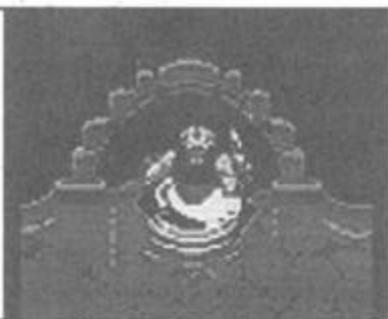
**Button B (hold and release):** *Ali pulls back and sweeps his dagger in a backhand slash.*



**Button B (press repeatedly):** *The prince's lethal combination of slashes, low and high kicks, and a final jump kick.*

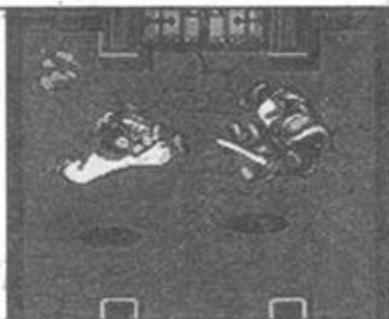


**Button C (hold):** *Crouch to avoid arrows, spears or to slip into low passages.*



## COMBAT TECHNIQUES (CONTINUED)

**Button C + Button B:**  
*Bash unruly uglies with a jump kick!*



**Button C (hold) + Button B:** *The Prince's crouching slash is effective for crawling or slithering enemies.*



**D-Pad + Button B:** *The walking slash rips 'em up!*



**D-Pad x 2 + Button B:** *Ali runs towards the enemy or enemies and performs a sweeping slash. This should catch them unawares!*



**Note:** There are other special fighting techniques which Ali is able to perform. Try various buttons in combination to see what they are.

## HEADY SPIRITS!



"He who wears the golden armlet shall control the spirits of Water, Fire, Shadow and Plant!" Ali must search for and find the four spirits in order to complete his quest. But each spirit temple is

guarded by fearsome creatures. It will take all of Ali's wiles and courage to make his way past them.



The special powers each spirit wields will be essential to Ali on his mission. Learn how to use these powers effectively and return peace to Oasis.

Summoning spirits is done by firing your Light Ball (spirit summoning ball of energy) at the appropriate object. (For example, to summon Dytto — the spirit of water — face a body of water and press Button A. The Light Ball is released from the golden armlet, which summons Dytto when it hits the water. To dispel a spirit, press Buttons A, B and C together.)

Also be on the lookout for Spirit gems, which increase your spirits' powers (See *Status* on page 20 for more on Spirit gems).

**Note:** You will not be able to use the Light Ball until you have reached Dytto's temple.

## WATER SPIRIT "DYTTO"



Dytto can be summoned from almost any body of water, steam spouts, streams and drops of water.

### *Water Magic*

Tap Button A to fire the "Magic Bubble" which stuns the enemy for a short time.

Tap Button A twice for "Healing," which restores some of Ali's Life Force.

Press and hold Button A until the SP meter flashes, then release to summon Dytto's "Magic Storm:" a waterspout that knocks over enemies in its path.

### "MAGIC STORM"



## FIRE SPIRIT "EFREET"



Efreet can be summoned from any type of flame. He loves to bust heads with his fiery punch — no encouragement necessary — which makes him pretty handy when you're walking around.

## *Flame Magic*

Tap Button A to fire the "Flame Breath:" a blast of flame and the competition is toast!

Tap Button A twice and Efreet turns into a "Fireball," shooting off in whichever direction he's facing.

Press and hold Button A until the SP meter flashes, then release to summon the "Melt Bomber," a firestorm that shoots out in every direction.

**"FIERY PUNCH"**



## *SHADOW SPIRIT "SHADE"*



Shade is summoned from Mirrors and other reflective items. Shade becomes your mystic double, making you invulnerable to enemy attacks. He also protects you from dangerous drops by lifting you up (as with Efreet, Shade protects you automatically – no button pressing necessary).

## *Shadow Magic*

Tap Button A and Shade extends his "Dark Claw." Shade can attack enemies, grab items and transport you from place to place by grabbing onto hooks.

Press and hold Button A and Shade becomes your "Doppelganger," allowing you to search areas in your spirit form while he protects your physical body.

**"TWO FOR ONE"**



## *PLANT SPIRIT "BOW"*



This perky plant has an insatiable appetite. He eats everything — snakes, giant rats, beastmen, even iron grates!

## *Earth Magic*

Tap Button A to start Bow's "Bite Attack," whereupon he begins to chomp on whatever's around.

Tap Button A twice to call Bow to wherever Ali is standing.

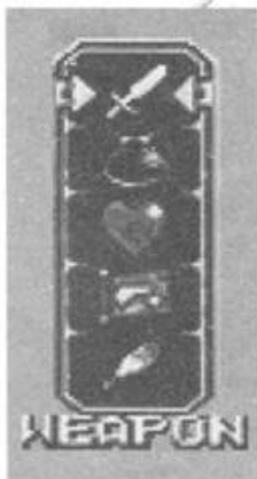
Press and hold Button A until the SP meter flashes, then release for Bow's "Poison Pollen" which stuns all the enemies in the area.

“WHO NEEDS A KEY?”



## OPTIONS WINDOW

Losing strength fast? Wondering where to go next? Want to keep your Spell Points up? Tired of being bullied about by giant beastmen and want to test out that broadsword you just found? The Options window allows you to get information about where you are and how you're doing. You can also take a look or use items and weapons that you're carrying, or record your adventure. Open the Options window by pressing Start. Select an Option by moving the highlight arrows with the D-Pad and pressing Button B.



WEAPONS

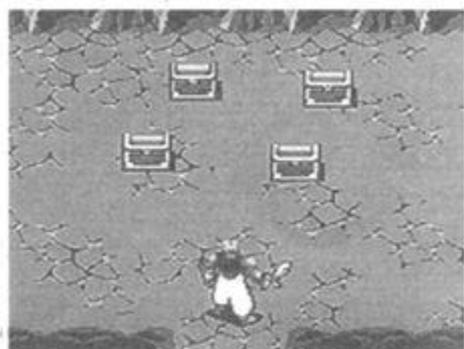
ITEMS

STATUS

SAVE

CURRENT SELECTION

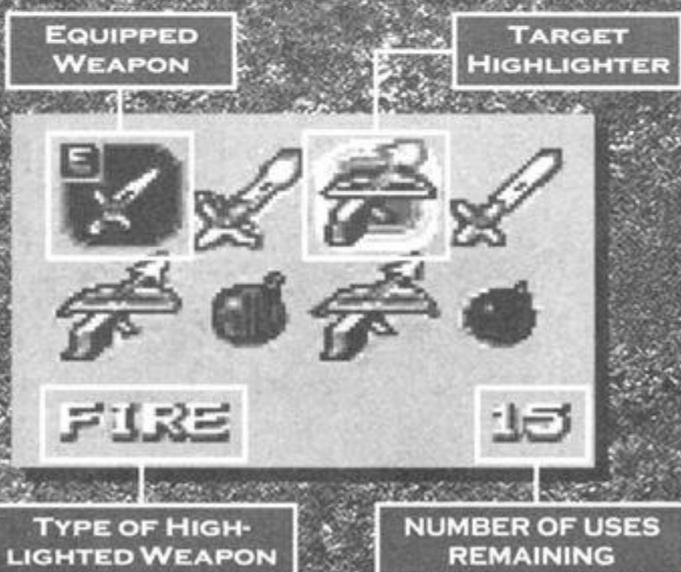
## WEAPONS



Weapons are found in treasure chests or are dropped by enemies when they're defeated. Your default weapon is your dagger, but you'll come across a variety of weapons in your travels — and

you're sure to need most of them at one point in the game or another. But remember that weapons are limited-use items, so try not to use them except in those rare cases when your trusty dagger just isn't enough.

Pick up a weapon by standing over it and pressing Button B. Select a weapon by moving the Target highlighter with the D-Pad and pressing Button B. To drop a weapon, highlight it with the Target highlighter and press Start.



## FISH AND CHEESE (AND OTHER ITEMS)

The items listed below can be used to replenish Ali's Hit Points and Spell Points when they get low so be sure to stock up!

Other special-use items such as spirit summoners and restorative Elixirs can also be found throughout the lands of Oasis, so make sure you haven't left any treasure chests lying around unopened!

Pick up an Item by standing over it and pressing Button B. Use an item by moving the Target highlighter with the D-Pad and pressing Button B. To drop an item, highlight it with the Target highlighter and press Start.

### SAMPLE ITEMS



CHEESE



ROAST BEAST



TOADSTOOL

### EFFECTS CHART

CHEESE	HP + 1/4
FISH	HP + 1/2
STEAK	HP + 3/4
ROAST BEAST	HP TO FULL
ORANGE	SP + 1/4
APPLE	SP + 1/2
POMEGRANATE	SP + 3/4
GRAPES	SP TO FULL
MUSHROOM	HP/SP + 1/4
LETTUCE	HP/SP + 1/2
GARLIC	HP/SP + 3/4
TOADSTOOL	HP/SP TO FULL

## STATUS



The Status window displays information on your progress. At the top is the Current Rank, Hit Points (H.P), Spell Points (S.P), and the number of enemies defeated. As you defeat enemies your rank increases, but the count has a second purpose — revealed at the end of your adventure....

At the bottom of the window Spirit Gems and Special Items are shown. The number of Spirit Gems Ali has in his possession determines the strength of that spirit's magic. Special items are used automatically during the adventure:

- The **Sunburst Pendant** (shown) gives Ali the ability to regain Hit Points when he is standing in a sunlit area.
- The **Key of Time and Space** (shown) allows Ali to use Warp Doors (transporting him from one place to another).
- The **Psychoring** (shown) gives Ali the ability to regain Spell Points (if he is not using a Spirit at the time).
- The **Sun's Charm** (not shown) allows Ali to regain H.P and S.P quickly when he is standing in a sunlit area.

## MAP



The map is used throughout your adventures to check on your current location (shown on the map as an orange figurine), and the place you should be making for next (shown as a white flag).

Naturally, you can go anywhere in Oasis you want to, but remember that until you've reached the position indicated by the flag and fulfilled that part of your quest, you won't be able to advance to the next section of your adventure.

## LIFE AND HOW TO LIVE IT

Prince Ali starts the game with 200 Hit Points and a skill level of 1. Ali can increase his Hit Points and power by collecting Level Up Hearts or by receiving a certain number of experience points.

Each time Ali is injured his Hit Points decrease, and when they reach zero, the adventure begins from wherever you last saved it.

Food restores Hit Points, so when Ali's Life Force gets low, start chowing.



## THE LAST WORD IN HINTS



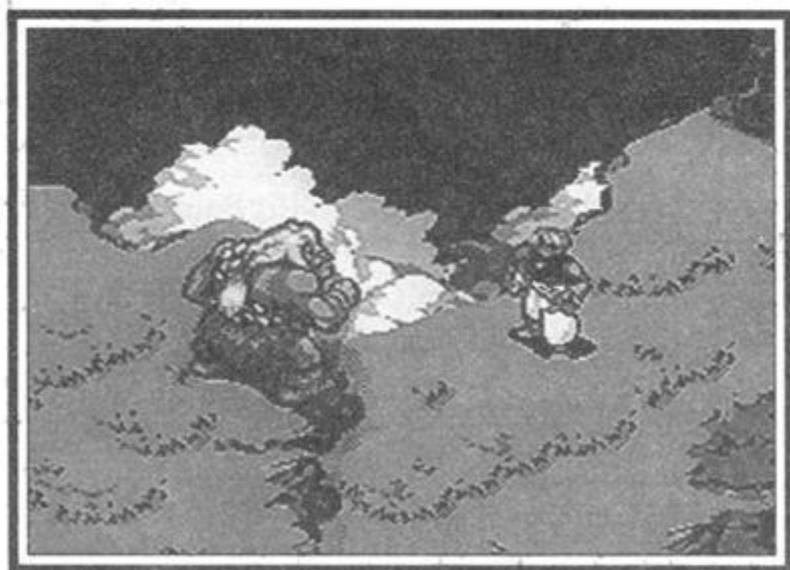
The creatures threatening Oasis have specific orders to stop you from finishing your quest. You, on the other hand, have more to think about than a few ugly monsters with sticks and spears — all Oasis is depending on you to defeat the one who wears the silver armband. You may find that the outcome of the struggle is quite different when you concentrate on your goal and not the red herrings. Check out the results at the end of the adventure!



On the other hand, you may be stymied at one point or another by locked doors or barred passages. When you're at a loss for what to do next, try clearing the area of monsters (you know how that works) and the answer may very well appear in front of you.



Remember to use Dytto's Healing spell whenever you have the chance (to save your food supply for more desperate times).



*“What are you lookin’ at?”*

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## Limited Warranty

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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 90 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 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342.

**DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she 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 or she 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 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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AVAILABLE ON GENESIS™

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