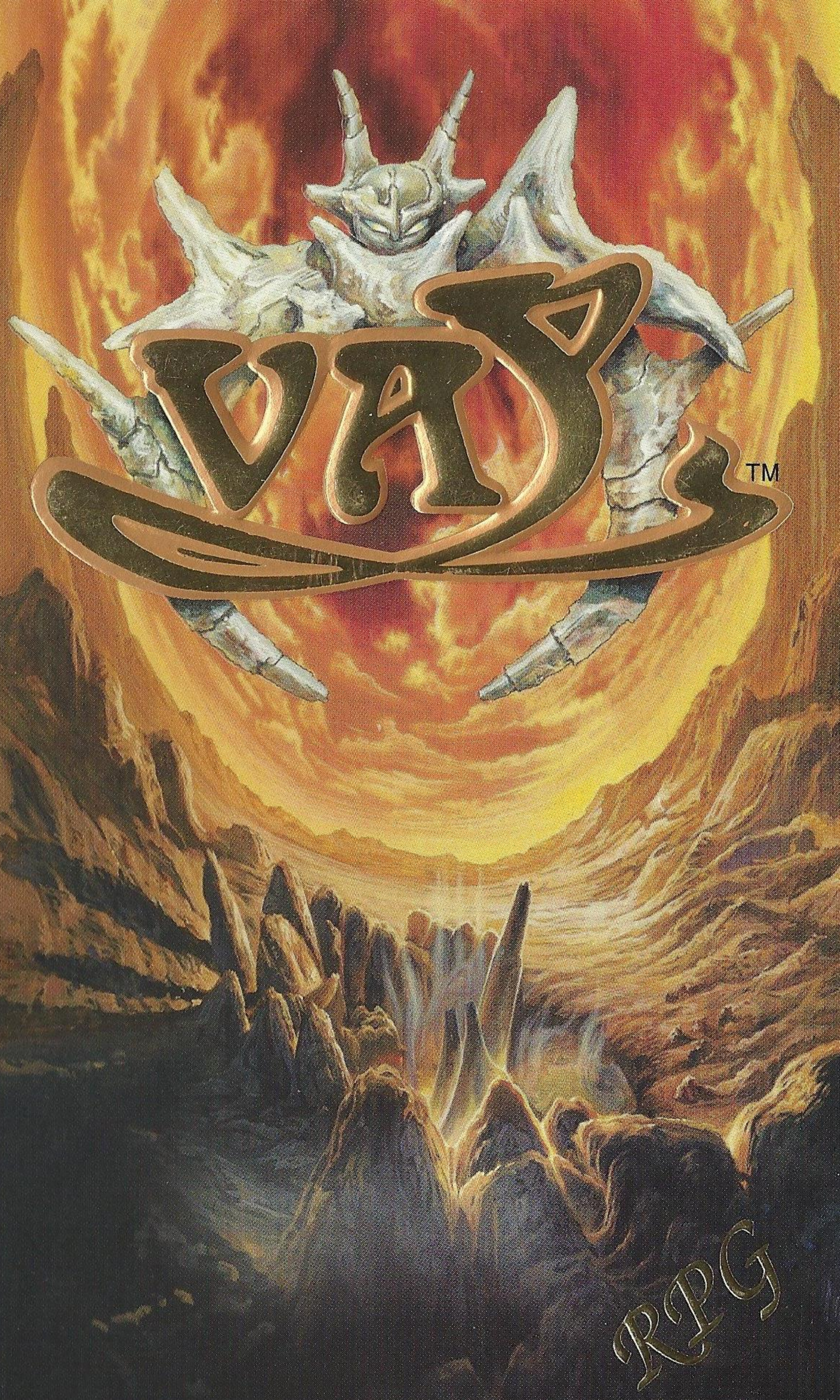


SEGA™

CD  
ROM  
SEGA  
WORKING  
DESIGNS



*Working Designs Ultra Series*



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.™

**MA-13**

Parental Discretion  
Advised.

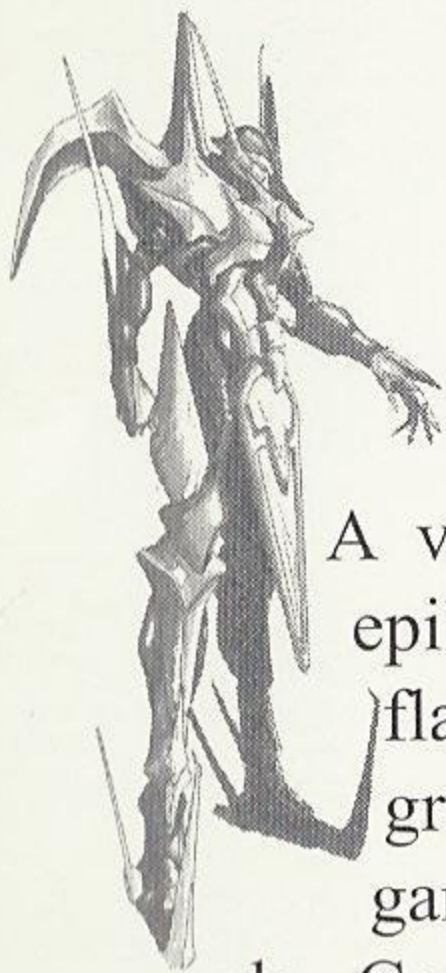
Mature Audiences



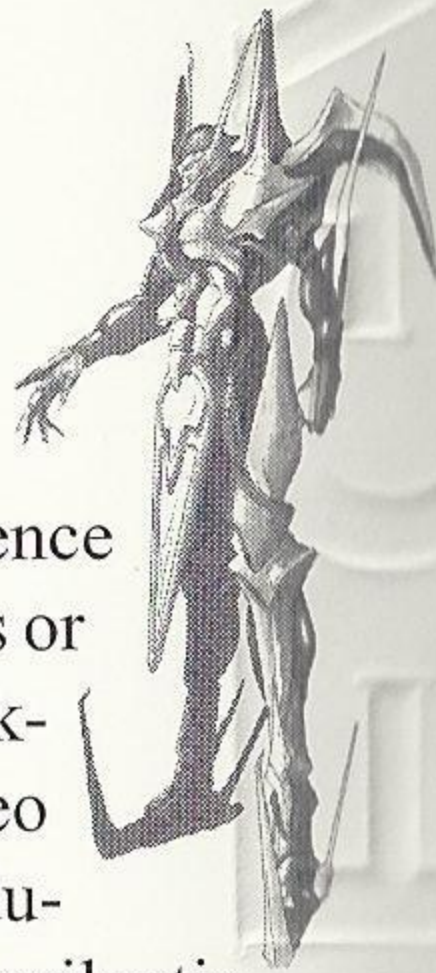
We are delighted that you have chosen *VAY* for play on your Sega CD™ System. We hope that you will continue to enjoy this and our other products for the Sega CD™ System. Due in part to your continuing requests for Role-Playing games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country. Please drop us a line so we can bring you the best!

### Handling Your Sega CD Disc

- This Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.



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 previously 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.

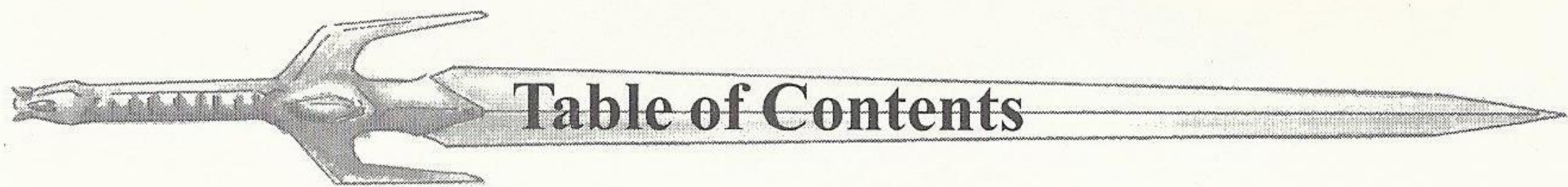
**WARNING TO OWNERS OF PROJECTION TELEVISIONS:** STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

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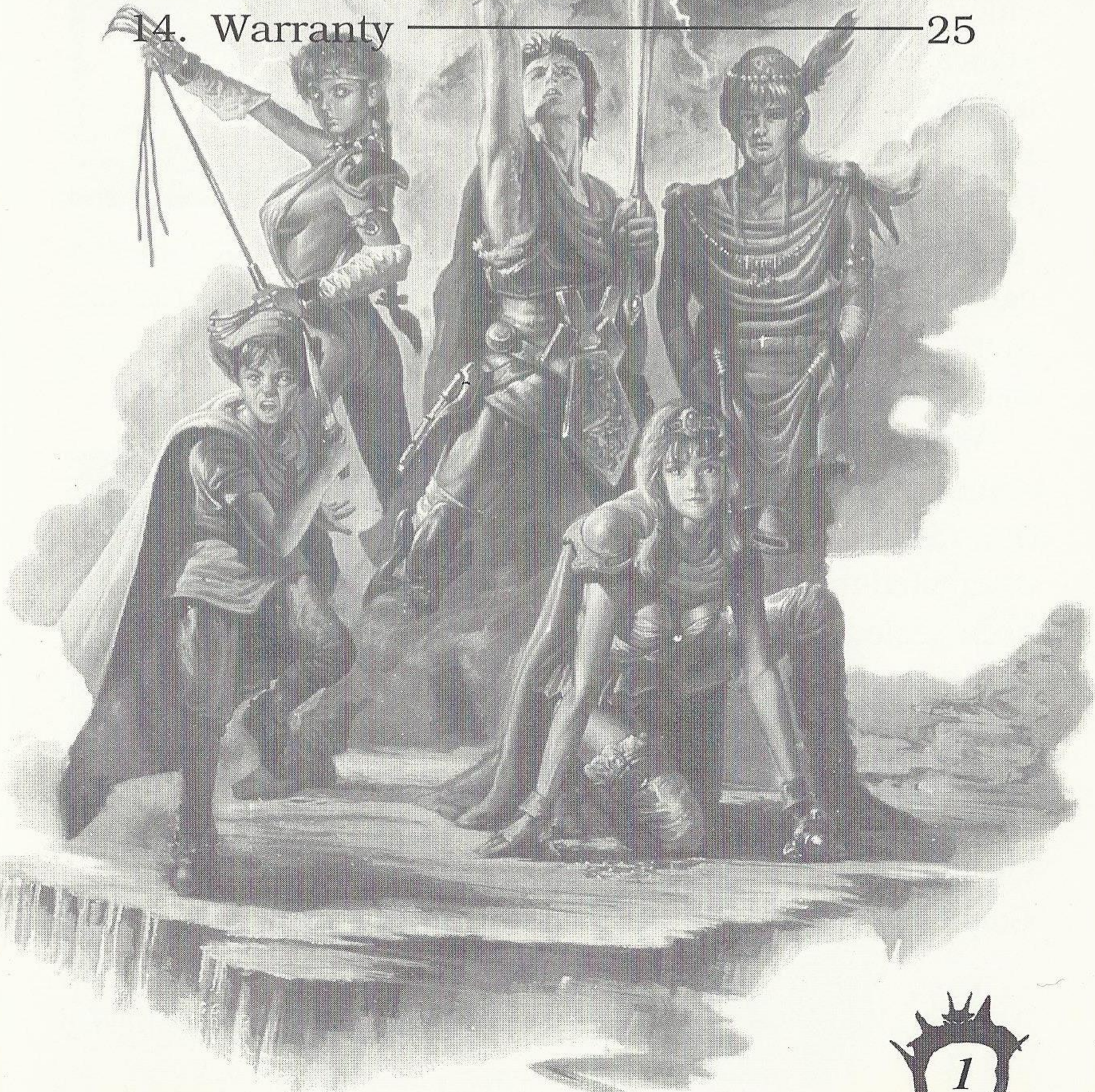
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ System.

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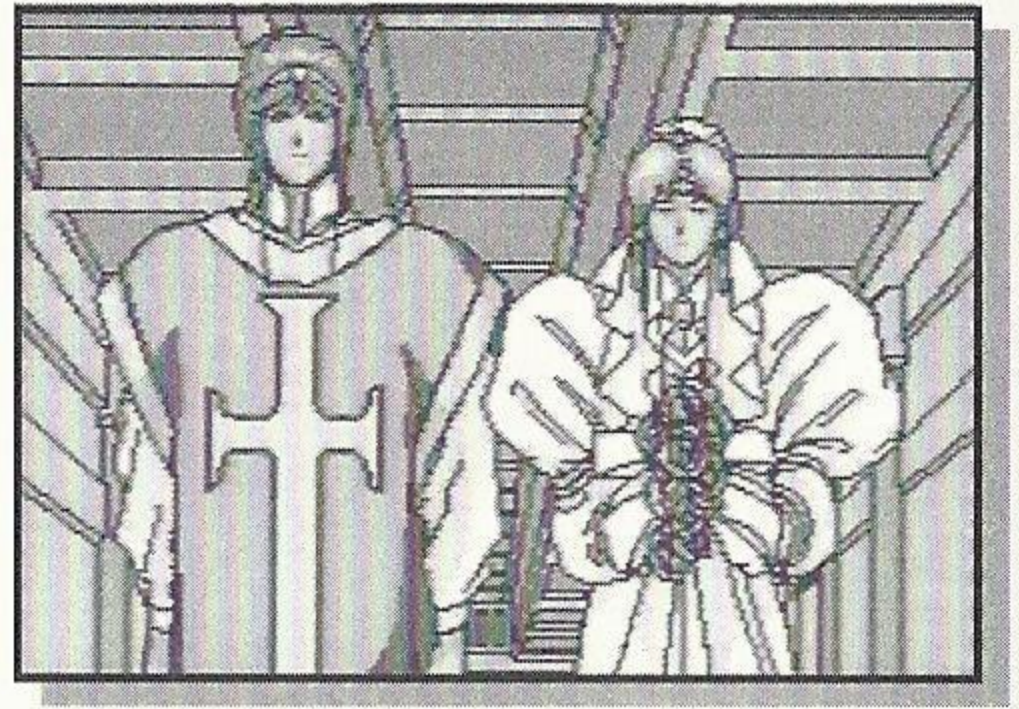
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# The Story of Vay

At last the day had arrived! Prince Sandor and Lady Elin would exchange vows before the most important dignitaries of the four kingdoms. Thus, the power and prominence of the Kingdom of Lorath would be confirmed for another generation. However, the young Prince was to have a rude awakening. With power comes responsibility, and Prince Sandor was soon to learn that the hard way.



For you see, as the wedding ceremony advanced, the bloodthirsty Danek Empire was about to execute a ruthless surprise attack on Lorath using mechanized technology never before seen.

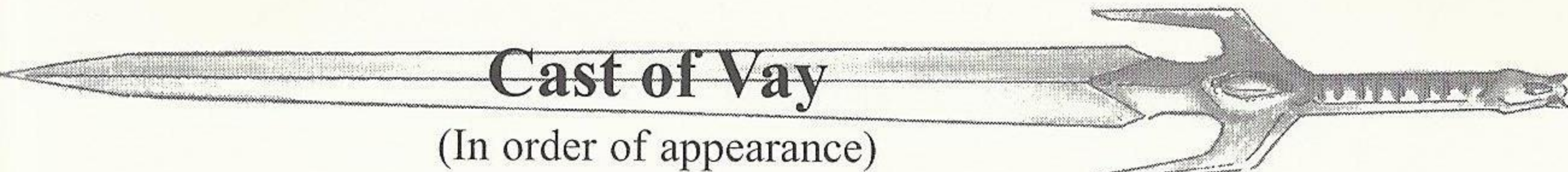


As they spoke their wedding vows, the silence of the cathedral was shattered by the sounds of light energy ripping mortar apart. Prince Sandor was knocked unconscious, and Lady Elin was captured by the Danek Army.

Where did these enemy warriors come from? Legends of old spoke of a fierce mechanical warrior that resembled these units, but that had been sealed for over a millenium, and it was only one. Danek had assembled thousands of mechanized warriors!

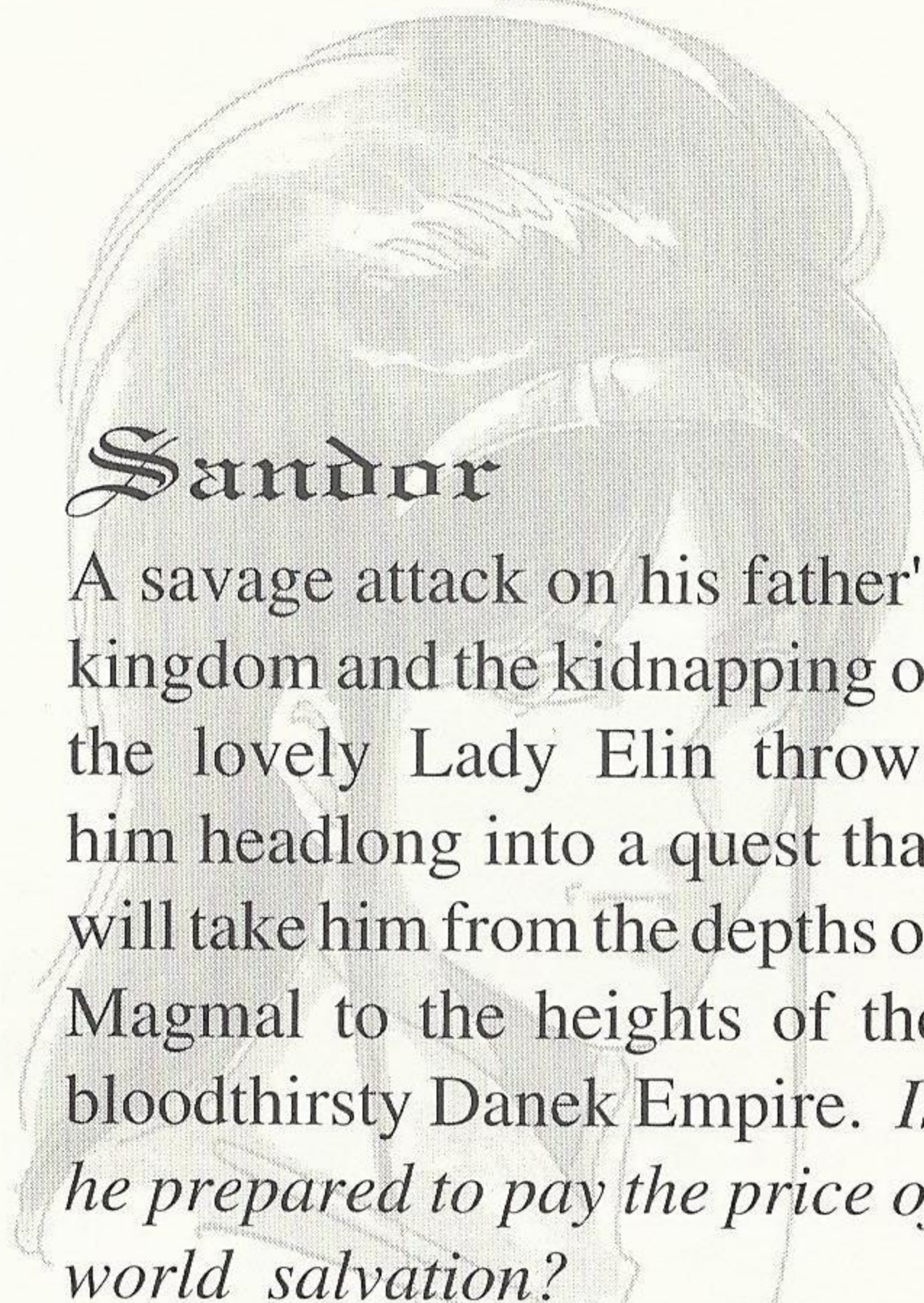


Sandor was soon to discover that his only hope for recovering his bride and stopping the insane advance of the Danek Empire was to find the five orbs the Magicians of Sealing created to seal the Legendary Armor of Vay. But, will the Armor save his world, or destroy it forever?



## Cast of Vay

(In order of appearance)



### Sandor

A savage attack on his father's kingdom and the kidnapping of the lovely Lady Elin throws him headlong into a quest that will take him from the depths of Magmal to the heights of the bloodthirsty Danek Empire. *Is he prepared to pay the price of world salvation?*



### Elin

Found unconscious at the castle gates of Lorath, this fetching beauty had no knowledge of her identity or past. She was taken in by an elder of the King's court, where she met and fell in love with the Prince of Lorath. *Her happy future is about to be cut short by her mysterious past.*





## Hottle

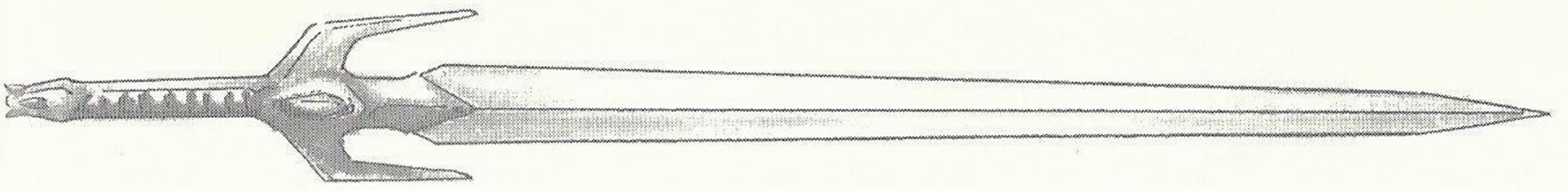
This hyper-enthusiastic bundle of energy is a serious disciple of the wise man Otto. His years studying under Master Otto have given him knowledge on a wide range of useful subjects, but he has a habit of speaking first and thinking later that Otto has yet to break. Don't let his size fool you, he is a powerful warrior with good magic abilities.



## Rachel

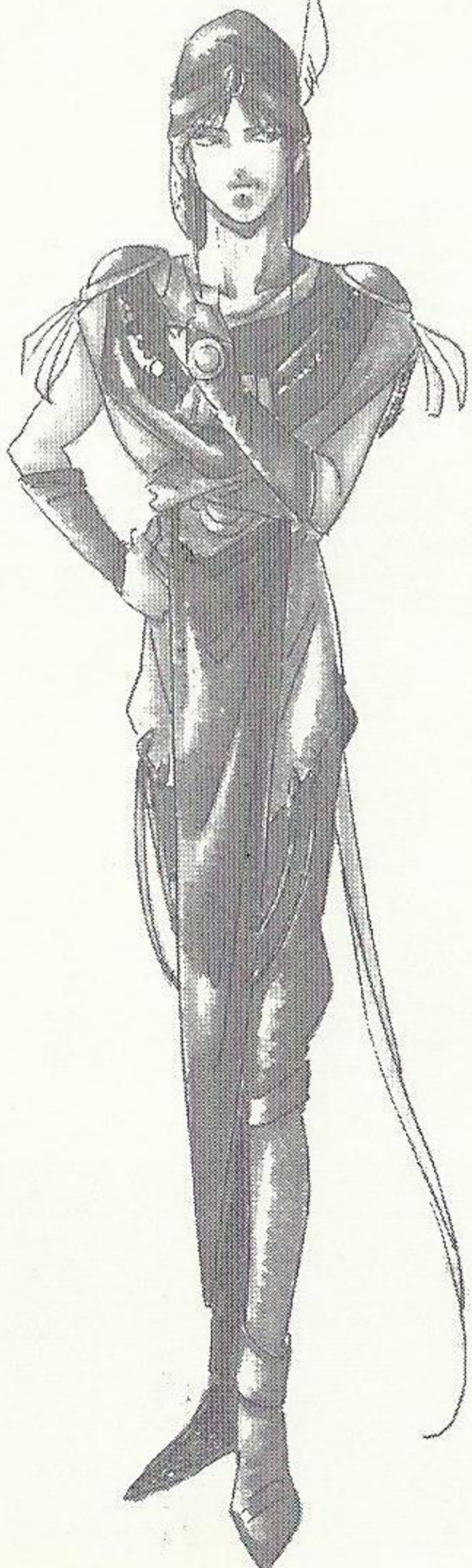
This leather-clad mercenary loves nothing more than to be in the thick of battle. A talented fighter with limited magic abilities, she makes her living fighting for hire. While not under contract, she practices her deadly skills on legendary monsters.





## M. J.

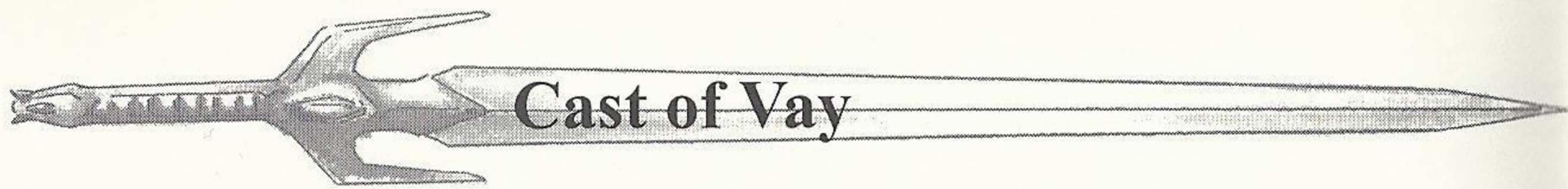
Prudence Jurissa, although being quite young, is quite a powerful magician. Her magical powers could come in handy on Sandor's quest. *In fact, if he's not careful, Sandor may just become her first love!*



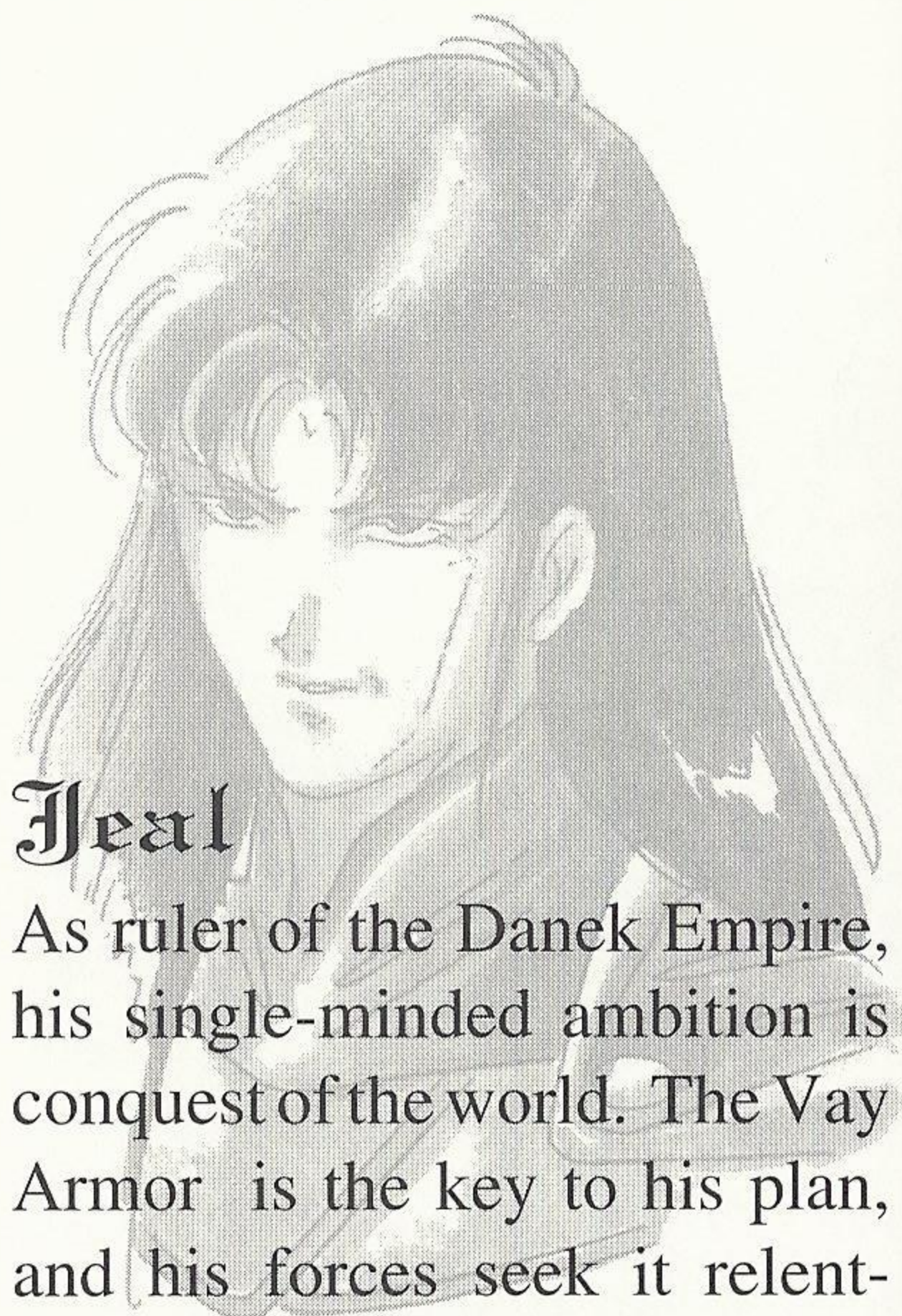
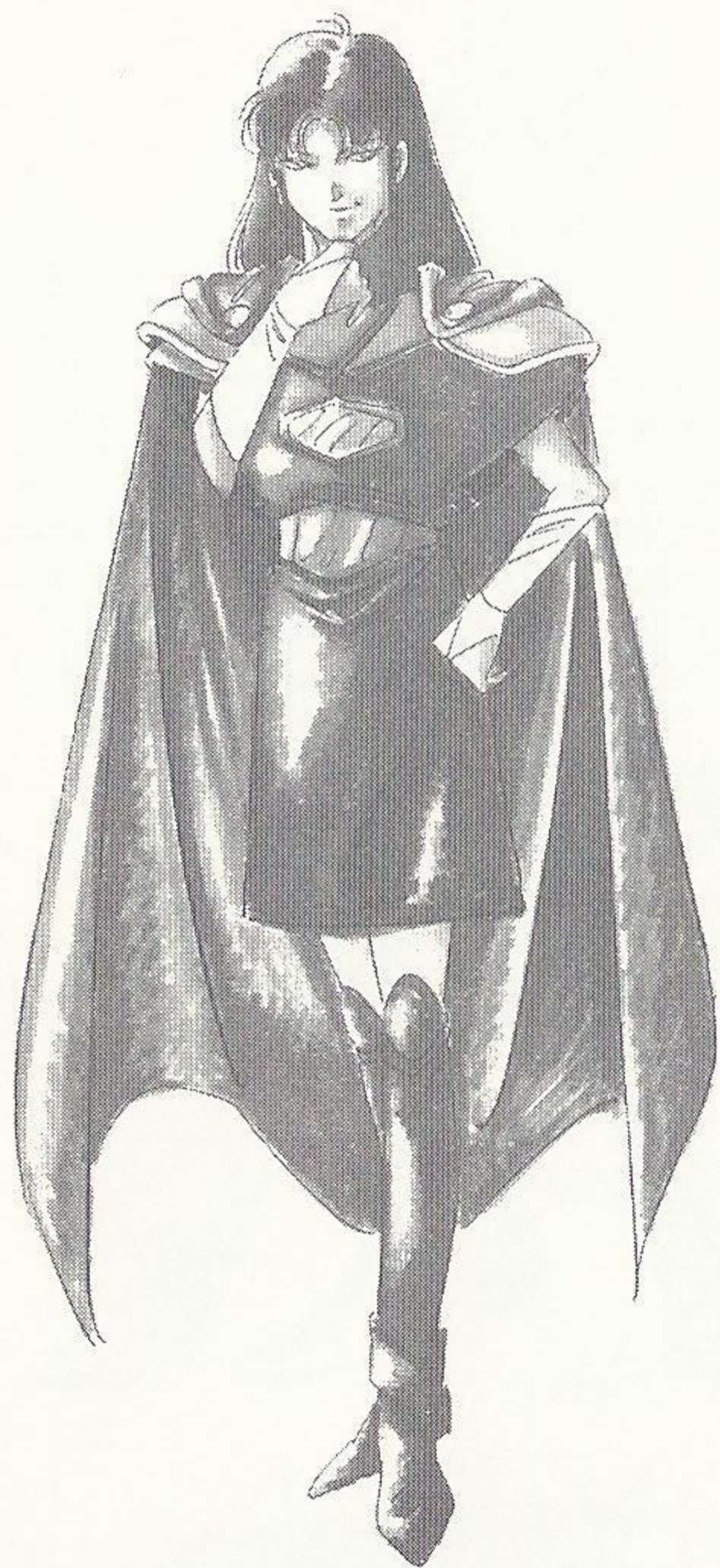
## Lynx

This mysterious bard loves hosting good old-fashioned sing-alongs. Unfortunately, he sings like a half-dead grogg. Fortunately, he is quite talented with his blade and his magic power is well developed. *Now, will he join your quest or just sing about it?*



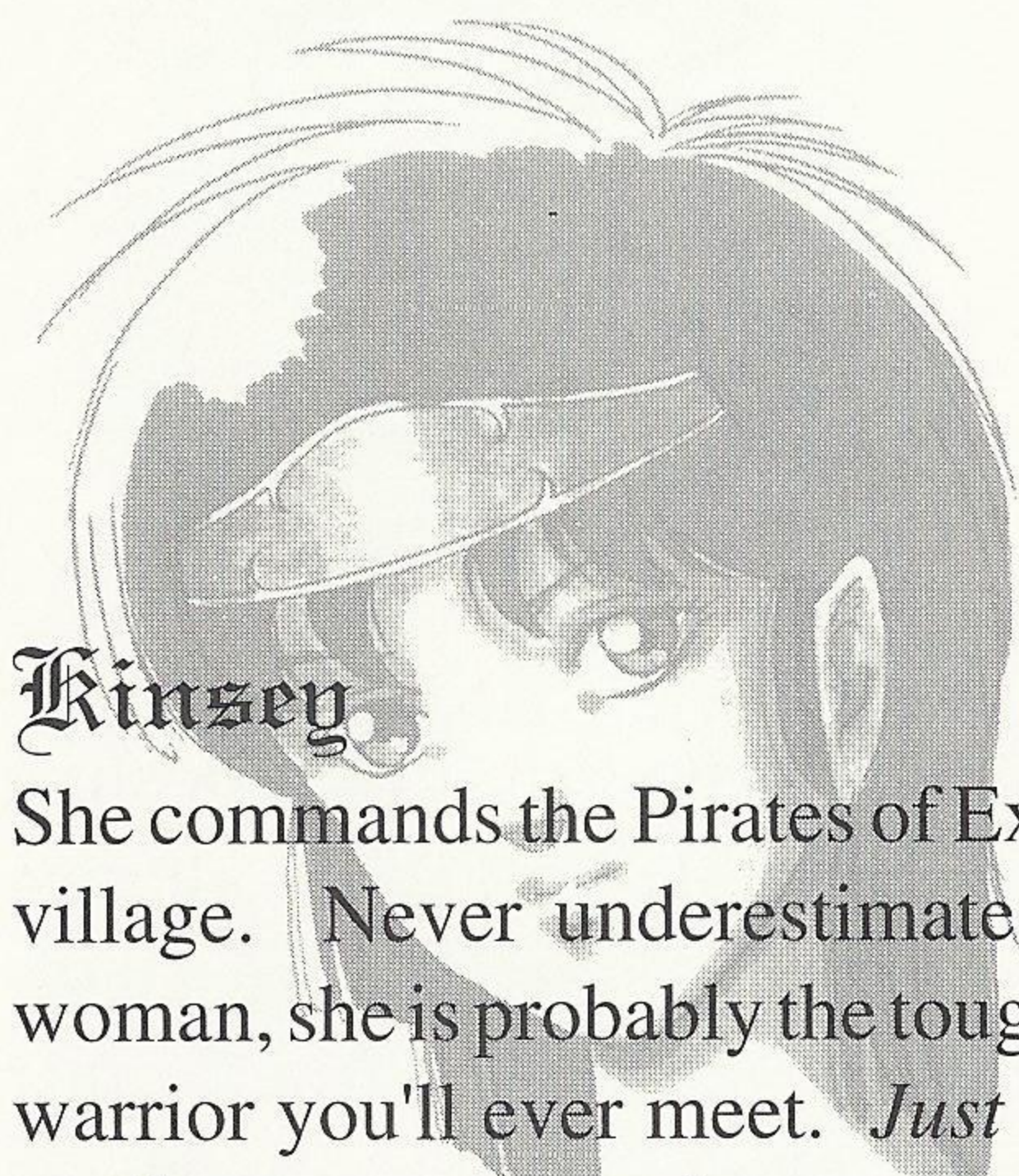


## Cast of Vay



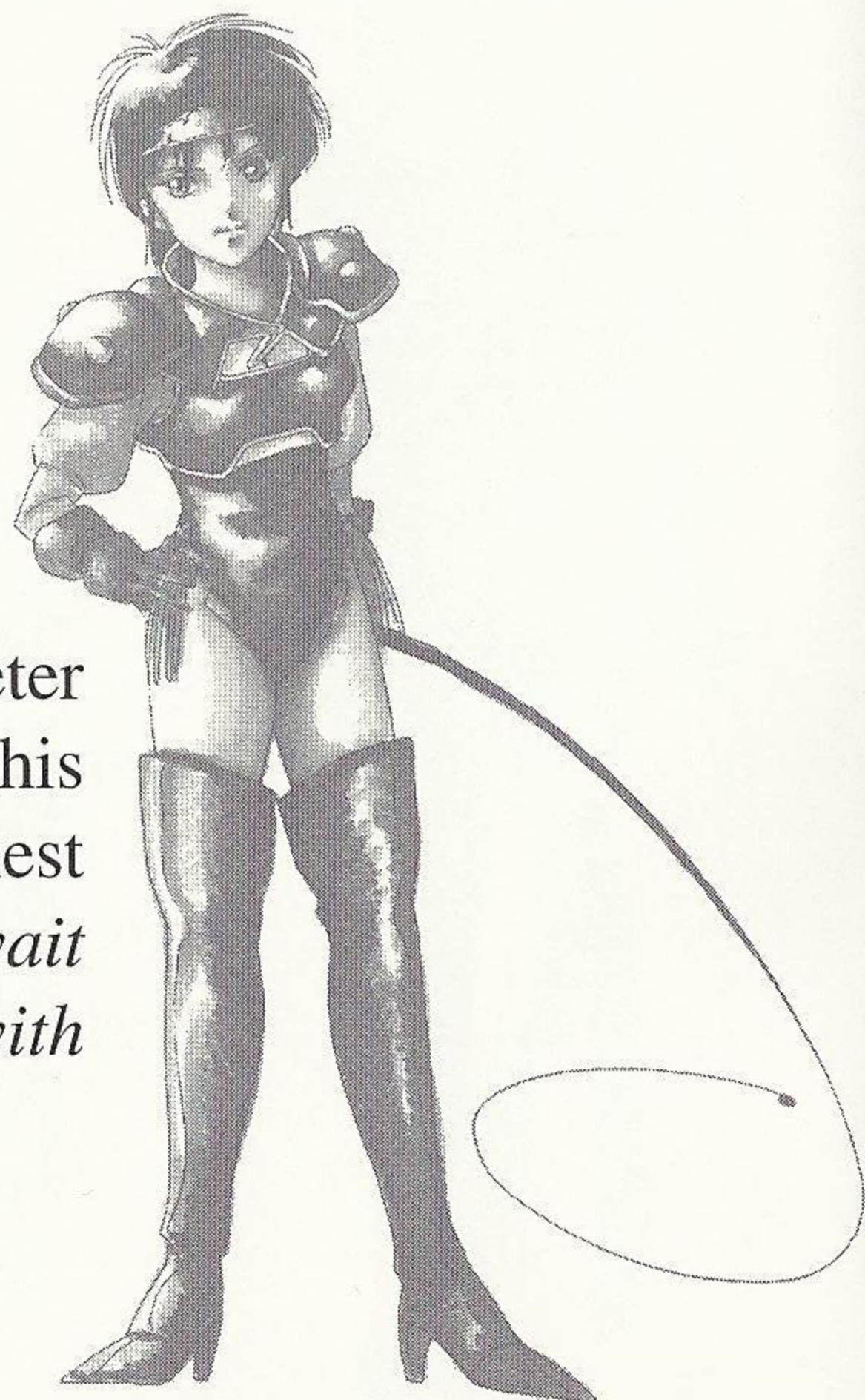
### Jeal

As ruler of the Danek Empire, his single-minded ambition is conquest of the world. The Vay Armor is the key to his plan, and his forces seek it relentlessly. *But, is he a pawn in a much larger game?*



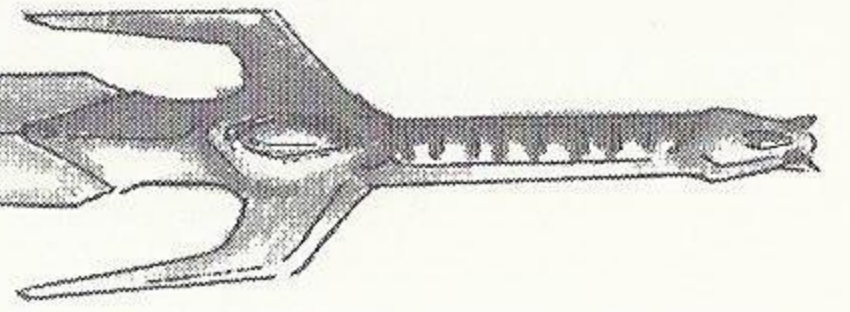
### Kinsey

She commands the Pirates of Exeter village. Never underestimate this woman, she is probably the toughest warrior you'll ever meet. *Just wait until you see what she can do with that whip! Ooh, hurts so good!*





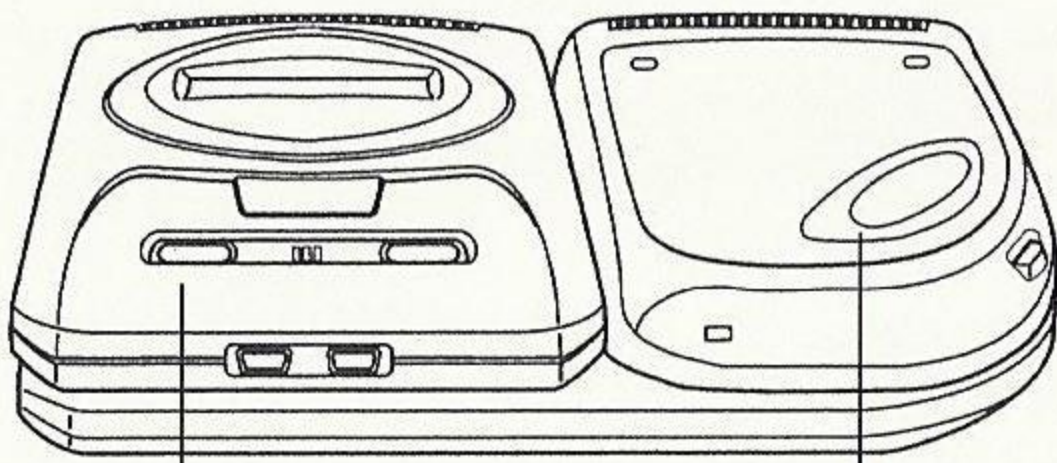
## Starting the Game



Before you turn on your Sega CD™ make sure it is properly connected according to the Sega CD™ instructions. Insert the Vay CD into the CD tray (label facing up) and then close the CD compartment. Next, hit START at the title screen (or, choose CD-ROM from the menu screen) and then the opening animation will begin. If the unit fails to function correctly, turn it off. Check to see if the Sega CD™ is connected properly and then try again.

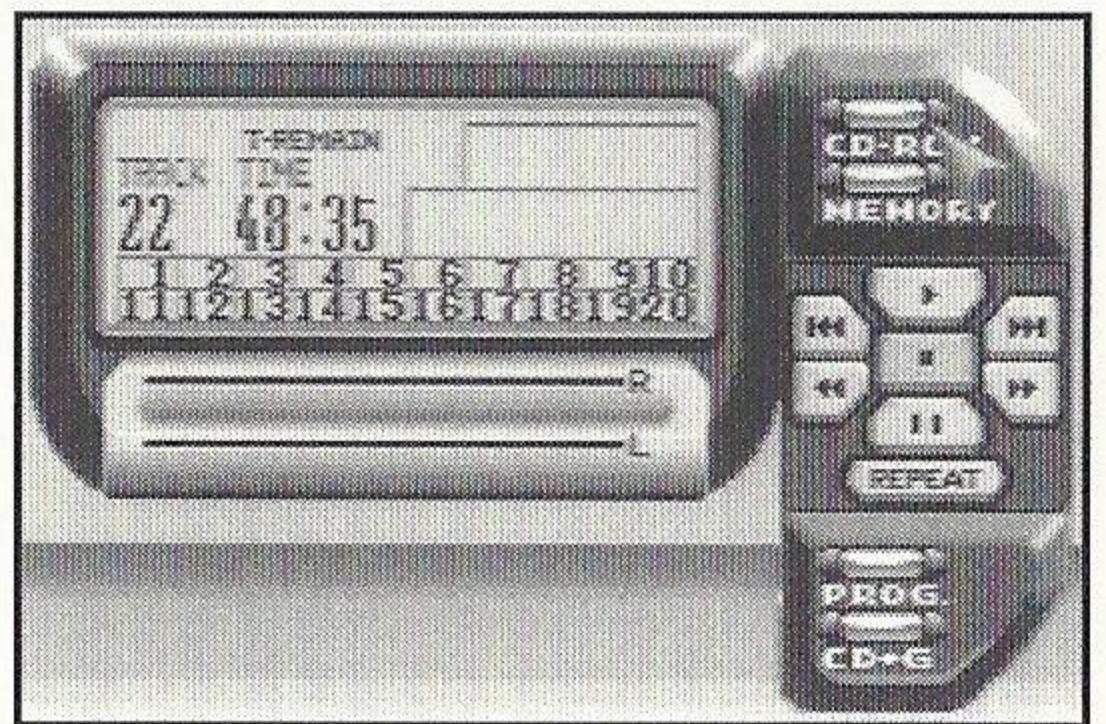
When you have finished playing, select SAVE before turning your Sega CD™ off. Make sure you turn off your Sega CD™ before you remove the Vay CD.

### SEGA CD™ System



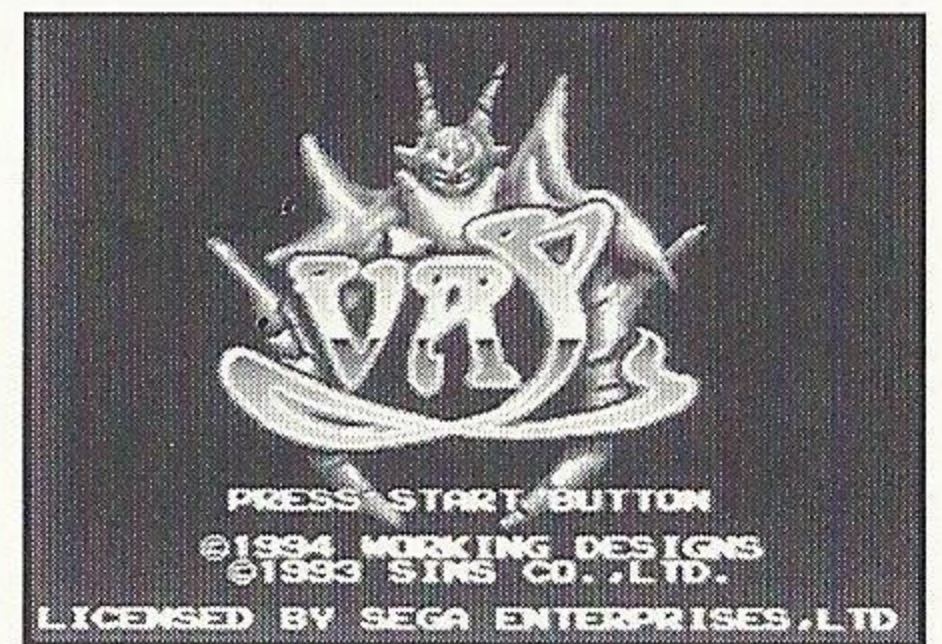
Power Switch

CD Compartment



### Starting Vay

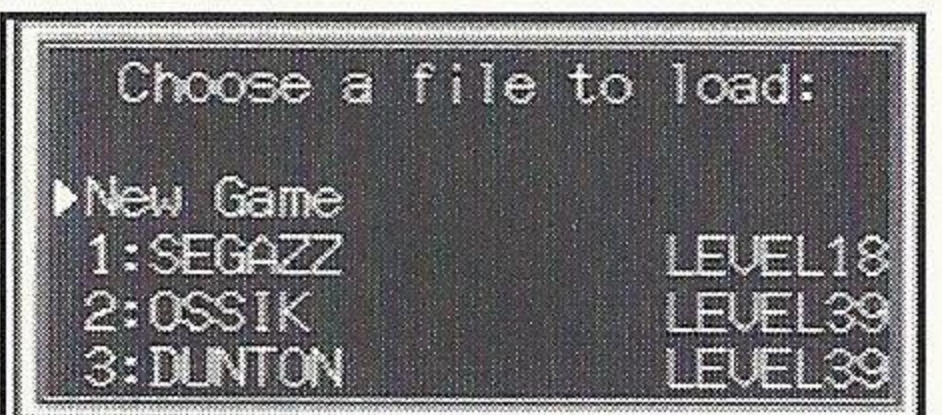
When the Title Screen appears, push the START button. If it is the first time you've loaded VAY, the opening animation will begin. If previous save data exists, the LOAD menu will appear.



### LOAD Menu

To begin a new game, select "NEW GAME." After selecting this option, the opening animation will begin.

To continue from a previously saved location, choose which data file you wish to load and press the A button. If "UNAVAILABLE" is listed under options 1-3, this means your Backup RAM is full (see page 9).

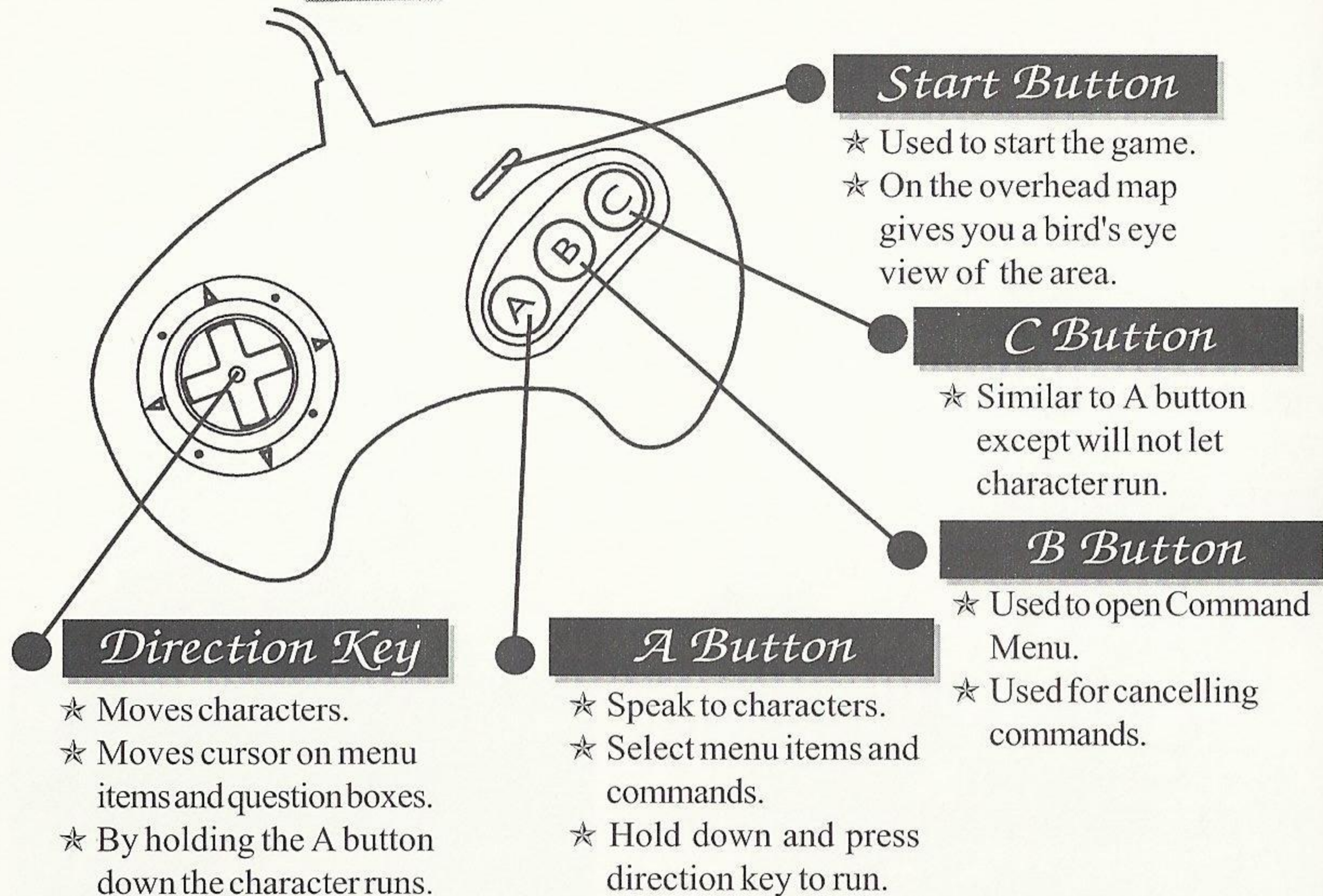


**Warning!** If your backup (game save) RAM in the CD unit is full, you will not be able to save the game. Make sure you have sufficient space before you begin playing Vay.

In an "empty" Sega-CD unit, there is room for three Vay save locations. If you already have other game save data in Backup Ram, you may have less than three save slots available for Vay.

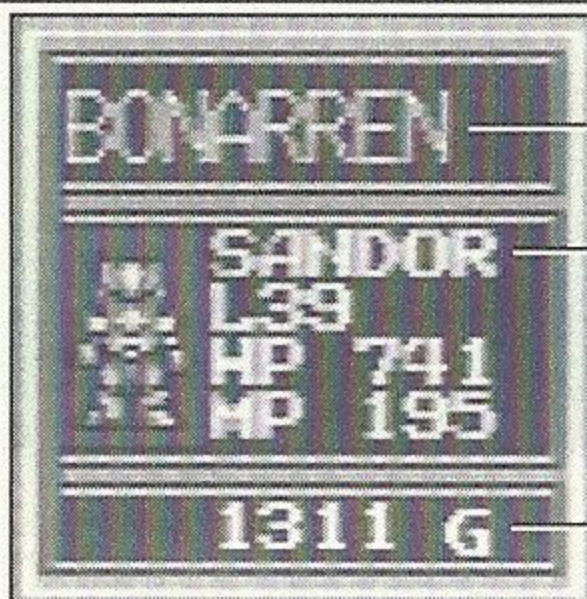


# Playing Vay



## Understanding the Status Screen

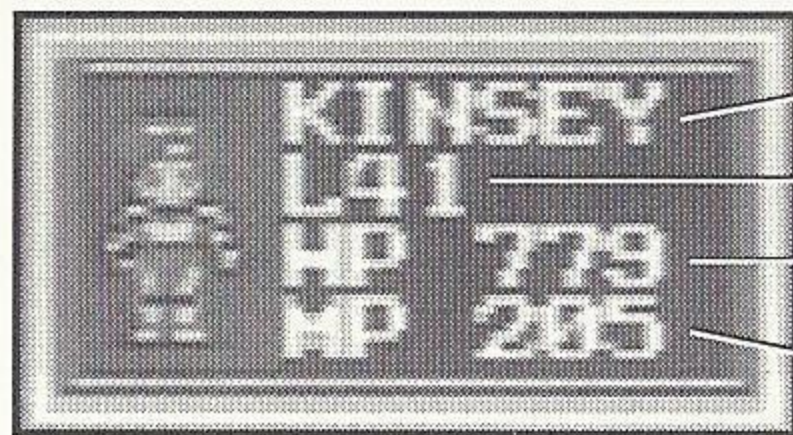
The character's status is displayed on the screen. From this screen you can determine your present location, character status, and the amount of gold you have.



- Present Location
- Character Status
- Amount of Gold

## How to Read the Character's Status

The character's current status is displayed. Pay close attention to their status, success in the game depends on it.

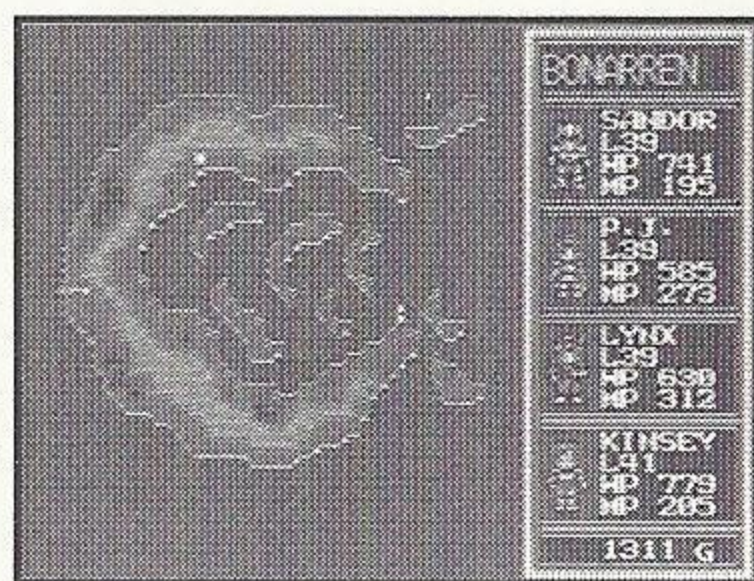


- Character Name
- Experience Level
- Current Hit Points
- Current Magic Points

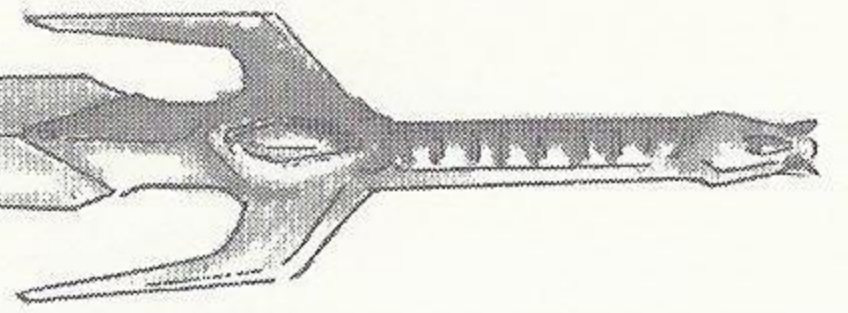


Speaking to the local people in a village or town is essential to you completing the game. To begin a conversation, walk up to the person you wish to speak with and push the A button.

After you exit a town or village you can access a view of the map by pressing the start button. You will then be able to see your present location, as shown by the flashing white dot, as well as location of other towns and villages.

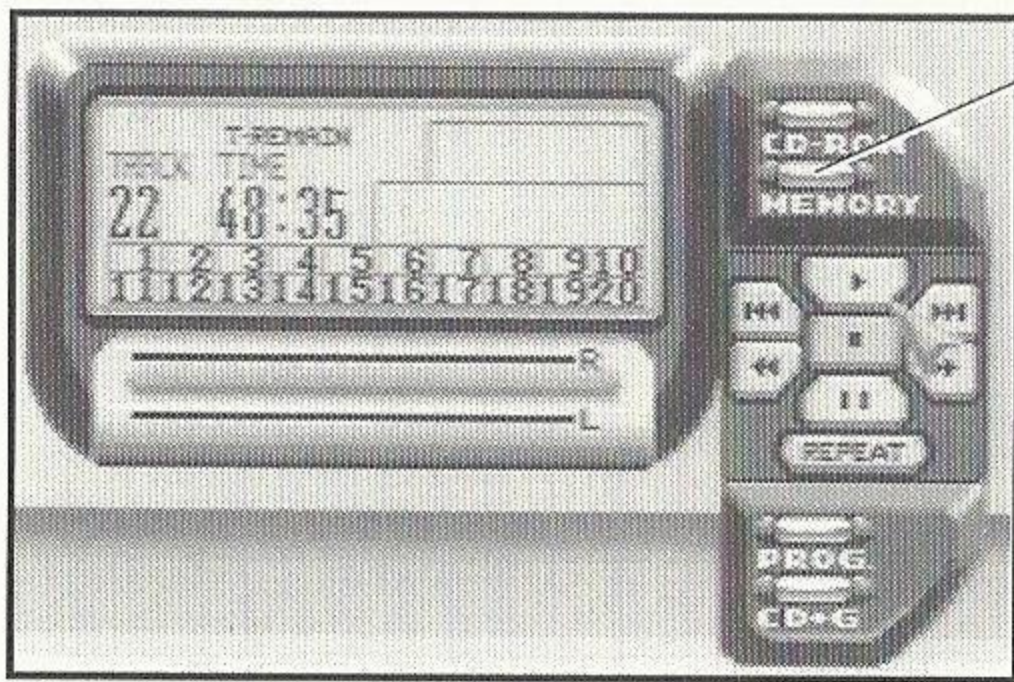


# Backup RAM Information

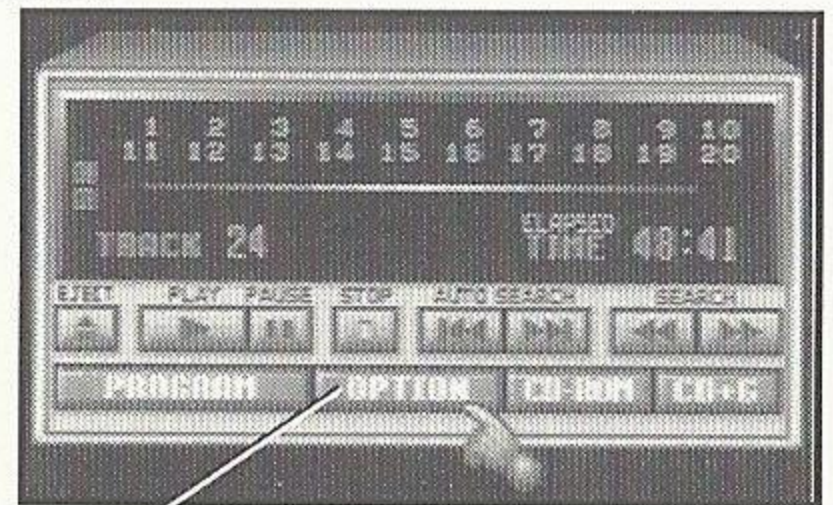


## Sega CD™ Backup RAM

Since you cannot save games directly on the CD, the Sega CD<sup>2</sup> is equipped with internal backup RAM. Most CD games (especially RPG's) have a save feature that uses it. If you are having difficulty in saving your games, you may need to format your backup RAM or delete some of your previously saved games. Remember, when you first purchase a Sega CD<sup>2</sup> system, the RAM *must* be formatted before you can save a game correctly. If your memory is full, you will need to make room by deleting previously saved games.



Sega-CD<sup>2</sup> MEMORY



Sega-CD OPTION

## Formatting Backup RAM

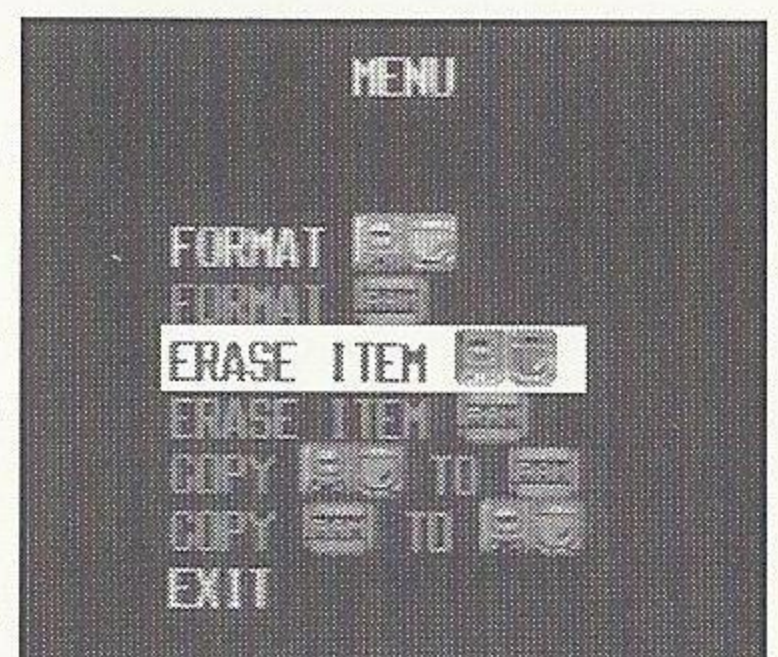



To format your backup RAM you need to use the MEMORY feature (Or, OPTION on the original Sega-CD). Insert a game CD in the SEGA CD<sup>2</sup>. When you turn on the Sega CD<sup>2</sup>, press Button C on the control pad to cause the Sega CD<sup>2</sup> Control Panel to appear. Next, select the MEMORY command (OPTION for Sega CD). The Data Storage Information screen appears, press the START button or Button A, B, or C to continue. From this menu you can now select the FORMAT option and the backup RAM will be erased and prepared to store files. **Formatting RAM will ERASE any existing files permanently!**

From this menu you can now select the FORMAT option and the backup RAM will be erased and prepared to store files. **Formatting RAM will ERASE any existing files permanently!**

## Deleting Backup RAM

When you turn on the Sega CD<sup>2</sup>, press Button C on the control pad to cause the SEGA CD<sup>2</sup> Control Panel to appear. Next, you'll need to select the MEMORY feature (OPTION for Sega CD), after the Data Storage Information screen appears, press the START button or Button A, B, or C to go on to the next menu. From this menu select the ERASE ITEM option. Next you'll need to select which game save you wish to delete. After you're finish, select the EXIT option and start the game. **Warning: Deleted save data cannot be recovered...ever!**



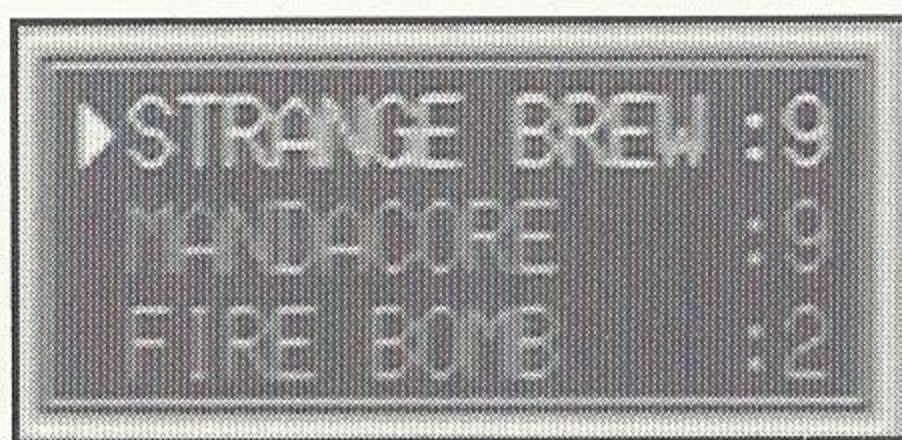


# Command Menu



By pressing the B button you can open the Command Menu. You'll then be able to view the characters' status, use items or magic, equip your character with different weapons, and save or load games.

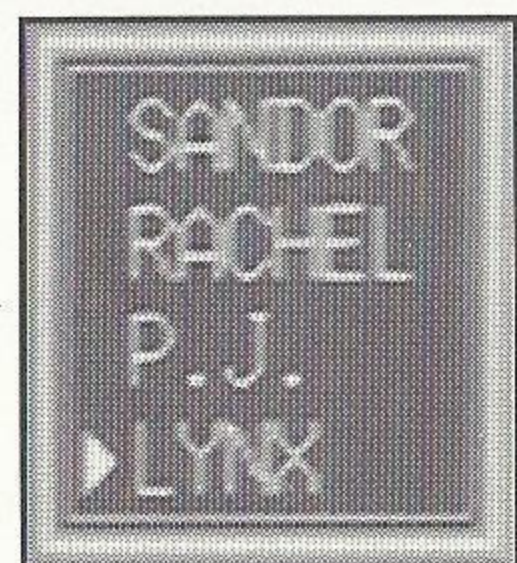
## Item



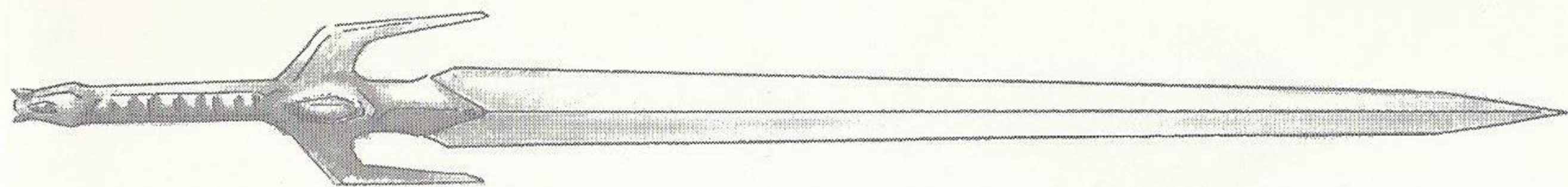
The ITEM option allows you to use, organize, or discard items that you have collected or purchased.

<i>Use</i>	<i>Order</i>	<i>Drop</i>
<p>To use an item, select which item you are going to use and which character will use the item, and then press the A button. <b>Note:</b> There are some items you <i>cannot</i> use during combat.</p>	<p>Allows you to organize items to remove "dead space" in your inventory. After selecting this command, your items will be organized.</p>	<p>Use this if your inventory is full, or you want to discard items. Select the item to discard and press the A button. Once you have dropped an item you cannot get it back. Use <i>this command with caution.</i></p>

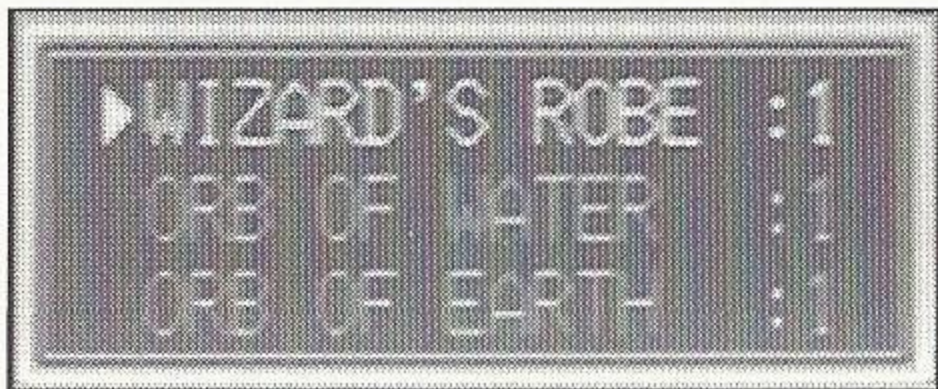
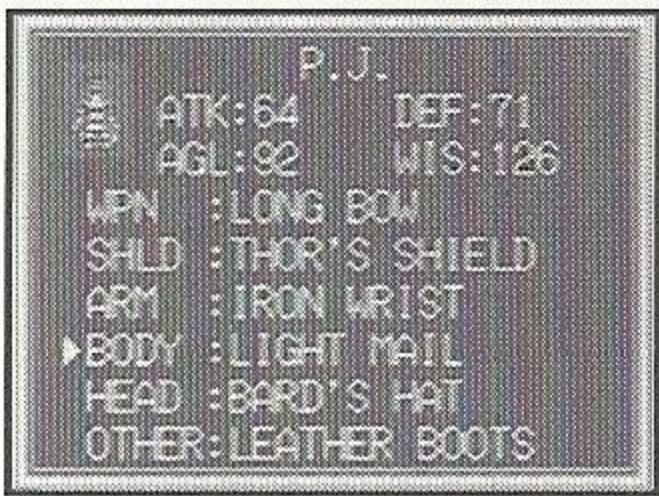
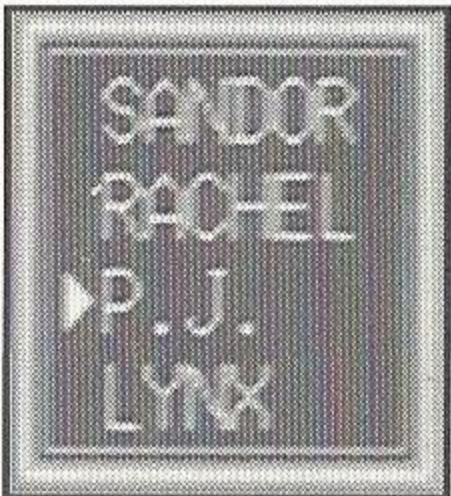
## Magic



The MAGIC option allows you to use the character's magic. To use magic, first select the character. Next, choose which magic spell you want to use, then select who they will use the magic on, and finally press the A button to execute the spell. As your character raises levels he will learn more spells. **NOTE:** *Some magics can only be used in combat.*



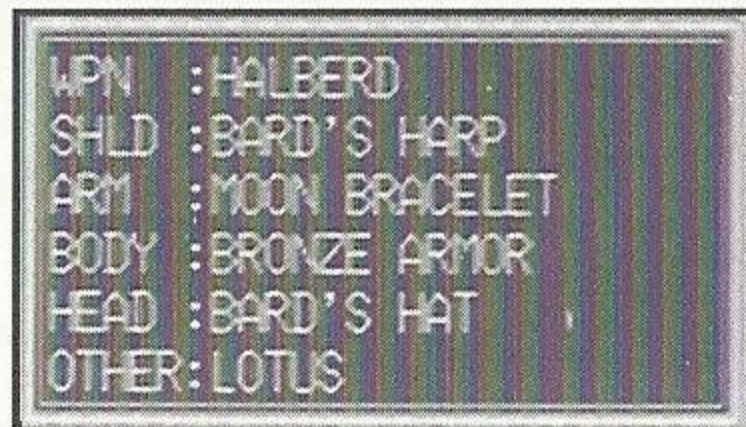
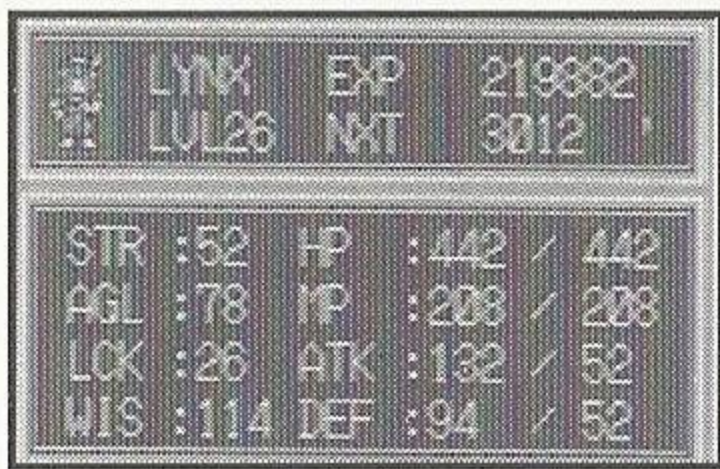
## Equip



The **EQUIP** option allows you to arm your characters with weapons or armor that you have acquired. Select which character you want to arm, what kind of equipment you want to change, and finally, which item you are going to equip them with.

## Status

**STATUS** allows you to check the condition of a character..



### LVL

Current level of experience

### EXP

Amount of experience the character has gained.

### NXT

No. of experience points required to reach the next level.

### STR

The strength of character attacks.

### AGL

The speed of character reactions during combat.

### LCK

The ability to avoid the enemy attacks.

### WIS

Determines how effectively a character can use magic.

### HP

Characters current hit points / maximum hit points.

### MP

Characters current magic points / maximum magic points.

### ATK

With Weapons / Without Weapons is displayed.

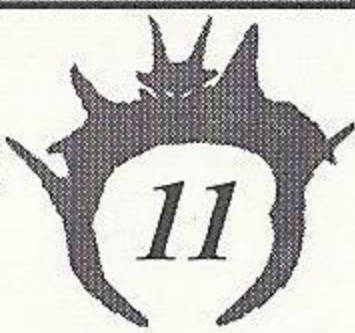
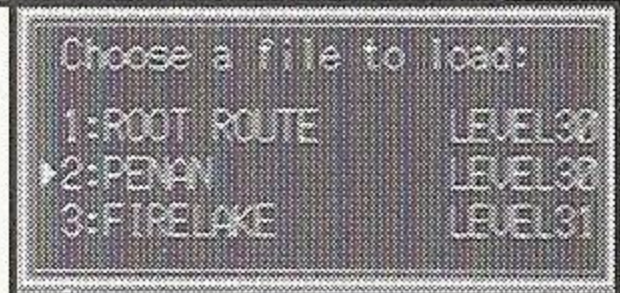
### DEF

With Armor / Without Armor is displayed.

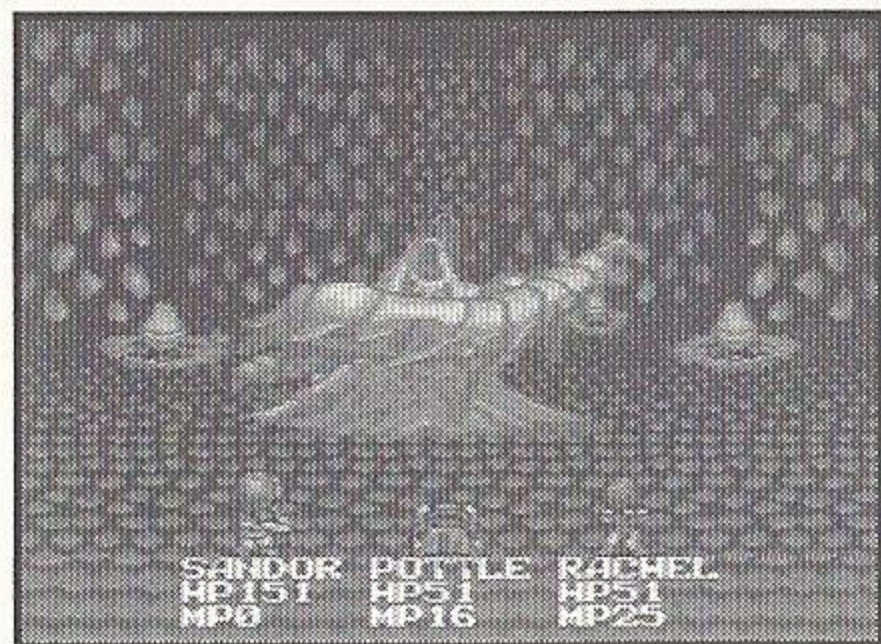
## Save/Load

**SAVE** allows you to save your current position in the game. To save, select which data slot (see warning under Starting the Game) you wish to use and press the A button. You can save almost anywhere in the game, but there are certain tests in the game where **SAVE** will not work. Remember, *save frequently (where possible) to avoid unnecessary (and usually annoying) setbacks.*

**LOAD** allows you to restore a previously save position at almost any time during the game.





# Combat Menu





While traveling on the overhead map or while exploring dungeons you will get attacked by a wide assortment of monsters. Take the time to get familiar with the combat system, *the success of your mission depends on it!*


During combat your character's physical condition may change depending on the type of enemy attack.


**POIS**  Poisoned. Character will lose 10 points per turn.

**CONF**  The character becomes confused and may attack other party members.

**FREZ**  Frozen. You won't be able to use this character until this wears off.

**SLEP**  Character falls asleep.

**STON**  Character turns to stone.

**MUTE**  When mute, character cannot utter magic spells.

## Understanding the Combat Screen.

After you are attacked by the enemy the following commands will appear. The order in which characters fight is dependent on their level of quickness.

**ATTACK**  
Initiates an attack on the enemy. Move the cursor to select the enemy you wish to attack. Press the A button to confirm your choice.

**MAGIC**  
Allows you to use magic that the character has learned. Select which magic you wish to use, then choose who you want to use the magic on, (party member or enemy depending on the magic), then press the A button to execute the magic spell.

**DEFEND**  
Allows you to protect your character from enemy attack. The character assumes a defensive position and cannot attack the enemy.

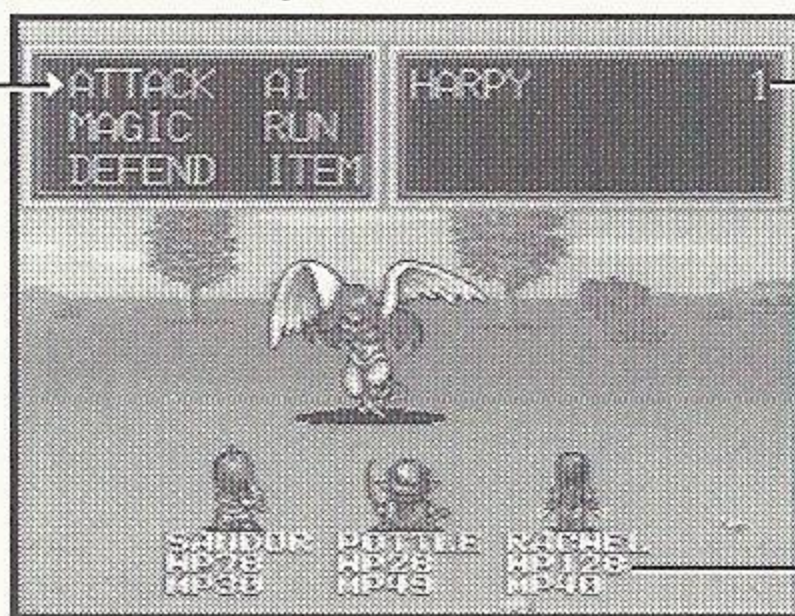
**AI**  
Artificial Intelligence allows the computer to fight for that character during combat. If you press any button when AI is enabled, AI will be cancelled, and control will return to the player.

**RUN**  
Every Role-playing fanatic's favorite command. The chance of escape is dependent on your character's level.

**ITEM**  
Select this to use items that you have collected during your journey.



Command



Names and numbers of enemy characters

Status

# Magic

Sandor

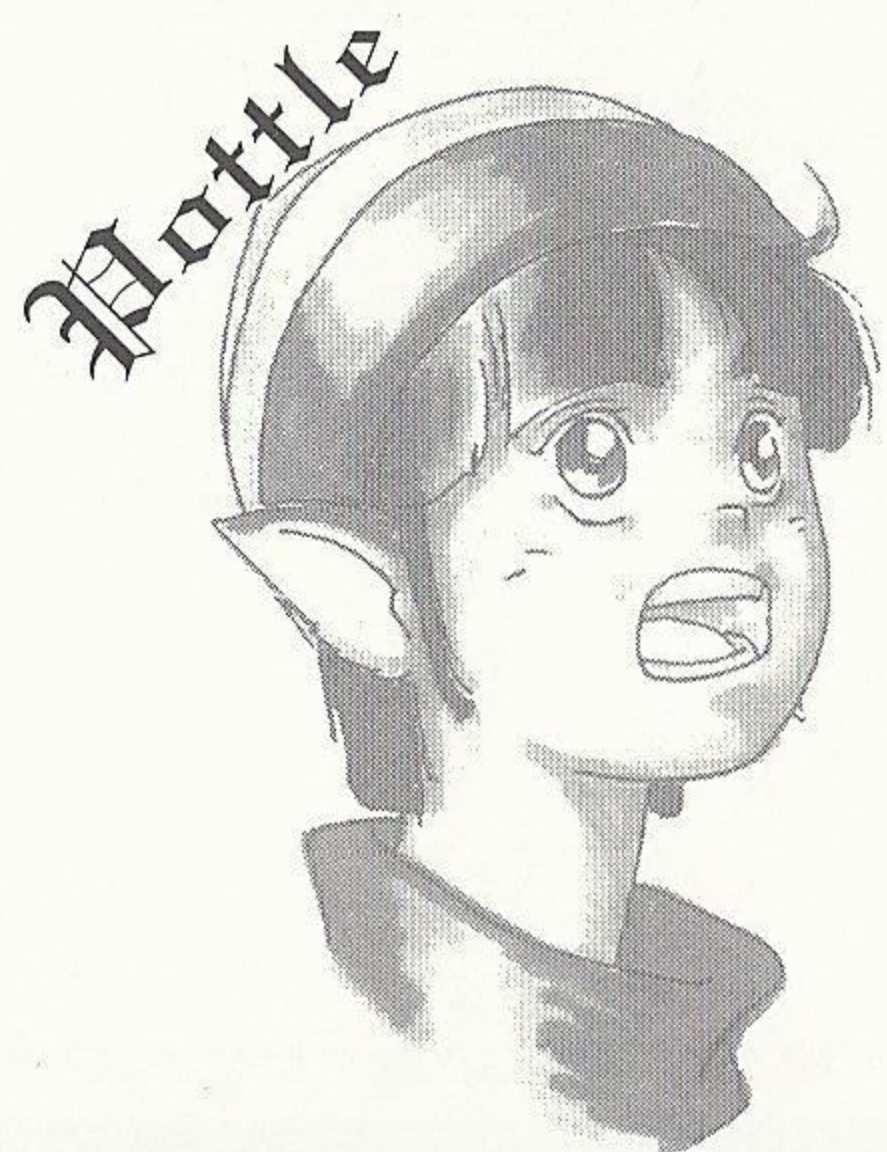
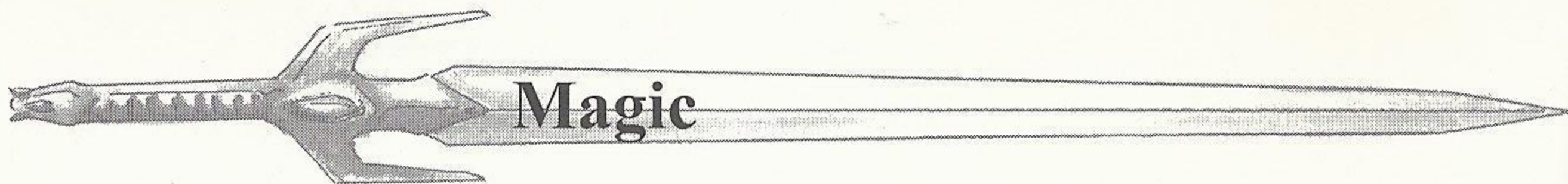


Name	Sys	Magic Effect	MP Points
Balm	Heal	Level 1 recovery power for HP.	10
Blaze	Fire	More powerful than Flame.	10
Flame	Fire	Engulfs enemies in a ball of fire.	5

Lynn



Name	Sys	Magic Effect	MP Points
Alakazam	Assist	Escape from combat and dungeons.	100
Balm	Heal	Level 1 recovery power for HP.	10
Frezzyr	Assist	Prevents enemies from using magic.	25
Narcosis	Assist	Puts enemies to sleep.	20
Neuman	Heal	Level 2 recovery power for HP.	40
Restore	Heal	Level 3 recovery power for HP.	80
Vilkyss	Heal	Cures abnormal status to Normal.	30

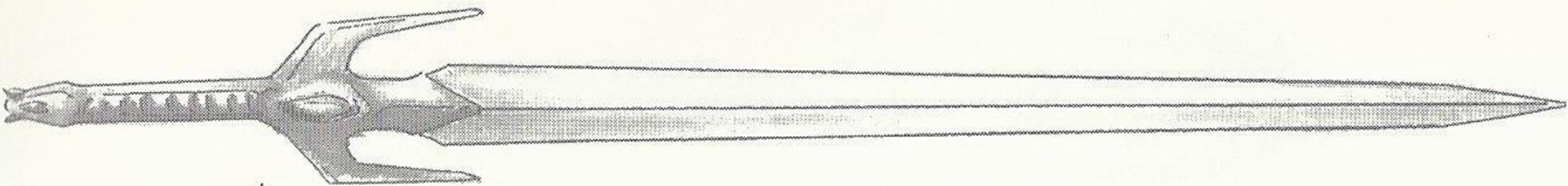


Name	Sys	Magic Effect	MP Points
Balm	Heal	Level 1 recovery power for HP.	10
Befuddle	Assist	Confuses enemies.	30
Blaze	Fire	More powerful than Flame.	10
Flame	Fire	Engulfs enemies in a ball of fire.	5
Freezyr	Assist	Prevents enemies from using magic.	25
Narcosis	Assist	Puts enemies to sleep.	20
Vilkyss	Heal	Returns character's status to normal.	30



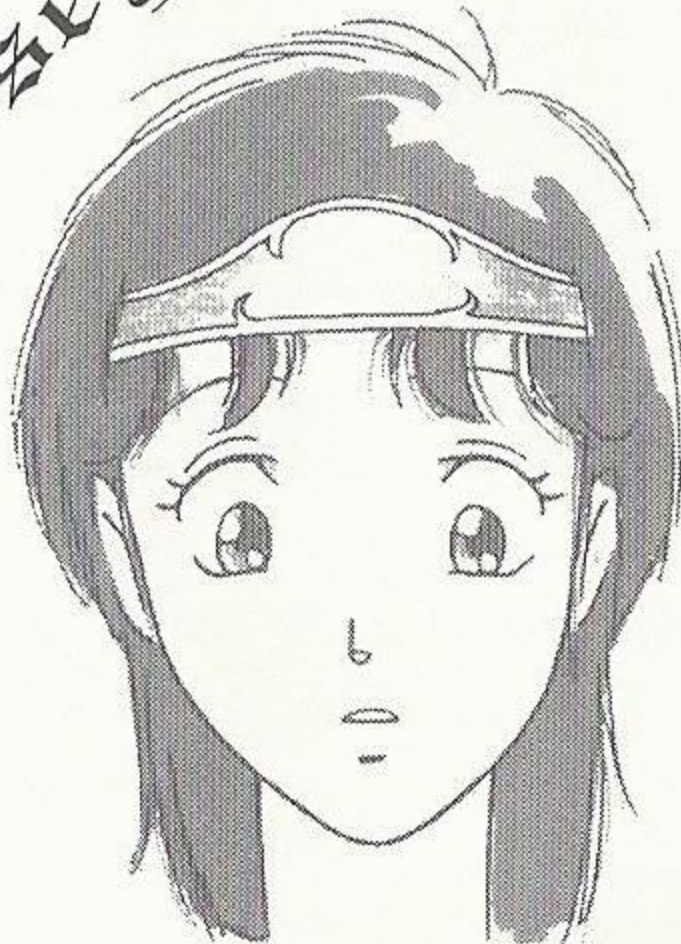
Name	Sys	Magic Effect	MP Points
Balm	Heal	Level 1 recovery power for HP.	10



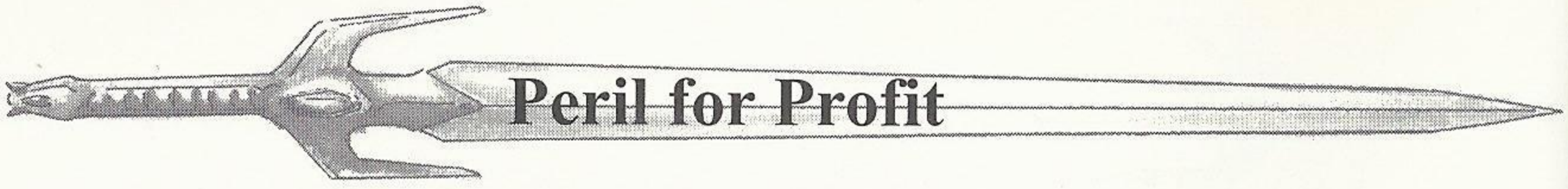


Name	Sys	Magic Effect	MP Points
Balm	Heal	Level 1 recovery power for HP.	10
Befuddle	Assist	Confuses enemies.	30
Blaze	Fire	More powerful than Flame.	10
Blitz	Earth	Group lightning attack.	40
Flame	Fire	Engulfs enemies in a ball of fire.	5
Neuman	Heal	Level 2 recovery power for HP.	40
L-Bolt	Earth	More powerful than Shock.	30
Restore	Heal	Level 3 recovery power for HP.	80
Shock	Earth	Lightning attack.	15
Malybu	Fire	More powerful than Blaze.	20
Vilkyss	Heal	Returns character's status to normal.	30

*Winsey*



Name	Sys	Magic Effect	MP Points
Alakazam	Assist	Escape from combat and dungeons.	100
Shock	Earth	Lightning attack.	15



# Peril for Profit









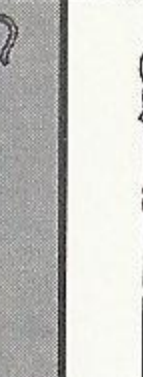


## Moola

In the world of Vay the monetary unit is Gold. After defeating monsters you will receive gold plundered from your opponents. Generally, the more difficult the opponent, the higher the monetary rewards. You can use this booty to purchase weapons, armor, and items to aid you in your quest.

## Purchasing Weapons

In the towns that you visit there are shops that sell weapons, protective gear, and other items you may find very useful. Choose your purchases carefully. Certain weapons will inflict more damage on specific enemies than others, and once you take possession of them, they depreciate immediately. The shopkeeper will be happy to buy them back - at half the price you paid.

### Weapons Usage Chart

Character											
Pottle	✓	✓			✓		✓				
Kinsey	✓	✓	✓								✓
Rachel	✓	✓		✓				✓			
Sandor	✓	✓	✓	✓		✓					
P.J.	✓	✓			✓				✓		
Lynx	✓	✓								✓	

Many of the weapons and armor will only work for certain characters. You can tell which characters can wear an item by selecting it on the shopkeeper's list and examining the space next to the character's name. If they can equip that item, a solid white circle will appear.

Type of Shop —

Effect on Character —

ARMOR SHOP

BODY: DEF+13, +BABELINESS

SILVER ARMOR	12400
PLYMETAL ARMOR	20200
BRONZE ARMOR	5400
BATTLE DRESS	10000
WIZARD'S ROBE	25500
▶ LEATHER TEDDY	4800
CHROME GLOVES	2600
MOON BRACELET	3200

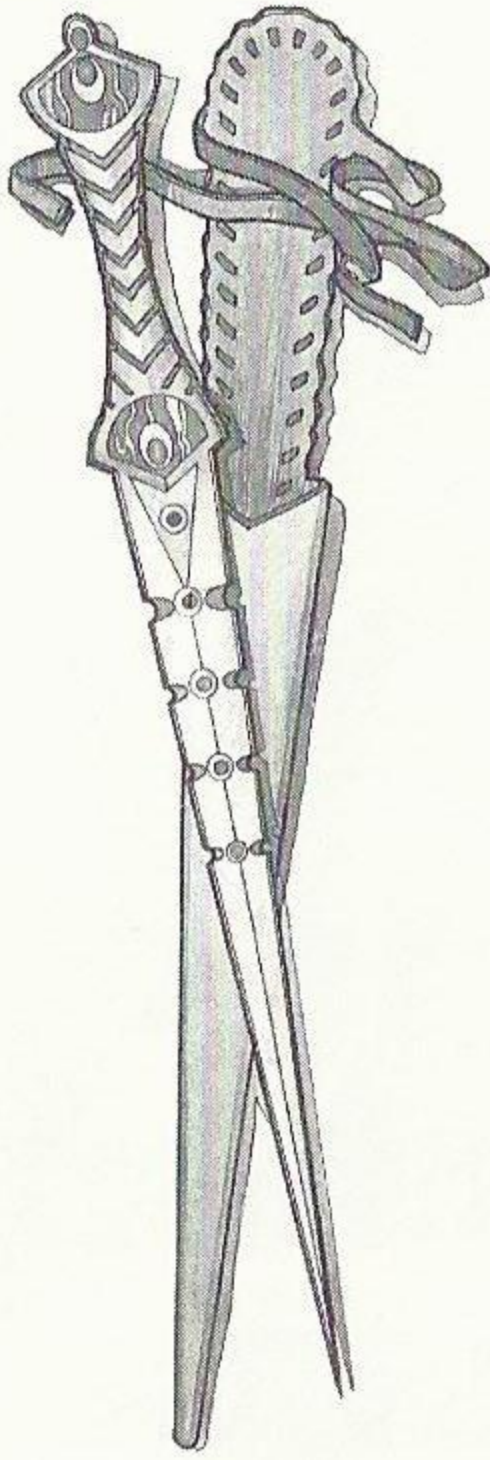
EXETER

SANDOR	
L17	
HP 323	
MP 85	
P.J.	
L21	●
HP 315	
MP 147	
LYNX	
L23	●
HP 391	
MP 184	

29839 G

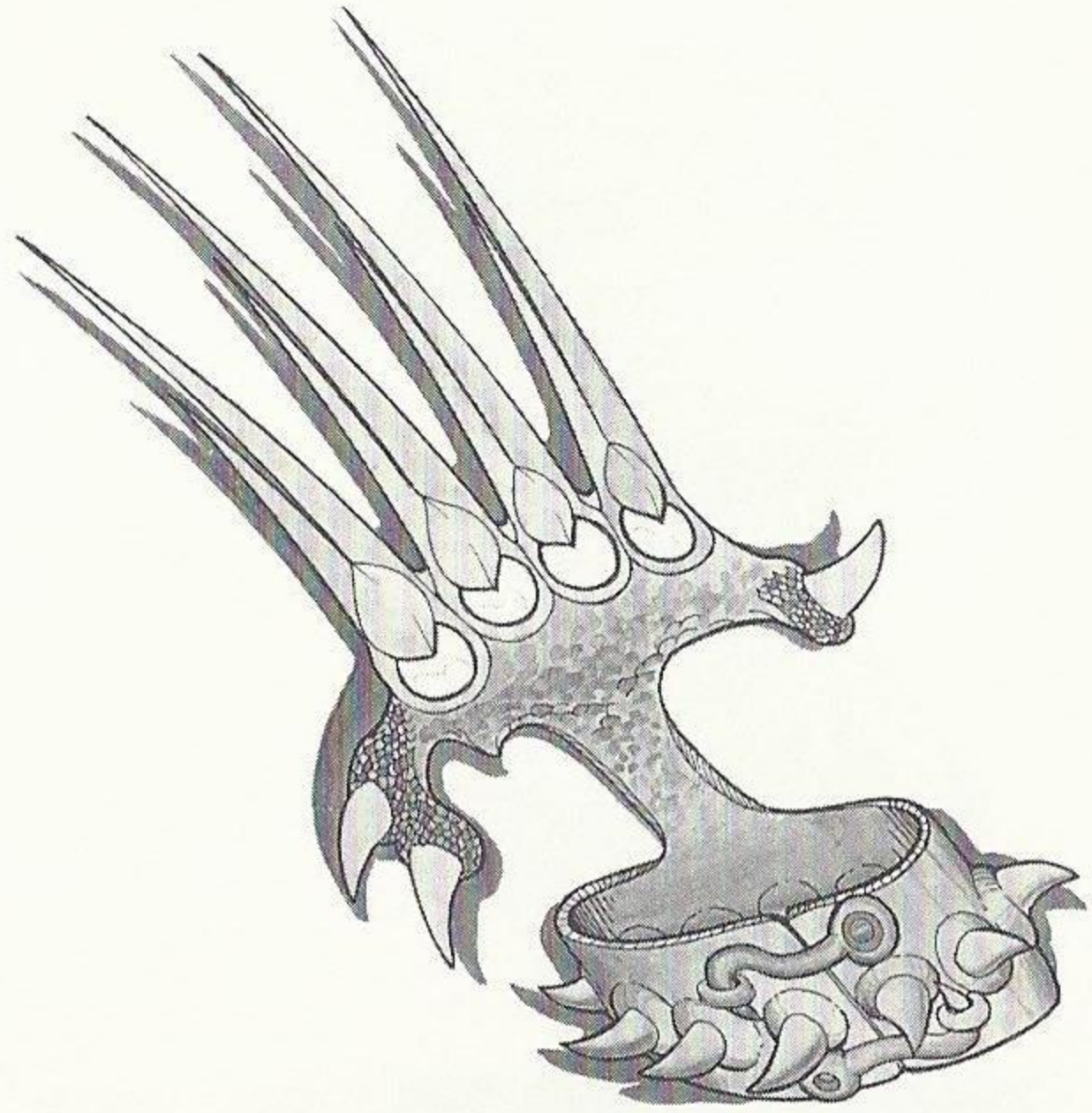
Can use this item.

## Weapons & Armor



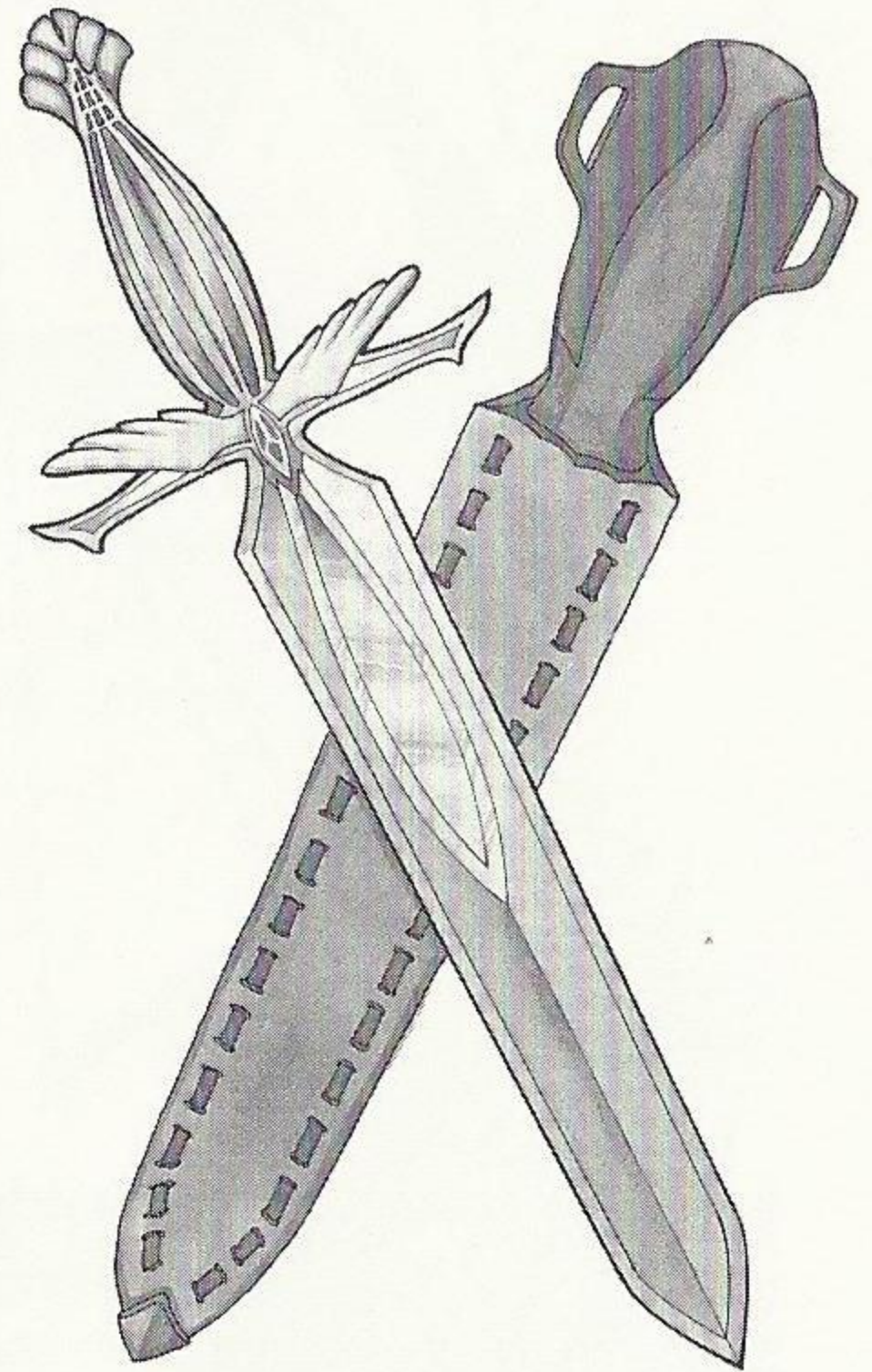
### *Whistle Dagger*

This weapon is made from lightweight metal. With its sharp, slender blade you can inflict damage on many enemies at once.



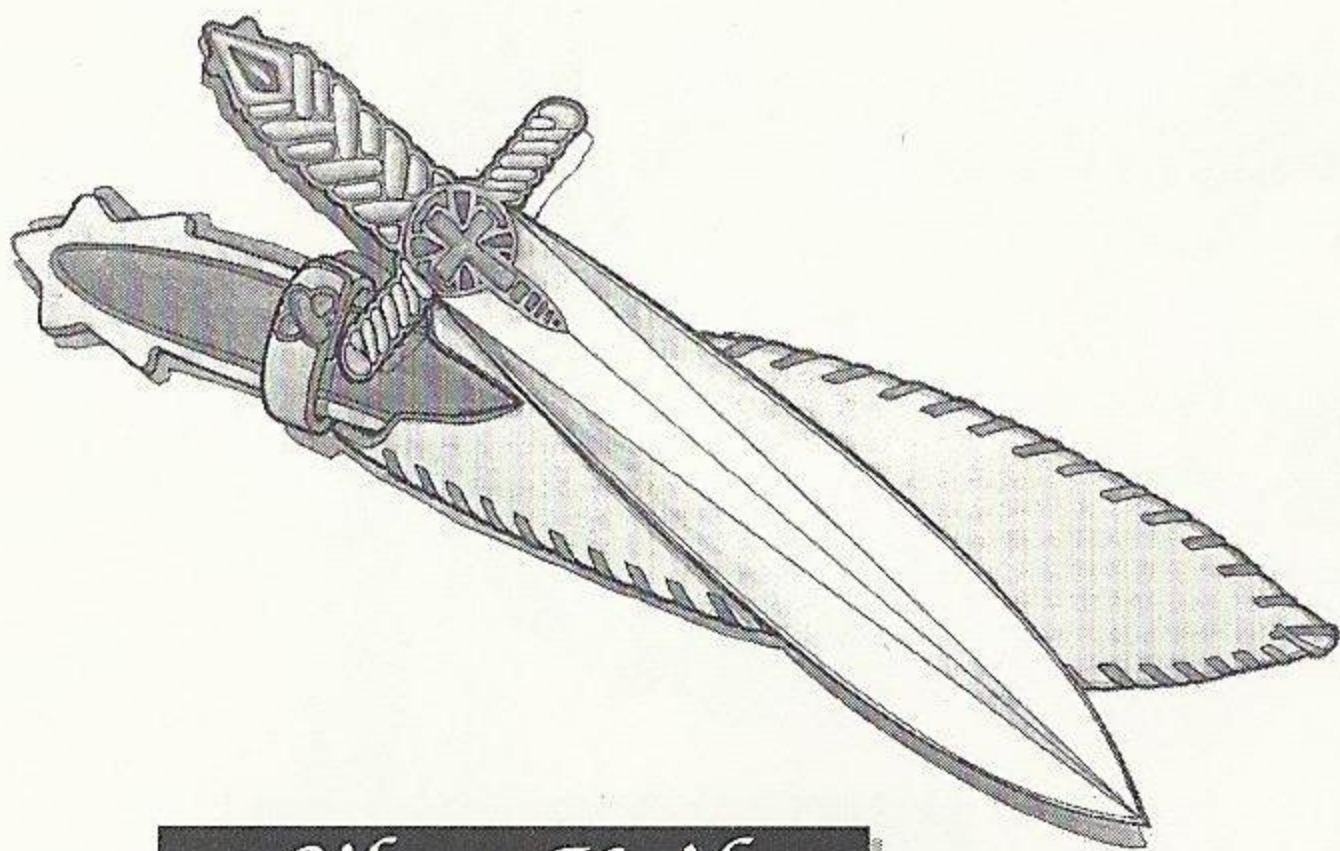
### *Battle Claw*

This weapon easily attaches to the characters hand to allow them to shred the enemies to pieces.



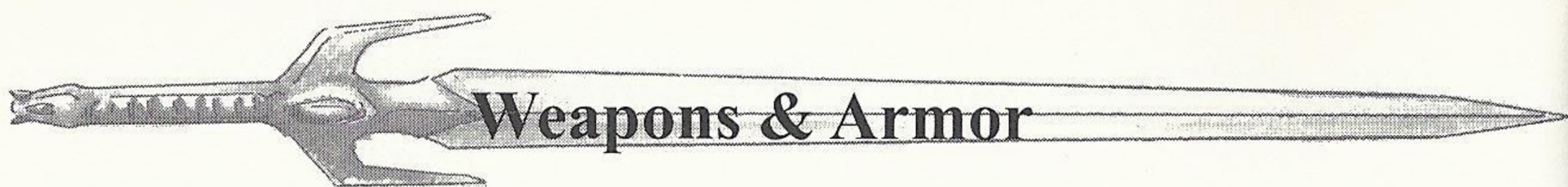
### *Short Sword*

This sword is for defensive purposes only. It has low attack power.



### *Silver Knife*

This was used in religious ceremonies over the ages. Perfect for zombies and undead.

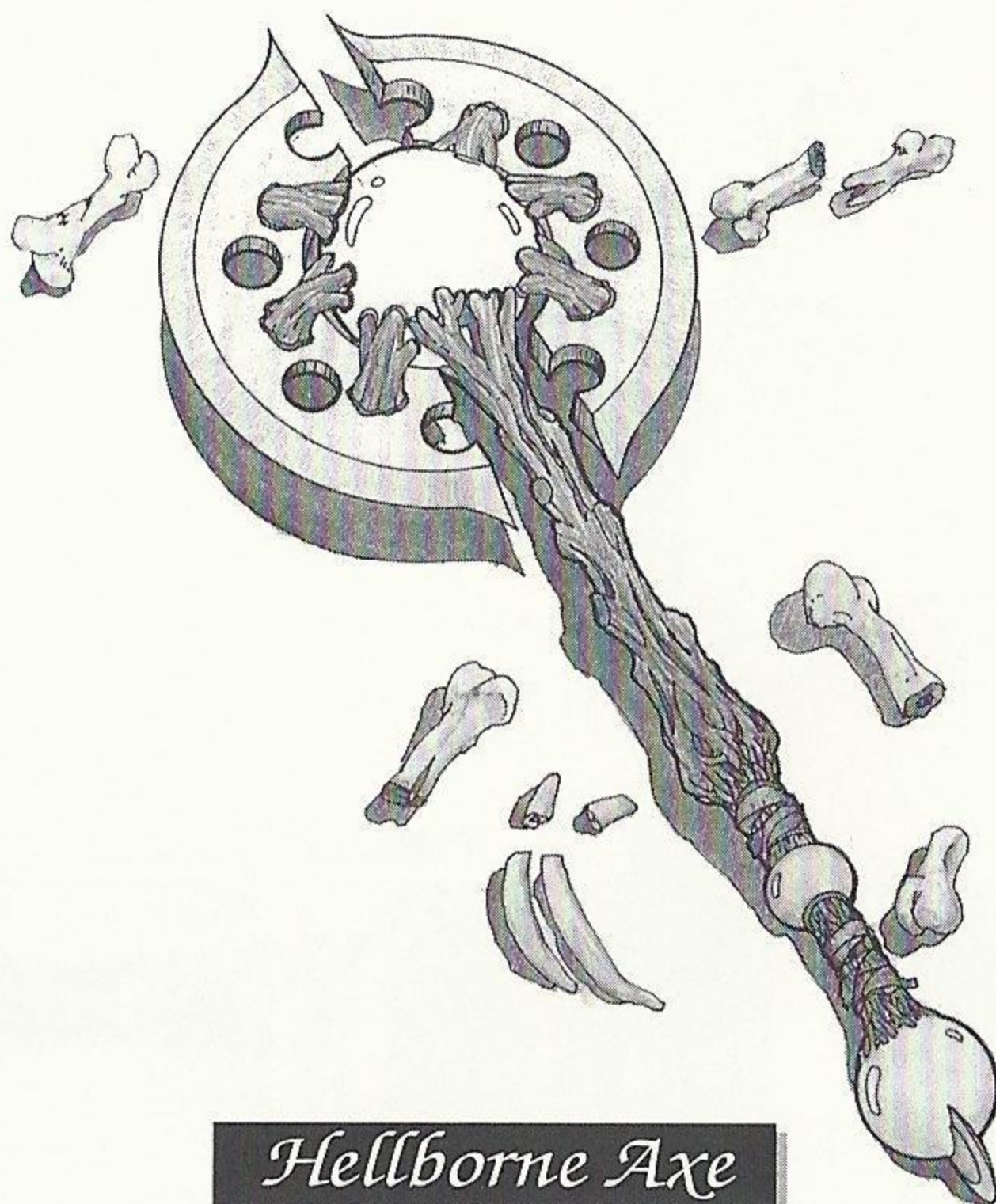


# Weapons & Armor



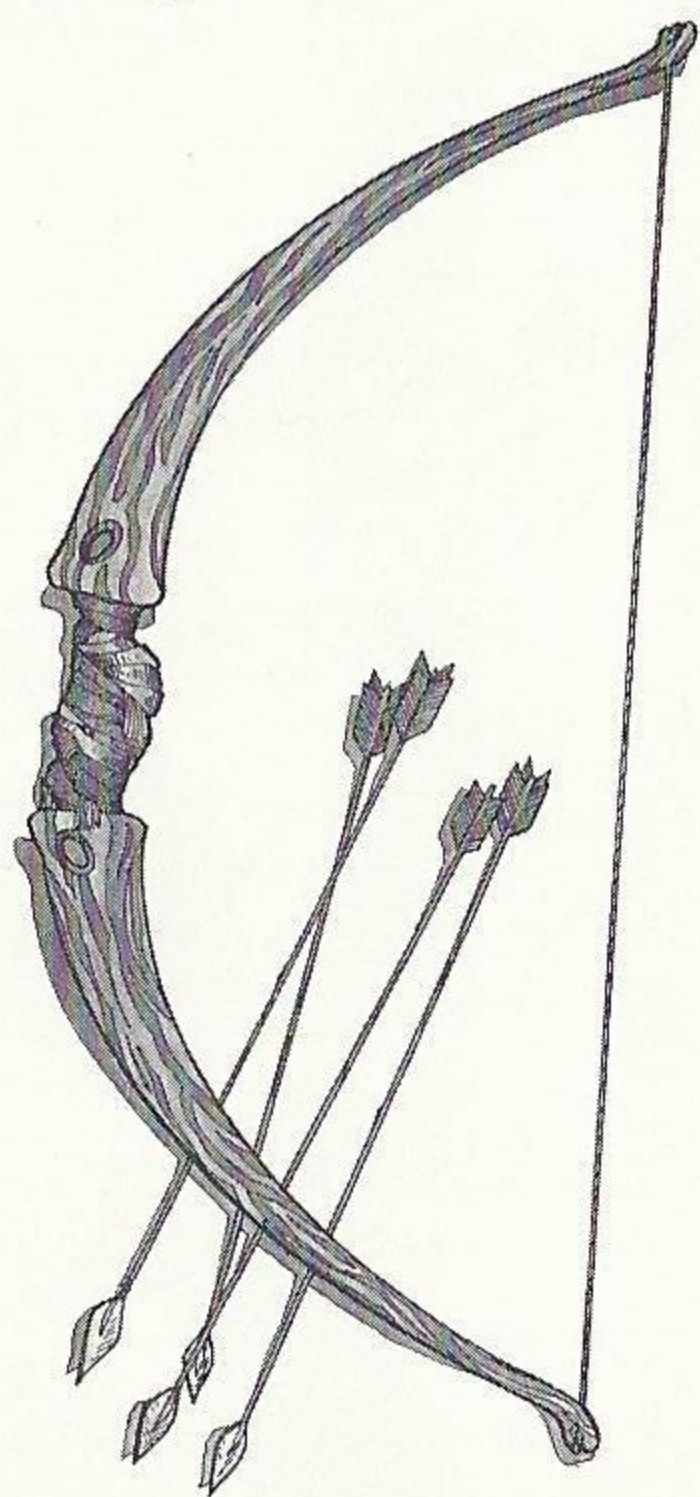
## Shock Whip

This will cause damage to multiple enemies with electrical energy.



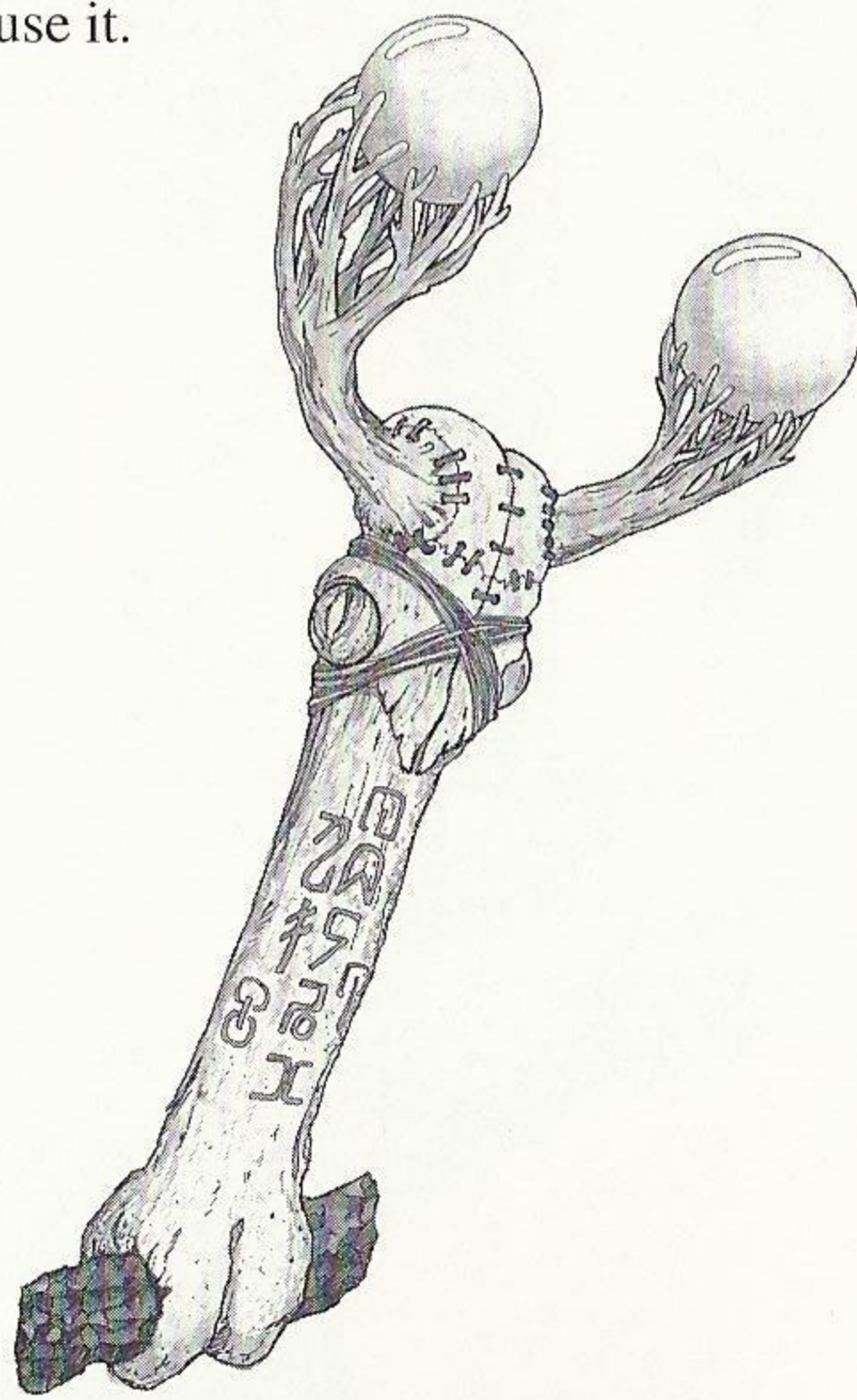
## Hellborne Axe

It's more powerful than a sword, but make sure your character is strong enough to use it.



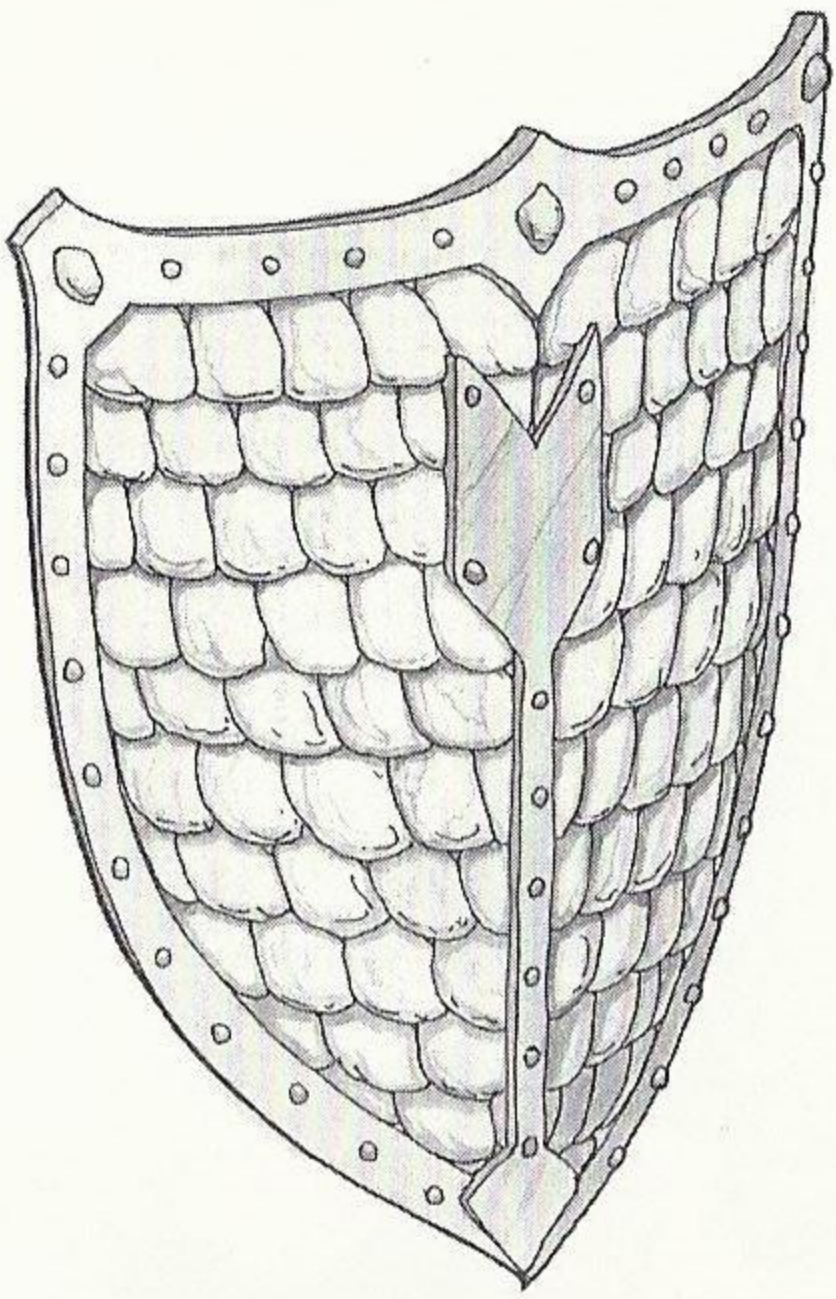
## Short Bow

This bow is small and easy to use. Especially made for beginners, it's perfect for those annoying flying enemies.



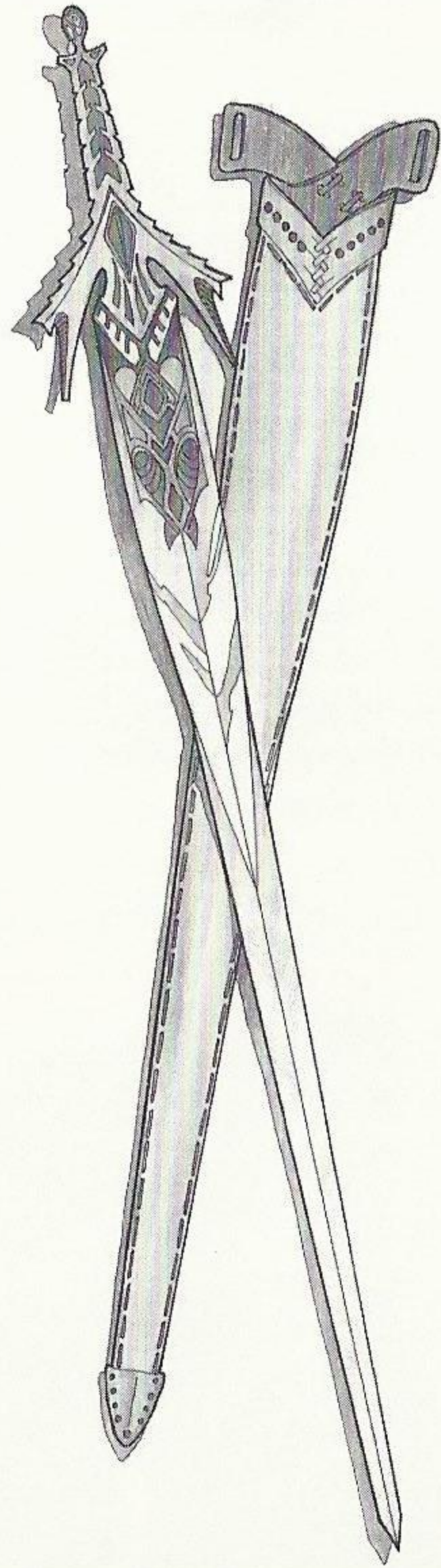
## Mystic Rod

Used by magicians for ages. A side benefit is that it increases your intelligence level when you equip it.



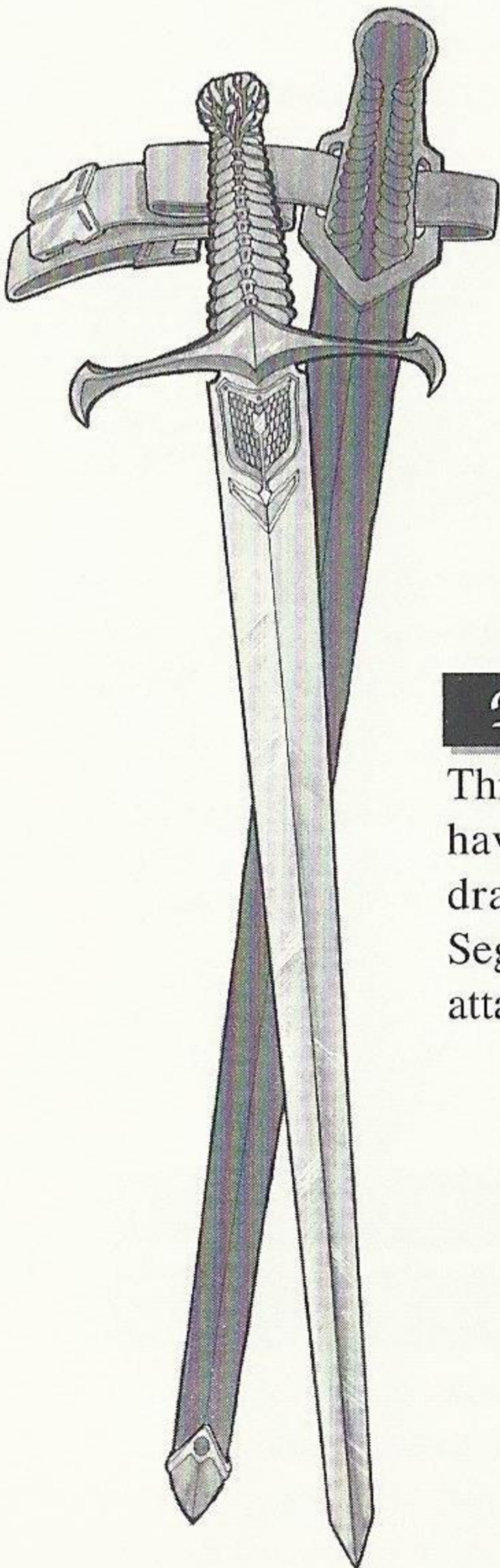
### *Dragon Shield*

Made from dragon scales, this shield can withstand fire attacks well.



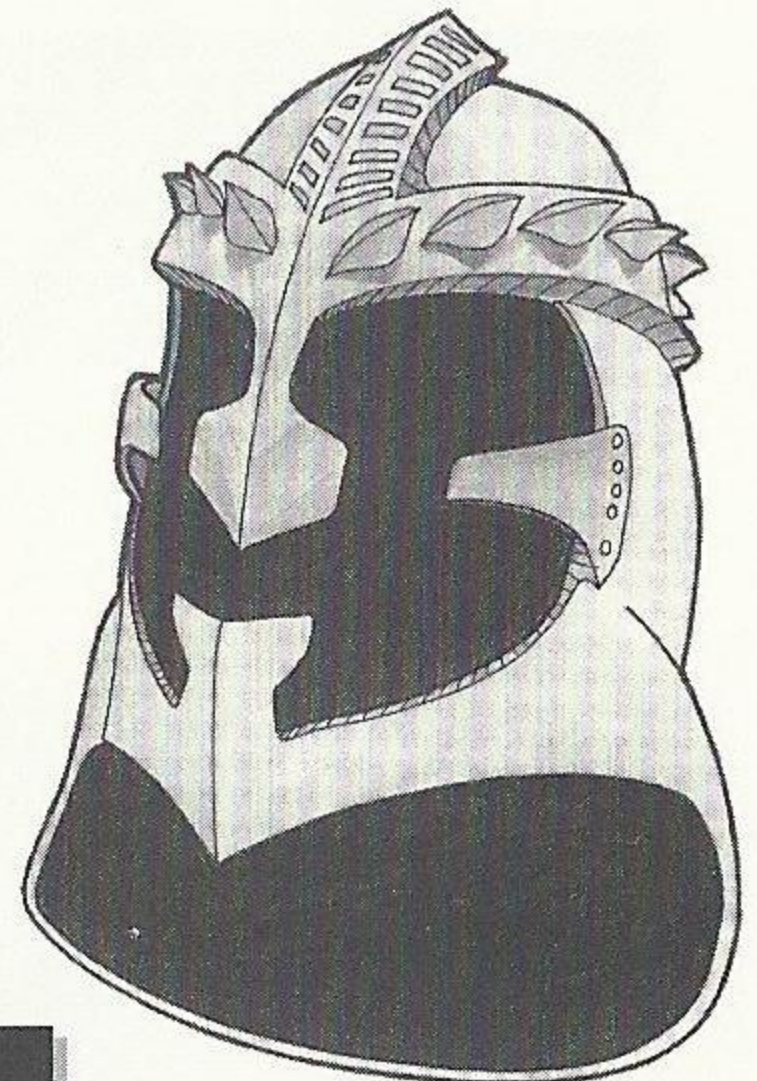
### *Vay Blade*

This is part of the legendary Vay armor. It is said to have the greatest attack power in the universe.



### *Dragon Blade*

This sword is rumored to have been forged in the dragon's den of ancient Segazz and is a powerful attack weapon.

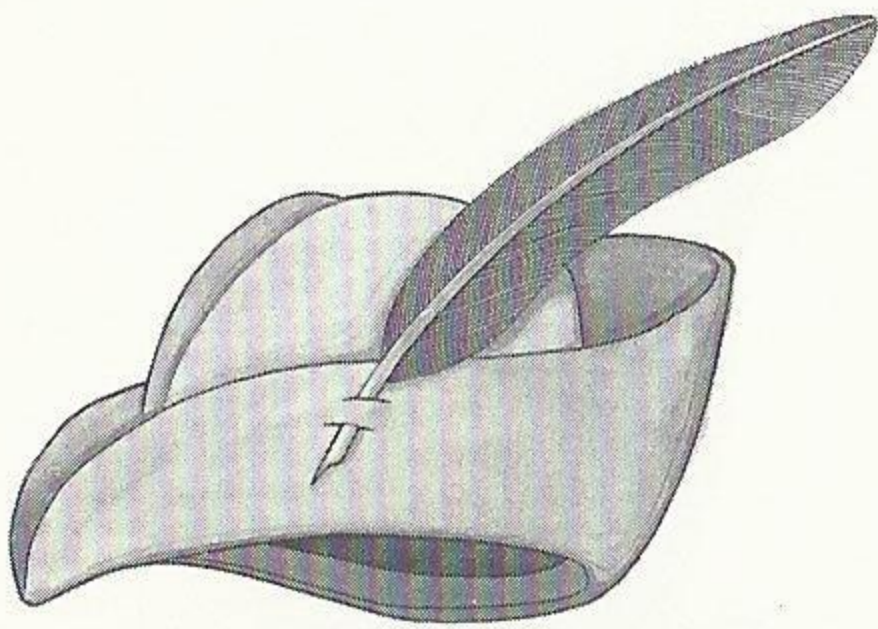


### *Knight Helm*

This helmet is worn by the knights of Lorath.

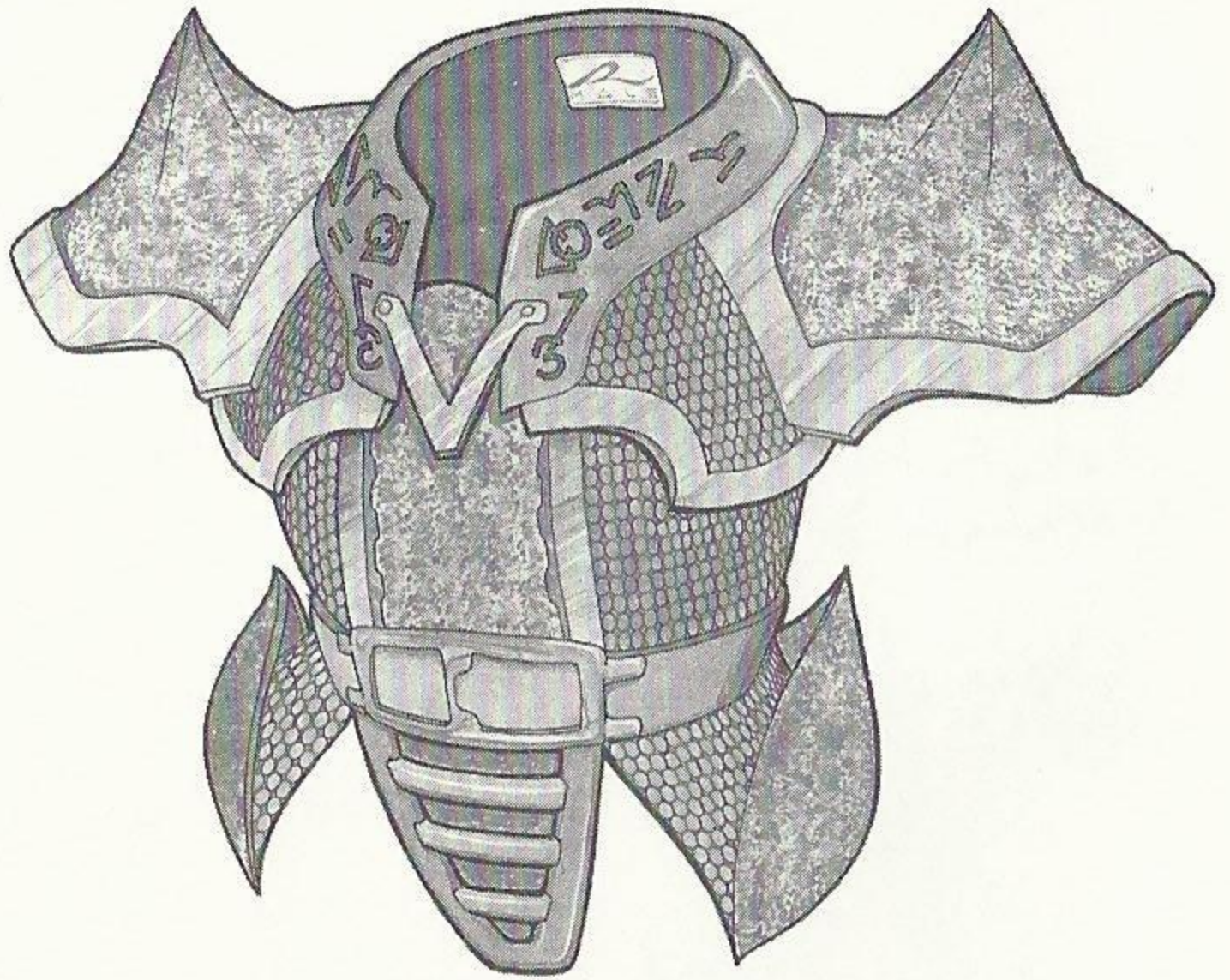


# Weapons & Armor



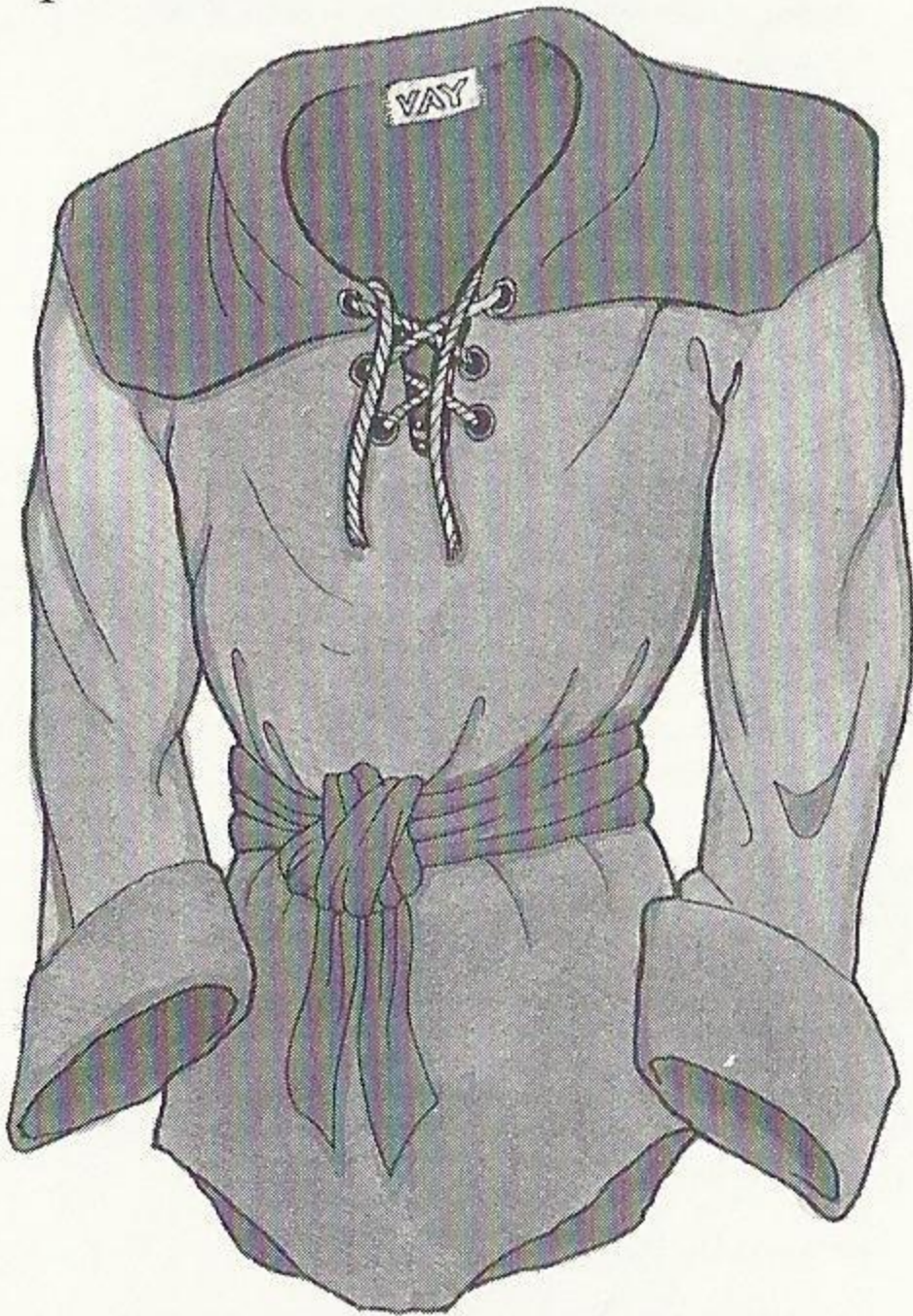
## *Bard's Hat*

This cap is worn by bards and minstrels. It increases intelligence and defensive power.



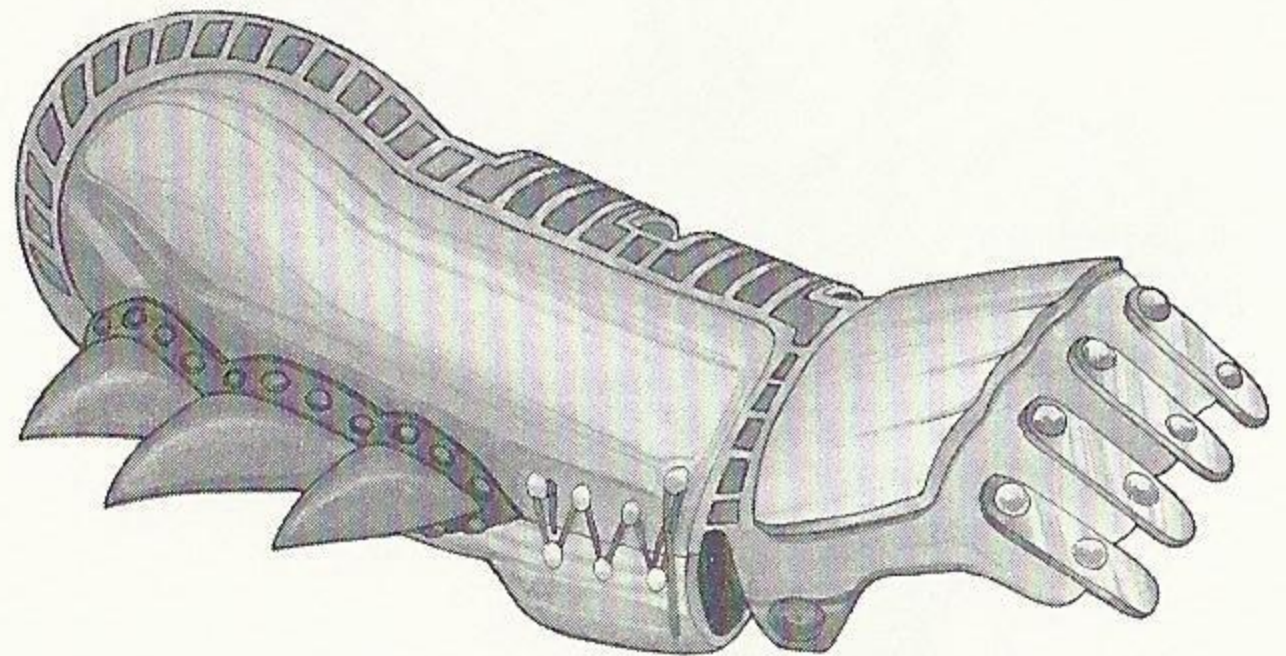
## *Rune Armor*

This steel armor is engraved with strange runes that are said to increase its protective power.



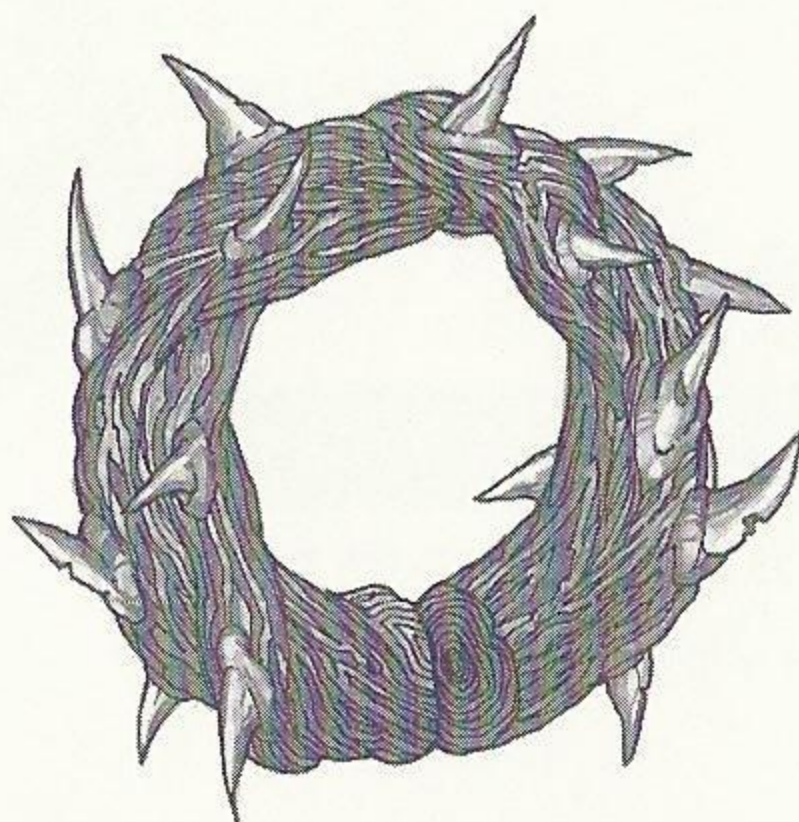
## *Linen Clothes*

These are clothes that basically anyone can wear. The downside to all of this is that they're basically worthless.



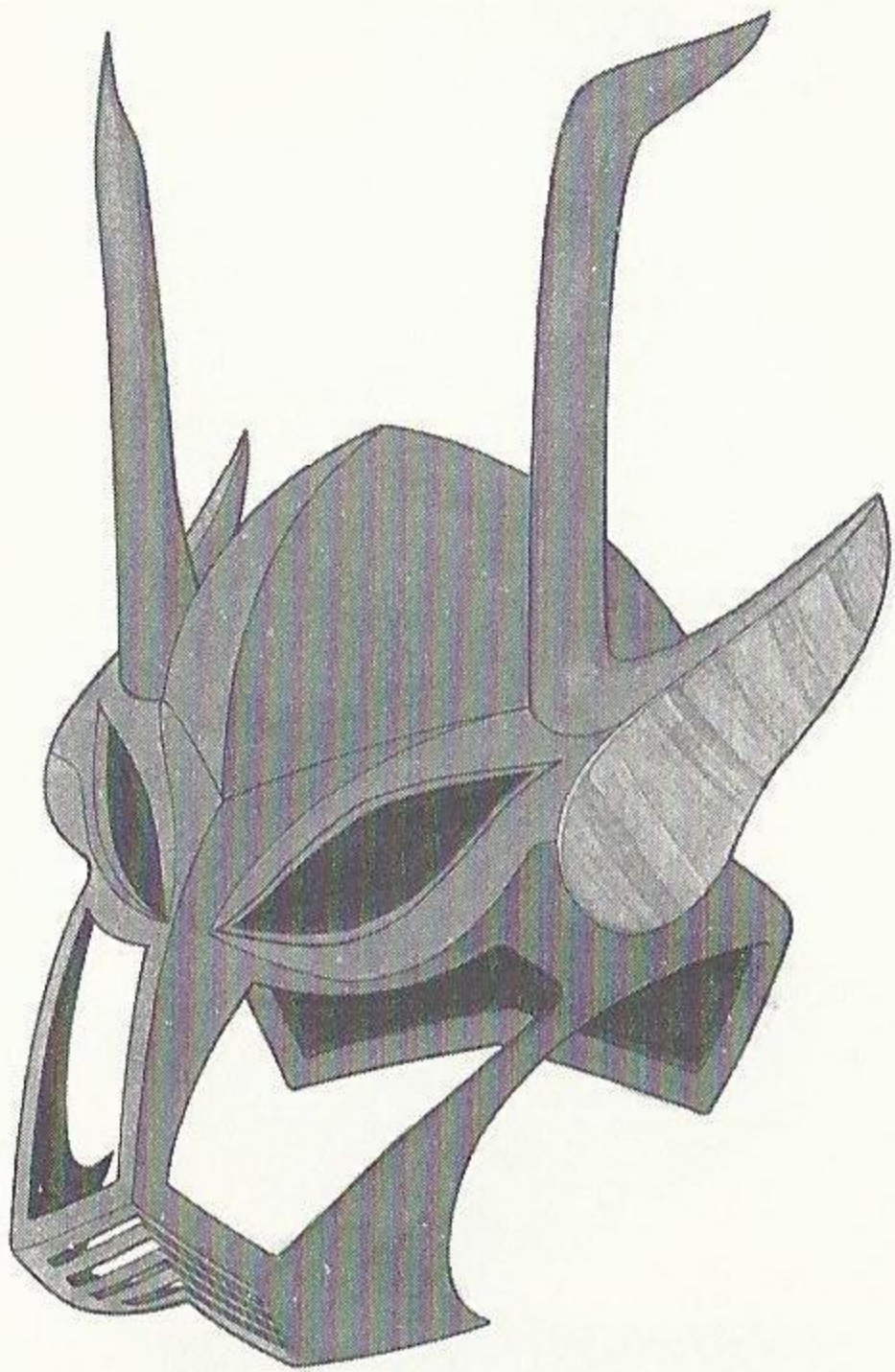
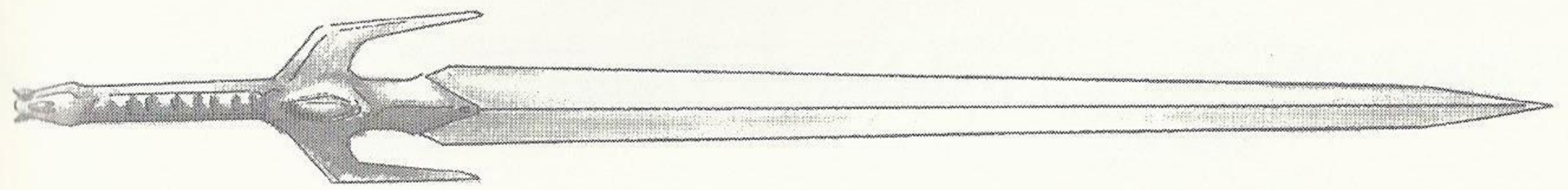
## *Gauntlet*

The Knights of Kerzalt wear this gauntlet that features advanced protective power.



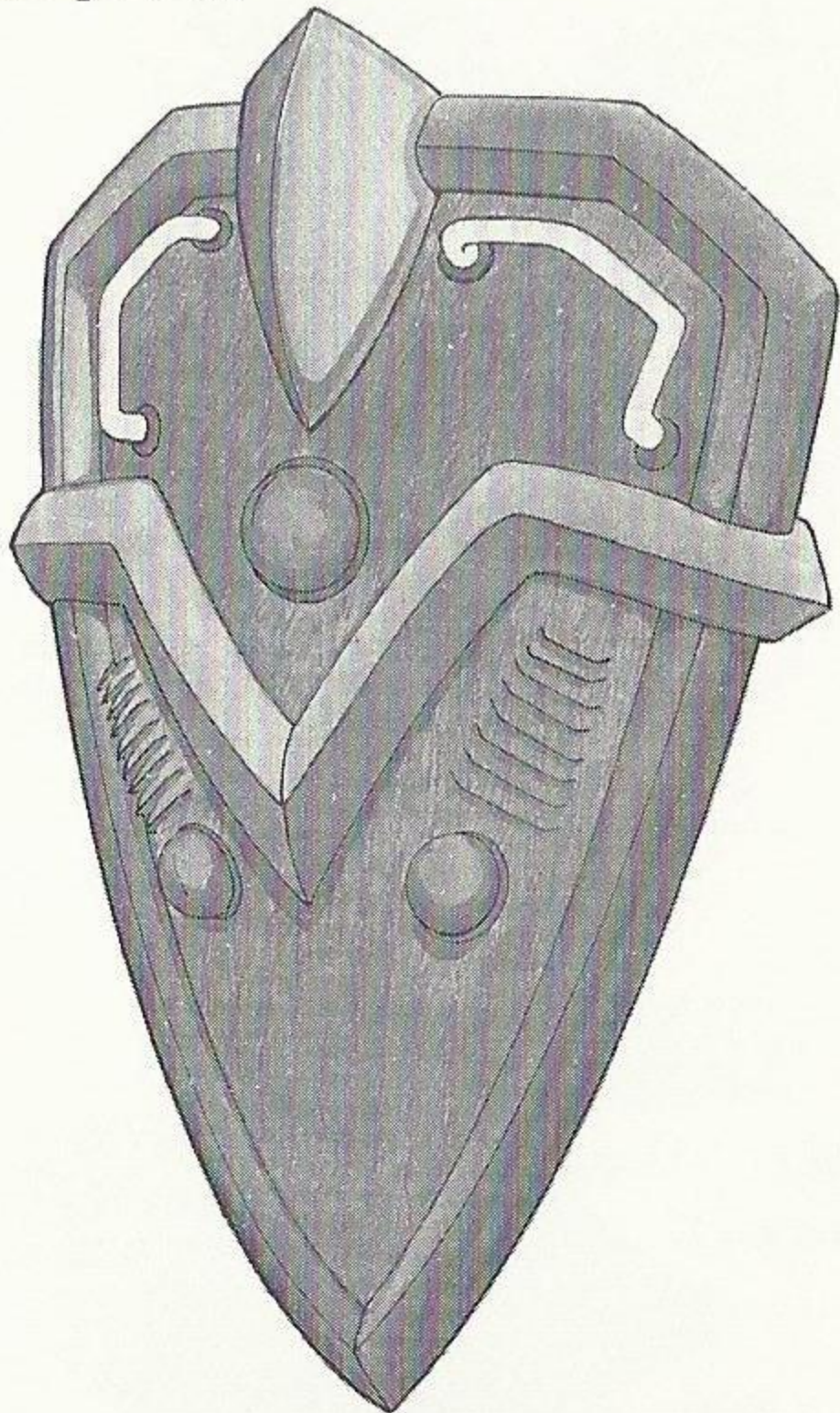
## *Thorn Bracelet*

This bracelet of thorns is very effective in close battles.



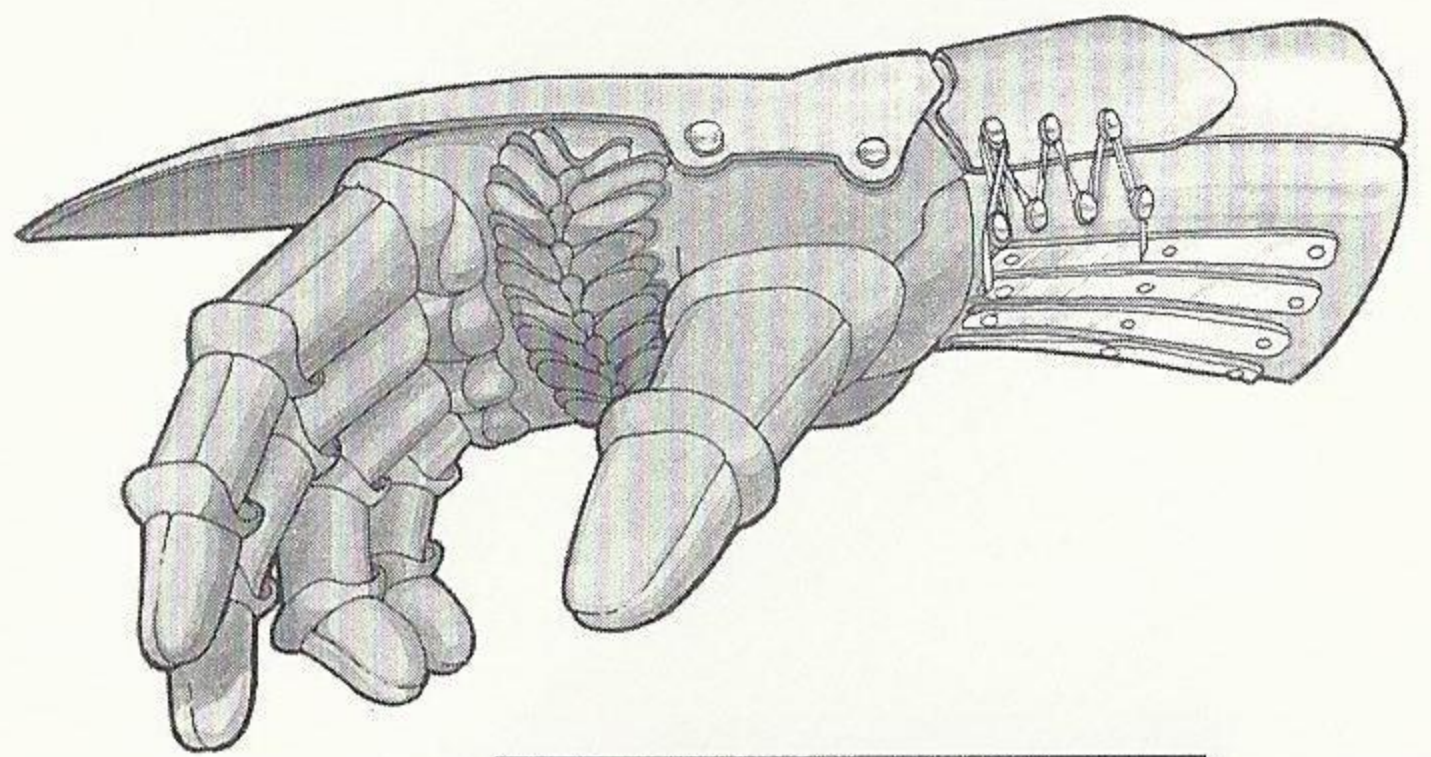
### *Vay Helm*

Little concrete information is known about the legendary helmet. However, it is said to increase your intelligence, and both your offensive and defensive power.



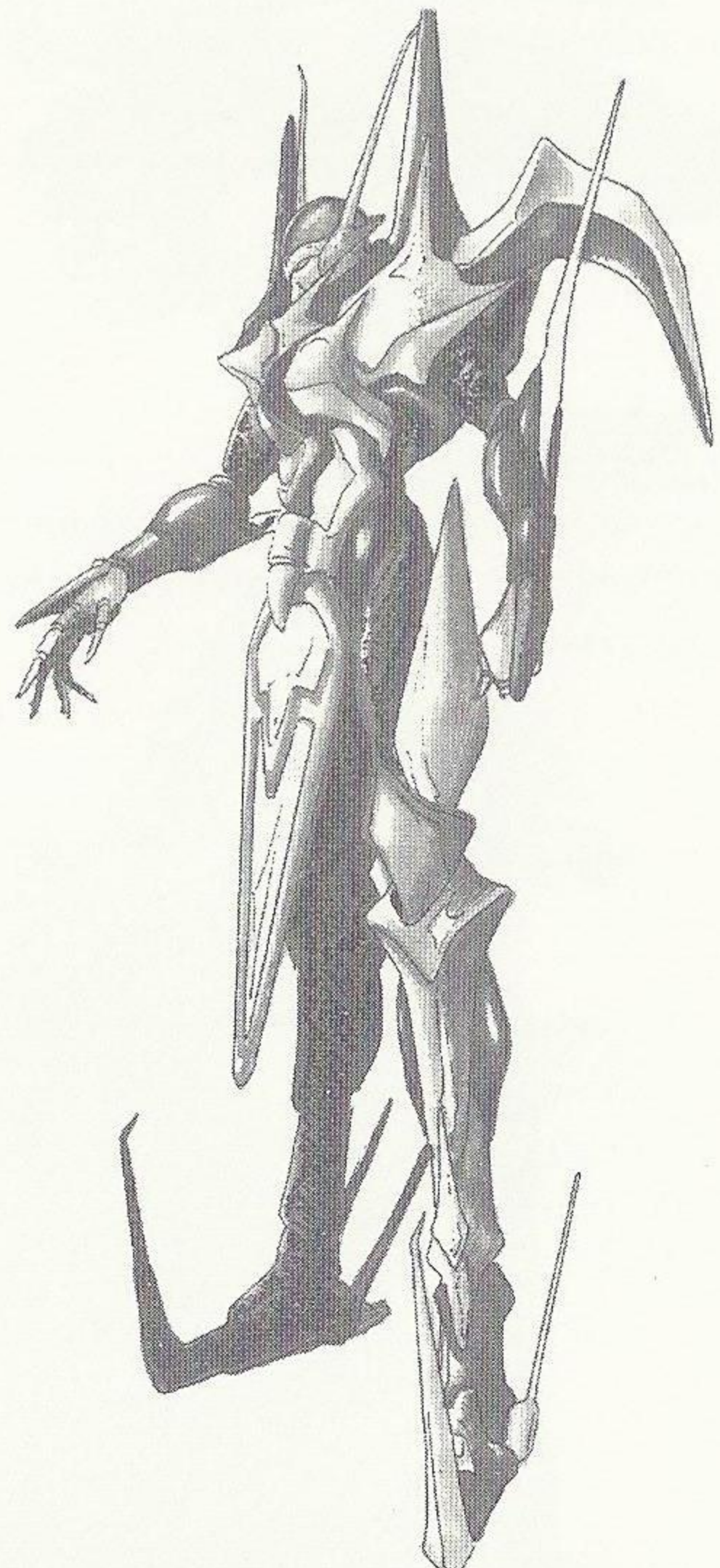
### *Vay Shield*

This shield is so strong that nothing can break it. Then again, no human has ever used it, either.



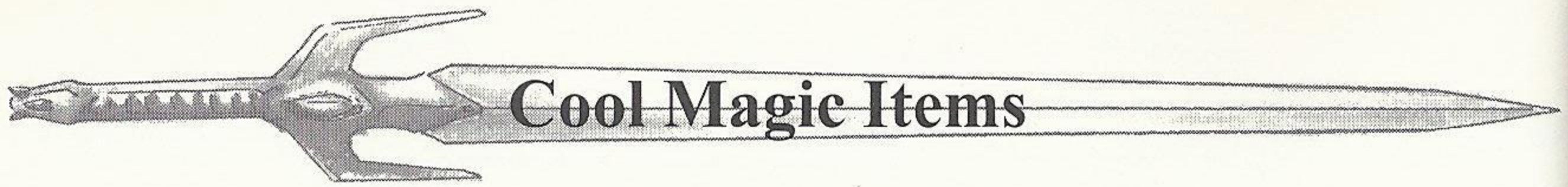
### *Vay Glove*

Legend has it that one cannot wield the Vay Blade without wearing the Vay Glove.

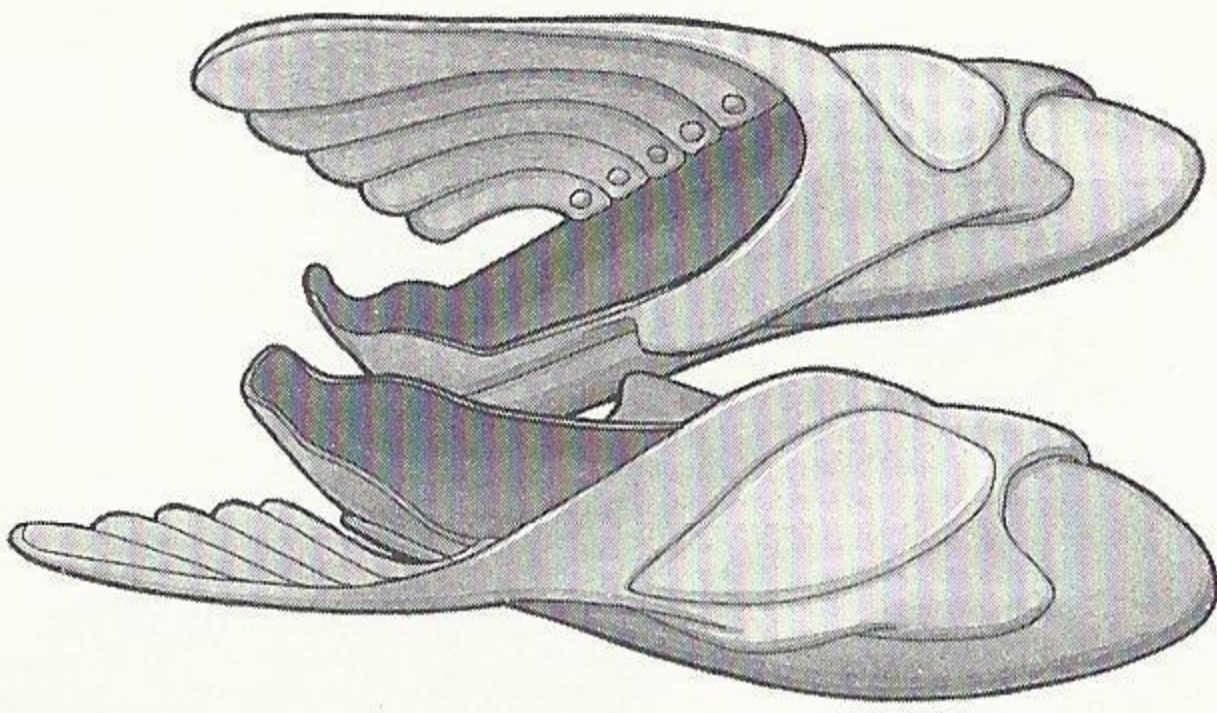


### *Vay Armor*

This armor was sealed away by the Five magicians of Vay. It has tremendous protective and attack power. Unfortunately, you must have the five hidden orbs to activate it.

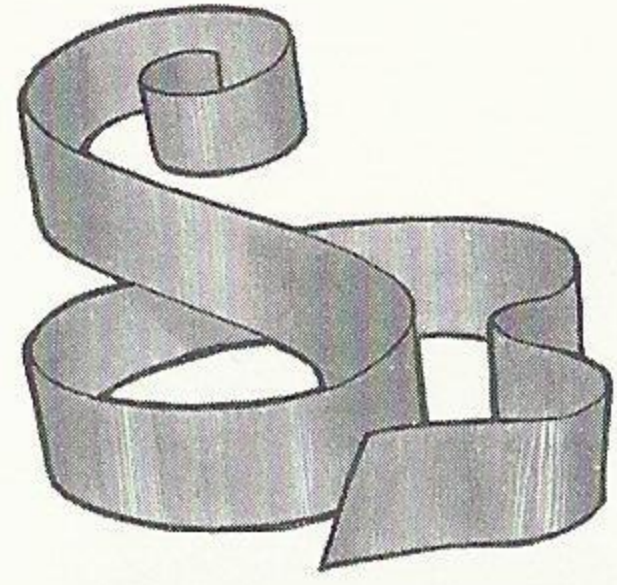


## Cool Magic Items



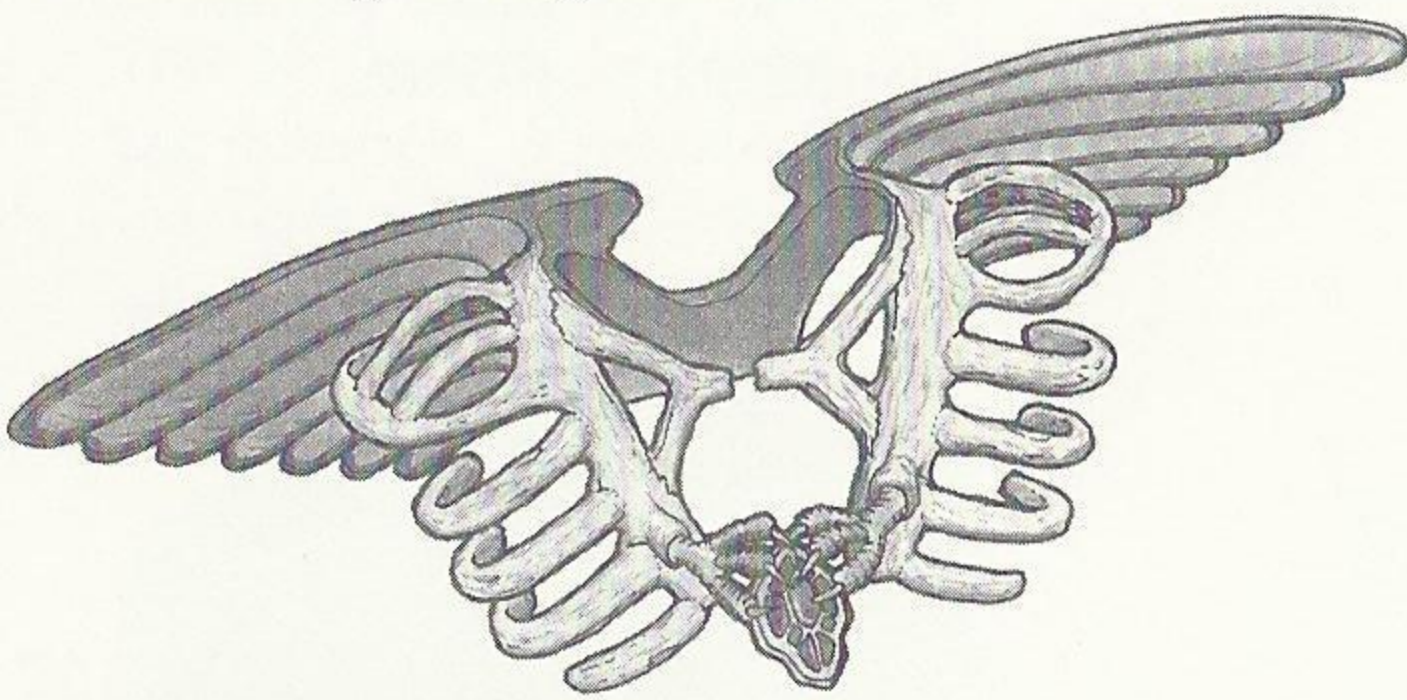
### *Fairy Loafers*

These dopey looking things increase acceleration and mobility during combat.



### *Sprite Ribbon*

This ribbon, fabricated by fairies, wards off sleep.



### *Hawk's Wing*

This mechanism was invented by a scientist working for the Danek Empire. It increases quickness and protective power.



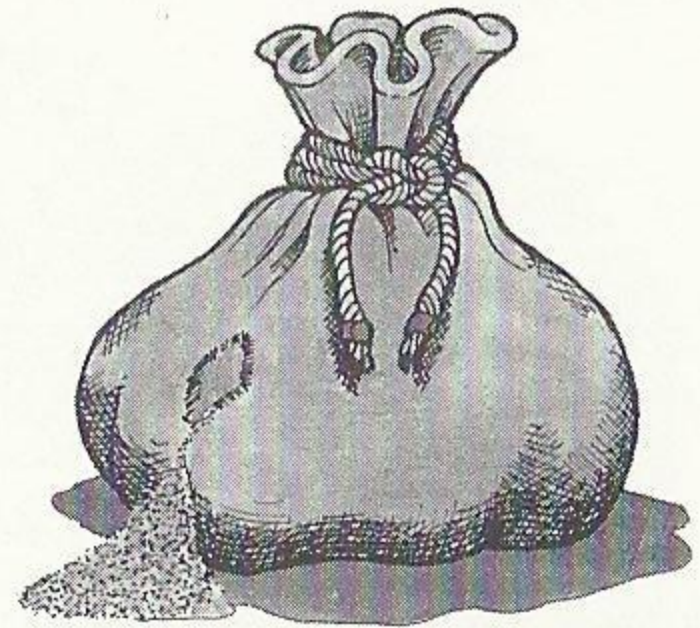
### *Strange Brew*

This restorative is used to recover a significant amount of HP.



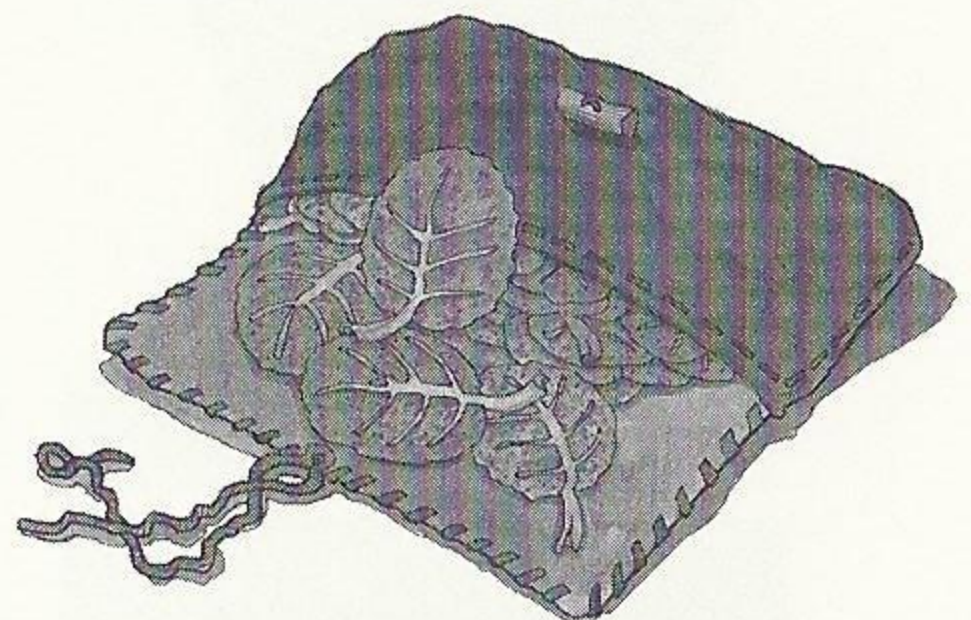
### *Royal Cloak*

This mantle has been worn by the royal family of Lorath for generations.



### *Gnome Sand*

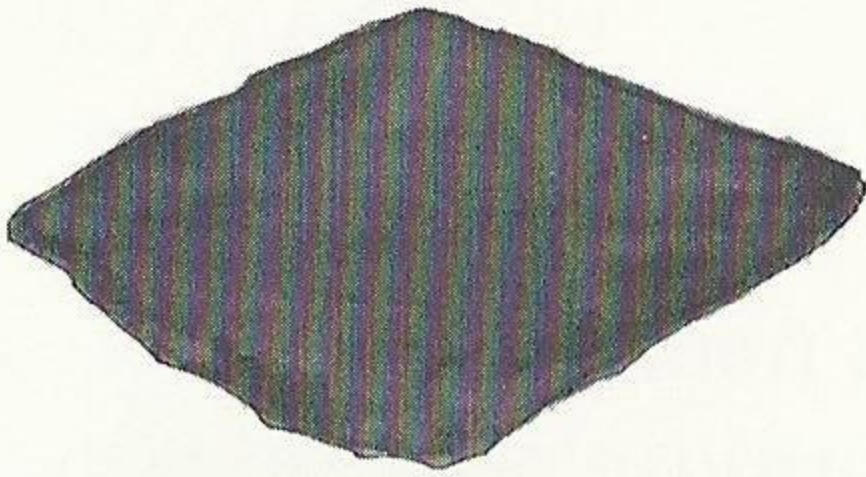
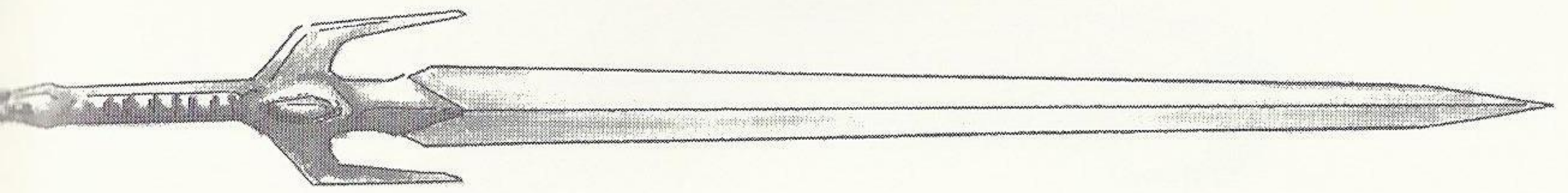
It is said that a short guy created this medicine. It puts enemies to sleep.



### *Herbal Extract*

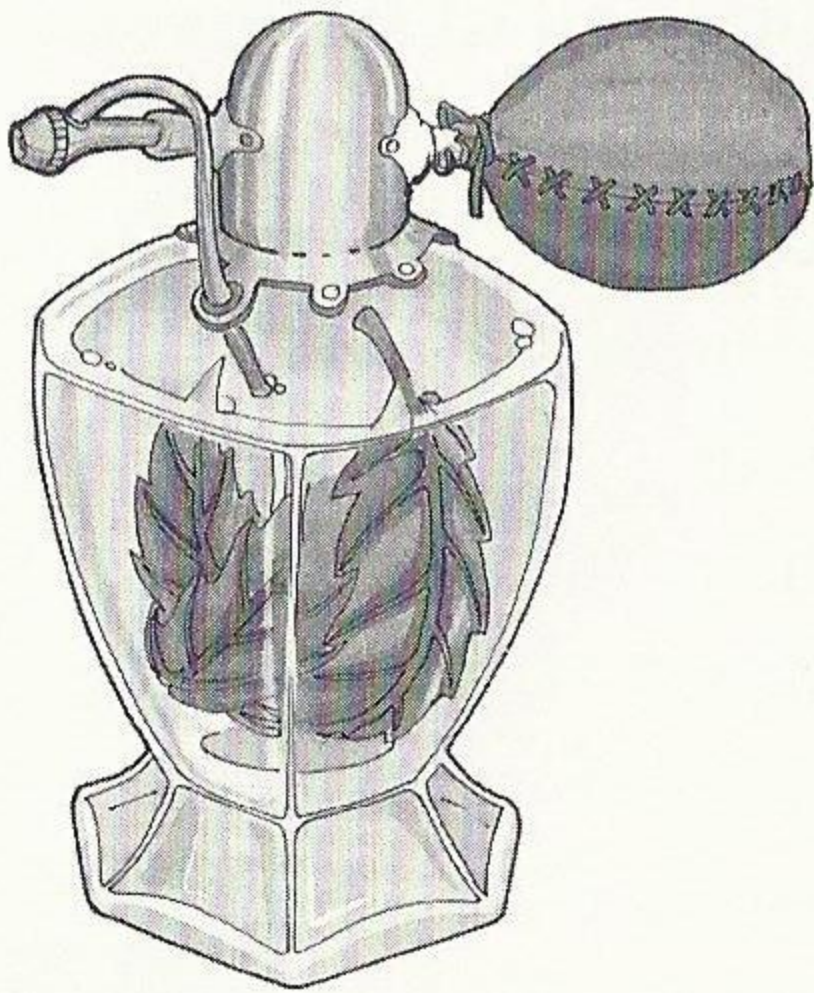
This herb essence recovers HP.





### *Exit Stone*

This rock contains escape magic. With this in your possession, you will be able to escape from caves or flee from combat.



### *Puppy's Dance*

This item is a potent poison made from some kind of plant. It causes enemies to go stark raving mad.



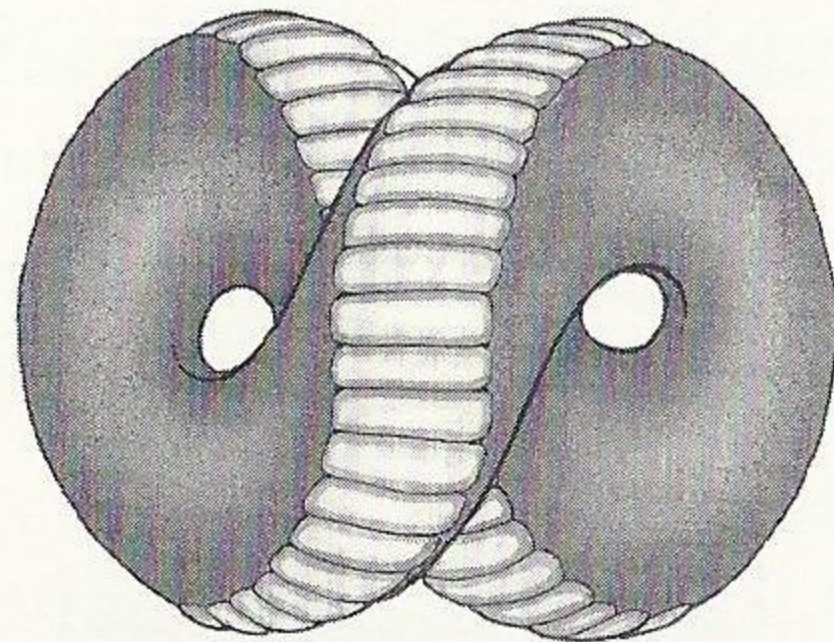
### *Holy Boots*

With these boots you will be able to inflict damage on all enemies.



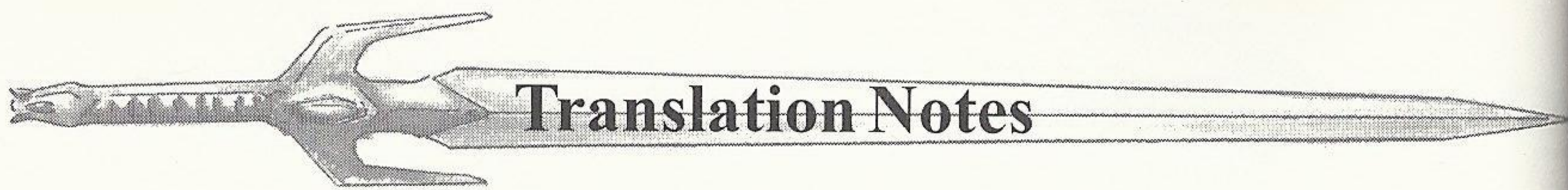
### *Mandacore*

This is grown in mountainous areas and is used to return a character's physical conditions to normal during combat.

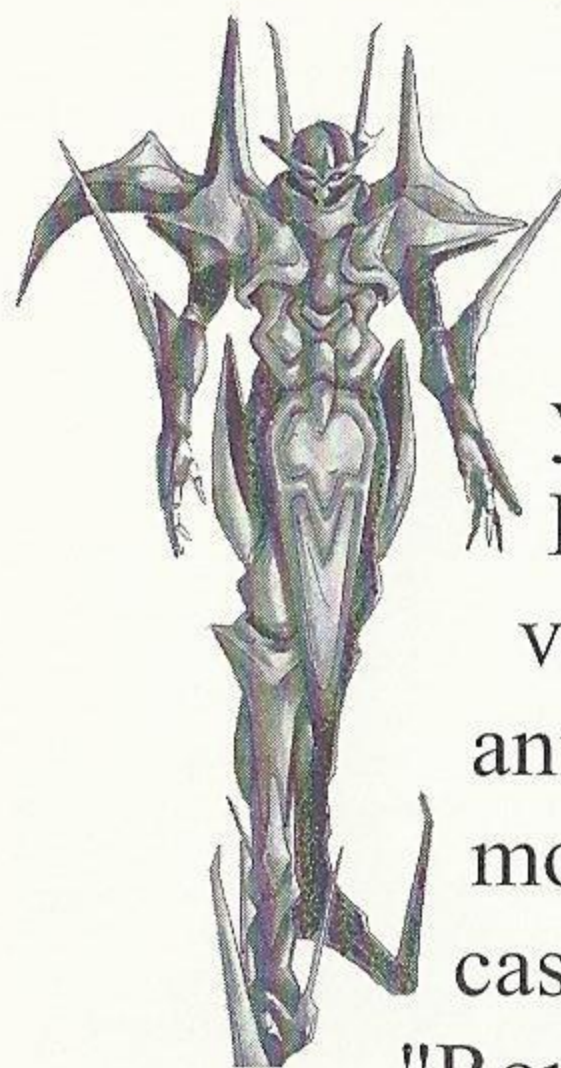


### *Lifestone*

It is said that only one Life Stone exists in all the world. When your party dies, this item completely restores HP and MP and enables them to live again.



## Translation Notes



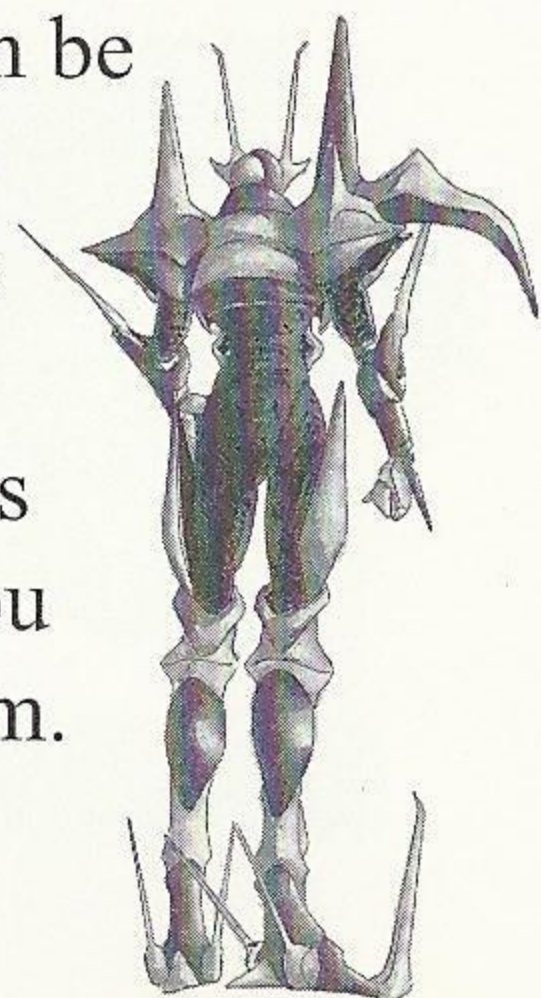
Well, here we are again, and, unfortunately, we still only have one page for the translation notes. But, I'll try to make the best use of the space we have and fill you in on VAY, "behind the scenes."

For Vay, quite a bit was changed from the Japanese version to improve the overall game. We added spot animation to some of the backgrounds in combat, like moving clouds, flickering torches, and the faces in the castle that move. We added two audio events, the "Romrus" and "Wind Elemental" events, where these characters actually speak from the CD. Also, at the end of the game, the two closing events were modified from "text only" to "voice enhanced." There were also various scenario (plot) changes (like the Gold Vortex) that are too numerous to mention individually.

With VAY, we christened the maiden voyage of our new digital editing/sync system. We are now able to record and edit audio 100% digitally. In addition, we feed in all the video for the animations into a computer. It then can be played in full sync with up to 16 individual tracks of audio. This gives us tremendous control over the placement and layering of sound effects. And, since all of the levels and mix controls are automated, the time spent on mixing (adjusting relative audio levels of FX, voice, etc. to create the final stereo audio selection) is vastly reduced. What this means for you, the player, is that animations will feature more sound F/X, and better lip sync in the animation scenes. Which brings me to the final point.

Even with the best sync at the mix-down stage, the audio may be slightly out of sync occasionally when you play the game. It has to do with the seek time (the time it takes the CD to find audio on the disc). Since it varies, from time to time, the audio can be off by up to 1/4 second - which we try to minimize, but it can be annoying. Just rest assured that we will continue testing out new methods to try to reduce or eliminate this little annoyance.

So, then, I hope this page has been as informative as the one in LUNAR! We'll keep making the games you want as long as you keep buying them. Remember, we're nothing without you.



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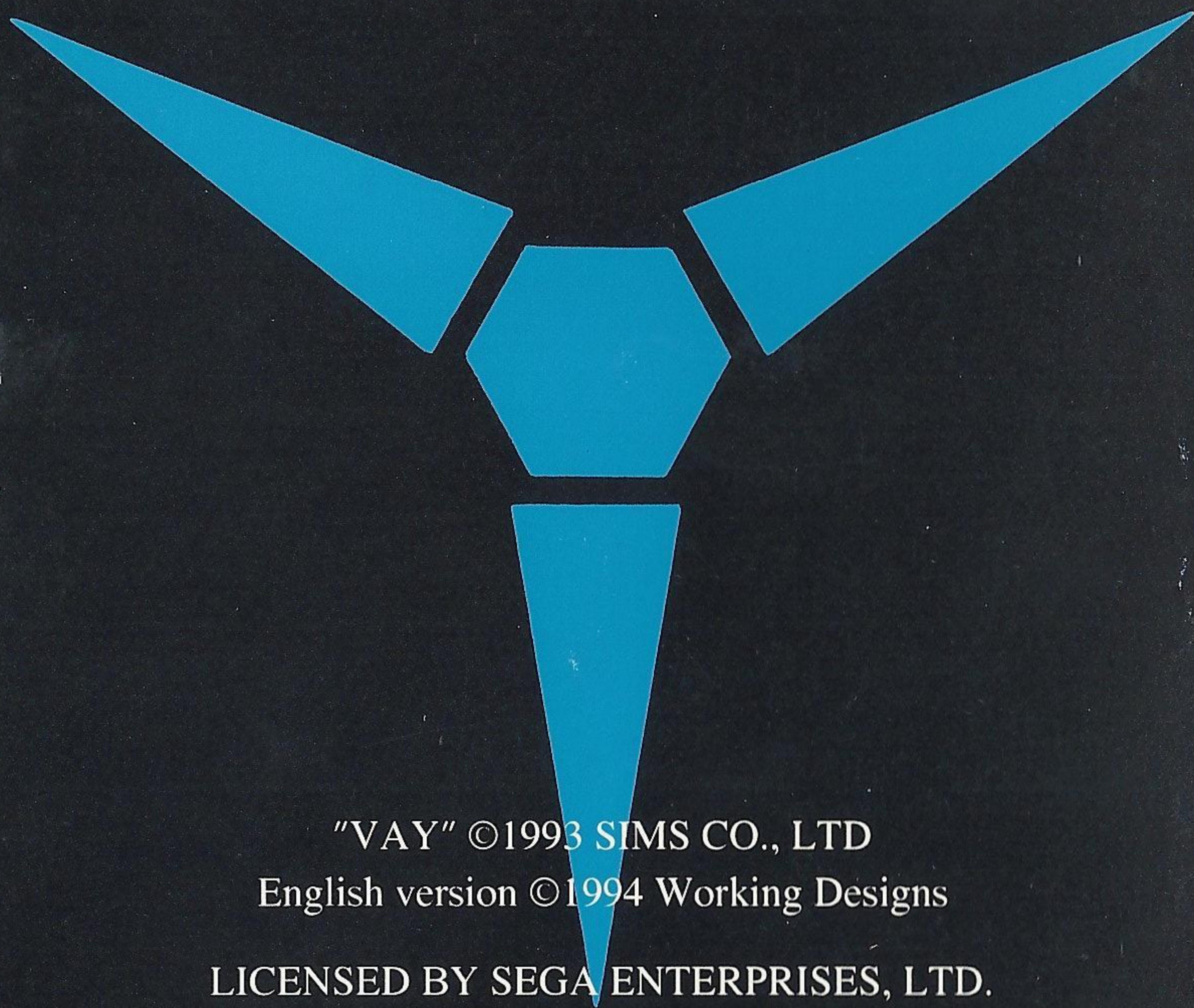
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