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 ORIGINAL GAME ©1985 DATA EAST CORP.

## story

*Rescue the three sacred stones from the evil King Baroll and bring peace to the island of Yllin.*

An ancient legend tells of the sacred stones of the island of Yllin, at a time...

"...before man walked upon this Earth, when the gods made their home on the beautiful island of Yllin, a land of great peace and harmony. A land blessed by the mysterious power of three magic stones."

But the legend predicted that in the future, when the stones fell into evil hands, pain and sorrow would come to the land and people of Yllin....



The Forwaul tribe lived on the northeast coast. They claimed to make their living as fishermen, but ships looted by pirates in that area told a different story. The Forwauls also made forays into other tribes' territory to steal animals and terrorize the people living there, but stopped short of open war for fear of the other tribes' superior strength.

King Baroll, ruler of the Forwaul tribe, had bigger plans. He secretly desired to rule over all of Yllin. And to this end he managed to find where the three magical stones were hidden—and steal them.

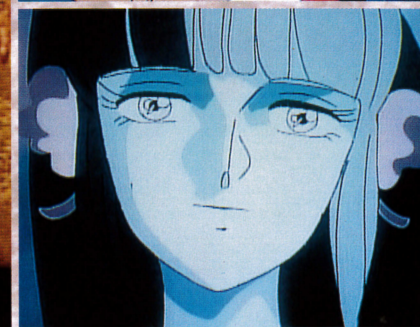
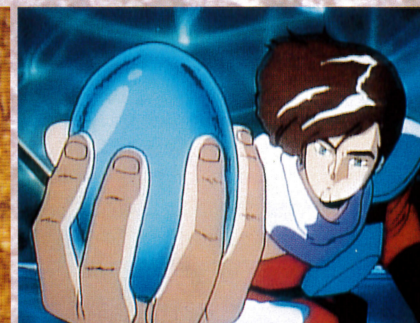
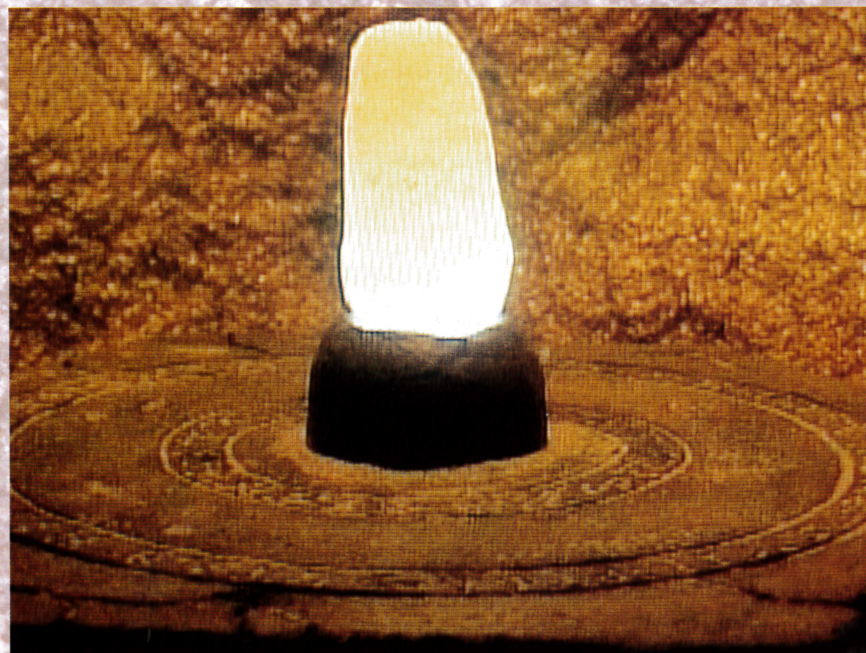
Once Baroll controlled the power of the stones, he was able to enslave the populace of Yllin, forcing them to bring their food and riches to Forwaul. Those who dared oppose Baroll were tortured or suffered horrible deaths. As long as Baroll had the stones, no one could refuse his demands.



Although Baroll could use the power of the stones to control and destroy others, he didn't know that the three stones were actually once a single stone, broken into three pieces thousands of years ago.

Ashe, a young knight from the tribe of Dar Nahn has learned the secret of the three stones—that the one who brings them together again will wield unimaginable power.

The young knight Ashe is on a journey to free himself, his tribe, and his world. The journey starts in the castle of Bogarde.



## Getting Started

Please read the manual for this LaserActive™ game before playing, and refer to it whenever you have questions.

### GAME ACTION

This is a virtual-action adventure game, where you play the young warrior Ashe. When the opening scenes end, it's time for you to take charge. If you make a mistake or respond too slowly, Ashe won't be able to thwart Baroll's evil plan, so stay sharp!

### THE TITLE SCREEN

Press the Start Button during the opening sequence to access the Title screen. Press the D-Button to highlight an option and press the Start Button to select it.

**GAME START:** To begin gameplay.

**OPTIONS:** To set various game conditions.



## Game Options

Select **OPTIONS** to open the game options screen. Here you can change various game parameters. Press the D-Button up or down to highlight the option you wish to set and press it left or right to change the setting.

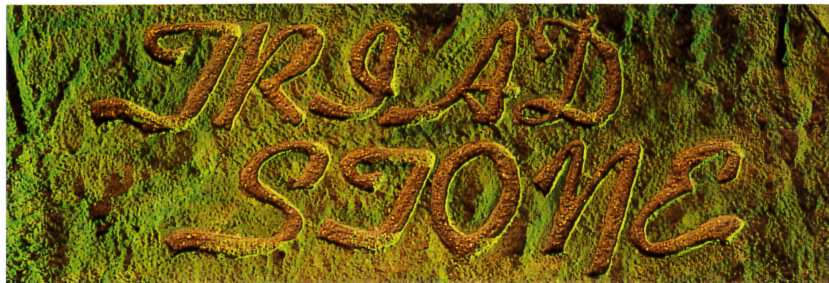
**LEVEL:** Choose between **EASY**, **NORMAL** and **HARD** settings.

**CONTROL:** Change the functions of the buttons on your Control Pad.

**LANGUAGE:** See game messages in your choice of English or Japanese.

**EXIT:** When you've finished setting the options, select this and press Button A or C to return to the Title screen.





## Controlling the Action

When playing the game, you must be on the lookout for marks which appear on screen, indicating the action you should take at that time. Here are the various button functions:

### MOVEMENT/DODGING

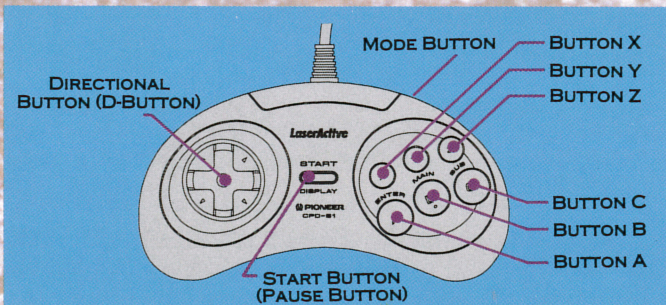
When the directional arrow appears on screen, press the D-Button in that direction to move.

### SWORDFIGHTING

When you see the sword marker appear on screen, press the D-Button in the direction the sword is pointing and press Button A or C to use your sword.

### POWER (MAGIC)

The screen will begin to turn red when Ashe is in dangerous situations. Press Button B repeatedly to raise Ashe's power level and propel Ashe through the danger!

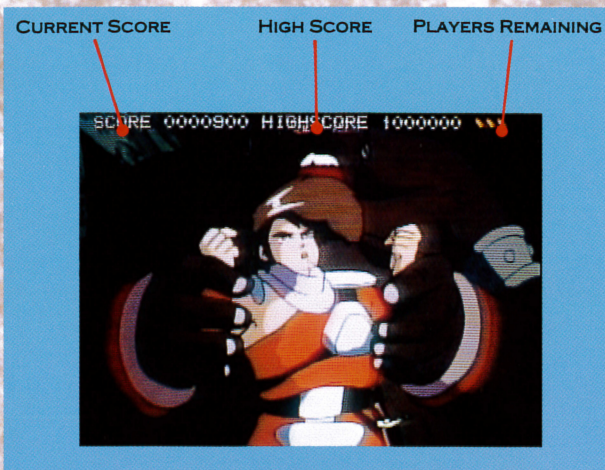


#### NOTE

- \* The functions of Buttons A, B and C can be rearranged in the options screen.
- \* The pause function can't be used during game play.
- \* Buttons X, Y and Z and the Mode Button aren't used in this game.

## Screen Signals

At the top of the game screen, various information is displayed.



**Current Score:** The score for the current game.

**High Score:** The highest score of any game so far.

**Players Remaining:** The number of chances you have to continue playing (see *The Continue Screen*).

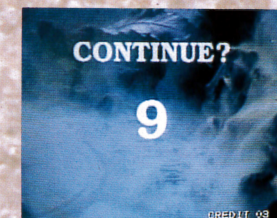
## The Map Of Yllin

Your quest is made up of Rounds. Clear a Round and a map of Yllin appears on the screen, showing your location. Choose where to go next—move the cursor with the D-Button and press Button A or C to select.

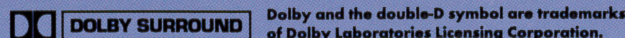


## The Continue Screen

You start with three credits (chances to continue), and gain credits as your score increases. If the number of players left reaches zero and you have credits remaining you may continue the game. To continue, press the Start Button before the timer reaches zero. You begin again from the Round you were last in.



### Dolby Surround Stereo!



Triad Stone was recorded using Dolby Surround™. When playing this game, please set your amplifier or television to the Dolby Surround™ setting for maximum game enjoyment.



## READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small number of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Light patterns emitted from television screens during video game play may induce epileptic seizures in certain individuals. Epileptic symptoms may appear even in persons with no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, please consult your physician prior to playing. If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, or any involuntary movement or convulsions while playing a video game, IMMEDIATELY discontinue use and consult your physician before resuming play.

It is dangerous to play discs which are cracked, warped or mended with adhesive, and such discs must not be used. Disc cleaning products or sprays for removing static electricity may cause cracking of discs, and are not recommended for use.

PEASU5014	Still pictures or images, such as those generated by video games, can cause permanent damage to projection TVs. We recommend that this disc not be used with a large-screen projection TV.	This disc is for private home use only and any other use, copying, reproduction or performance in whole or in part is prohibited.	When not in use, place disc in jacket and store vertically in a cool, dry place.	This product bears the registered trademark "PIONEER" granted under licence from Pioneer Electronic Corporation. This trademark relates to MEGA-LD compatible soft-ware only.	This disc is to be played by MEGA-LD player system only.
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