

SEGA™

# LORDS OF THUNDER™

SEGA™  
CD  
SEGA  
CD



4450



# Warnings

## READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

### Epilepsy Warning

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.**

### 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 TVs.

### About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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# THE QUEST

During the Battle of the Gods in the Time of the Sword, the legendary knight Drak and the Goddess Luxina sealed the evil god Deoric deep under the six continents of Mistral. Since that dark time Mistral has known peace and prosperity, and the threat of Deoric has been almost forgotten.

Now the Garuda Empire has invaded the peaceful lands of Mistral. The armies of the Garuda Empire, led by Sornbul and his six Dark Generals, have conquered Mistral's six continents. Sornbul plans to resurrect Deoric and plunge the lands of Mistral into utter darkness. And now, with Mistral defeated, nothing stands in his way.

The people of Mistral fought valiantly, but they were outmatched by the terrible demon armies of the Garuda Empire. In this hour of despair, Mistral has only one hope: Duran, last descendant of the great hero-knight Drak. Wearing the mystical armor of Drak, Duran must single-handedly battle the hordes of the Garuda Empire in order to stop the resurrection of Deoric. Will Duran succeed in his quest?

The answer lies in your hands, as you assume the role of Duran, choose your armor and your items and go forth into battle. You'll have to fight through the different demon armies on each continent and face the terrible might of the six generals. And if you can make your way past them, you'll still have to stop Sornbul and the evil god Deoric. Can you face this awesome challenge?

# GETTING STARTED

1. Set up your Sega CD™ and Sega Genesis™ systems by following the instructions in their manuals. Plug in control pad 1.
2. Turn on your TV or monitor, and then turn on the Genesis.

***NOTE :** If nothing appears on screen, turn the system OFF, make sure it is set up correctly and then turn it ON again.*

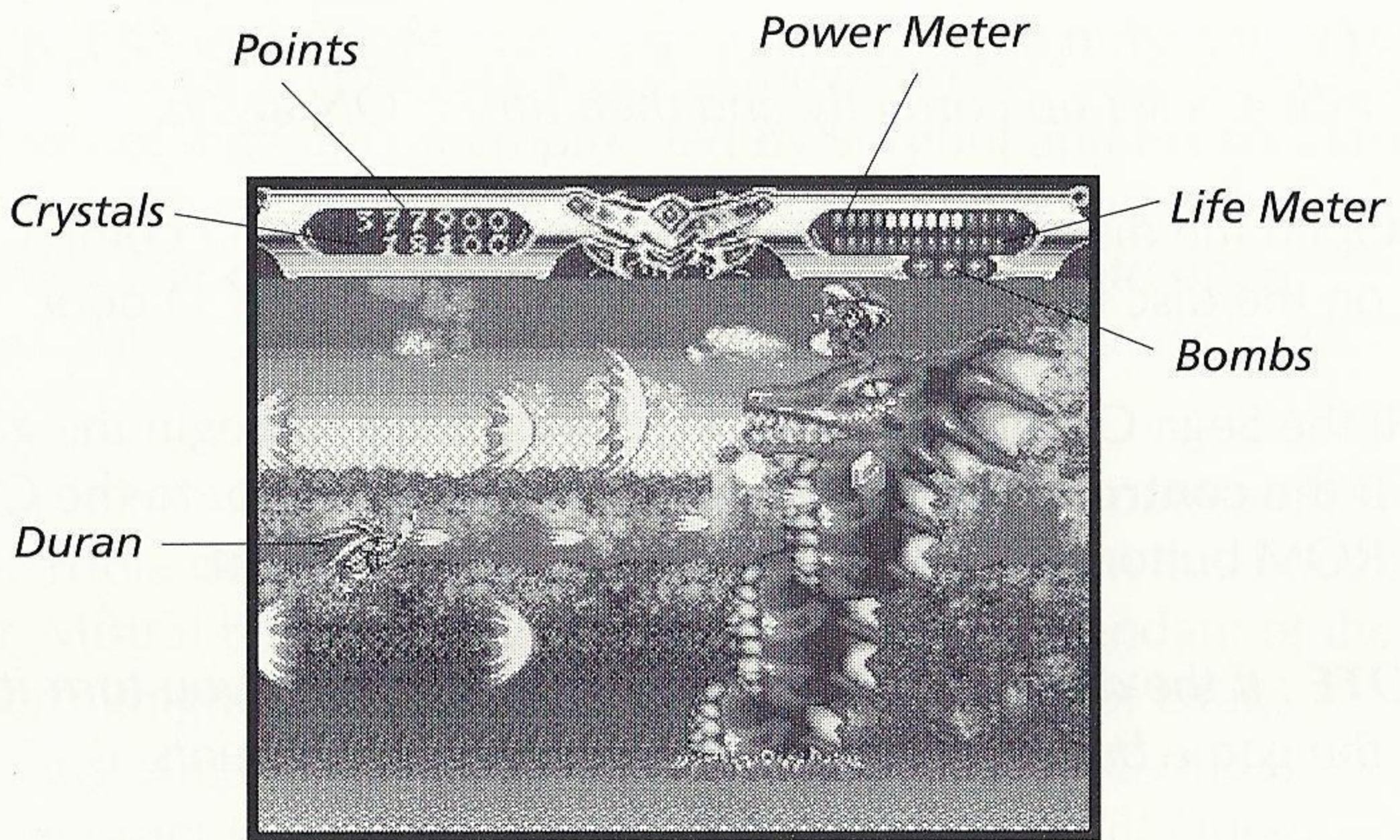
3. Open the disc tray or CD door. Place the Sega CD compact disc on the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD **logo** is on screen, press **Start** to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press Button A, B, or C to begin.

***NOTE :** If the disc is already in the Sega CD when you turn it on, the game begins automatically after a few moments.*

5. At the Title screen, wait and watch as the cinematic introduction takes you into the world of Mistral and the Lords Of Thunder! At any time, press **Start** to get to the opening menu.

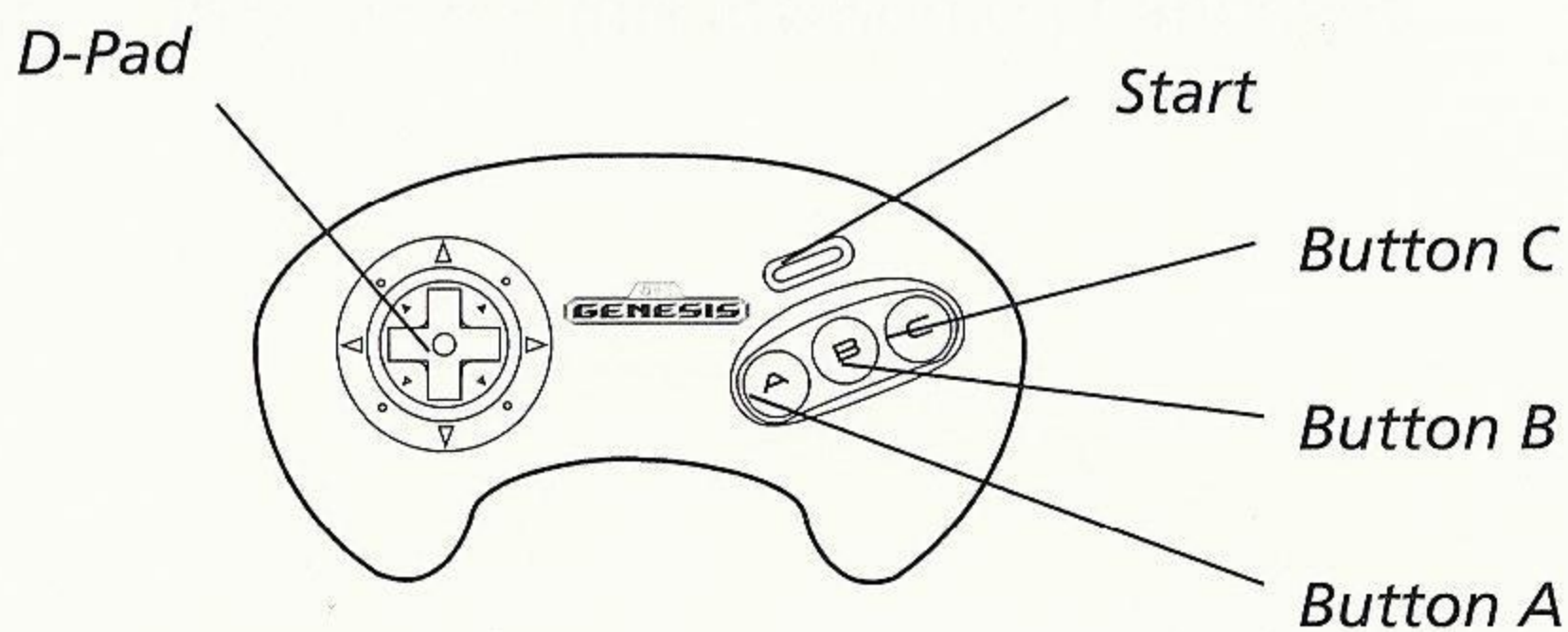
# ACTION SCREEN

This is the screen where all of the game's action takes place. The screen scrolls from right to left as you battle your way across the continents of Mistral.



You can move up or down, left or right, but watch out! The screen is scrolling, and new enemies appear constantly!

# PLAY CONTROLS



## CONTROL SUMMARY

**D-Pad:** Move Duran in direction of D-pad

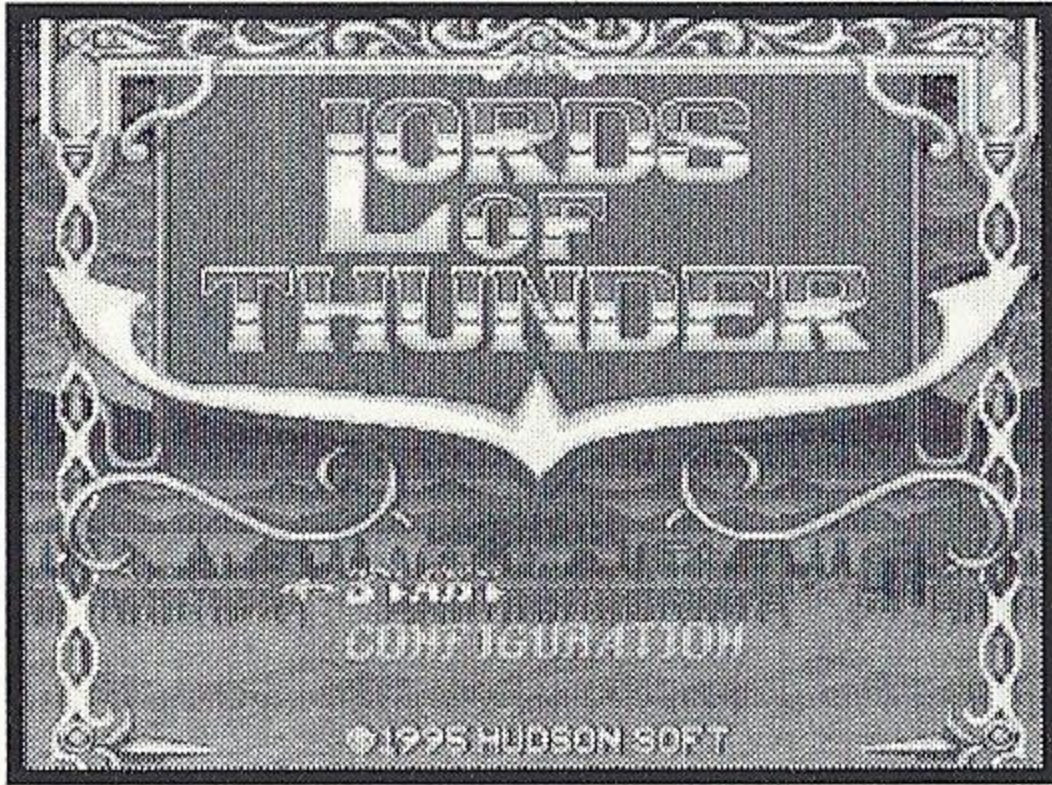
**A Button:** Fire

**B Button:** Bomb

**Start Button:** Pause game

# TITLE SCREEN

On the opening menu, there are two choices: Start and Configuration. Use the D-pad up/down to select the choice you want, then press the Start button to select your choice.



- Select Start to go to the Map Screen.
- Select Configuration to go to the Configuration Screen.

## CONFIGURATION SCREEN

This screen lets you set the difficulty level of the game, and listen to the music or sounds of the game.

Use the D-pad up/down to select the choice you want, then use the D-pad right/left to see other choices.

**Level:** Select from normal, hard, or super.

Normal means that you'll face waves of demons guarding each continent, but perhaps their numbers aren't overwhelming.

Hard means that the demon hordes have been reinforced, so you'll face even more of them. Watch out for the little guys that can sneak up on you!

Super means that in order to get past these enemies you'll need to be more than tough or carrying the right weapons — you'll need to be incredibly skilled. Watch out for waves of enemies from all sides.

**Music:** Select this option to hear the different music tracks.

**Sound:** Select this option to hear the different sound effects.

**Exit:** Select this option to confirm your choices and return to the Title Screen.

# MAP SCREEN

Select where you want to begin your assault on the armies of Garuda. You can choose any one of the six continents of Mistral, as described below.

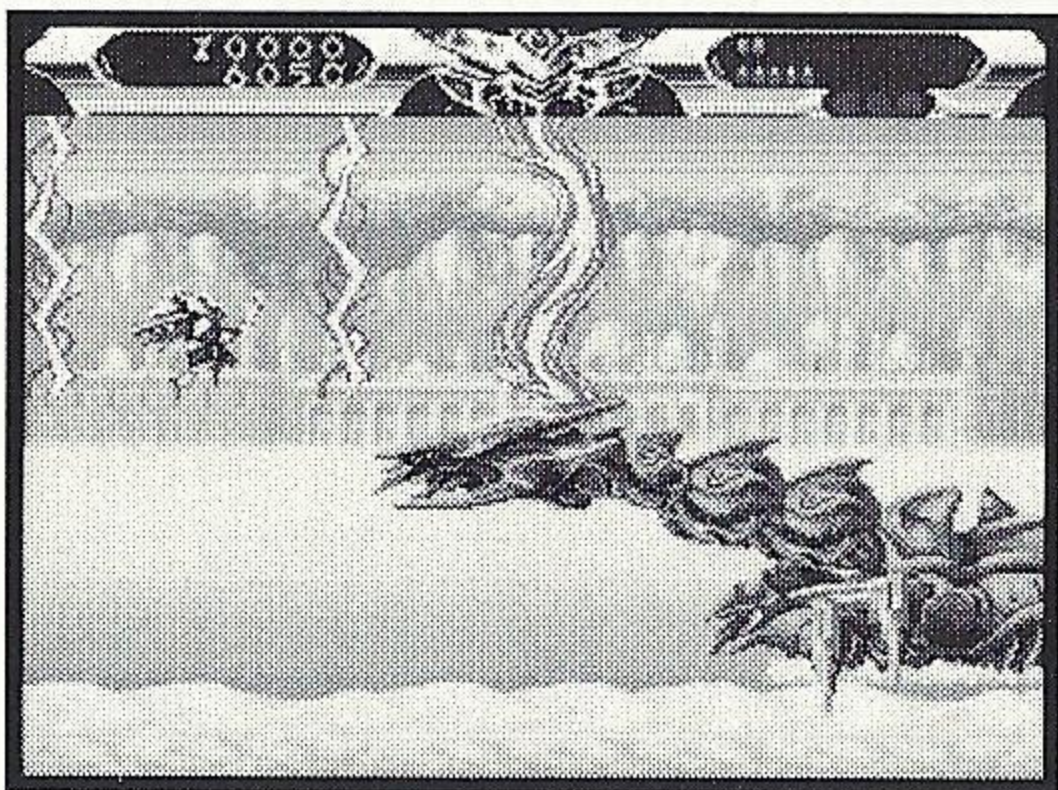


**D-Pad:** Move between continents

**A Button, C Button, Start Button:** Confirm selection and move to Armor Selection Screen

## **DEZANT**

The desert continent, where armies of demon knights guard the scorching sands. Giant sand worms and sandsprites infest the surface. Watch out for the immense dragon crawler! If you pass all of those threats, you'll descend beneath the desert to fight the



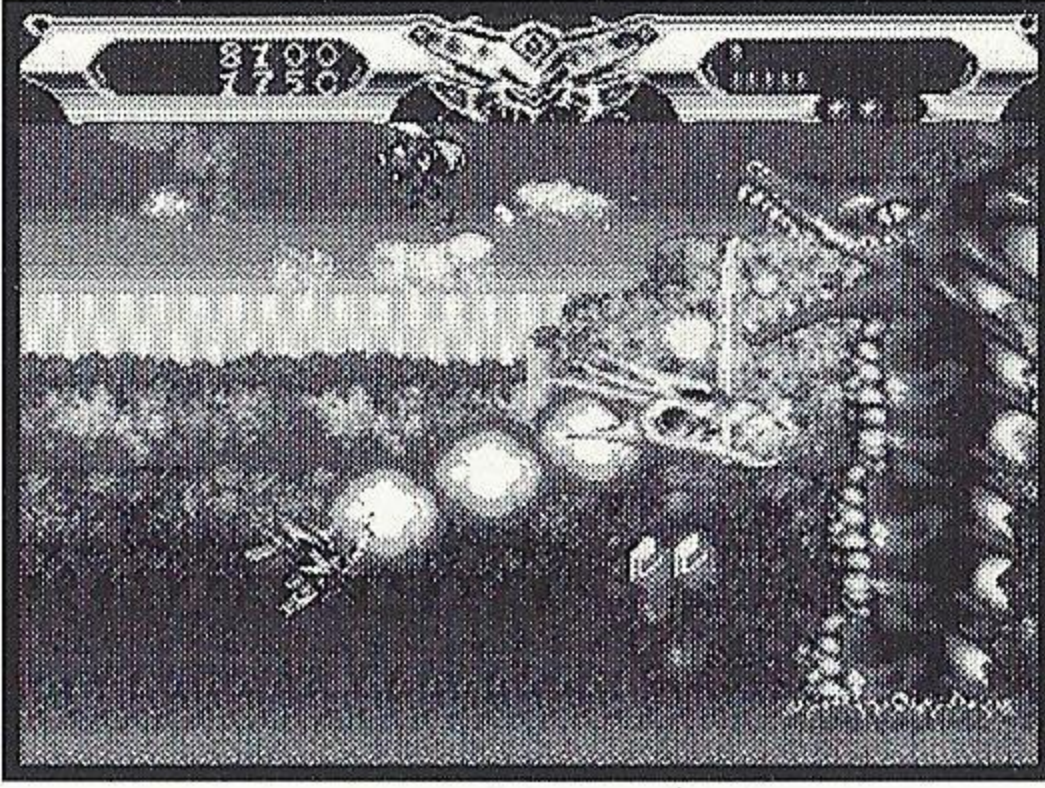
demons in their stronghold. Beware the dune wizards, the glowing spikes of the dreaded scorpion lord, the power scorpions, and the desert slayer with his force bolts. Watch for falling rocks and the spike balls from the ceilings! The caverns are shaken by the forces released in your epic battle, and you must

watch for falling rocks. At the end, the demon general Zargoth transforms into his true being when you confront him.



## AUZAL

The watery continent, where the demon knights swarm and dragon boats carry gargolye troopers. Beware the gigantic riverdragons that breathe fire. Pass through the waterfall and enter into the watery caverns below Auzal. The mystic armor enables you to breathe here, but the current carries you swiftly through the underwater passage, so beware the sharp rocks! Watch out for the squid slayers, the armored worms and the vicious crab demon. The demon general

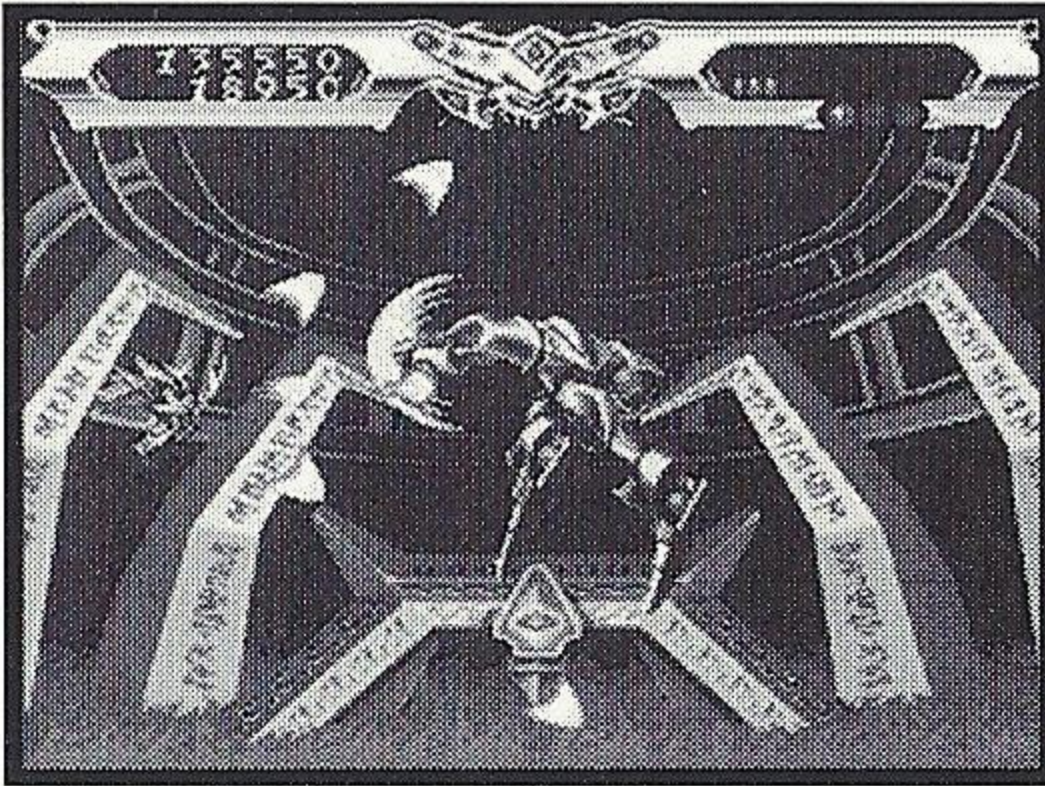


Laugrob awaits you in his chamber, where he tries to destroy you with his water-serpent form.

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## LAMARADA

The volcano continent, where lava flows like water and fires engulf the land. Beware of fireballs, the two-headed firebreathing phoenix, and the giant fire beetles. Guard against the firebirds, the giant flamefalcons, and especially the flying fire spider. The demon knights are joined here by axemen and flame wizards. Descend into the volcano to find the dark general, but avoid the lava flows, the

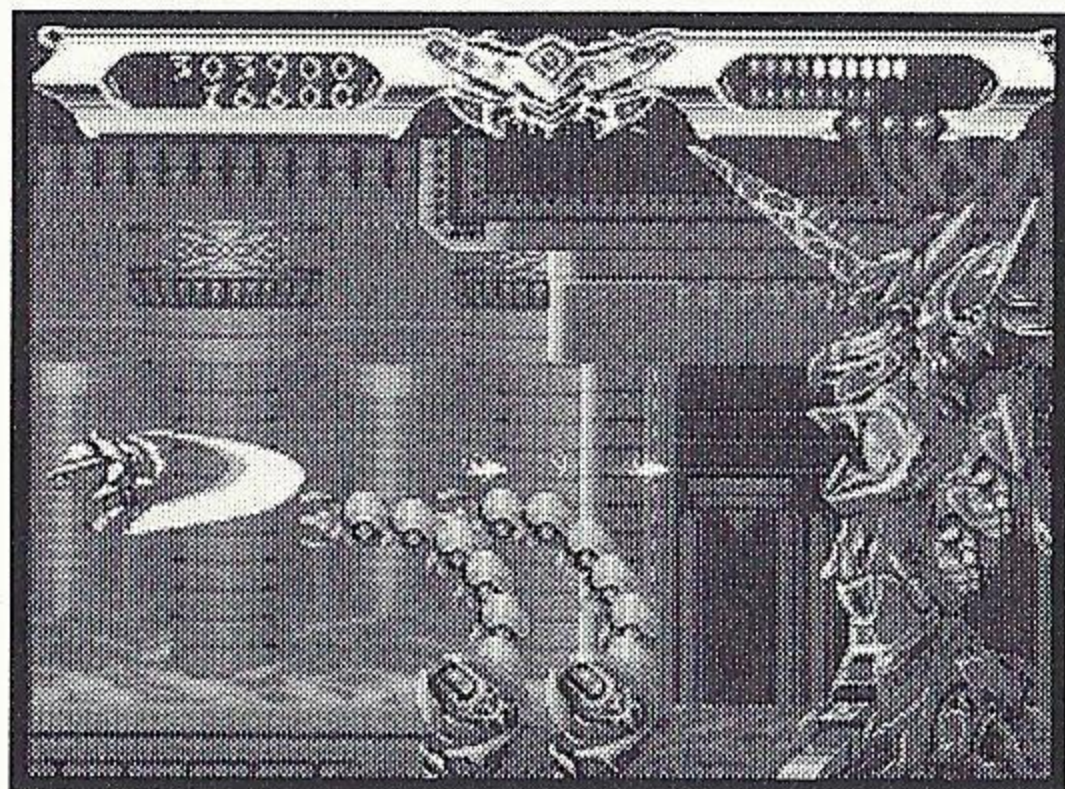


moving rock columns, the crushing ceilings and the spike balls. The demon general Deragor awaits in hideous magical armor, and he can transform himself into invulnerable steel spheres to try and crush you.

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## **BOSQUE**

The jungle continent was once a peaceful land of forests, but has become a twisted land of terror due to the demon hordes. Watch

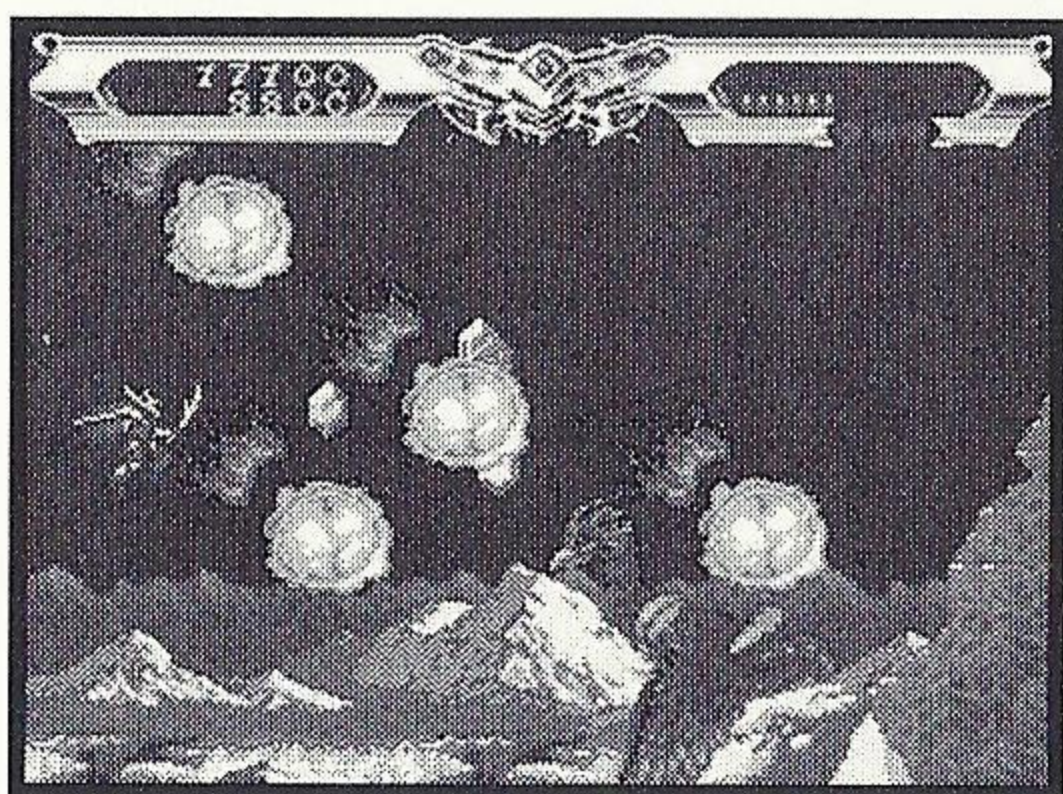


out for the demon beetles, fireflowers, imps, fireball wizards, fire-breathing wyverns, and the giant pincer worm. Enter into the darkness of the stronghold, and beware of spinning death wheels, the chain crawler, and the gargoyle knights. If you can reach the end, you'll find the demon general

Sormog. When he turns into his hideous form, beware of his magical blasts.

## **HELADO**

The ice continent lies frozen in misery under the lash of the

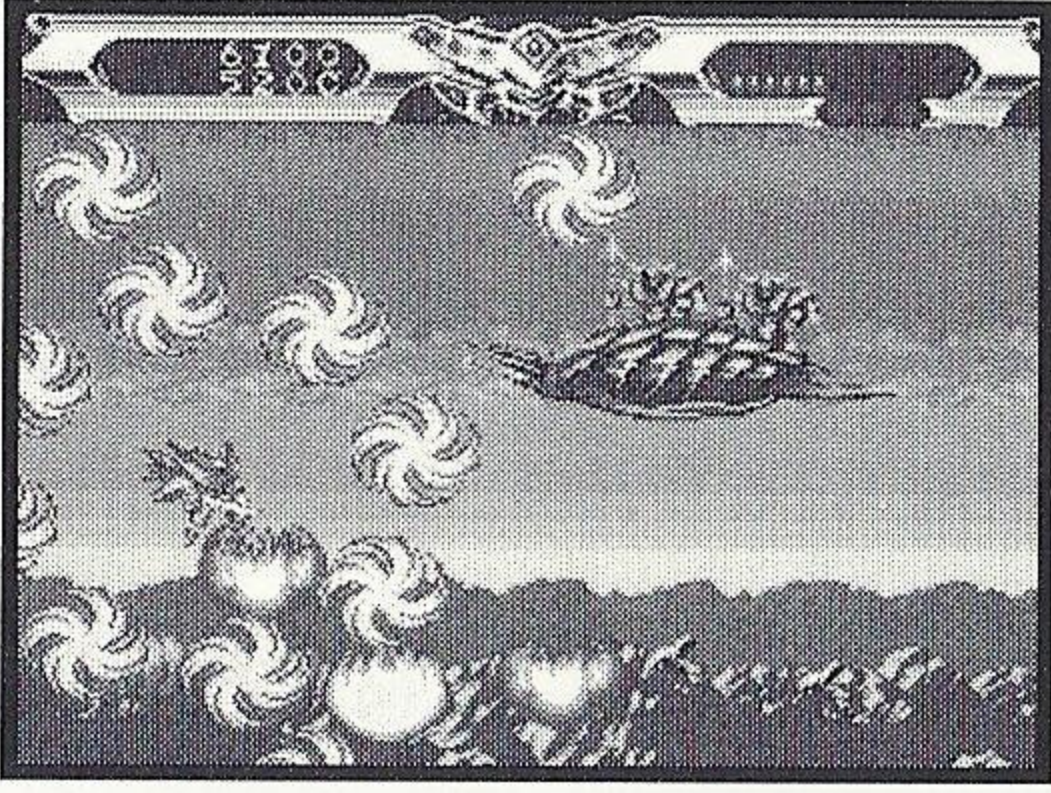


demonic armies. You'll battle frost lizards, the awful demon hawk with his spike swarms, and the gigantic demon worms. You'll also find demons and monsters from the other continents are here as well, in great numbers. Ice shards plunge from the ceiling as you enter the glacier that is the demon stronghold.

The demon general Zoltar assumes his hideous demon unicorn form when you approach. Watch out for his horn, which can attack in a variety of ways!

## **CIELOM**

The cloud continent is the most unusual and dangerous of all the lands. The demon armies are here in force! The demon knights

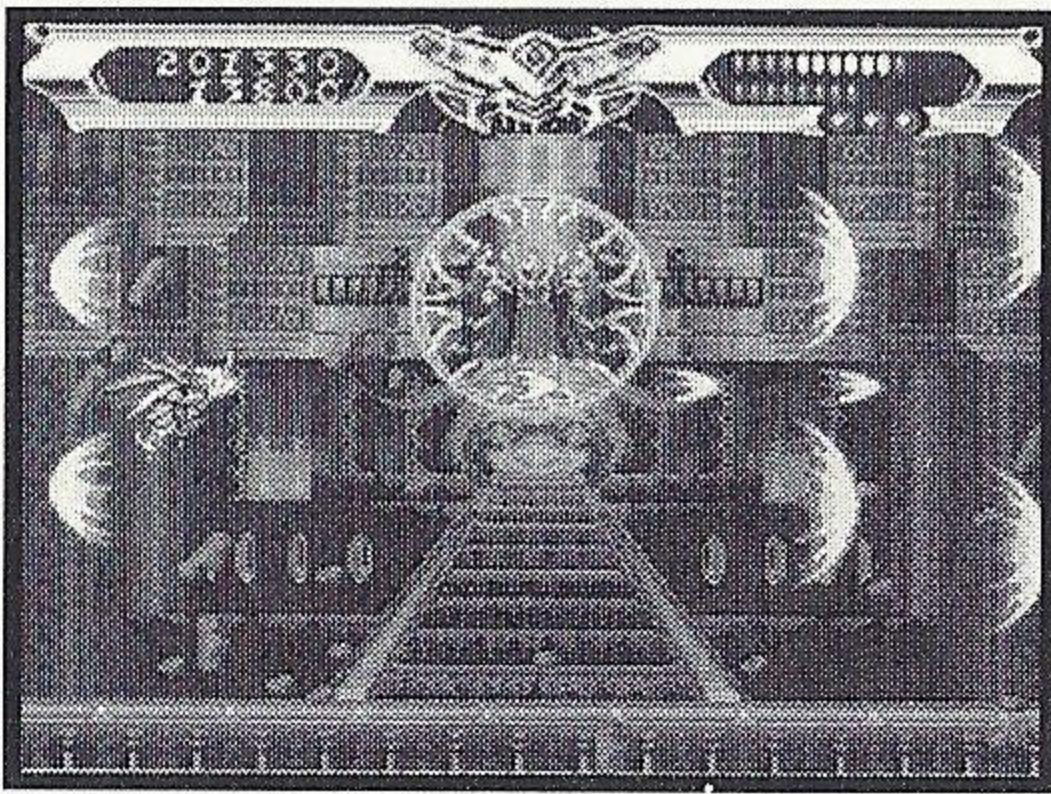


sometimes wield morningstars, or firestars that seek you out. Sky snakes, sky sharks with gargoyle troopers, giant armored demon warriors, and floating orbs make this place almost impassable. All of the threats you encountered on the other continents are here in some form, and you must take great care.

The mightiest of Sornbul's dread generals is here, the evil Molasar. Watch out for his shield!

## **THE DARK TOWER**

The Dark Tower, the dread lair of Sornbul, cannot be attacked until the six dark generals have all been defeated and their continents

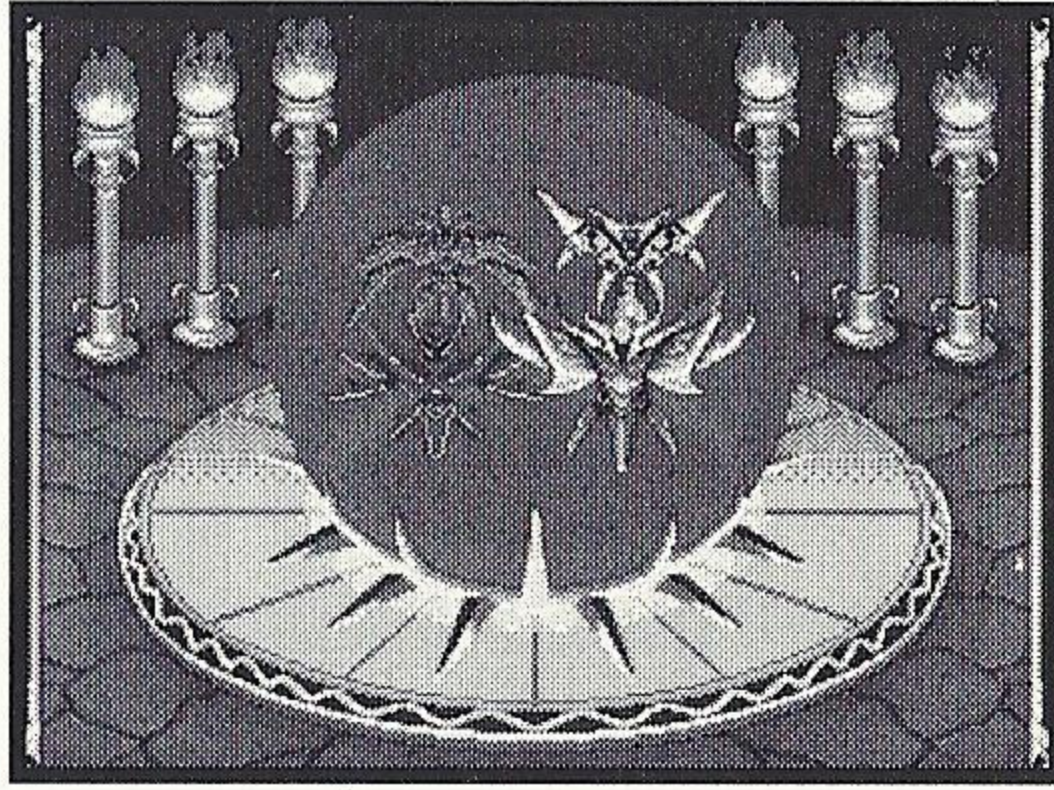


freed from the scourge of the demon armies. You must find and defeat Sornbul before he can release Deorc from his ages-long imprisonment! The Dark Tower is guarded by the most powerful of all Sornbul's demon hordes, and it is strewn with mighty engines of destruction that can crush even

Duran's mystic armor. So beware!

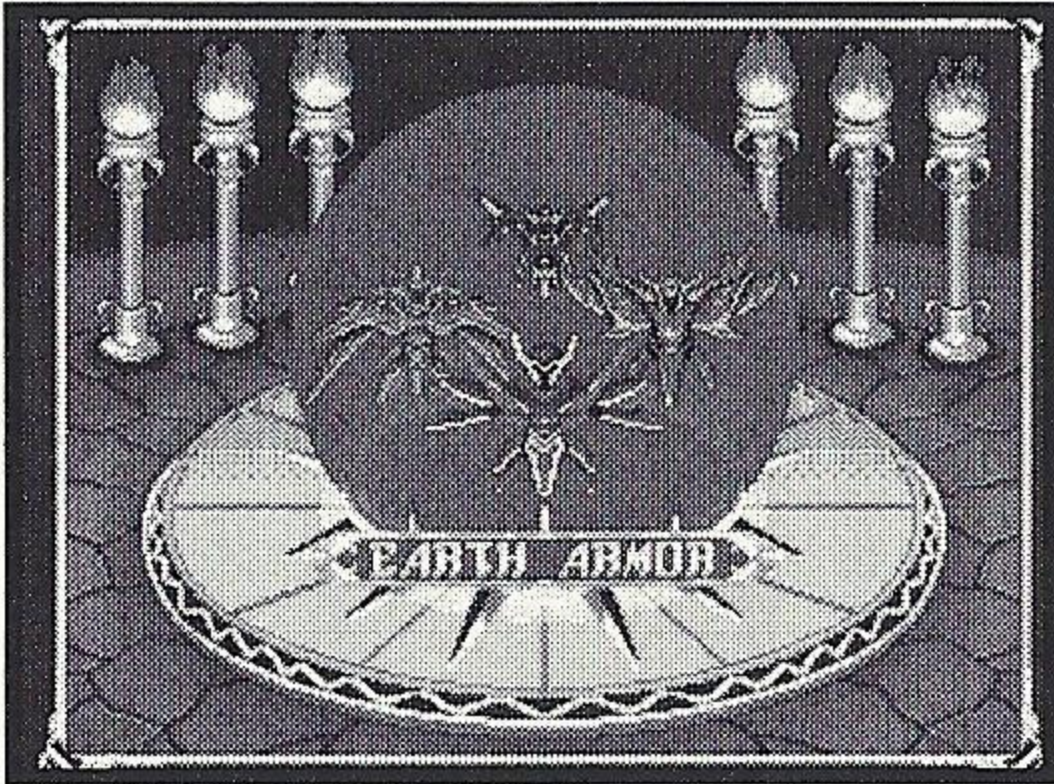
# ARMOR SELECTION SCREEN

The mystical armor of Drak can take one of four elemental forms: Earth, Wind, Fire, or Water. Each of these elemental forms has different capabilities. Their mystic energy blasts form different patterns, which change as you acquire more magic gems and increase your power. Each armor has its advantages against different demon armies on each continent. You'll have to use your skill to decide which armor to use!



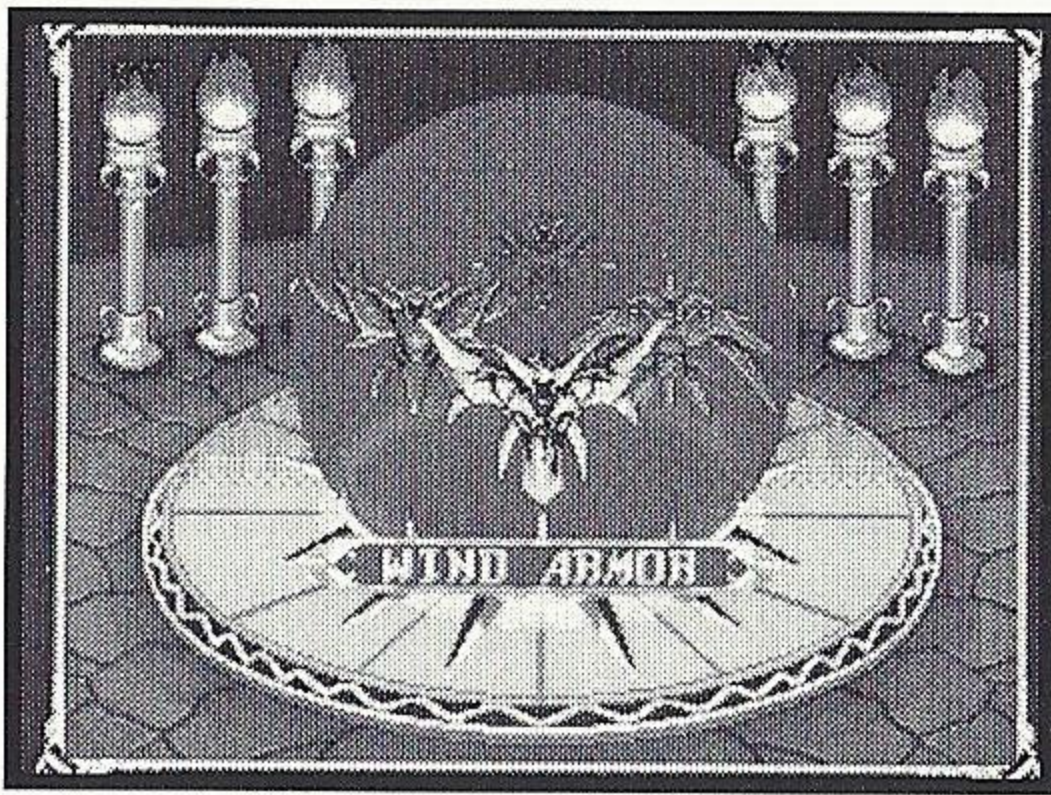
**D-Pad:** Select different armor type

**A Button, C Button, Start Button:** Confirm selection and move to Item Selection Screen



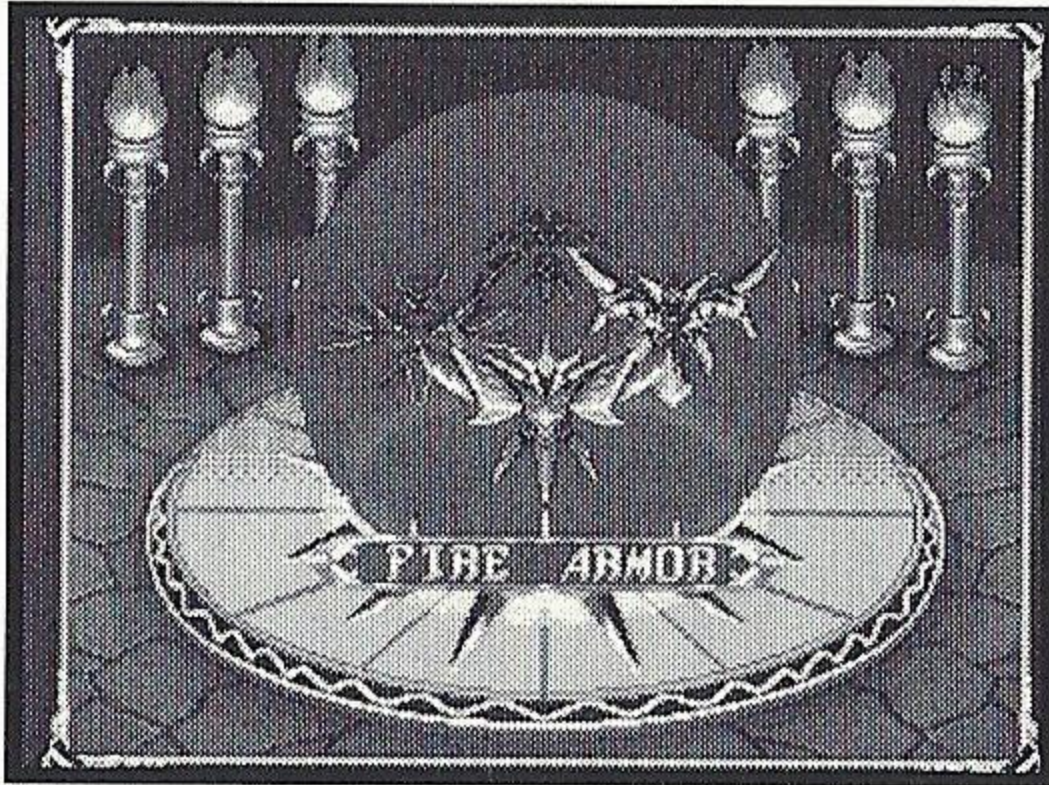
## ***EARTH ARMOR***

This armor shoots beams straight forward and drops energy bombs towards the ground. At full power energy bombs drop towards both ground and sky. It's best for enemies that attack along the ground or high in the air.



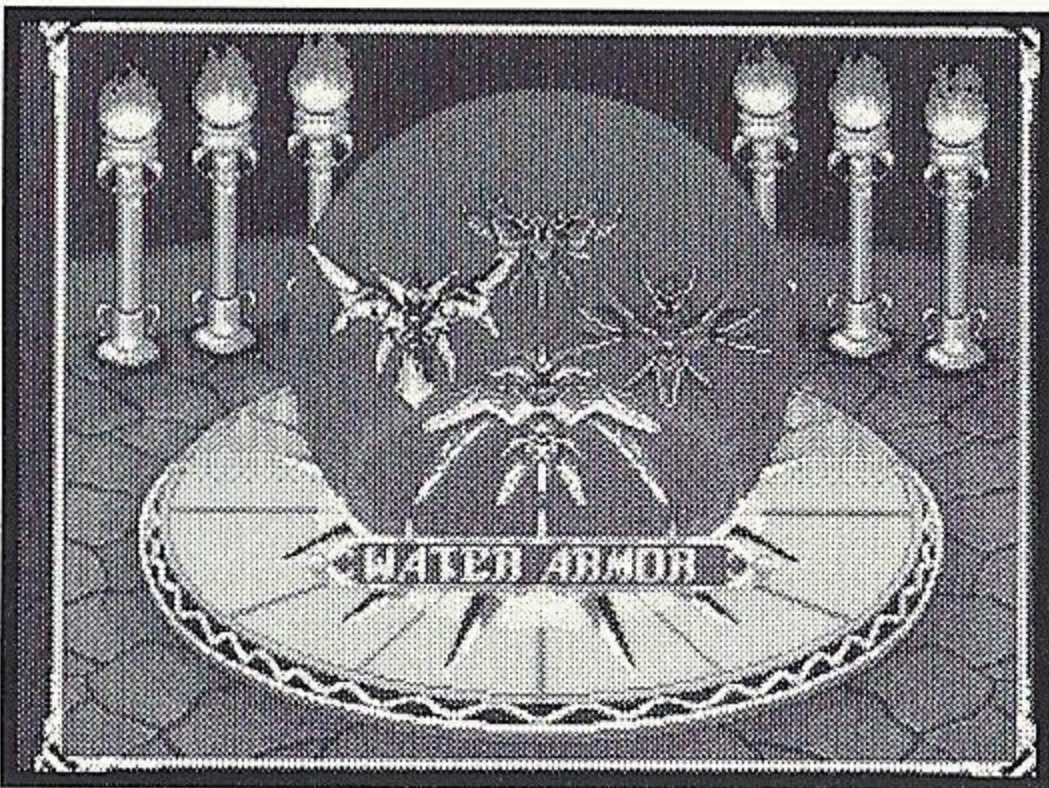
### **WIND ARMOR**

This armor fires lightning straight ahead in intense bolts. At higher power levels, lightning blasts increase, and at full power are fired at an angle forward towards the sky and the ground.



### **FIRE ARMOR**

This armor fires forward at angles and straight to start with, then with more power fires a stream of twisting fire forward. At full power, the armor blasts fire forward with two short range sweeps of fire in front, above and below.

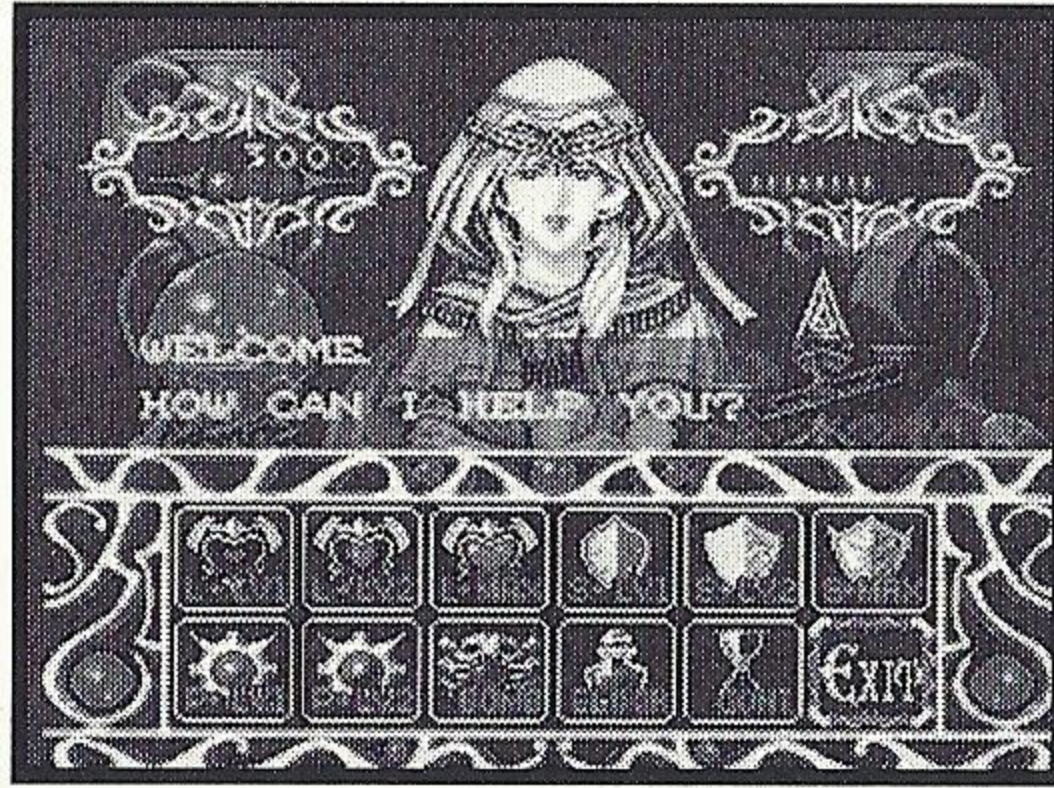


### **WATER ARMOR**

This armor fires blasts in a wide forward pattern which gets wider with more power. At full power the armor fires both forward and backward at the same time.

## ITEM SELECTION SCREEN

Buy magical power gems, life orbs, magical shields, and bombs from the mystic supply center. Use the crystals that you have gathered in your unceasing combat with the forces of the Garuda Empire to acquire these items. If you don't have enough crystals to buy the item, a beep sounds to let you know.



**D-Pad:** Move between items

**A Button, C Button, Start Button:** Buy highlighted item

## DESCRIPTION OF ITEMS

### *LIFE GEMS*

The Life Gems are magical jewels that restore health and heal wounds that you have suffered in your battles with the forces of evil. The Life Gems come in three power levels; one which heals minor wounds, one which heals major wounds, and one which heals all wounds.



- **Life Gem Level 1:** This magical jewel restores your lost health by 2 points. 100 Crystals.



- **Life Gem Level 2:** This magical jewel restores your lost health by 5 points. 200 Crystals.



- **Max Life Gem:** This immensely powerful magical jewel heals all wounds. 500 Crystals.

### *MAGIC GEMS*

The Magic Gems are mystical jewels that recharge the magic energy of your armor. The Magic Gems come in two varieties, one more powerful than the other.



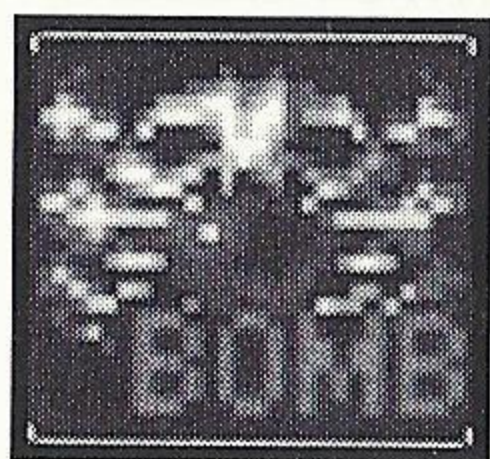
- **Magic Gem Level 1:** Restores 3 units of magical power. 300 Crystals.



- **Magic Gem Level 2:** Restores 8 units of magical power. 600 Crystals.

## ELEMENTAL ORB

This highly enchanted jewel summons an elemental of the same nature as your armor; thus when you're wearing the Fire Armor, the Elemental Orb summons a Fire Elemental. The elemental destroys all the enemies near you, then disappears. Duran can



carry up to 3 Elemental Orbs at a time. The Fire Elemental is a snakelike creature; the Water Elemental takes the form of swirling energy; the Earth Elemental uses the form of a shower of meteors; and the Wind Elemental appears as sheets of lightning. 100 Crystals for each Elemental Orb.

## MAGIC BARRIERS

The Magic Barriers are mystical shields that intercept enemy attacks, preventing the attack from harming Duran. But the Magic Barrier is only good for a limited number of uses, then it disappears until you get another one.



- **Magic Barrier Level 1:** Stops 1 enemy attack. 200 Crystals.



- **Magic Barrier Level 2:** Stops 2 enemy attacks. 500 Crystals.



- **Magic Barrier Max:** Stops 3 enemy attacks. 1500 Crystals.



### **ELIXIR**

This powerful enchanted potion will completely restore your health when you are almost dead, but it only acts once. 2000 Crystals.



### **CONTINUE**

This magical spell turns back time and grants you one more Continue. 1500 Crystals.



### **EXIT**

Select this to start your battle!



# STRATEGY

- As the old saying goes, wealth is power, and that's certainly true in this battle. Make sure you gather lots of crystals so that you can buy the items you need in the shop.
- Save your Elementals for when you really need them. They're the best way to nail big opponents you can't get any other way. One good use of an Elemental: destroy a screenful of enemies to gather a lot of crystals and Magic Gems.
- Keep moving! Staying in one spot is a sure way to fail in your quest.
- Learn to sort out the attacks from the crystals. Sometimes it's pretty tricky!
- Some attacks you can shoot down with your mystic blasts; others you can't.
- Be a smart shopper; use your crystals wisely to buy the items you need most. Sometimes, you might want to save some crystals for your next visit to the shop.
- Choose your armor carefully for each level; the different firing patterns come in handy against different generals.
- Red crystals are worth 25 crystals, blue crystals are worth 5 crystals.
- Look for the magic gems carried by enemies along the way; they're rare, but you can find them. They'll restore your life and your magic power when you get them!

# LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc 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 compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

**1-800-872-7342**

**DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER.** Return the compact disc 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 compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

## **Repairs after Expiration of Warranty**

If your Sega CD compact disc 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 compact disc 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 and Canada 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.**

# Dungeon Explorer

Rescue the Goddess...  
or die trying.

Imprisoned deep within the mazes under Darkling Tower, the beautiful Goddess of Ambition will grant one wish to anyone who rescues her. Countless Warriors have entered the dungeon, but none have

returned. If you seek the Goddess, will you ever again see the light of day?



Attack the Darkling Realm with up to four players simultaneously — the shining Knight, stealthy Ninja, ax-wielding Beast, archer Elf, or crusading Monk.



Conquer 7 sprawling dungeon complexes where monster generators spawn swarms of murderous soldiers, skeletons, and scorpions.

Save your most valued Warrior and bring all his power and combat experience into the next conquest — even if he goes down in the heat of battle.



Now available on Sega CD

