

SEGA

MEGA DRIVE ULTIMATE COLLECTION



SEGA®

PRECAUTIONS

- This disc contains software for the PLAYSTATION®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PLAYSTATION®3 specifications for the PAL market only. It cannot be used on other specification versions of PLAYSTATION®3.
- Read the PLAYSTATION®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PLAYSTATION®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PLAYSTATION®3 system, visit eu.playstation.com or refer to the PS3™ system's Quick Reference document.



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PLAYSTATION®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

BLES-00475-UK

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Thank you for purchasing SEGA Mega Drive Ultimate Collection. Please note that this software is designed for use with the PLAYSTATION®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.



The logo features the SEGA logo in a small oval at the top. Below it, the words "MEGA DRIVE" are written in a stylized, metallic font within a horizontal oval. Underneath that, the words "ULTIMATE COLLECTION" are written in a larger, bold, metallic font with a 3D effect.

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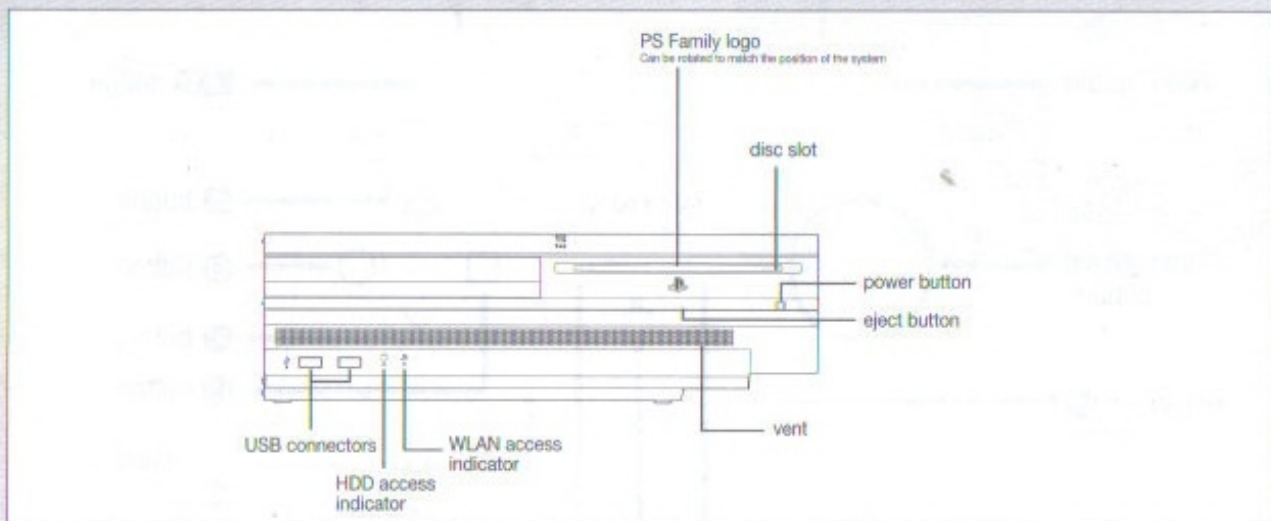
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SEGA Mega Drive Ultimate Collection contains 40 classic titles, only a small number of which are introduced in this manual. Please see the official website for this title at <http://www.sega.co.uk/megadrive>.

Please note screen captures are taken from the North American version of the game.





PLAYSTATION®3 System Front



SETTING UP

Set up the PLAYSTATION®3 system according to the instructions in its instruction manual. At start-up, the power indicator will glow red to indicate that the PLAYSTATION®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.


Insert the *SEGA Mega Drive Ultimate Collection* disc into the disc slot with the label side facing upwards. Select the  icon from the Home Menu. A thumbnail image of the software will be displayed.

Press the  button to commence loading. Do not insert or remove accessories once the power is turned on.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

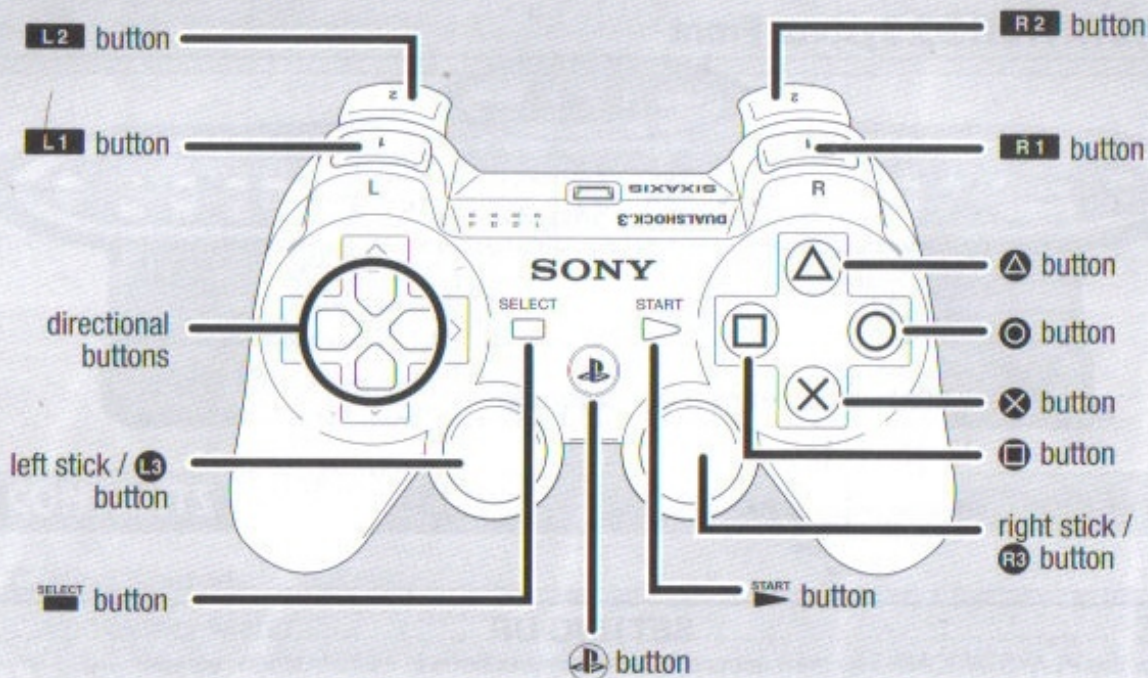
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *SEGA Mega Drive Ultimate Collection* disc with the label facing up into the disc slot. Select the icon for the software title under *SEGA Mega Drive Ultimate Collection* in the PLAYSTATION®3 system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

Select the language you wish to play in by selecting the language from the PLAYSTATION®3 system menu before starting play.





* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data to PLAYSTATION®3 system format software is saved on the system's hard disk. The data is displayed under "**Saved Data Utility**" in the *SEGA Mega Drive Ultimate Collection* menu.

SAVING SCORES AND SETTINGS

As long as **Autosave** is enabled, your scores and settings will be saved automatically after you change the settings and options, in-between games, and when you return to the **Game Select** menu. If **Autosave** is disabled, scores and settings will need to be saved manually by selecting **Save Settings** in the **Options** menu.

Scores and game progress ("game state") can also be saved on a title by title basis, to be resumed at a later time. Press **SELECT** anytime during a game and select **Save Game Data**. Up to three game states can be saved.

LOADING SCORES AND SETTINGS

Game settings are automatically loaded when you startup *SEGA Mega Drive Ultimate Collection*. They can also be loaded manually via **Options**.



GAME SELECT MENU

Press the **START** button at the Title Screen to open the **Game Select** menu. From here you are able to scroll through the entire game collection, select a game to play, view the **Museum** for each game, adjust the game's **Options**, and check out bonus games and other unlockable **Extras**. Use the left stick or directional buttons **↑ ↓** to cycle through the list of games, and **← →** to rate each game as a favorite. You can also press the **L1** and **R1** buttons to sort alphabetically, by year, genre or favorites. On the right side of the **Game Select** menu you will find information regarding the release year of each game.



Use the following buttons to access the different game features.

- X** button Play the selected game.
- O** button View the **Museum** for the selected game.
- △** button Open the **Extras** menu to access unlockable games and movies.
- button Open the **Options** menu to change game settings.

OPTIONS MENU

Press the **□** button at the **Game Select** menu to open the **Options** menu. Use the left stick or directional buttons **↓ ↑** to highlight an option and press the **X** button to select. Once selected, use the directional buttons to make changes. Press the **O** button to return to the **Game Select** menu.



Autosave Settings

Select **Save Settings** to manually save your game settings and unlocked content, or **Load Settings** to manually load. If **Autosave** is set to **ON**, then it's unnecessary to use the **Save Settings** option.

Audio / Video Settings

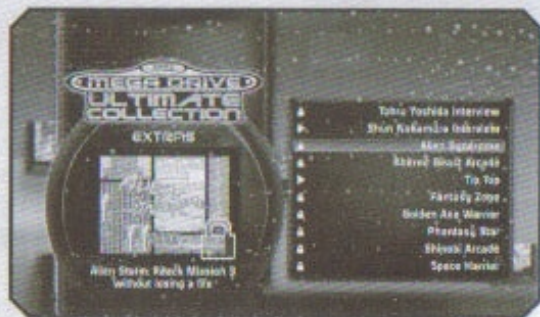
Use the left stick or directional buttons **↓ ↑** to select from **Game Sounds**, **Music** and **SFX** (sound effects), and **← →** to change their respective levels.



EXTRAS MENU

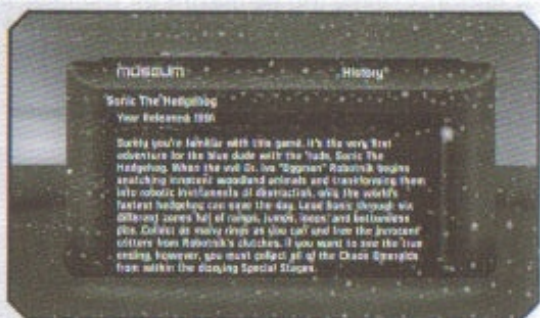
Press the **△** button at the **Game Select** menu to open the **Extras** menu. In addition to the 40 games, *SEGA Mega Drive Ultimate Collection* contains nine classic games that can be unlocked, as well as interviews that can be unlocked and played via the **Extras** menu. Use the left stick or directional buttons **↓↑** to highlight an item and press the **×** button to play. Press the **△** button to view the *SEGA Mega Drive Ultimate Collection* game credits, and the **○** button to return to the Game Select menu.

Highlight the game or interview to see how to unlock bonus items.



MUSEUM

Each game in the collection has its own **Museum**, which includes a history of the game and artwork. Highlight a game in the **Game Select** menu and press the **○** button to enter the Museum for that title. While in the **Museum**, press the **L1** and **R1** buttons to cycle between the History and Artwork sections. Press the **○** button to return to the Game Select menu.



PAUSE MENU

While playing any game, press the **SELECT** button to pause the game and open the Pause menu with the following options:

Resume Game

Return to the game in progress.

Control Setup

View the unique controls for the game, and customize the button assignments. For two-player games, each player will need to individually access the **Control Setup** menu to change their controls.

Video Setup

Adjust your game's viewing area on your television, and turn **ON/OFF** the **Smoothing** option.

Save Game Data

Save the game in its current state. Up to three game states can be saved.

Load Game Data

Load a previously saved game.

Reset Game

Reset High Scores for the game. The game will also restart from its Title Screen.

Exit Game

Return to the **Game Select** menu.



Here is the complete list of the titles included in the collection. A small selection of the games are introduced in the pages that follow. Additionally, a brief description of the controls for each game can be found by accessing the title's **Pause** menu and selecting Control Setup. For detailed instructions for all games, check out the official website at <http://http://www.sega.co.uk/megadrive>

Alex Kidd in the Enchanted Castle

Alien Storm

Altered Beast

The Story of Thor

Bonanza Bros.

Columns

Comix Zone

Decap Attack starring Chuck D. Head

Dr. Robotnik's MBM

Dynamite Headdy

Ecco II: The Tides of Time

Ecco the Dolphin

E-SWAT

Fatal Labyrinth

Flicky

Gain Ground

Golden Axe I

Golden Axe II

Golden Axe III

Kid Chameleon

Phantasy Star II

Phantasy Star III: Generations of Doom

Phantasy Star IV: The End of the Millennium

Ristar

Shining Force

Shining Force 2

Shining in the Darkness

Shinobi III: Return of the Ninja Master

Sonic 3

Sonic 3D: Flickies' Island

Sonic & Knuckles

Sonic Spinball

Sonic the Hedgehog

Sonic the Hedgehog 2

Streets of Rage

Streets of Rage 2

Streets of Rage 3

Super Thunder Blade

Vectorman

Vectorman 2

The following games for the SEGA Master System™ and arcade can also be unlocked and played via Extras.

Golden Axe Warrior

Phantasy Star

Alien Syndrome

Altered Beast

Tip Top

Fantasy Zone

Shinobi

Space Harrier

Zaxxon



SONIC THE HEDGEHOG

The evil scientist Dr. Eggman (AKA Dr. Robotnik) has snatched the poor animals of Emerald Island and turned them into robots. Only one hero can defeat Dr. Eggman and rescue the animals from his vile clutches -- it's the super-cool hedgehog with the blue spiky hair, Sonic!

From the Title Screen, press the START button to begin the game.



Playing the Game

Rush through six exciting Zones collecting Rings, avoiding traps and destroying enemies. Each Zone is divided into three Acts. At the end of the third Act, you must defeat Dr. Eggman and release the captured animals from the capsule to clear the Zone.



WALKING/RUNNING

Use the left stick or directional buttons $\leftarrow \rightarrow$ to move Sonic left and right.

ATTACK

To attack enemies, use the left stick or directional button \downarrow while running to perform a Spin Attack, or press the \otimes button to jump and perform a mid-air Spin Attack.

RINGS

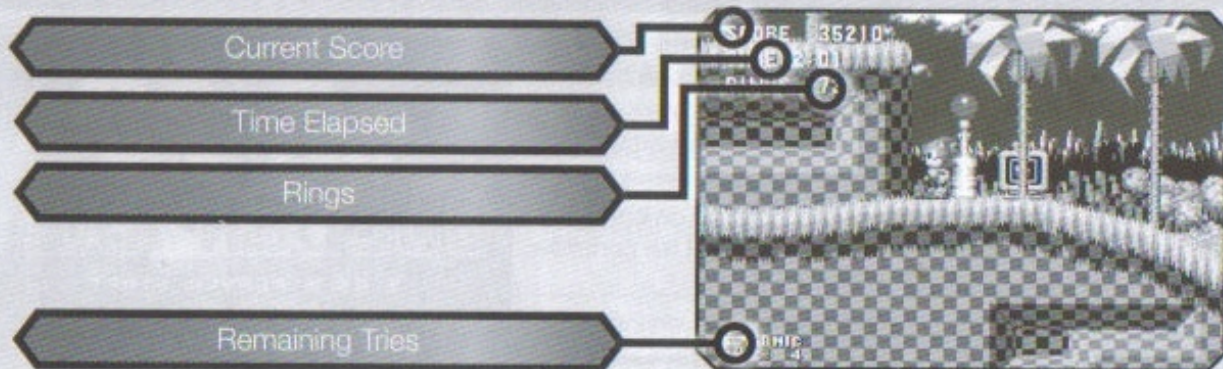
Pick up Rings to protect yourself from enemy attacks. When you are attacked, you will lose all your Rings which leaves you vulnerable.

TIME

You have ten minutes to complete each Act. Exceed this and you will lose one try.



Game Screen



Items

Use the Spin Attack to smash open video monitors and receive the item inside.



Super Ring

Earns you ten Rings.



Shield

Protects you from damage one time only.



1-UP

Gives you one extra try to finish the game.



Power Sneakers

Makes you run even faster.



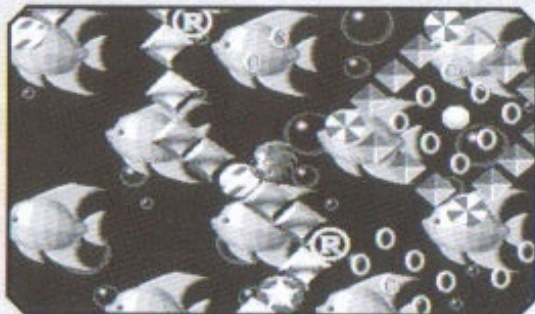
Invincible

Protects you from damage for a limited time.

Secret Zone

Clear Act One or Act Two with 50 or more Rings and you will be transported to the Secret Zone by jumping through the giant gold Ring.

Use the Spin Attack by ricocheting off multi-colored blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the Chaos Emerald (one in each Secret Zone) and as many Rings as you can while keeping away from the Goal Blocks.



The land of Yuria has been invaded and is now ruled by the iron fist of Death Adder, who secured his throne by seizing the Golden Axe. Three brave warriors now rise to the challenge of defeating Death Adder and his soldiers and returning peace to the Kingdom.

From the Title Screen, press the START button on controller 1 for one player or controller 2 for two players. Use controller 1 to select from the following modes:

Arcade

Play the arcade version of Golden Axe™. Your journey takes place over eight stages.

Beginner

Play a simplified version of Golden Axe™. In this mode, the game ends at stage 3, after a battle with Death Adder Jr.

The Duel

Test your skill against other game characters. In one-player games, you fight one-by-one against 12 of Death Adder's soldiers, each more powerful than the last. The battle ends if you lose a duel. In two-player games, the two players fight each other until one warrior defeats the other.

Once the game mode is selected, select a warrior to play using the left stick or directional buttons.

Playing the Game

Make your way through the gamefield fending off Death Adder's minions.

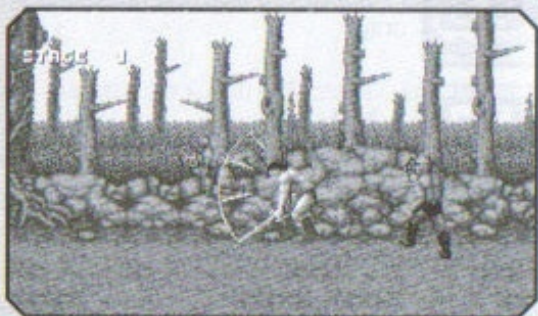
MOVING

Use the left stick or directional buttons to move the warrior in any direction. Push the **X** button to jump.

ATTACKS

- Press the **□** button while jumping for a downward slash with your weapon.
- Press the **○** or **□** button while running for a body slam, kick or head butt, depending on your warrior.
- Press the **X** and **□** buttons together for a special skill attack.
- Press the **△** button for a Magic attack.

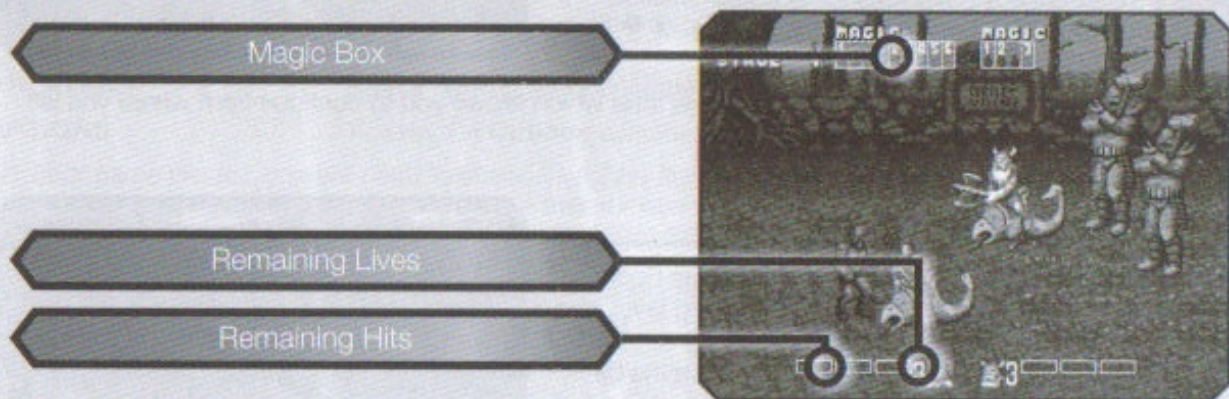
Remember that each warrior has their own unique skills. What one warrior can do, the others may not be able to. Experiment with the Jump and Attack buttons to discover all the special moves, and learn the best ways to control each warrior.



Gameplay Hints

- Nudge passing elves and pick up the Magic Pots and Strength Bars they drop to increase your power.
- Some enemies are mounted on Bizarrians, creatures native to the land of Yuria. Try to knock the riders off of the Bizarrians, and mount the creature yourself to use its special skills to your advantage. When you ride a Bizarrian, it will take all damage from enemy hits instead of you.

Game Screen



Game Over

The game ends when you die with no lives remaining.

If you have Credits, then the **Continue Game** message will be displayed. Select Yes and press the START button to continue the game from the last stage you were playing. Select No to proceed to the **Scoreboard**.

The **Scoreboard** will be displayed before returning to the Title Screen. It shows your score, the number of times your warrior has been revived, your total strength and your game ranking.

Options

From the Title Screen, select **Options** to change a variety of game settings. Use the left stick or directional buttons \downarrow \uparrow to select an option and \leftarrow \rightarrow to change the setting.

Life Meter

Choose the number of hits your warrior can take from **3** to **5**.

Control

Change the controller button settings. Note that **A**, **B** and **C** represent the SEGA Mega Drive buttons.

Sound Test

Press the START button to display the **Sound Test** menu. Select a game sound with the left stick or directional buttons and press the START button to preview.



ECCO THE DOLPHIN

A freak waterspout storm has sucked up all the marine life, leaving Ecco all alone in the bay. Ecco must now travel the ocean far and wide gathering clues and solving puzzles in order to find his lost pod and unravel the mystery of their disappearance.

At the Title Screen, press the START button to go to a submerged cavern, where Ecco waits to begin the long journey through the timeless seas. Push the left stick or directional buttons \rightarrow to start from the beginning, or \leftarrow to go to the **Password** screen.

A Password is given at the beginning of each new level which allows you to continue from where you left off or any previously played levels.



Playing the Game

Use the left stick or directional buttons to swim as Ecco around the sea, searching for the path to the next level, and solving puzzles along the way. Hold down the \times button while moving to swim at a greater speed, or push the \square button to charge. With enough speed, Ecco can leap out of the water.

SINGING

Press the \odot button to use sonar. Ecco uses sonar to sing songs. Songs can be used to communicate, ward off enemies, or get information from Glyphs. Also, hold down the \odot button until the song echoes back to display part of a map in front of you. As the story progresses, you will learn more songs with varied effects.

HEALTH AND BREATH

The gauges at the top left of the screen indicate Health (top) and Breath (bottom). If you are hurt in any way you will lose Health. Breath depletes slowly by being underwater. To regain Health, charge a school of fish and eat. To regain Breath, find open air or an air pocket, and either leap out or push your nose above water.

If either gauge is depleted, you must restart the level from the beginning.

Glyphs

Glyphs are mysterious crystals scattered in the ocean depths. Some Glyphs give you information when you sing at them, while others give you various kinds of temporary powers. Some Glyphs simply block your way and you must find a way to move them.



STREETS OF RAGE

An influential criminal syndicate has taken control over the once peaceful city. Take on the role of one of the ex-police officers Adam, Axel or Blaze and clean up the Streets of Rage.

Press the **START** button at the Title Screen to display the **Mode Select** screen. Use the left stick or directional buttons **↓↑** to select a menu item and press the **X** button to enter one of the following:

- | | |
|------------------|--------------------------------------|
| 1 PLAYER | Start a single-player game. |
| 2 PLAYERS | Start a two-player cooperative game. |
| OPTIONS | Access the Options screen. |

For both game modes, you will need to choose a fighter from the Fighter Select screen. Fighters are rated from **A** (highest) to **B** (lowest), so pick a fighter that suits your style.

JOINING A GAME IN PROGRESS

During a single-player game, a second player can join the ongoing battle by pressing the **START** button on his/her controller. The new fighter is determined based on the existing fighter, and will drop in from the top right corner of the screen.

Playing the Game

Use the left stick or directional buttons to move your fighter in all directions, and press the **X** button to Jump. Additionally, press the **○** button to Attack, or the **△** button for a Special Attack. By combining the directional buttons with the Jump and Attack buttons, a wide variety of attacks and moves are possible as follows:

- | | |
|--------------------|--|
| Combo Hits | Repeatedly tap the ○ button (up to 4 hits). |
| Jump Kick | Press the X button, followed by the ○ button. |
| Rear Attack | Press the X and ○ button together. |
| Grab | Move right in front or behind the enemy. |
| Fury | Grab and repeatedly tap the ○ button. |
| Throw | Grab an enemy face front, then press ← or → (away from your foe) and the ○ button together. |
| Backdrop | Grab an enemy from behind and press the ○ button. |
| Vault | Grab an enemy and press the X button. |
| Team Attack | Grab your partner (player), then press ← or → (away from your partner) and the ○ button together. |

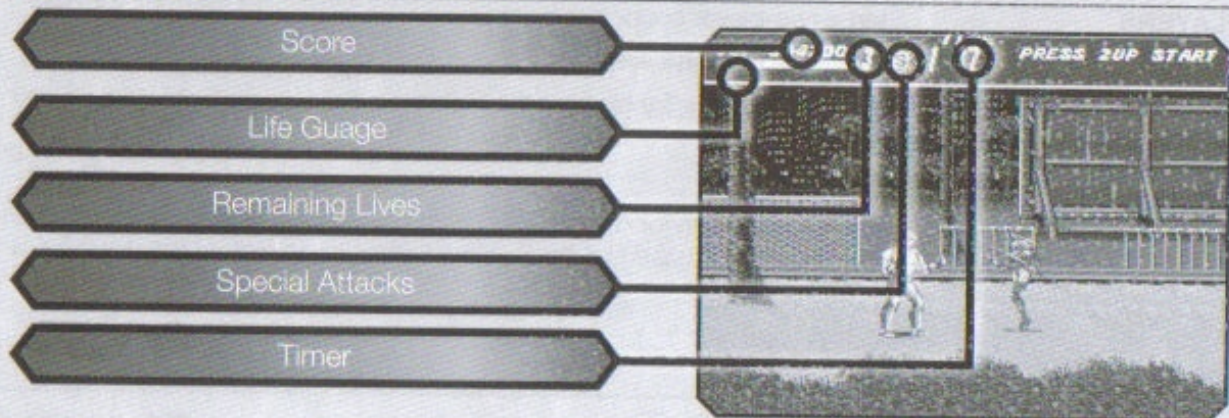


Once you're out in the streets, it's time to battle with your fighter's hand-to-hand combat skills. Use all of the attack methods at your disposal to knockout every hoodlum in the area and advance further in the Streets of Rage.

A noticeably stronger (and usually bigger) Boss is waiting in the final area of the Round. Quickly learn the behavior of the Boss and find the right timing to make your move. The Round is completed when you successfully deplete the Boss Gauge (displayed below the Player 1's Life Gauge) for a victory.



Game Screen



Note: For a two-player game, Player 2's information will be displayed on the top right corner display area of the screen.

Items



Apple

Recover a small amount of your Life Gauge.



Special

Gain the additional use of Special Attack.



Beef

Completely recover your Life Gauge.



Cash

Add 1,000 points to your score.



1-UP

Gain an extra life to continue the battle.



Weapons

You can pick up weapons that either enemies have dropped or that can be found inside breakable objects. When you see a weapon you'd like to use, move your fighter over it and press the **○** or **□** button to grab the item.

Once the weapon is in your fighter's hand, take advantage of it by simply pressing the **○** or **□** button. Note that taking a hit will force you to drop the weapon.



Game Over/Continue

When the Life Gauge is completely depleted or you run out of time, you will lose a Life. You start the game with three lives and the game will end when all of your lives are lost. A **Game Over/Continue** option will appear at the end of your game (see the top section of the screen). Press the left stick or directional buttons **↓↑** to select either **Continue** to continue play or **New Game** to quit the game.

Note that the number displayed next to Continue is your remaining credits, and when this runs out, the game is truly over.



Game Options

Use the left stick or directional buttons **↓↑** to select one of the options, and then **←→** to cycle through the available choices.

SOUND TEST

Choose a sound and press the **○** button to play it.

LEVEL

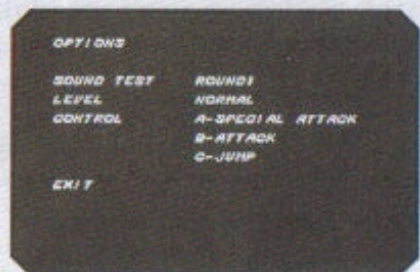
Set the difficulty level of the game.

CONTROL

Change the button functions of the **○**, **⊗** and **△** buttons. Note that **A**, **B**, and **C** represent the *SEGA Mega Drive* buttons.

EXIT

Select **EXIT** and press the **○** button to return to the **Mode Select** screen.



VECTORMAN

By the year 2049, Earth has been turned into a toxic waste dump. Humankind has fled into space leaving behind an army of mechanized "Orbots" to clean up Earth. But when the Orbot leader "WarHead" goes haywire and starts a global revolt against the humans, it falls on the shoulders of the last Orbot loyal to its human masters to save the planet.

Press the START button at the Title Screen (when "PRESS START" is displayed) to display the **Main Menu**. Use the left stick or directional buttons $\leftarrow \rightarrow$ to select a menu item and press the START button to enter.

START GAME

Start the game from Day (stage) 1.

OPTIONS

Access the Options screen.



Playing the Game

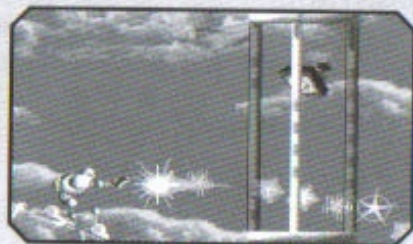
VectorMan must defeat the Orbot leader WarHead to save Earth. Our hero will continue to fight against the evil Orbots as long as he has a Health Point remaining. Break television monitors found throughout the stage and pick up power-ups and weapons to help you complete your day's work. The game will end if you lose all of your lives.

Use the left stick or directional buttons $\leftarrow \rightarrow$ to move, and press the \times button to Jump. Press the \times button while in mid-air to activate the booster. Pressing either the \odot or \square button fires the weapon, while holding it down fires with Rapid Fire (when available). Using the left stick or directional buttons $\downarrow \uparrow$ allows you to look up and down the game screen.

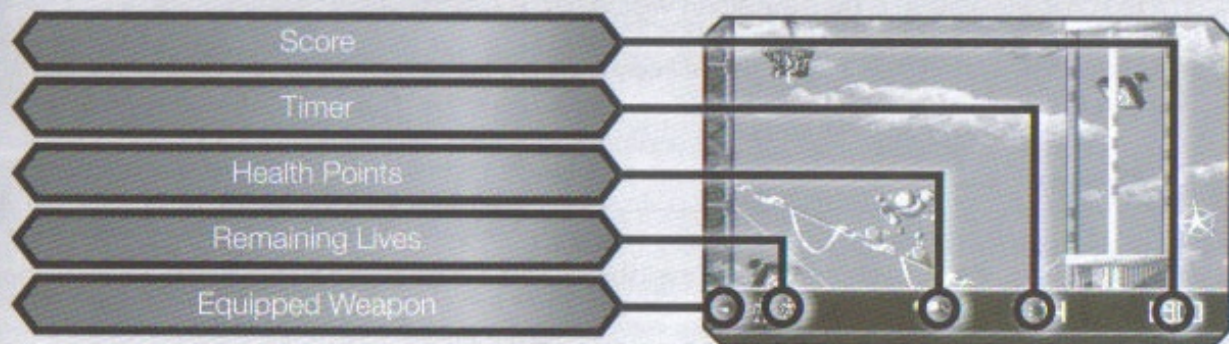


Weapons

VectorMan's default weapon is a standard gun that fires a single shot per tap. Picking up Weapon Icons (five in all) will allow you to use advanced weapons, each with its own unique fire power. Note that there is limited ammunition and whenever the ammo runs out, the special weapon will change back into your standard gun.



Game Screen



Items

A variety of useful items can be found around the gamefield.



Television

Destroy to earn Weapons, Power-ups, etc.



Weapon Icons

Advanced weapons to fire powerful shots.



Photon

Collect to earn points.



Morph Icons

Transform VectorMan for special tasks.



Health Points

Restore one Health Point.



Multipliers

Multiply scores, Health Points and 1-UPs.



Full Health

Fully restore your Health Points.



Milestone

Retry the stage from the Milestone point.



Max Health

Add one Health Point to your maximum Health.



Extra Time

Add two minutes to the Timer.



1-UP

Earn an extra life.



Morphs

Pick up a Morph icon (seven in all) and transform VectorMan for a limited time in order to carry out a special task. VectorMan is invincible during this time, so move freely and access new areas that you normally cannot reach.



Game Options

Use the left stick or directional buttons $\downarrow\uparrow$ to select one of the options, and then $\leftarrow\rightarrow$ to cycle through the available choices. Press the START button to return to the Title Screen.

SOUND EFFECTS

Turn the sound effects **On** or **Off**.

MUSIC

Turn the game tune **On** or **Off**.

DIFFICULTY

Modify the difficulty level of the game to either **Lame**, **Wicked** or **Insane**.

MUSIC TEST

Select a game tune and press the \times , \odot or \square button to play the track.

SOUND TEST

Select a sound and press the \times , \odot or \square button to hear it.

BUTTONS

Switch the assigned buttons of **JUMP** and **SHOOT**.

INFORMATION

Check all of the featured items found in this game.

PHANTASY STAR II

Moto, a once peaceful tropical paradise and the shining jewel of the Algo Star System, is facing terrible oppression at the hands of an unknown evil. Strange, vicious creatures infest the countryside and people are afraid to leave their villages. It's up to you to uncover the mystery behind these grim circumstances and help restore Moto to its former splendor.

Following the SEGA logo, *Phantasy Star II* opens with the story that precedes your adventure. Press the START button at any time to display the Title Screen, then press the START button again to begin your adventure.

After you start the game, select **New Game** and press the \times button. An automated sequence that introduces the story will then run. Press the \square , \times or \odot button to scroll through the dialogue.



Playing the Game

As you embark on your quest, you will find yourself in three main game environments as detailed below.

TOWNS AND VILLAGES

Here you can gather information from the locals, purchase weapons and items (see Shops and Facilities on p.20), and trigger events that progress the story.

WILDERNESS AND DUNGEONS

Make your way through treacherous landscapes and puzzling mazes to complete objectives and discover new destinations. You will frequently encounter ferocious monsters to fight against.

COMBAT AREAS

When confronted by monsters, defeat them to gain **EXP** (experience) and **Meseta** (currency).



Basic Controls

In the Town and Wilderness areas, use the left stick or directional buttons to make your party walk in all directions. To talk to people, approach them and press the **□** button, then any action button to progress the dialogue. Talking to people can bring you valuable information to help in your adventure.

Some buildings can also be entered. Approach the building from the front (lower part) and use the left stick or directional button **↑** to enter. If you can't enter, press the **□** button to inspect it for clues.

Command Menu

In the town and wilderness areas, press the **⊗** button to display the **Command Menu**:

ITEM

Use, exchange or discard your own or your party's items. First choose the character that possesses the item, and the item from their inventory. Then choose **USE** to use the item, **GIV** to give it to another character, or **TOS** to discard. In the case of **GIV** (and in some instances **USE**), you will need to specify a target character. Up to 16 items can be held. Equipped items are marked with the letter **E** (see **EQP**).

STATE

Check simplified character status levels and reorganize your party.

STATE

See a quick reading of each character's **HP** (Hit Points), **TP** (Technique Points), **LV** (level) and the party's **Meseta**.

ORDER

Change the order of your party. Characters near the top stand a greater chance of being attacked, so weaker characters with lower **HP** should be placed at the bottom.



TECH

Make use of your party's Techniques. Choose a character and one of their Techniques. Some Techniques will also require you to select a target character who will receive the effects of the Technique. If the character has sufficient **TP**, the Technique will then be performed and the allotted **TP** will be consumed.

STRNG

Select a character to see a full rundown of their current parameters (see "Status" below).

EQP

Equip or unequip weapons and armor, etc. for each character. Select a character to display their inventory and the status of each body part. Next select an unequipped item to equip, or an equipped item to unequip. If an item is already equipped for the selected body part, then the old item will be unequipped automatically. Depending on the combination of weapons and armor, the character's **AGILITY**, **ATTACK** and **DEFENSE** will vary. Note the player's status displayed in the lower right of the screen. Not all items can be equipped by all characters.

Status

Select STRNG (strength) from the Command Menu and a character that you want to see a detailed status for. These are displayed in four windows as follows:

PROFESSION (UPPER LEFT)

Shows the selected character's LV (level), Profession and EXP (experience).

EQUIPMENT (LOWER LEFT)

Shows items equipped for each body part. This window is the same as used in EQP.

HP/TP (UPPER RIGHT)

Shows the current and maximum HP and TP levels.

PERSONAL CHARACTERISTICS (LOWER RIGHT)

STRNGTH

HP rises with STRNGTH, allowing stronger attacks and reduced injury.

MENTAL

As mental awareness increases, maximum **TP** also increases. Higher **MENTAL** combined with **TP** allows the character to use more Techniques.

AGILITY

Characters become more coordinated in battle as this number increases.

LUCK

A higher value increases the effectiveness of Techniques.

DEXTRTY

Handling weapons increases **DEXTRTY** and the amount of injury one can inflict.


ATTACK

Higher numbers mean greater **ATTACK** skills.

DEFENSE

Higher numbers mean greater resistance to attacks.

TECHNIQUES

Press the  button to reveal another two windows. The left window shows healing and other Techniques, and the right window shows attack and defense Techniques.



Battle Mode

When confronted by enemies, the game will switch to Battle Mode with a flash of light.

Select **FGHT** (fight) and the battle will begin. Action becomes automated with all characters and enemies taking turns to attack until one side completely defeats the other, or you intervene (see below). In the event that all your party members are killed, the game will end. If you're merely unlucky enough to lose some of your party members, they can be cloned (revived) at the nearest village for a small fee.

To intervene once battle has commenced, use the left stick or directional buttons in any direction and an action button, and the fighting will stop at the end of the current cycle of turns. Here you can select **FGHT** (fight) to continue the battle as is or **STGY** (strategy) to update your team tactics as follows:

ORDR (ORDER)

Use the left stick or directional buttons to select a character in your party and press the **X** button to display the strategy icons. Set the character's strategy as follows:



Battle

Command the character to fight, and select an enemy type to prioritize.



Item

Choose an item and select a party member to use it on.



Technique

Command the character to utilize Techniques and specify which to use against whom.



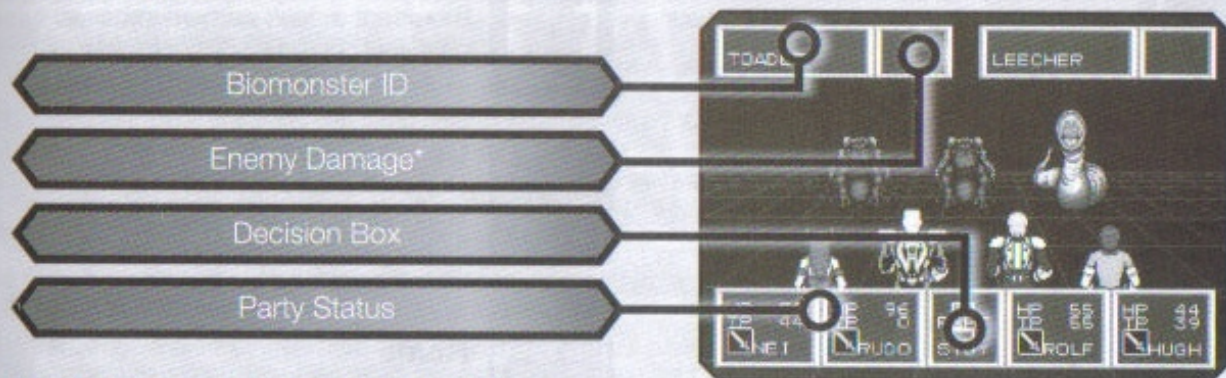
Defense

If the character is unable to fight, protect them with a shield, emel or other covering.

RUN

Cut your losses and flee. This can be a life-saver, but take care as some enemies won't let you get away so easily, and your party will lose its chance to attack for the duration of the turn cycle.

BATTLE SCREEN



*Enemy Damage visible during party attack.



HP (HIT POINTS)

The character dies if HP reaches zero. The following icons may also be displayed.



The character has been poisoned.



The character is temporarily paralyzed and cannot move.



The character is temporarily knocked out by sleeping potion.



The character has been killed.

TP (TECHNIQUE POINTS)

The number shows how much power the character has available for using Techniques.

SYMBOL

Indicates the character's strategy as attack, Technique or shield.

ENEMY DAMAGE

Indicates the level of damage the enemy sustains while your party members attack.

Shops and Facilities

Most towns will have some or all of the following shops and facilities for your use.



Item Shop

Buy techniques and potions, and sell off unused items.



Hospital

Heal your party's injuries/restore TP and cure any poisoning.



Armor Shop

Buy shields and armor to protect your characters.



Clone Labs

Resurrect a dead party member as a precisely copied clone, complete with all statistics and possessions intact.



Weapons Shop

Buy weapons for each of your characters.



Central Tower

The central base of operations. Drop in to the Library to gather information or leave excess weapons and items in your Room.



Teleport Station

Rapidly transport to any previously visited town, for a fee.



Home

Come here for a rest, to meet new ally characters and to organize your party. Up to four characters can form your party at a time.



Data Memory

Save your game progress from the Pause Menu.



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