

LaserActive™  
MEGA  
LP

# Don Quixote

A Dream in Seven Crystals

PC  
PREMIER  
INTERNATIONAL CORPORATION



Far off into the distance of the desolate plains of Spain, the kingdom of Trapobana is perishing. The evil incarnation that has killed the king and is plotting to seize the kingdom advances towards the beautiful princess Dulcinea. In his hand, he clutches the two magical crystal balls that he has confiscated from the fallen king. The cry of the beautiful princess echoes through out the kingdom. "When the hand of vice governs the kingdom, thousands of falling stars will fill the night sky, and a brave man will come from the east where the sun rises." Just at that time, on a bed in the corner of a small, wretched hut, Don Quixote suddenly awakens, and realizes that the images of the incarnation of evil and the beautiful princess Dulcinea were nothing more than a nightmare. However, startled by a loud noise, Don Quixote ventures outside to find a number of large stars cutting across the pitch black night sky and wonders if he is not the brave man told of in the dream. Believing in Dulcinea means believing in the dream. Is it wise to set out on a journey based on a dream? The rest of the story depends entirely on you.





# Welcome to the World of "Don Quixote."

"Don Quixote" represents the merging of movies and games, a new genre of entertainment in which you dictate all the moves. The opening scene begins with real footage of the dungeon created by the Spaniard Cervantes in his epic novel "Don Quixote", and quickly moves to a view of the horizon of Spain's La Mancha region. The animation that follows plunges you into the world of Don Quixote's dreams, and subsequently a world of moving animation that you control. You become the Don Quixote that sets out on an adventure to save the Princess Dulcinea. There are riddles to be solved and battles to be fought. Experience the joy of interactive entertainment that begins here.

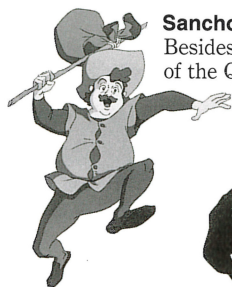
## Characters

These are the main characters you will encounter during the course of your adventure. However, do not forget that there are many other characters that will make appearances.

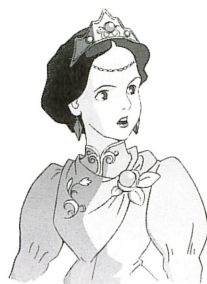


**Don Quixote**  
The star of this adventure (you). A knight that believes his dream and sets out on a journey to save the Princess Dulcinea.

**Rosinante**  
Don Quixote's stallion and companion throughout.



**Sancho Panza**  
Besides being a follower of the Queen Kirara...

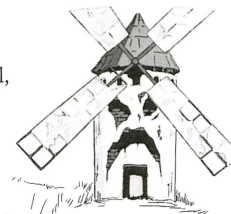


**Princess Dulcinea**  
The daughter of the King of Trapobana has been locked up by a man bent on destroying her kingdom. She waits for the brave knight Don Quixote to come to her rescue.



**Almol**  
A gnome that lives in the world of darkness. Because his body is covered by a hard shell of armor, his defensive skills are very high.

**Windmill Death**  
A monster that resembles a windmill, yet differs slightly.



**Frosty**  
A whale that walks on land and lives in the Ice Kingdom. Occasionally this demon comes to the Eskimo village to release his pent up rage.



**The Nymph Ulganda**  
There is a rumor that she is responsible for the destruction of the village of Hadsta.



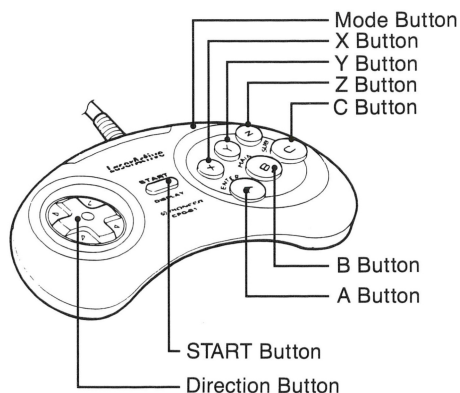
**Queen Kirara**  
Her identity is a riddle?

# The Adventure Is About To Begin

## Operation Instructions

Using the control pad you can convey your will and move through the story. Control the direction of the story by following these simple control pad rules and by communicating with the messages that are displayed on the screen.

### Control Pad



#### Fundamentals of using the control pad

**A Button:** Used to open the command menu and to select items from this menu.  
**B Button:** Used to cancel items that you have selected from the command menu.  
**C Button:** Same as Button A.  
**Direction Button:** Used to move Don Quixote, select items from the menu, and to communicate with characters.

\*X, Y, Z and Mode Buttons are not used.

### Start Screen

#### From the Opening to the Game

When you insert the disc, a game demonstration appears before the title flashes across the screen. At this point the player must choose between "New Game" and "Continue." After choosing, press "Start" and the game will begin.



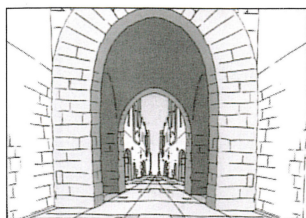
#### If you select "Continue"

The "Save Data" screen will appear if you select "Continue." From these, choose the game that you would like to continue.



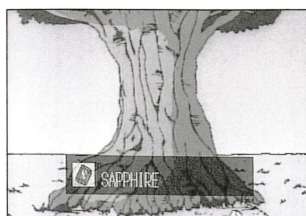


## Moving Screen



### Operate the moving screen from the control pad

- You proceed forward by pressing up on the control pad.
- You make a U-Turn by pressing down on the control pad.
- You turn left by pressing left on the control pad.
- You turn right by pressing right on the control pad.



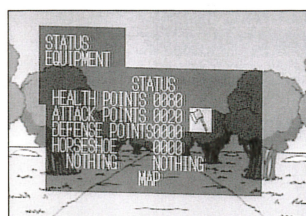
### When you want to stop and investigate

When you want to investigate what lies in front of you, press up on the control pad.

## Command Menu

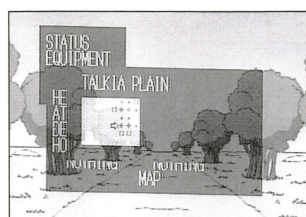


### The basic command screen



### When the Status Command is chosen

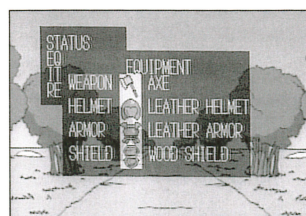
Don Quixote's life power status and other data are shown.



### When the MAP Command is chosen

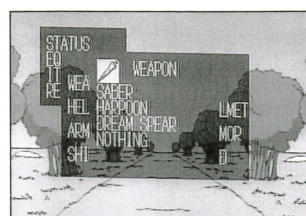
When the MAP command is chosen from the status screen, a map of the surrounding area is shown.

- \* To return to the previous screen press Button B.
- \* When you press start button, the map will be displayed, even during the transfer.



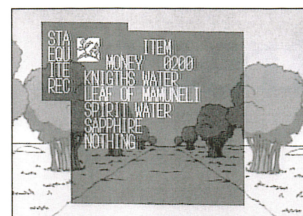
### When you choose the Equipment Command

The equipment that Don Quixote possesses is shown. You can use this command to change equipment.



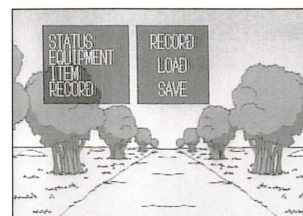
### When you want to change equipment

Choose equipment and a list of equipment will be shown. By selecting from this list you can change equipment.



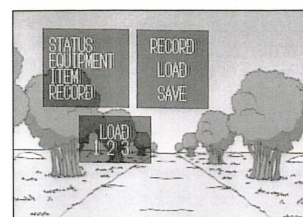
### When you choose the Item Command

Use the possessions of Don Quixote by selecting an item.



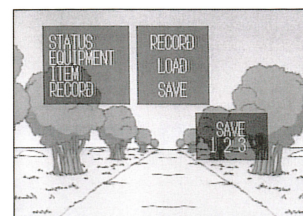
### When you choose the Record Command

The "Save" and "Load" screens will be shown.



### When you choose "Load" \*

Select the data that you want to load and then press Button A. By doing so you can continue the adventure that you select.

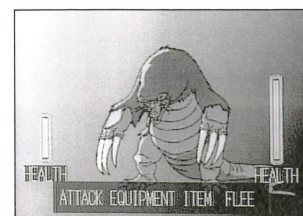


### When you choose "Save" \*

Select the data that you want to save and the press Button A. Pressing Button A saves the adventure that has been selected.

\* Press Button B to cancel the "Save" and "Load" commands.

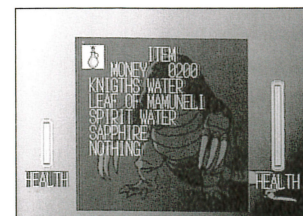
## Battle Menu



### There is a command window at the bottom of the screen

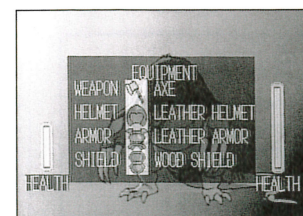
- "Attack": Select to attack.
- "Item": Select to use an item.
- "Equipment": Select to change equipment.
- "Flee": Select to flee.

\* The right gauge represents the Health of Don Quixote and the left gauge represents the Health of the enemy.



### When you open the Item Command

When you select the Item Command a window will appear on the screen. For usage directions please look at the < Command Menu > .



### When you open the Equipment Command

When you select the Equipment Command a window will appear on the screen. For usage directions please look at the < Command Menu > .





# In Times of Distress

## Regular Items

Imagine the rigors of the adventure. Take precautions and equip yourself properly. Items with unusual powers abound. Have fun.



**Leaf of Mamunelli**  
The leaf of the Mamunelli conifer counters poisons.



**Spirit Water**  
Purified by the spirits, this water restores vitality.



**Horseshoe**  
Without this shoe Rosinante cannot walk on the plains. Occasionally it is necessary to replace this item.



**Treasure**  
Treasure is hidden in a number of places. This treasure can be exchanged for currency to purchase essential items.



**Key**  
The key to locked rooms. What lies in wait?



**Lamp**  
A necessity for walking through the dark.



**Warmer**  
A necessity for going to colder regions.



**Knight's Water**  
An unusual water that awakens the "latent power" of just knights.

## STAFF

Executive Producer..... **MASUDA HISAO**  
 Producer ..... **SAKURA KANJI**  
 Associate Producer  
 & Associate Director ..... **ISOMURA TATSUYA**  
 Music Composer ..... **TERASHIMA TAMIYA**

## ANIMATION STAFF

Producer ..... **TAKEUCHI KOJI**  
 Production Supervisor  
 & Story board..... **OHTSUKA YASUO**  
 Character Design  
 & Animation Director ..... **AOYAMA HIROYUKI**  
 Director..... **FURUYA KEIICHIRO**  
 Art Director ..... **KUDO TADASHI**  
 Color Planner ..... **SAKAI TOMOKO**  
 Production Staff ..... **KAWADA TOSHIHIRO**

## COMPUTER PROGRAM

Producer ..... **ARAKAWA HIROKUNI**  
 Director..... **HIRAYAMA TSUNEAKI**  
 System Engineer..... **CHIBA CHIKARA**  
 Chief Programmer ..... **GOTO MAKOTO**  
 Programmer ..... **SUZUKI YOSHITAKA**  
 Graphics..... **MAEDA SHIGENORI**

## SPAIN UNIT

Camera & Video Engineer ... **MANEL CASANOVASU**  
 Location Coordinator ..... **YAMASHITA YUKO**  
**MUTSUDA KEIJI**  
  
 Music Editor ..... **TOMINAGA YUTAKA**  
 (MUSIQI XPEDITION)  
 Sound Effects ..... **KURAHASHI SHIZUO**  
 (SOUND BOX)

A.D.R. Director ..... **GREGORY J. STRANGIS**  
 Jacket Design..... **OZONE MINORU**  
 Jacket Copy ..... **MIKAWA EIKO**  
 Publicity..... **SAOTOME TOMOKO**

Editing & MA Studio ..... **CROW STUDIO**

**SUGANO KIMIHIKO** (PIONEER)  
**HAYASHI YOSHIHIKO** (PIONEER)  
**YOSHIMURA RYUICHIRO** (PIONEER)  
**UMEYAMA NOBUHIRO** (PIONEER)  
**NEGISHI JUN** (RAMZES)

Director & Writer ..... **SAKURA KANJI**

### ⚠ Warning

#### 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.

- Still pictures or images, such as those generated by videogames, can cause permanent damage to projection TV's. We recommend that this disc not be used with a largescreen 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 trademarks " PIONEER , SEGA " granted under licence from Pioneer Electronic Corporation and Sega Enterprises, Ltd. These trademarks relate to MEGA-LD compatible soft-ware only.
- This disc is to be played by MEGA-LD player system only.