



PRESENTS

SHADOW OF THE BEAST II



All new monsters -
more than 100 of 'em!



Interact with creatures that
might help.... or might not.



"Game Over" awaits you at
every screen.....



... so does beast...



...after beast...



...after beast...

FEATURES

- 8 megs of ultra-compression memory
- Adrenaline-pumping arcade challenge
- Multi-screen action with parallax scrolling
- Countless mind-numbing puzzles
- Graphics you'd expect from Psygnosis



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Shadow of the Beast™ is a
trademark of Psygnosis Ltd.

711405

ELECTRONIC ARTS®



GALAHAD™



OFFICIAL

SEGA

SEAL OF
QUALITY

WARNING!

To Owners of Projection Televisions!

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



Psygnosis: Making Games People Play

Psygnosis is an international software developer whose name has become synonymous with quality 16-bit games, with hit titles to its credit such as *Awesome*, *Barbarian*, and *Lemmings*. Electronic Arts brought you their first two Sega games, *Fatal Rewind* and *Shadow of the Beast*. Now we're proud to present Psygnosis' newest Sega title, *GALAHAD*.

Need a Hint? CALL
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24 Hours a day, 7 days a week!

95c for the first minute, 75c for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone and is available only in the U.S. Call length determined by user; average length is 4 minutes. Messages subject to change without notice.

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GETTING STARTED

1. Turn OFF the power switch on your SegaTM GenesisTM.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The Electronic Arts[®] logo appears (if you don't see it, begin again at step 1).

5. Press START to bypass the title screens. The Main Menu appears.

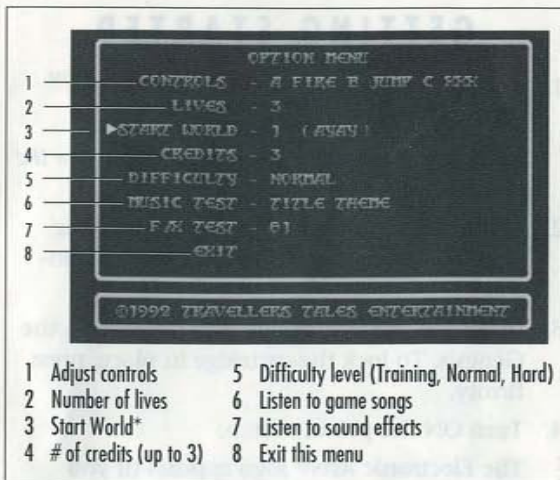
MAIN MENU



Start game

Go to Option menu

D-Pad **up** or **down** to choose an option, then press B to select it.



OPTION MENU

D-Pad **up** or **down** to move the arrow to an option, then **right** or **left** to adjust the option. When you've set all options to your preferences, D-Pad **down** to EXIT and press **B**.

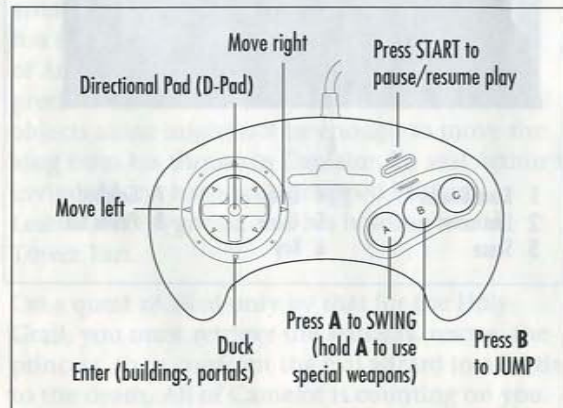
* The above instructions do not apply to Start World. Please see Saving Your Game, page 11.

Music and Sound

To listen to music and sound effects using the Option menu:

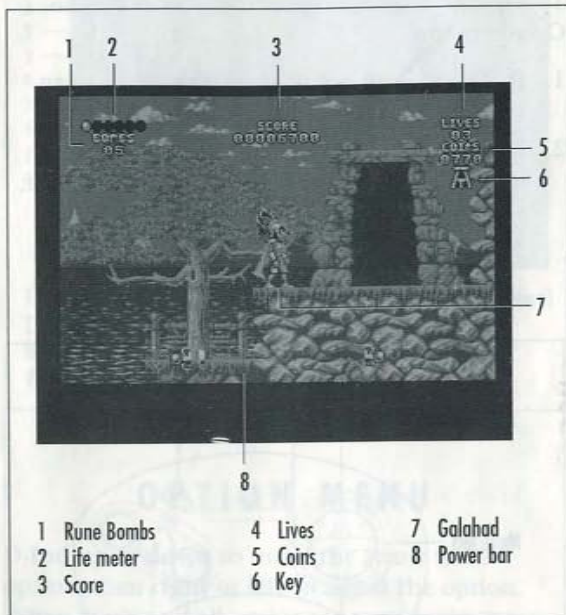
1. D-Pad **up** or **down** to move the arrow to an option (MUSIC TEST or FX TEST).
2. D-Pad **right** and **left** to select your choice of music or sound effects, and press **B** to hear it.

CONTROLS



These are *GALAHAD*'s default controls. You can customize them using CONTROLS in the Option menu.

THE GAMESCREEN



A QUEST IN THE SERVICE OF YOUR KING

You are Galahad, son of Lancelot. During your lifetime in the service of King Arthur you will undertake many quests, and history will tell of your deeds for centuries to come. Today, alone, you embark on perhaps the most dangerous one of all.

High atop Tower Tarr in the Eastern land of Kasako lives Miragorn Cimmerian, a great and powerful wizard with an evil agenda. In an attempt to draw King Arthur to him, Miragorn has stolen from Camelot's treasure hold several of Arthur's treasured artifacts. Though all are precious to Arthur, Miragorn knew that material objects alone might not be enough to move the king from his throne in Camelot. To seal Arthur's invitation, he has also kidnapped Princess Leandra of Psynnosia and his holding her in Tower Tarr.

On a quest rivalled only by that for the Holy Grail, you must retrieve the artifacts, rescue the princess, then confront the evil wizard in a battle to the death. All of Camelot is counting on you. Good luck, Galahad.



A GUIDE TO ADVENTURING

Many dangers await you on your quest, and you'll find few friends to aid you. The following will help you get started, but only your strength and your wit will see you through.

NOTE The following is based on the default controls. If you have adjusted the settings using the **CONTROLS** option in the Option menu, please substitute the adjusted controls.

Getting Around

To walk, D-Pad **LEFT** and **RIGHT**. Walk softly Galahad, and beware of every creature you see. Be especially careful of dangers which come from the very soil upon which you walk!

To jump, press **B**. Jump from ledge to ledge, and jump to avoid a low-flying bird. But be careful where you jump; though you are strong and can survive a fall from great heights, the ground may hold death in other forms.

To duck, D-Pad **DOWN**. Some enemies respond well to a low swing. Duck to avoid birds as well.

To enter buildings and portals, stand directly in front of the doorway or portal you wish to enter, and D-Pad **down**.

Using Your Weapon

Regular Weapons

To swing your sword, press **A**. Your sword is your only friend, Galahad. Treat it well.

To swing low, D-Pad **down** and press **A**. In this way you can easily defeat enemies lower to the ground than yourself, as well as those *standing* on lower ground (such as a ledge).

Special Weapons

Special weapons can be used as regular weapons (see above), but may have special powers which can only be utilized by pressing and *holding* **A**.

EXAMPLE The Lion Blade is powered by Rune Bombs. If you are carrying Rune Bombs, press and hold **A** to use the Lion Blade's special powers. If you are not carrying Rune Bombs, use the Lion Blade as a regular weapon.

To use a special weapon:

1. Press and hold **A**. Watch the Power Bar at the bottom of your screen.
2. When the indicator reaches the right side of the Power Bar, release **A** to use your special weapon.

A tall, narrow banner with a decorative top featuring a small flag and a cross-like symbol. The banner has a stylized black and white design, possibly representing a bird or a face, and a long, flowing tail.

HARD allows you to play all three worlds (up to 5 lives) wearing minimum strength armor (1 hit point). Hard mode pits you against very strong enemies.

A screenshot of the King's Quest II main menu. The interface is divided into several sections. At the top left, a character portrait of a woman with long blonde hair is labeled with a '1'. To its right, a text box contains the title 'KING QUEST' and a description of the game, labeled with a '2'. Below the portrait is a large, stylized graphic of a sword and shield, labeled with a '7'. At the bottom, there are five icons: a character portrait, a hand holding a coin, a shield with a cross, a sword, and a crown. These are labeled with numbers 6, 5, 4, 3, and 2 respectively from left to right. A legend at the bottom of the page explains these numbers: 1 Weapons Master, 2 Info Box, 3 Exit menu, 4 View Goods, 5 Buy, 6 Inventory, and 7 Goods.

1

2

KING QUEST

LITTLE IS
KNOWN ABOUT
THE ORIGIN OR
USAGE OF THIS
MAGICAL HIGH
POWER WEAPON.
IT COSTS 250
GOLD COINS.

7

6

5

4

3

1 Weapons Master

2 Info Box

3 Exit menu


4 View Goods

5 Buy

6 Inventory

7 Goods

A tall, narrow banner with a decorative top featuring a small flag and a cross. The banner has a light blue background with a dark blue stylized bird emblem at the top. The bottom of the banner is frayed and tattered.



Buying Weapons and Armor

D-Pad **left** or **right** to move the highlight to an option:

Inventory

Press **B** to find out about your current weapons and armor, how much gold you have, and how many Rune Bombs you are carrying. This information is displayed in the Info Box.

View Goods

D-Pad **up** and **down** to see the various weapons and armor the Weapons Master has for sale. The Info Box tells you how much the item costs, how many hit points each weapon inflicts, and how many hit points each suit of armor protects its wearer from.

NOTE Only the items you can afford are displayed in the GOODS box.

Buy

Press **B** to buy the item displayed in the GOODS box.

Exit

Press **B** to exit the Weapons Master's hut and continue your adventure.

SAVING YOUR GAME

At the end of level 7 in worlds 1 and 2, the game gives you a password consisting of four letters. Write it down! The next time you play *GALAHAD*, enter the password using the START WORLD option in the Option menu.

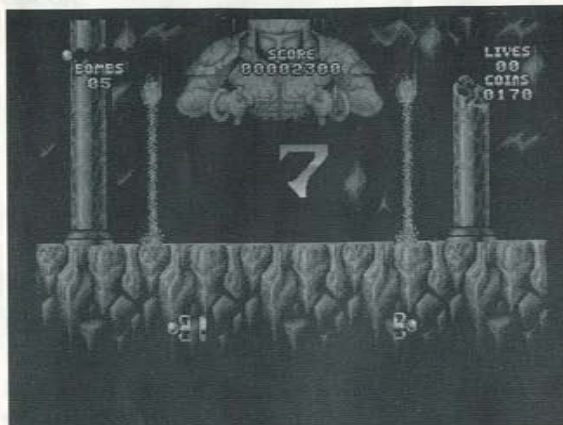
To enter your password:

1. Turn on the game and go to the Option menu.
2. D-Pad **down** to START WORLD.
3. Press **A** and D-Pad **left** and **right** to select the first, second, third, or fourth letter.
4. D-Pad **up** or **down** to cycle through the alphabet until you come to the correct letter.
5. Repeat steps 3 and 4 until you have entered the correct password, then press **A**, **B**, or **C** to exit the START WORLD option.
6. D-Pad **down** to EXIT, and press **B** to exit the Option menu.
7. Choose START at the Main menu. The game begins at the password level.

Using Continues (Credits)

Using the CREDITS option in the Option menu, you can allow yourself up to three credits or "continues." This means that when Galahad runs out of lives, you can continue playing from the

beginning of the current level with a score of zero.



When Galahad's last life expires, the Continue screen appears.

To use continues:

1. Before the countdown reaches 1, press B.

High Scores

When the game is over, if your score is high enough you can enter it on the high score screen. Note: High scores are only saved until your Genesis is turned off or reset!

CREDITS

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