

**GAME GEAR**

# Wizardry Saga III

*The Ultimate Queen*

© COMPILE 1994

**Instruction Manual**



**SEGA**

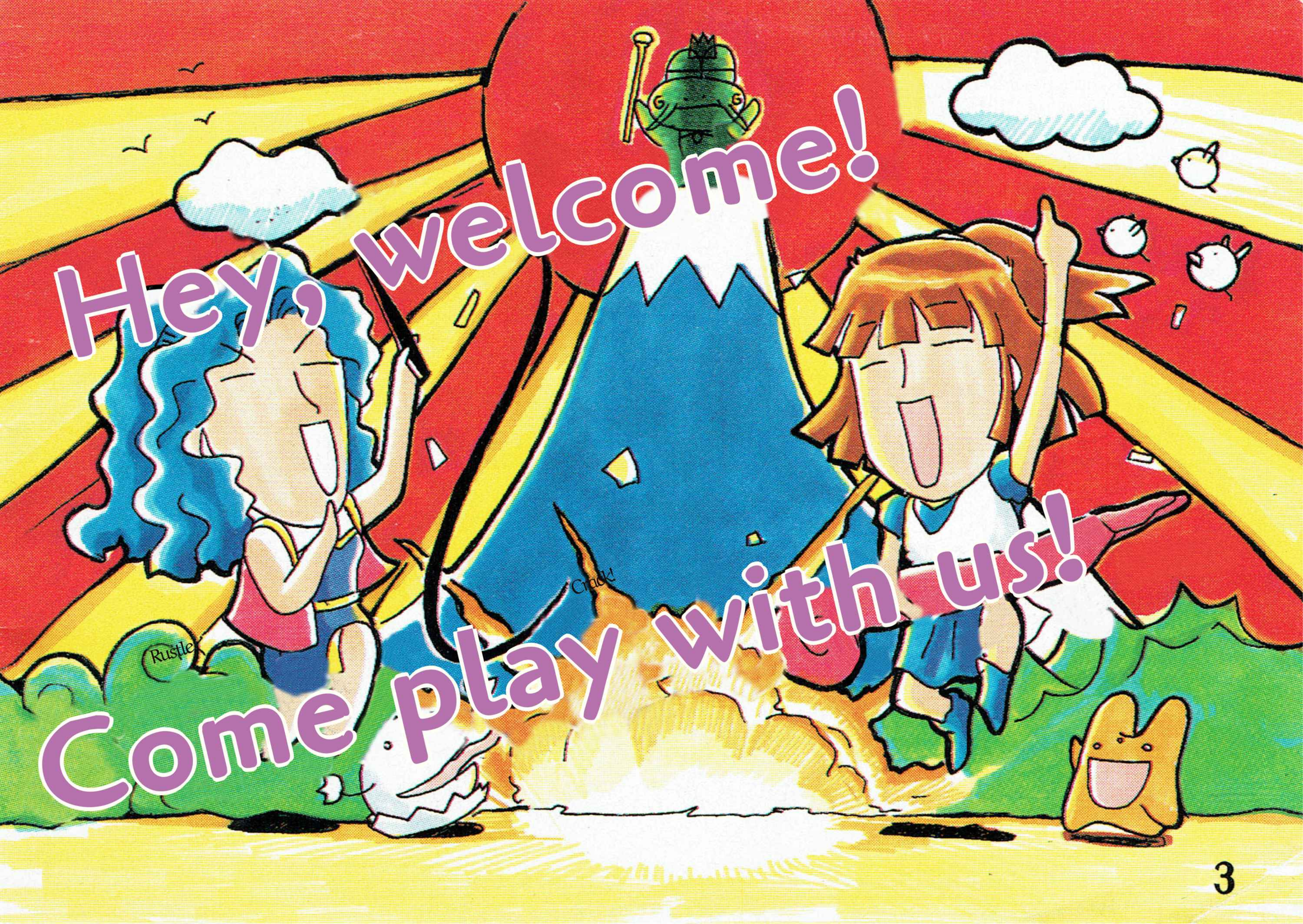


**Thank you for buying "Sorcery Saga III ~ The Ultimate Queen ~" for Game Gear.  
We recommend reading this manual before playing to fully enjoy this game.**

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Hey, welcome!

Come play with us!

Rustle

Crack!





# Prologue

**My name is Arle Nadja. I'm a magician in training. I'm traveling towards the Ancient Magic School so that I can become a full-fledged magician!**

**I've been traveling for quite some time... Somehow, I ended up inside a downright dodgy forest.**

**All of a sudden, I feel a presence – There's someone behind me!**

**"HOOH hoh hoh hoh hoh hoh hoh!"  
It's a woman, wearing some very flashy clothes, and laughing way too loud for my taste.**





**"Uhhh, who might you be?"**

**"Talk time is over! Go forth, Minotauros!"**

**"MOOOAAARGH!"**

**A giant creature comes out of the shadows behind the weird lady. It has the body of a man, and the head of a bull.**

**Let me tell you, he looks VERY tough.**

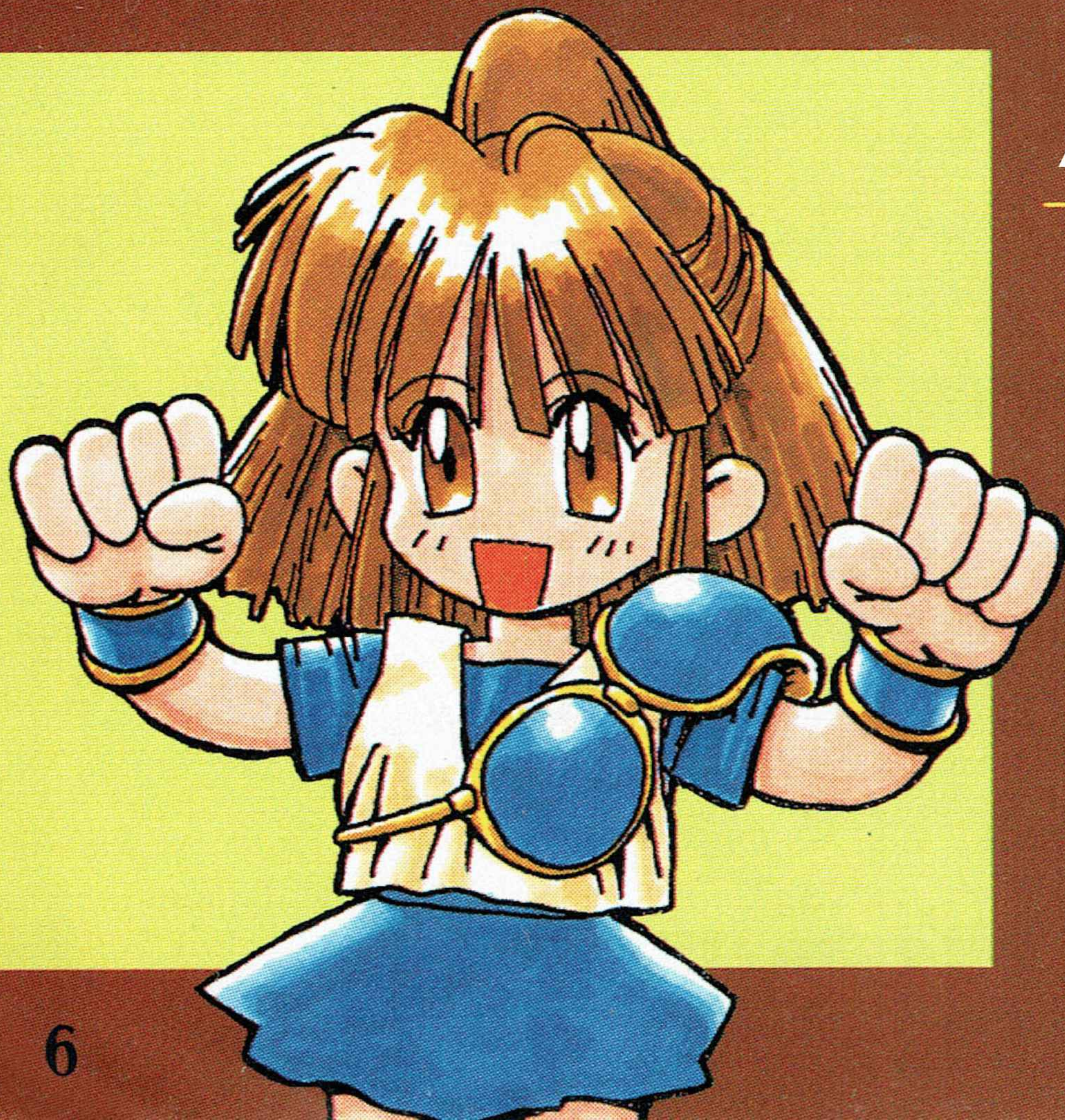
**"Do it, Mino! Crush that brat!"**

**"AAHHH!!"**

**And so I turn around and get the heck outta there.**



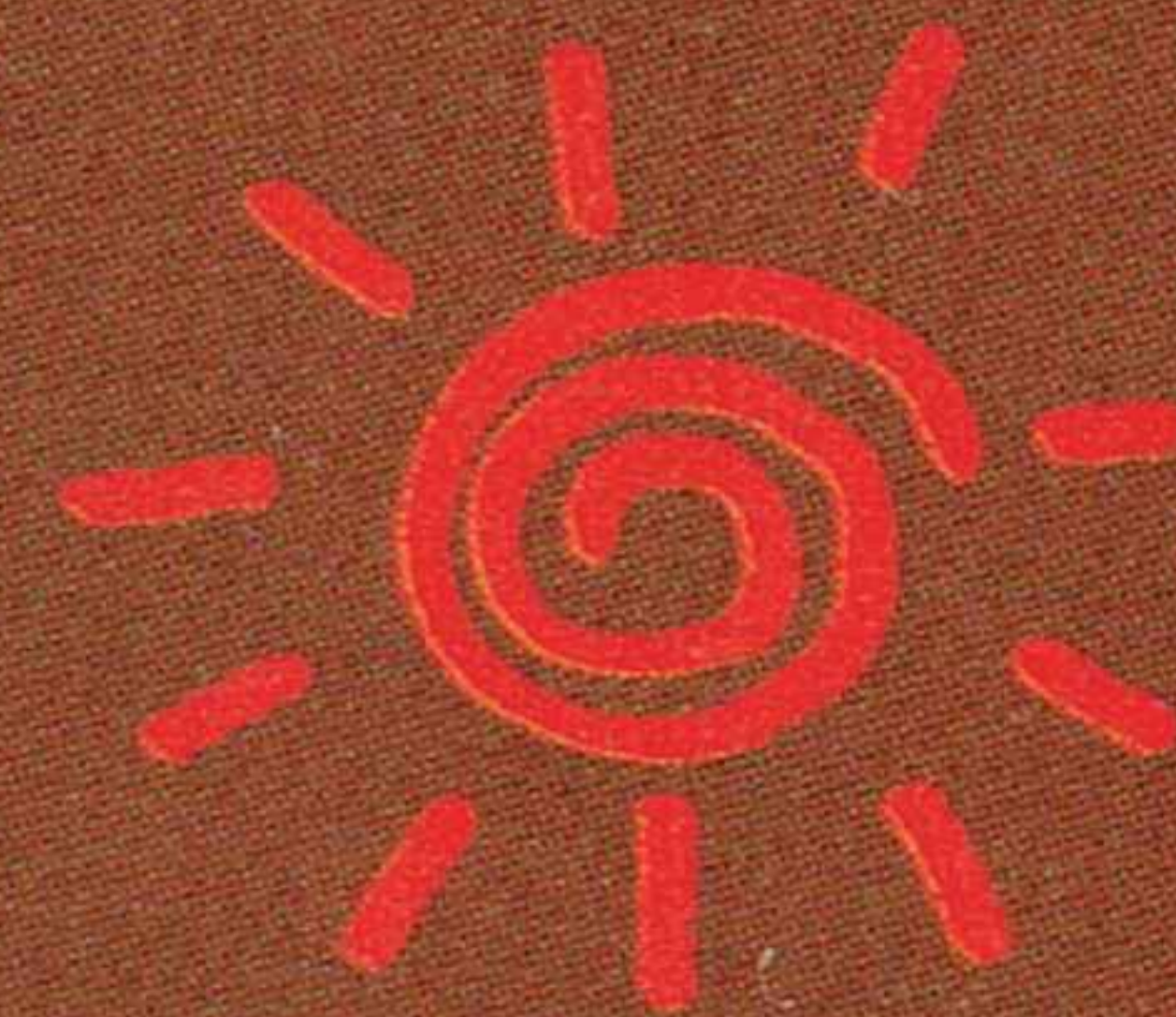
# Characters



## Arle Nadja

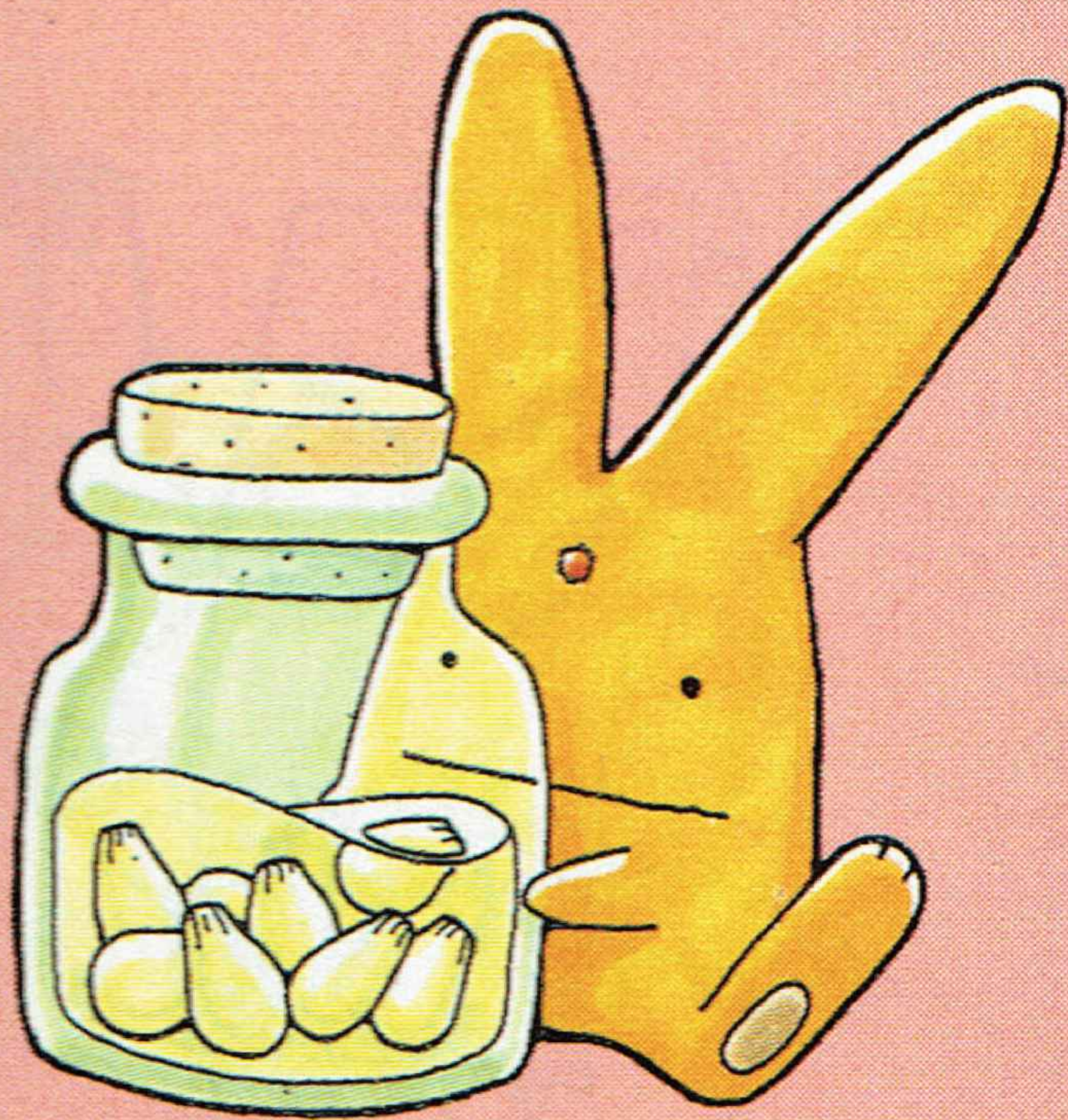
---

A magician in training.  
She met Carbuncle inside  
Lyra's labyrinth.  
She's traveling towards  
the Ancient Magic School.



This time around, Arle can  
use Fire and Ice Storm even  
out of battles!





# Carbuncle

---

A mysterious creature that bears the Rubelcrack jewel on his forehead. He used to be Satan's best friend, but he quickly took a liking to Arle and joined her in her adventures. He cannot talk; he can only make sounds like "Goo".



## Carbuncle Hunger System

---

Once Arle walks a fixed amount of steps, Carbuncle will become hungry and he'll want to eat something. If Arle is not carrying any Veggies in her inventory, Carbuncle will pick any other edible item. Better keep some Veggies in stock!



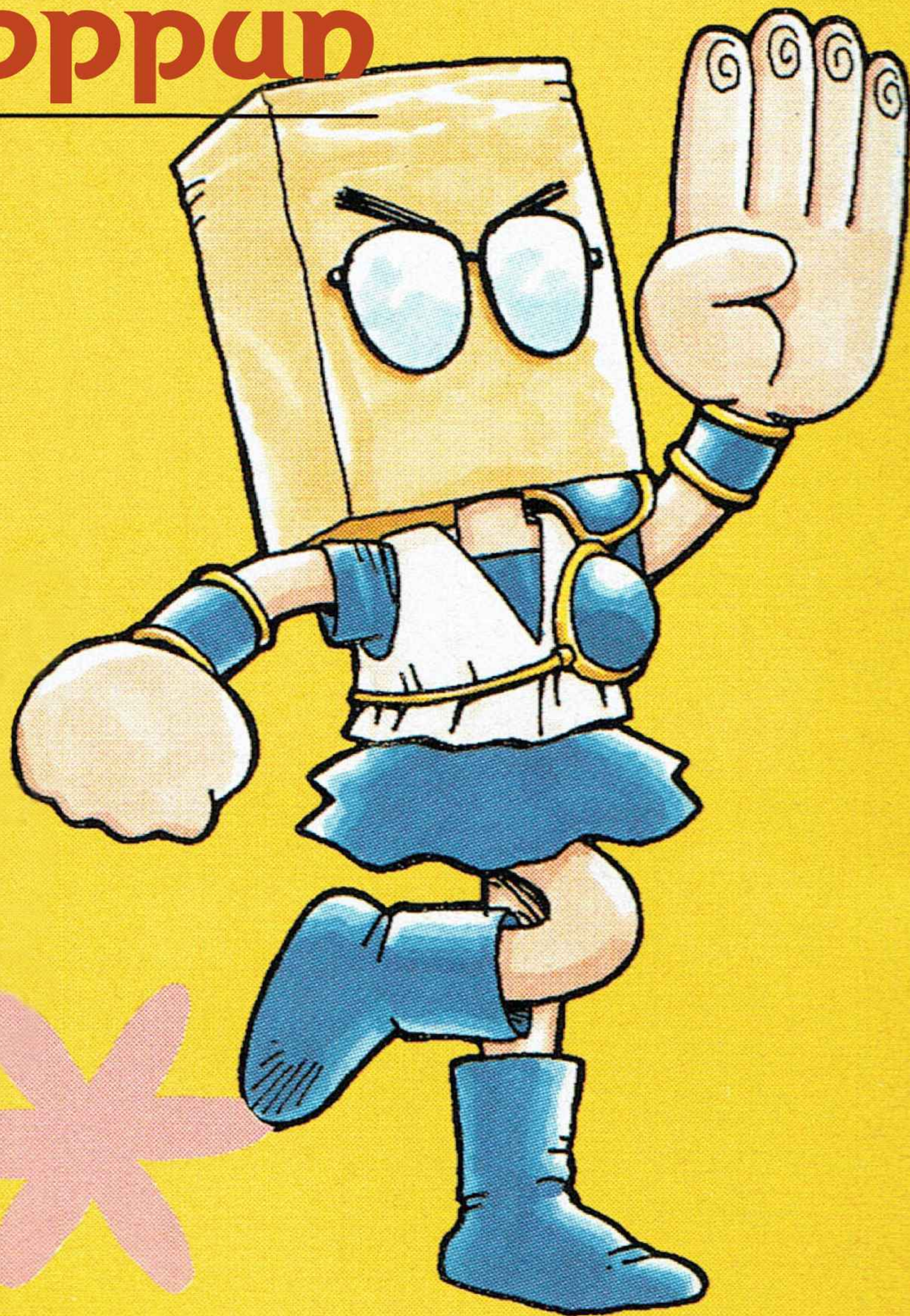
It's a boiled egg turned monster. You may think it looks delicious but watch out: he's already rotten!



## Pakupaku Egg

## Choppun

A weirdo who really likes girls, and not the curvy, glamorous kind. He's cosplaying Arle for some reason.





A character with green spiky hair, horns, and wings, wearing an orange gi, with her right arm raised in a power-up gesture.

# Super Draco

She's back once again, and stronger than ever. As part of her training regimen, she has been eating 50 onion dumplings every day. No, we don't know what kind of training it is either.

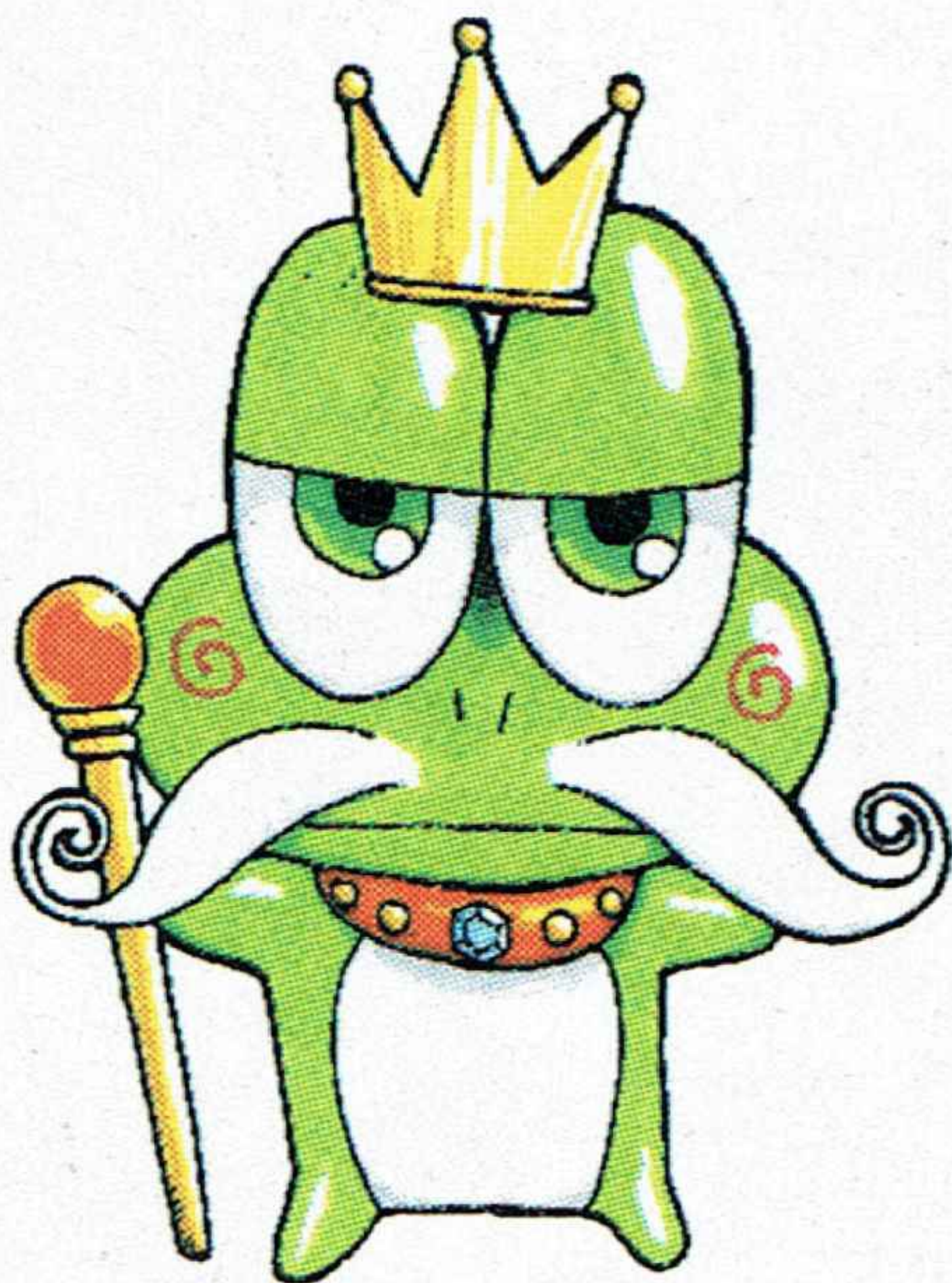
A character with green hair, a white mustache, and a green bikini, holding a green cucumber in her mouth.

# Ms. Kappa

She's the guardian of the underground pond. She really likes cucumbers. Don't try to cross her pond without a cucumber, unless you like drowning.



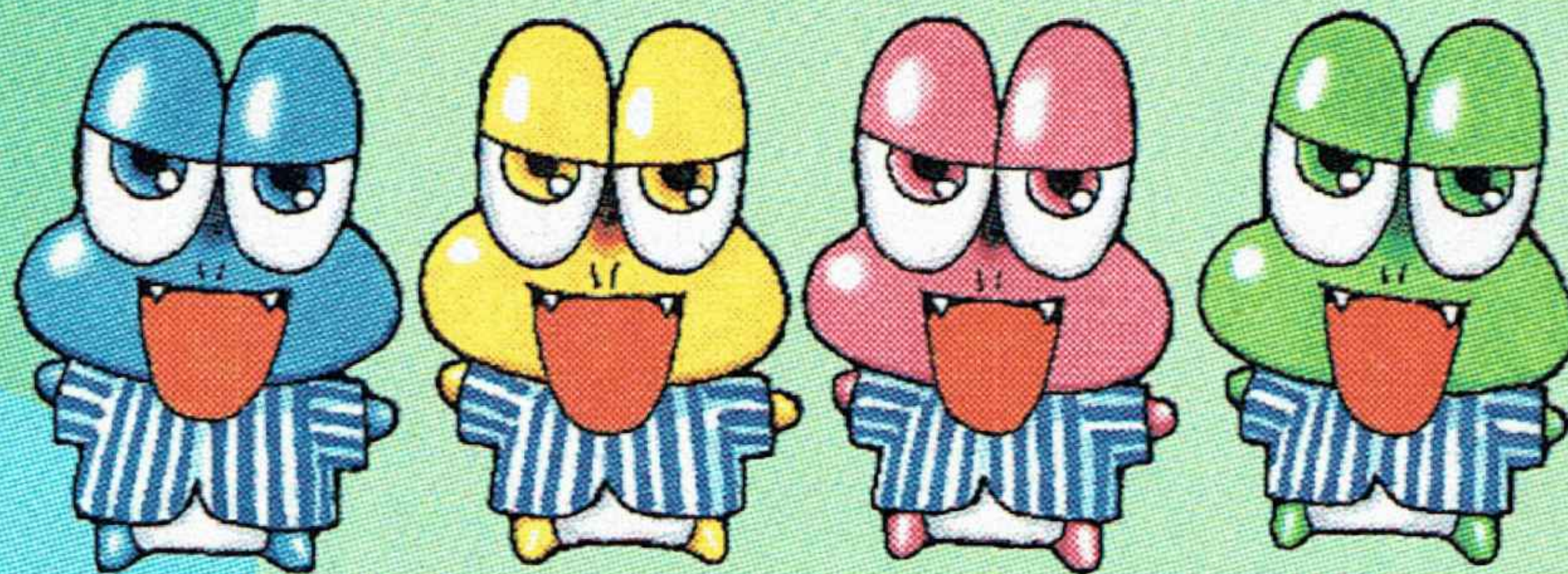
# FROGS



## King of Frogs Grancroak

He is the king of the Frog-kind. He lives inside the underground labyrinth of Minotauros. He is tasked to bestow the Super Magician Dress to any woman worthy of the title of the "Ultimate Queen".

## Frog Clerks



They are the employees of the convenience store "Frogmart", which can be found inside the underground labyrinth and beyond. You'll meet four different colored ones.

Frogmart



# RuLue

A young (?) maiden madly in love with the dark prince Satan. Her dream is to be acknowledged as the Ultimate Queen and marry Satan. She has a (completely one-sided) rivalry with Arle.



RuLue's attendant. He is extremely loyal, even willing to give his life for the sake of his mistress. He is incredibly strong, but not particularly bright.



## Minotauros



# Basic Controls



**Start**.....Initiates the game / Press while selecting a command (etc.) to show its explanation.

**D-Pad**.....Move / Selects command (etc.)

**Button ①**...Cancels a selection

**Button ②**...Shows commands / Selects a command (etc.)

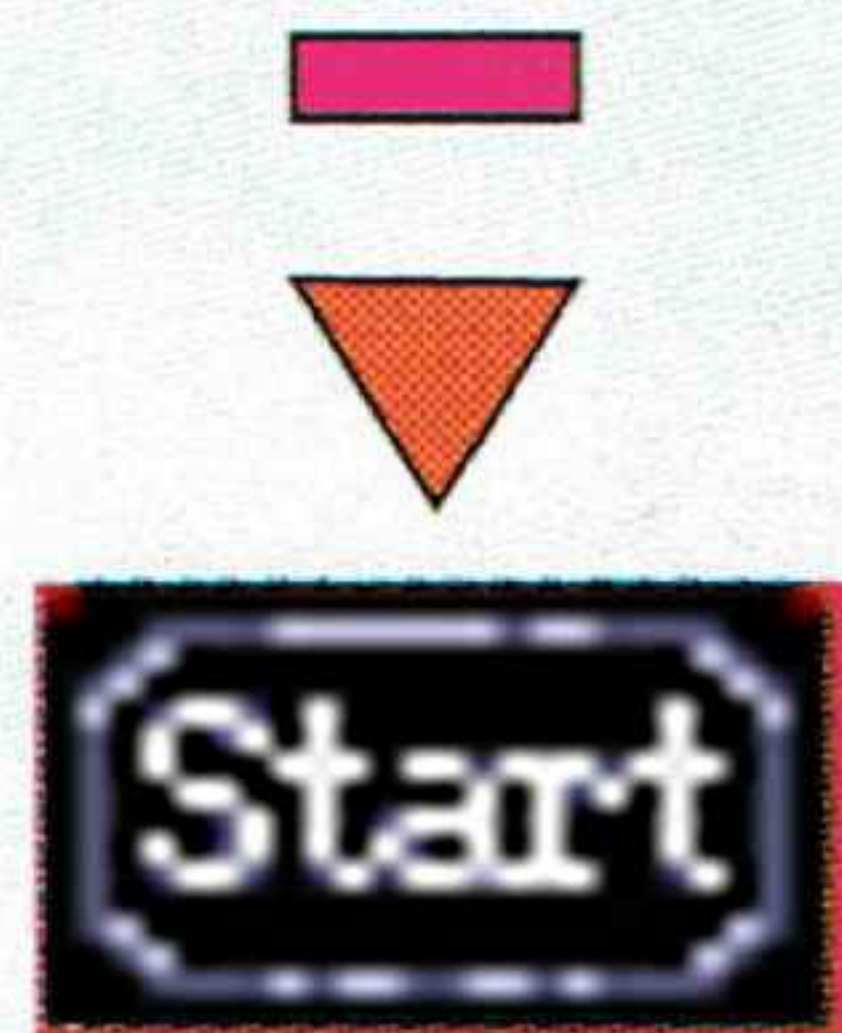


# Starting the game

Press Start on the Title Screen and a window will open, asking you whether you wish to start a new game or continue from a saved game.

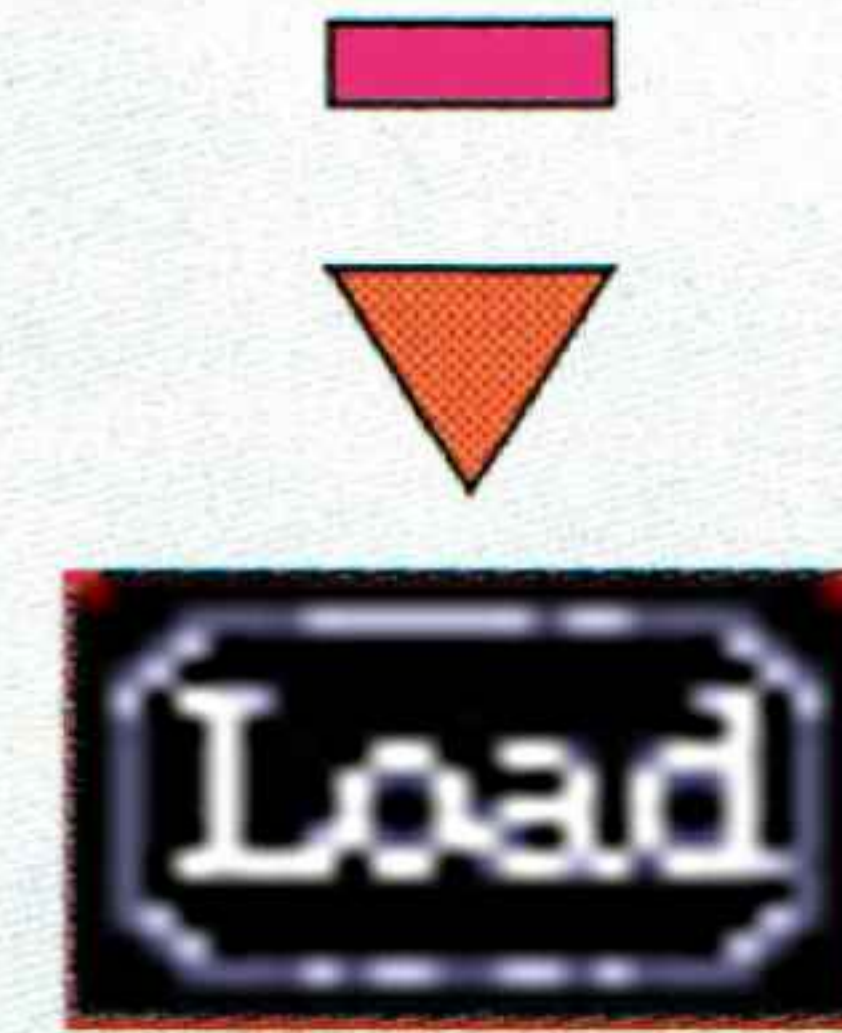
## Starting a new game

Select "Start" and press **(2)**.  
You will see the opening cutscene, after which the game will begin.



## Continuing from a saved game

Select "Load", press **(2)**, and you'll be able to select a Journal entry between 1 and 4. Select the entry you like, and press **(2)** again to continue from that save.





# View of the Screen

The screen tells you a lot of information.  
Let's take a look.

## Main Window

Arle's field of vision.  
It displays what she can see.



## Arle Display

This shows Arle and her facial expression, which changes depending on her condition.

## Directions / Commands

This shows the direction Arle is facing. If you press **2** or enter combat, this area will show the commands.

## Experience Orbs

Keep collecting them. They bring you happiness.

## Text Box

This mostly shows text related to Arle herself.



# Commmands Explanation

## **Map**



This shows a map of the area. It is automatically filled as you walk.

## **Magic**



Chants one of your spells. Some can only be used while walking, some only in battle, some in both cases; some consume magic power, some do not.

## **Items**



This opens your inventory. You can have up to 3 differently colored bags.

## **Save**

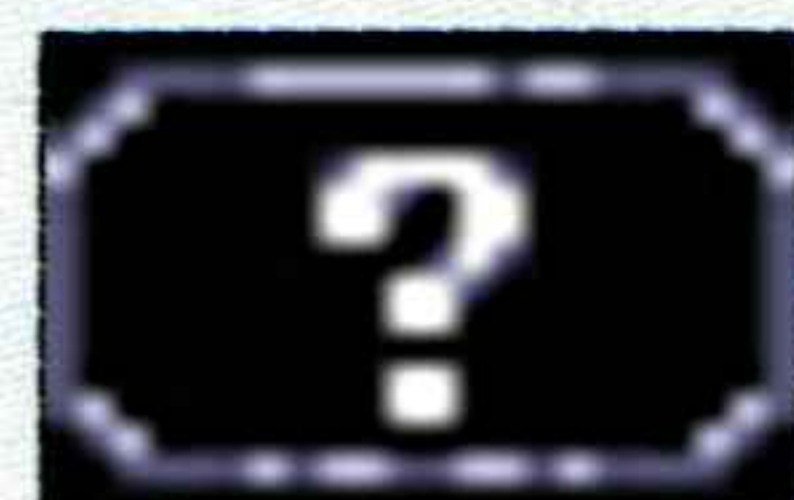


This will let you save your current progress. You have 4 different save slots.

## **Run**



If you don't like the monster you're facing, you can try to run away. Keep in mind that you can't run from some of the stronger enemies.



This lets you chant the special incantation "LIPEMCO". It can only be used once per battle.



# Your Stats

Sorcery Saga does not use numerical values to show your condition. Instead, you can tell how Arle is doing from her facial expression or the music.

It might feel weird at first, but you'll get a feel for this system in no time.

Now let's take a look at Arle's stats. Each of them is independent from one another, but they do grow in parallel.

## Health



If you run out of health, Arle will faint and the game will be over. You'd better make sure she keeps a smile on her face!

## Magic Power



This is what fuels your magic. The amount consumed depends on the spell. If you don't have enough, you won't be able to cast the more power-consuming spells.



## Experience Orbs



You get these whenever you win a battle. The stronger the enemy, the more you get. When they all fill the frame around the screen, it's like "Bam!" and you level up!

## Agility



Quick people (and monsters!) are good at finding an opening and they launch a second attack in a row.

## Critical Rate



Critical Hits deal a whole lot of damage. The higher this stat, the more likely you are to deal a Critical Hit.

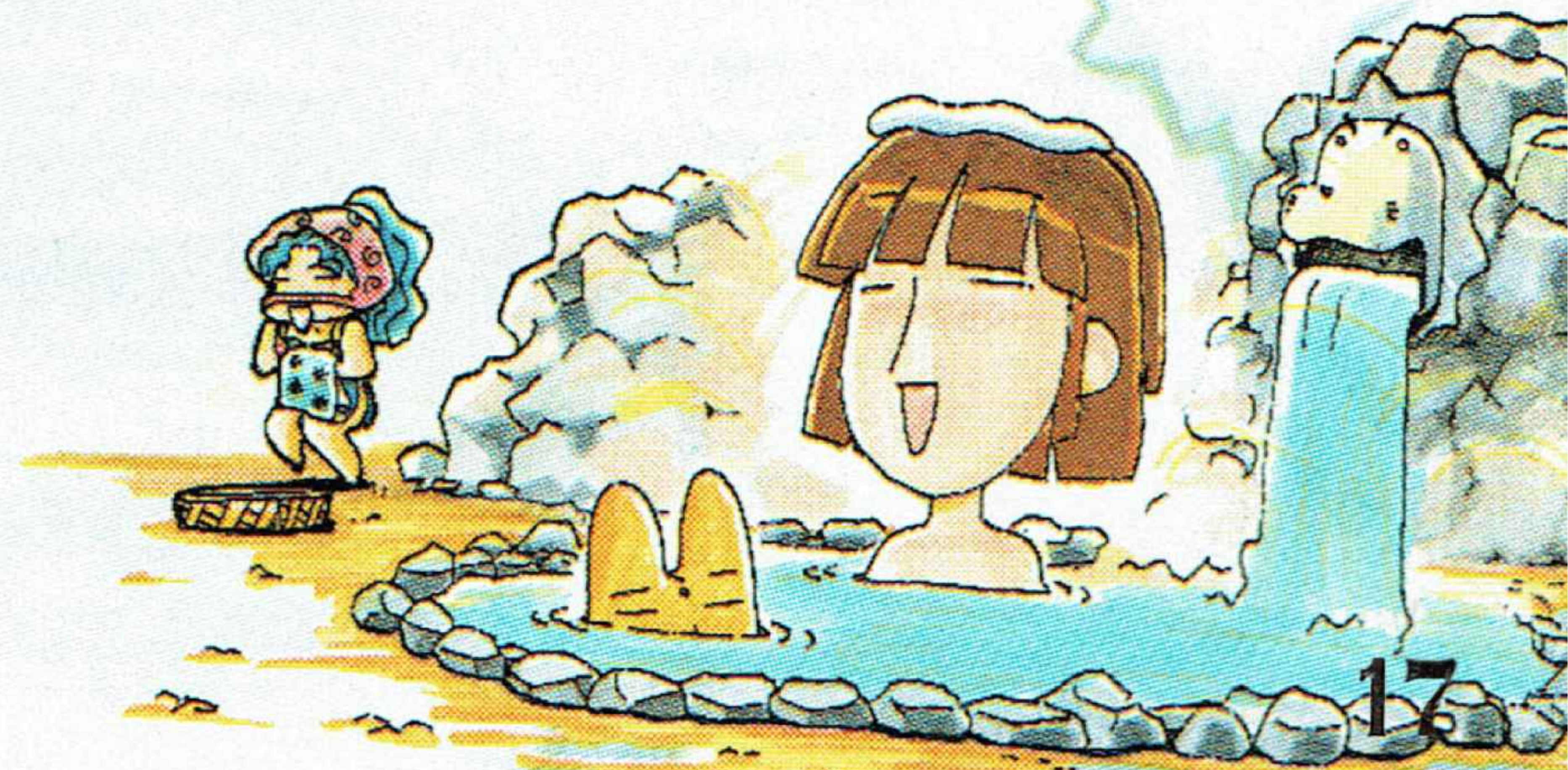
## Success Rate



It's not like your spells will always work! That's what your Success Rate is. The higher it is, the more likely your spells are to work.

Hm-hmmm

Oh yeah





# Spells

As a magician in training, Arle can already cast a variety of spells, though in Sorcery Saga III she can cast 7 of them.

Excluding the Magic Cannon, which she'll acquire during her journey, this time around she will be able to use all of her spells from the very beginning. That's convenient!

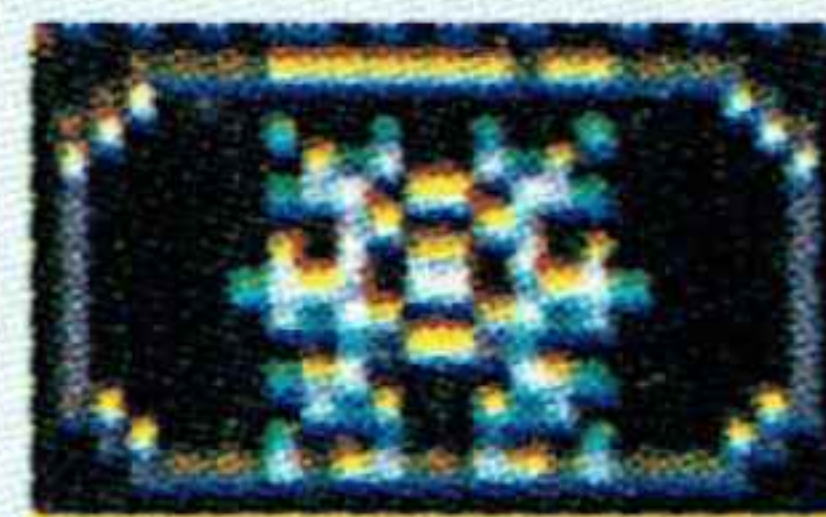
Arle's spells are more effective the stronger she gets.

★ indicates spells that can be used while walking, ★ indicates spells that can be used in combat.



## ★ ★ Fire

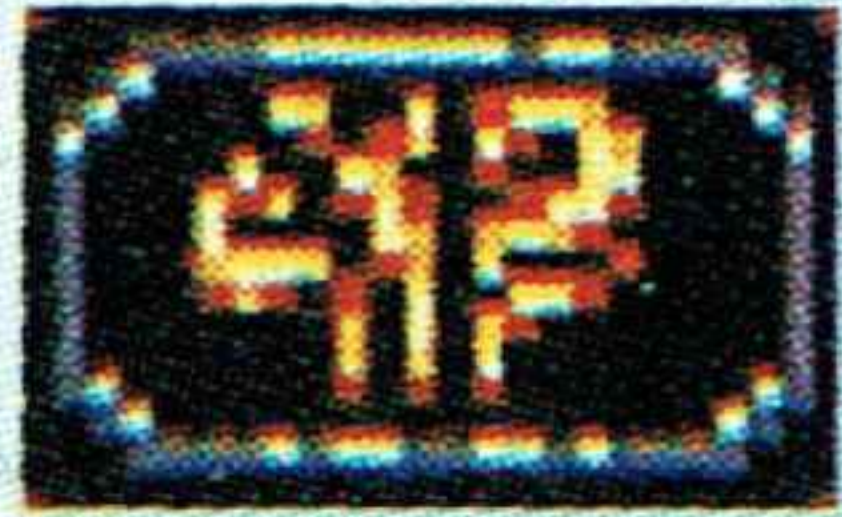
A basic fire spell.  
It won't consume your  
Magic Power.



## ★ ★ Ice Storm

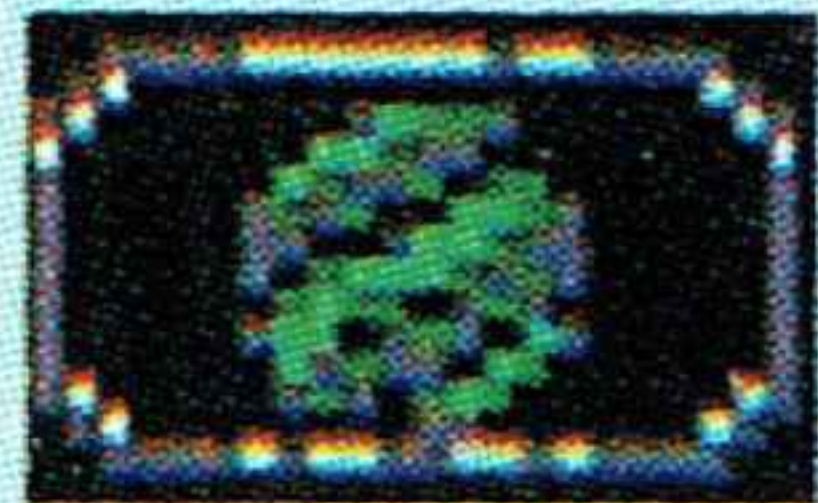
A basic ice spell.  
It won't consume your  
Magic Power.





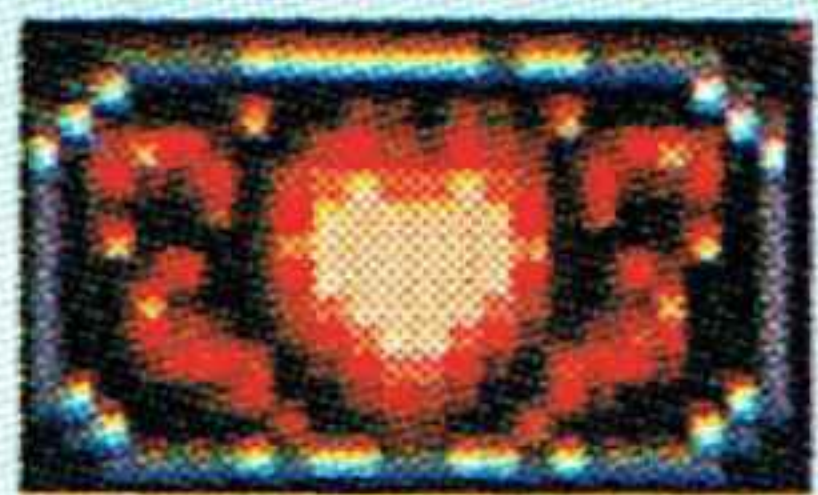
## ★ Diacute

This will make the next spell you cast more effective. It can be cast over and over again to increase its effect.



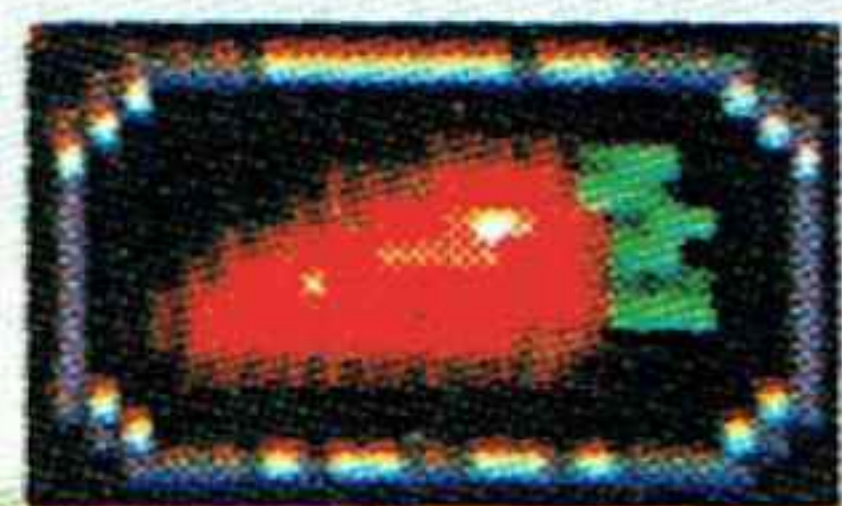
## ★ Bayoen

Moves the affected enemies to tears.



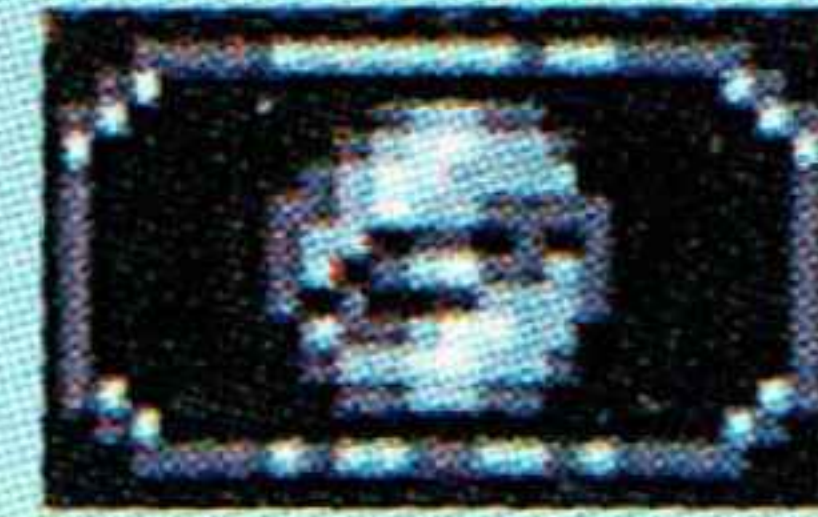
## ★ ★ Healing

Restores your health.



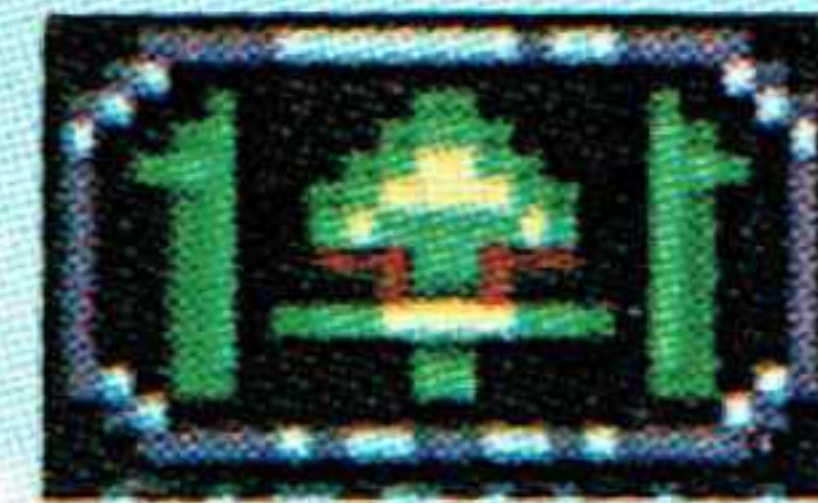
## ★ Magic Cannon

A weapon that requires a healthy Carbuncle to be used. Incredibly powerful, but it can only be fired once every 15 steps.



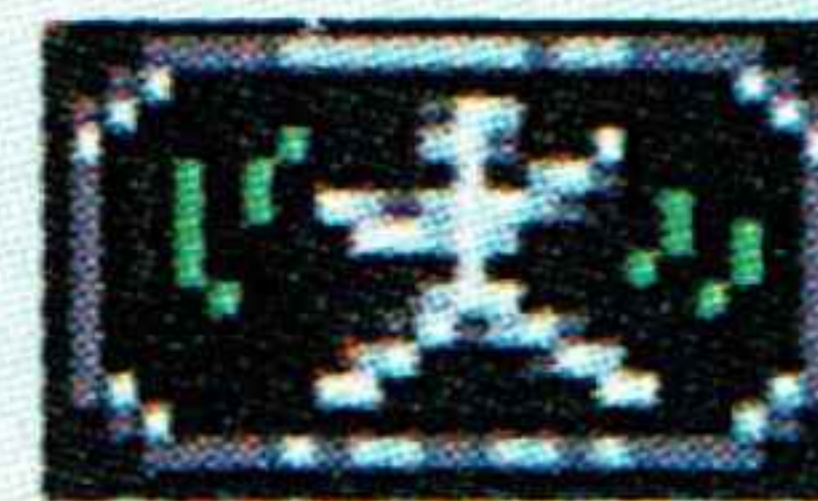
## ★ Illusion

Creates a terrifying vision to keep enemies at bay.



## ★ Warp

Warps you 1 floor above. It won't consume your Magic Power.



## ★ Dance

Makes you dance with Carbuncle. That's kinda like Luiba (lol).





# Items

Now, we can't introduce every single item in the game, so you'll have to figure out their use on your own!  
For now, let's start by checking the food items. Oh, just a reminder: you need to get some "Item Bags" to carry items.

## Health-recovering Food

★ Veggies

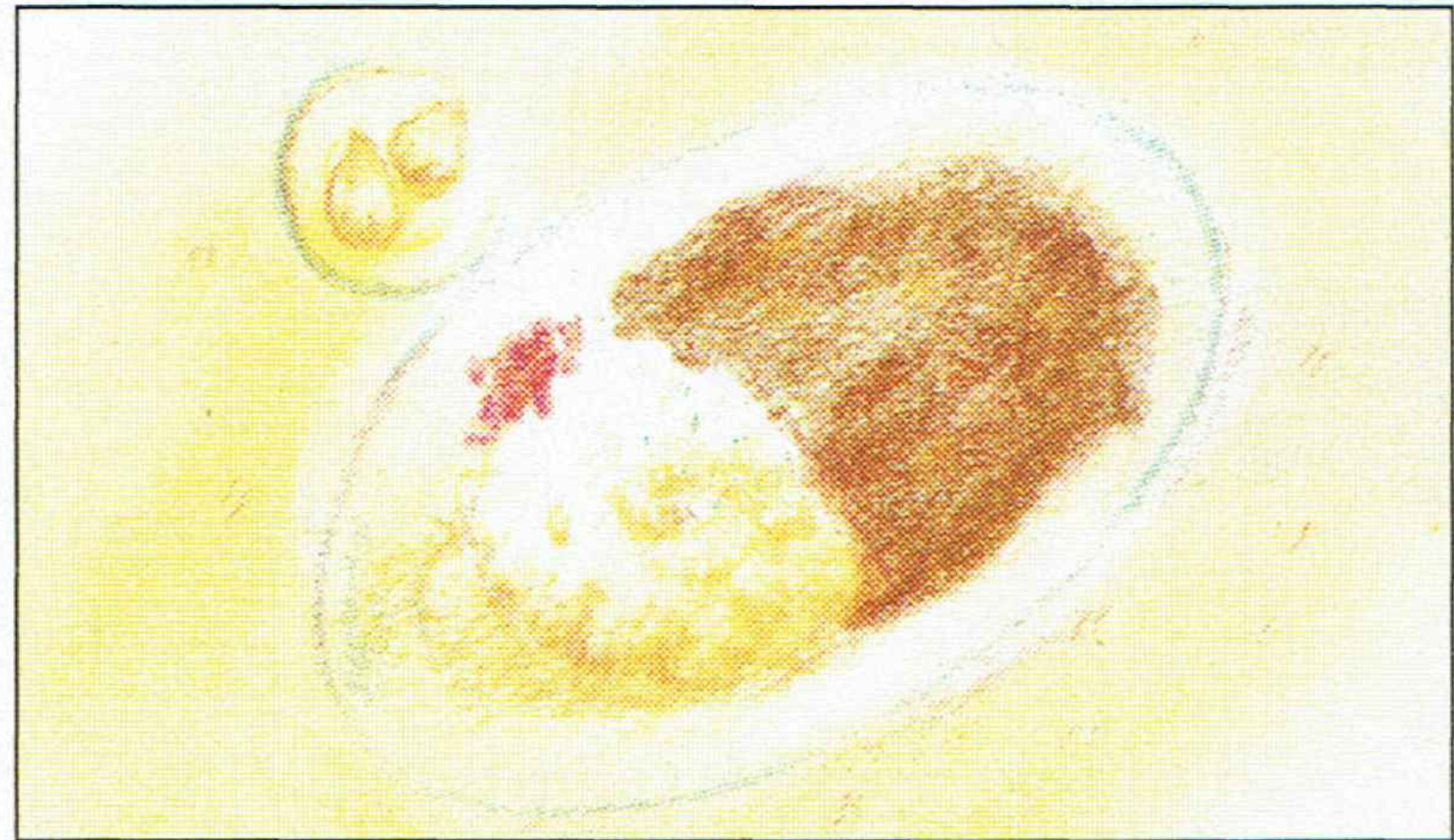
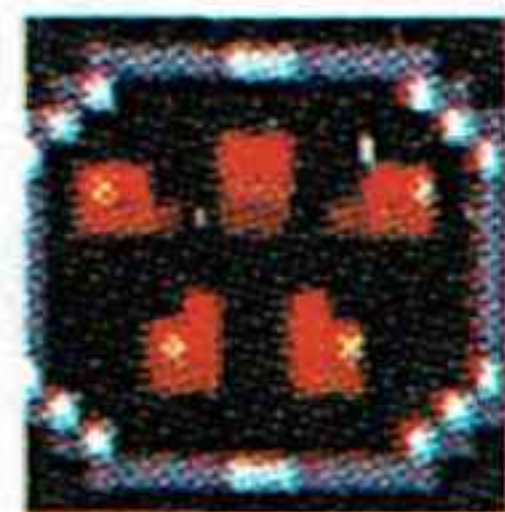
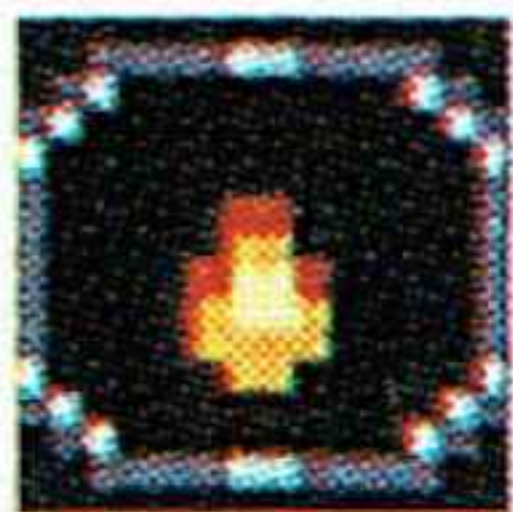
... Small recovery

★ Pickles

... Medium recovery

★ Curry

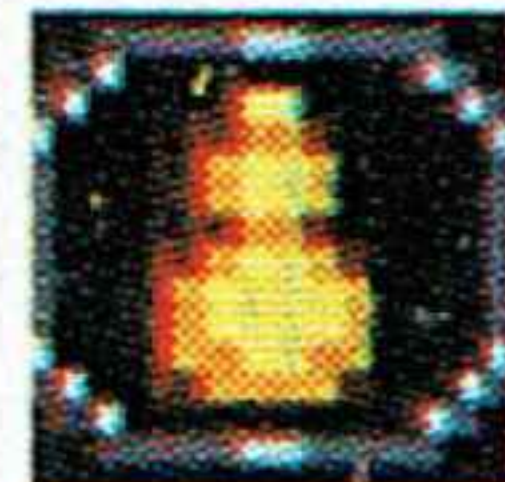
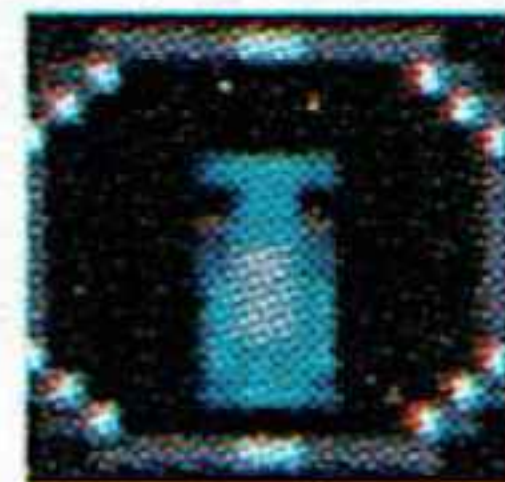
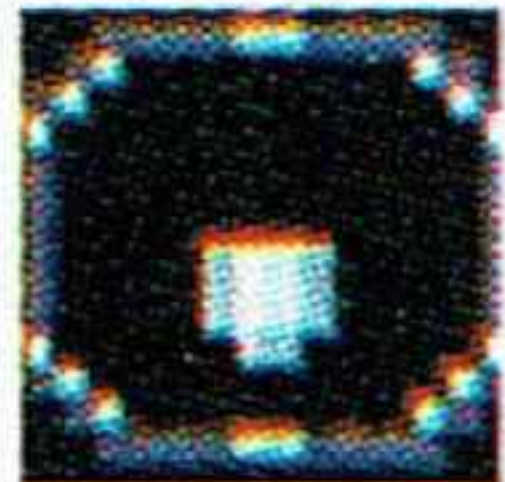
... Full recovery





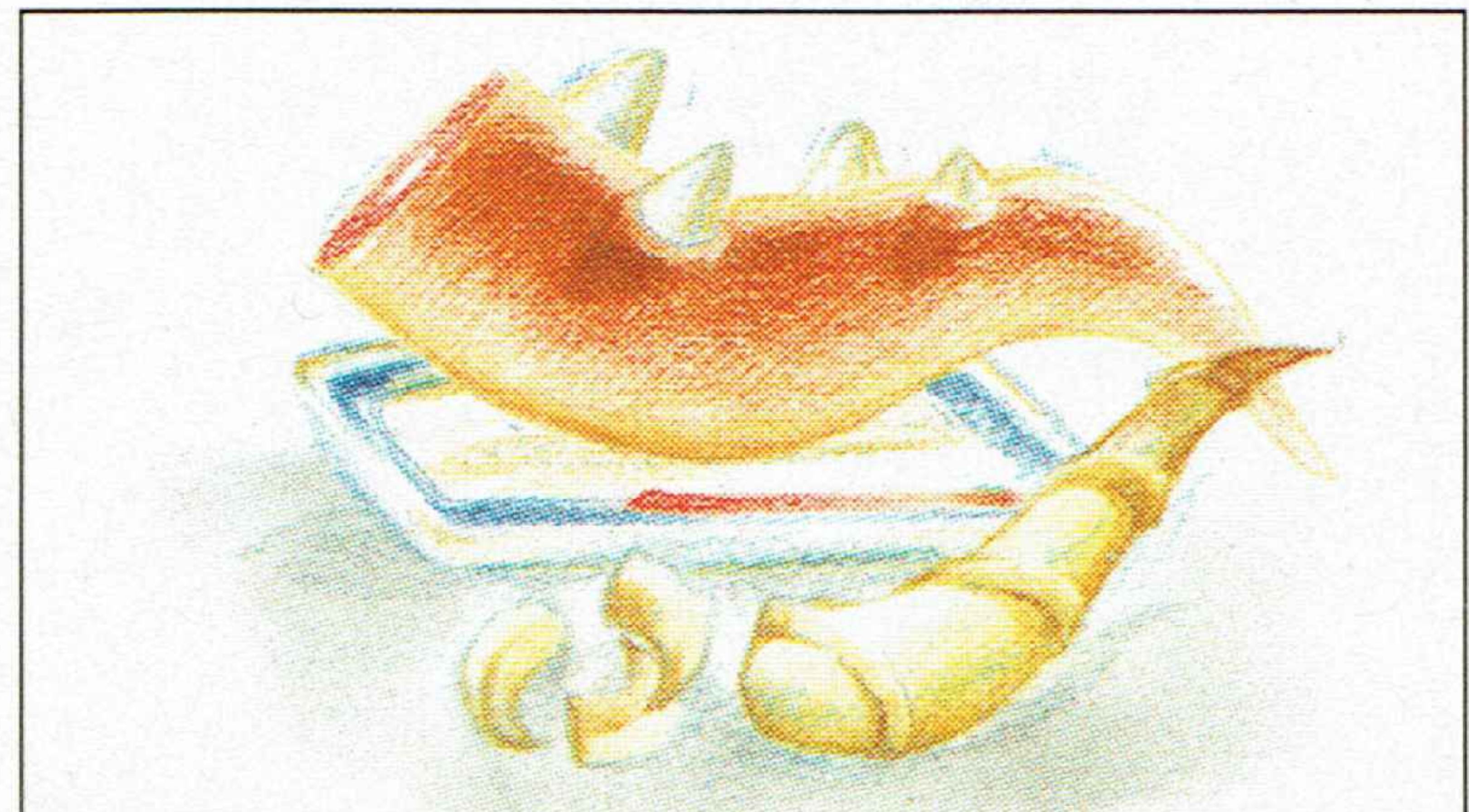
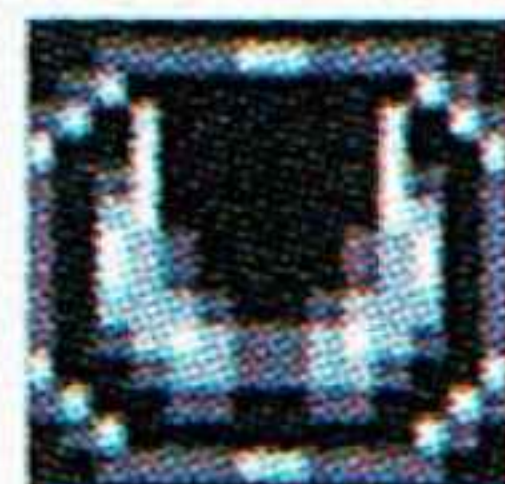
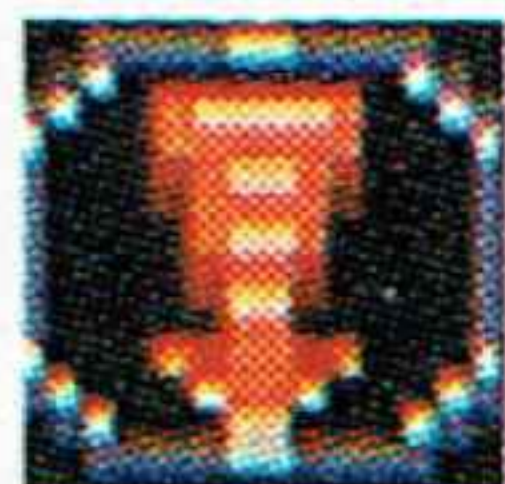
# Magic Power-recovering Alcoholic Beverages .....

- ★ Wizard Wine ... Small recovery
- ★ Magic Liquor ... Medium recovery
- ★ Momomo Sake ... Full recovery



# Health/Magic-recovering Dragon Parts .....

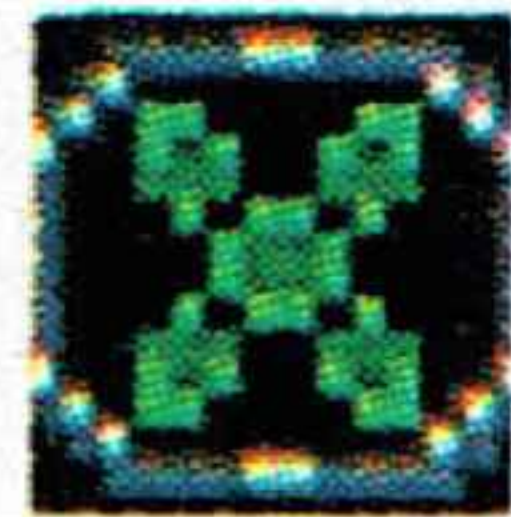
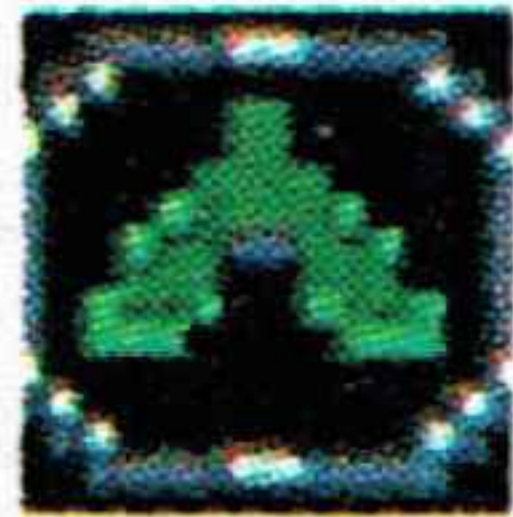
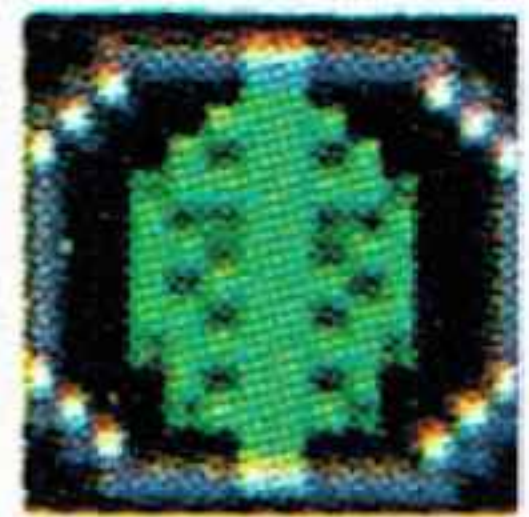
- ★ Dragon Claw ... Small recovery to both
- ★ Dragon Tail ... Medium recovery to both
- ★ Dragon Horn ... Full recovery to both





# Status-increasing Herbs

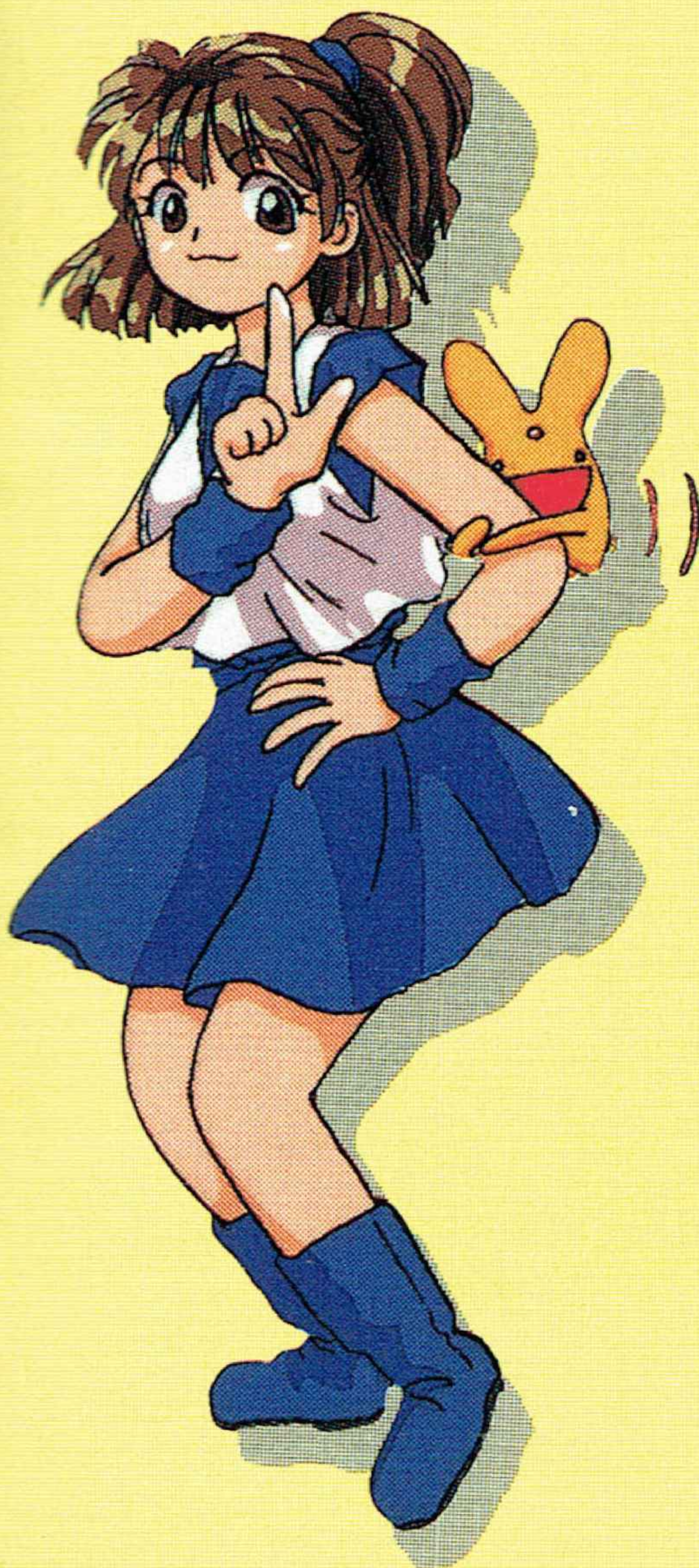
- ★ Vigor Herbs ... Increase to Critical Rate
- ★ Swift Herbs ... Increase to Agility
- ★ Focus Herbs ... Increase to Success Rate



## Items important for your **JOURNEY**

Here are some items that will make your journey a lot smoother. You really want to have these with you! You'll have to test their effects on your own!





★ Item Bag

...A bag that can carry 9 items.  
You can carry 3 bags.

★ Egnog

...The perfect remedy for a cold.  
A cold reduces your Success Rate.

★ Mandrake

...A plant that looks like a doll.

★ White Mittens

...They make you feel a bit stronger.

★ Siren's Arrow

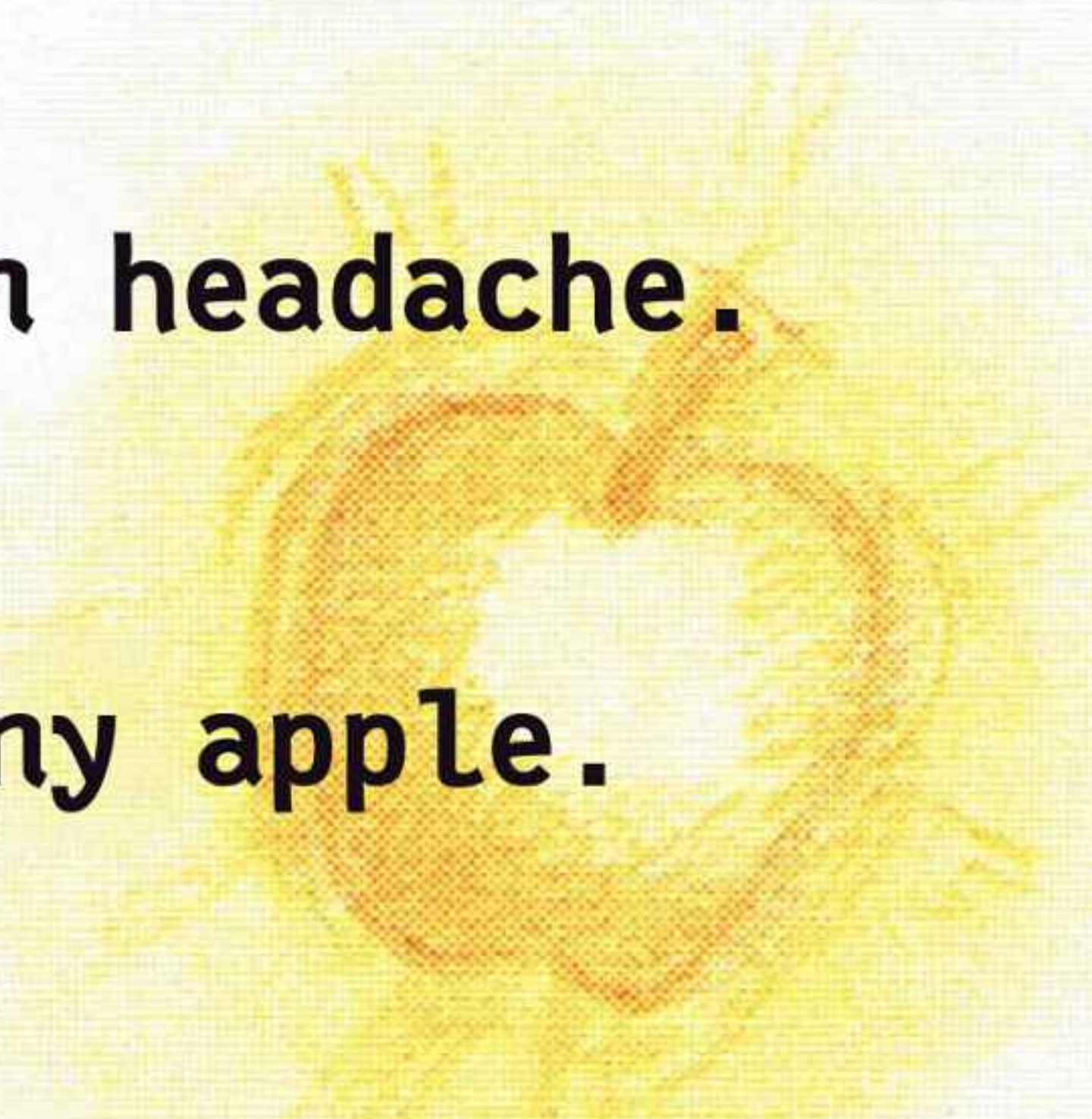
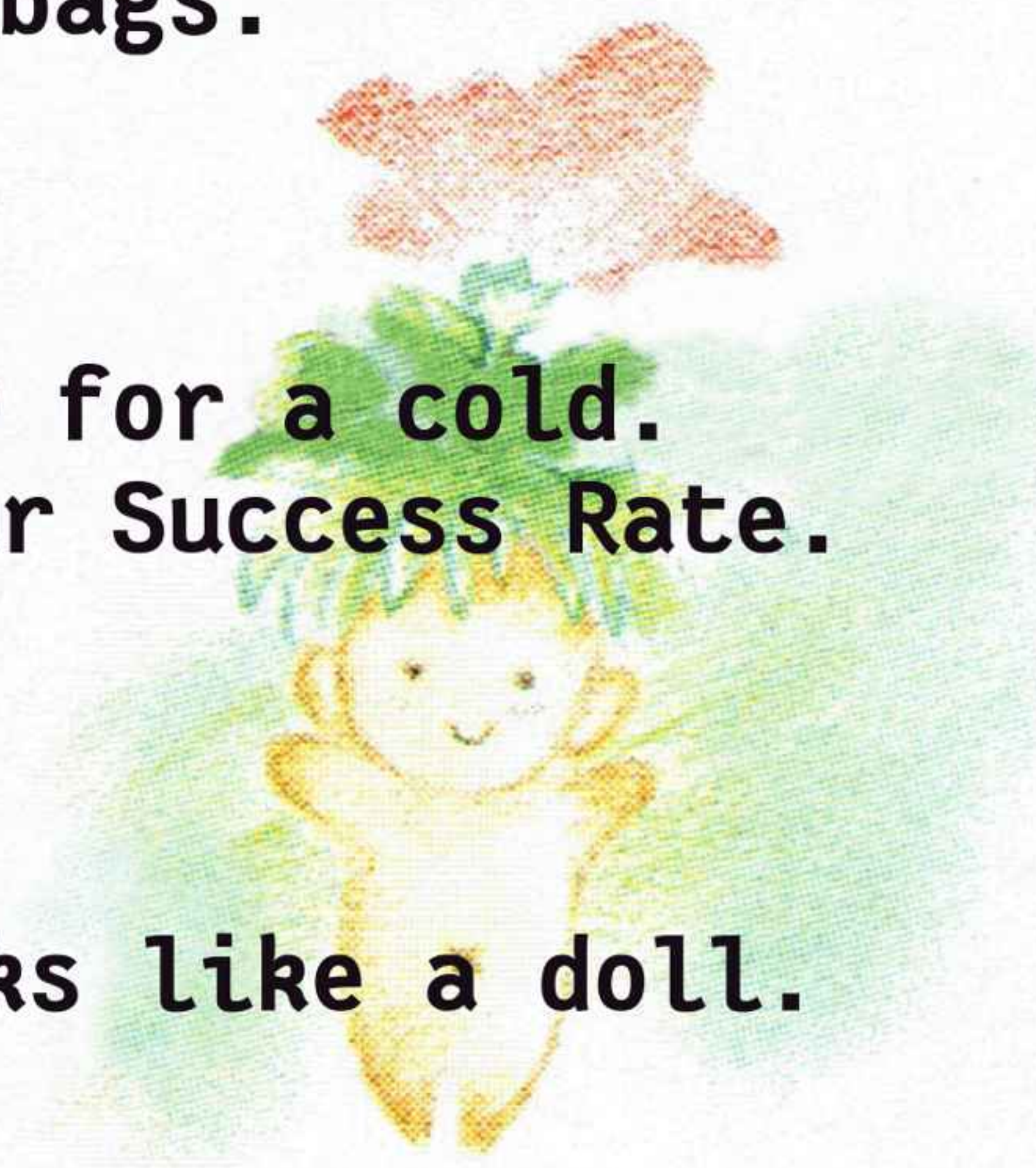
...Inflicts a mean headache.

★ Golden Apple

...An unusual, shiny apple.

★ Frogcall

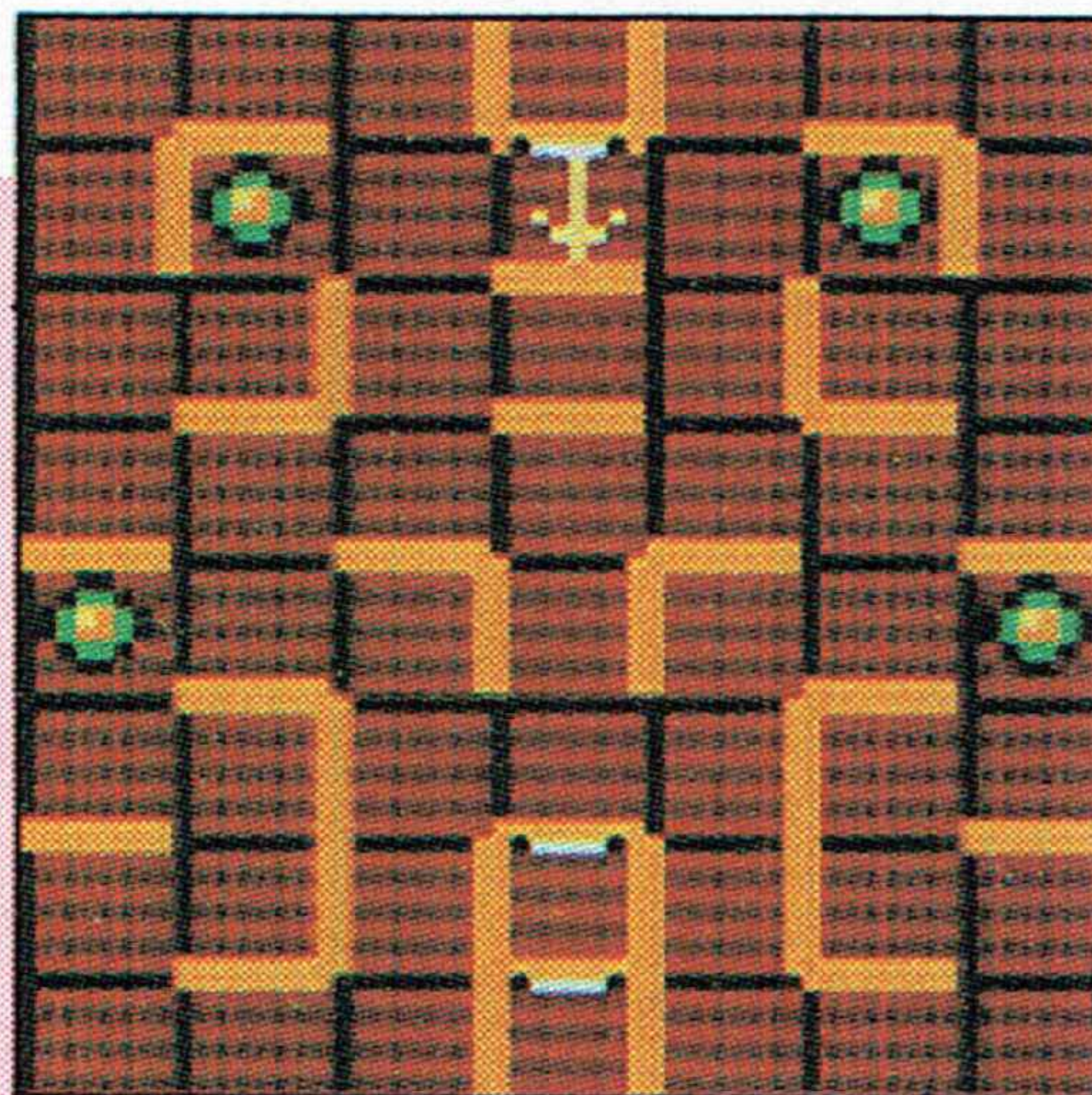
...It makes a frog sound when pressed.





★ Shining Horsetail

...It will show you the position of monsters on your map.



The green orbs are monsters!

In Sorcery Saga III, monsters roam the labyrinth at the same time as Arle. Once you obtain the Shining Horsetail, you will be able to see their position on your map.



= Wall



= Door



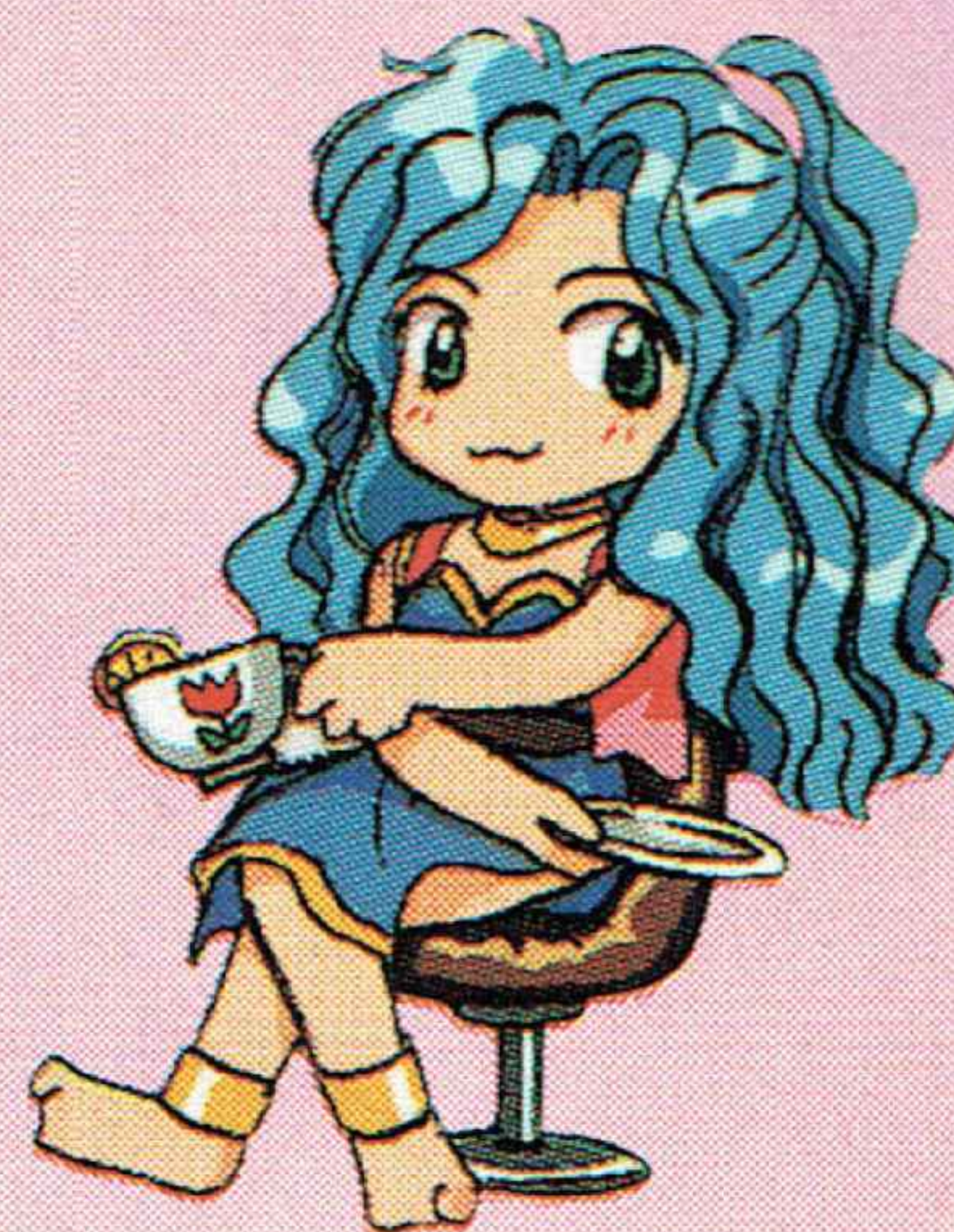
= Stairs Up



= Stairs Down

MAP

✧ You can press Up and Down on the D-Pad to take a look at the map for other floors!





# If you need help



Now, let's say you're playing the game but at some point you really don't know how to progress. You might yell "I just don't know what to do!" at the heavens, but you shouldn't give up just yet. Keep trying, and you might figure it out. However... if you really, REALLY need to know what to do, you might want to take a look at the "Compile Club" bulletin. If that sounds like something that interests you, send us a letter with the following details. We'll get back to you ASAP.

What to  
send

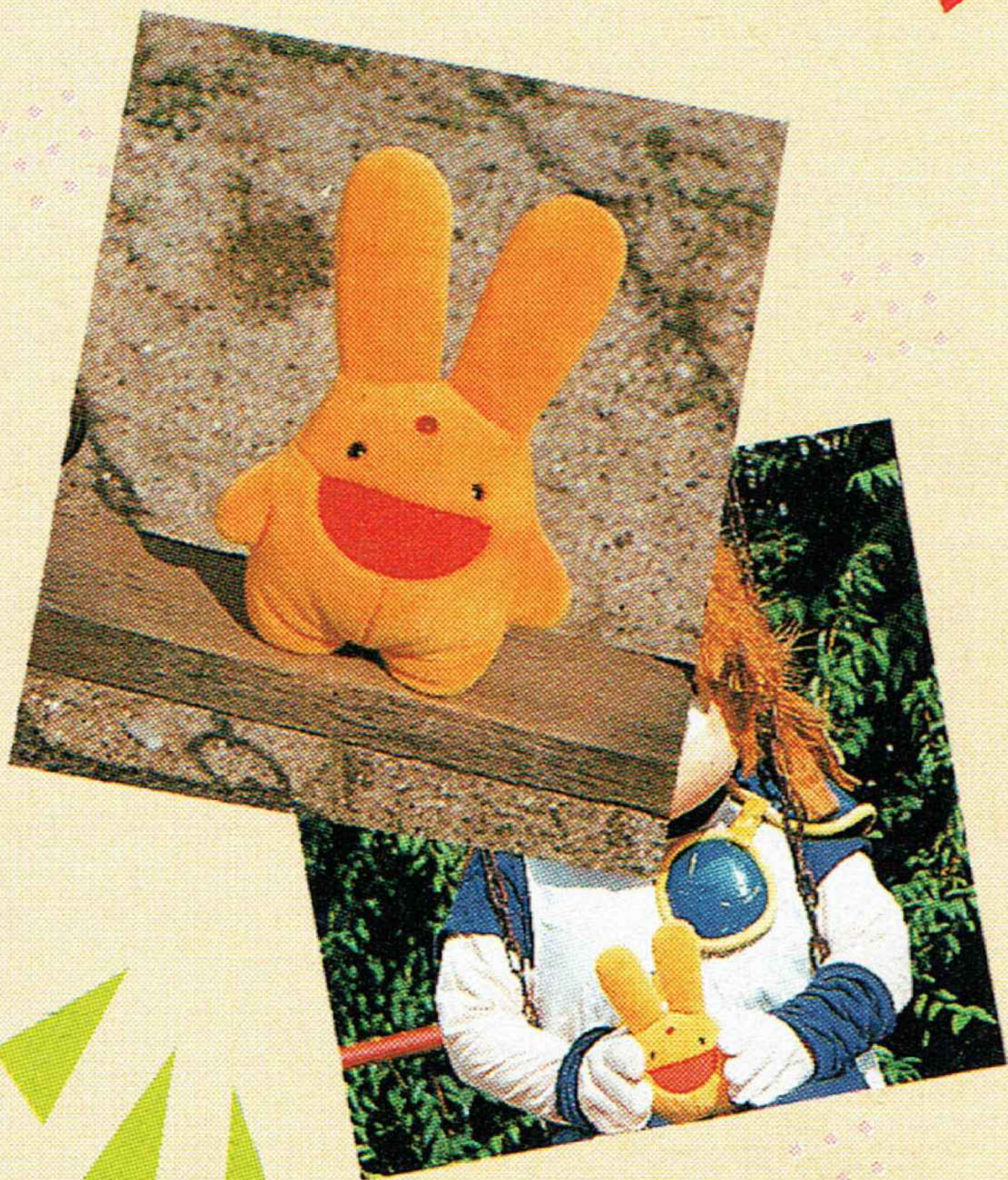
- 1 Postal code, Address, Name and Surname, ☎ Phone Number, Age, Birth date, School/Occupation, Game device owned;
- 2 Annual Fee of 2000 Yen via unsigned money order (Purchasable at postal offices. Don't write anything in the order field.)

1-7 Kyobashicho, Minami-ku, Hiroshima, 732 Japan  
Asty - Daiichi Seimei Building  
To Compile "G-M III Entry Fee" Clerk



Carbuncle  
now  
on

**SALE** !



Get your own Carby,  
only through mail order!

Priced at 2800 Yen  
each. Get as many  
as you want for a  
shipping cost of only  
700 Yen!



## How to request

Write the following

Postal code, Address,  
Name and Last Name,  
Age, ☎ Phone Number,  
Amount of Carbuncles  
to purchase.

in a letter

It's so  
easy!



alongside a total sum of

**(2800 Yen X number of items) + 700 Yen**  
(Shipping costs)

Send to

1-7 Kyobashicho, Minami-ku, Hiroshima, 732 Japan  
Asty - Daichi Seimei Building  
To Compile "Get Your Own Carbuncle" Clerk

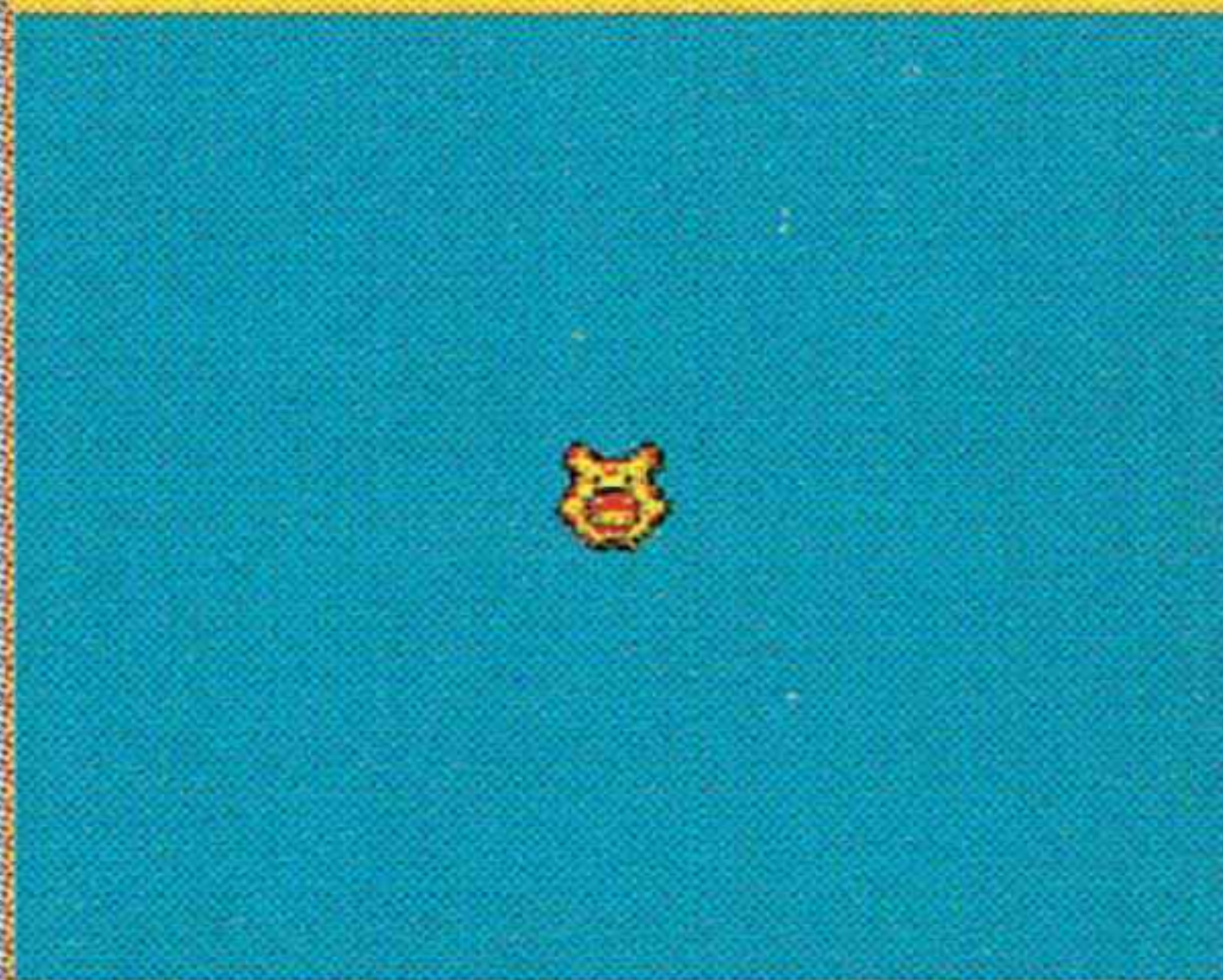
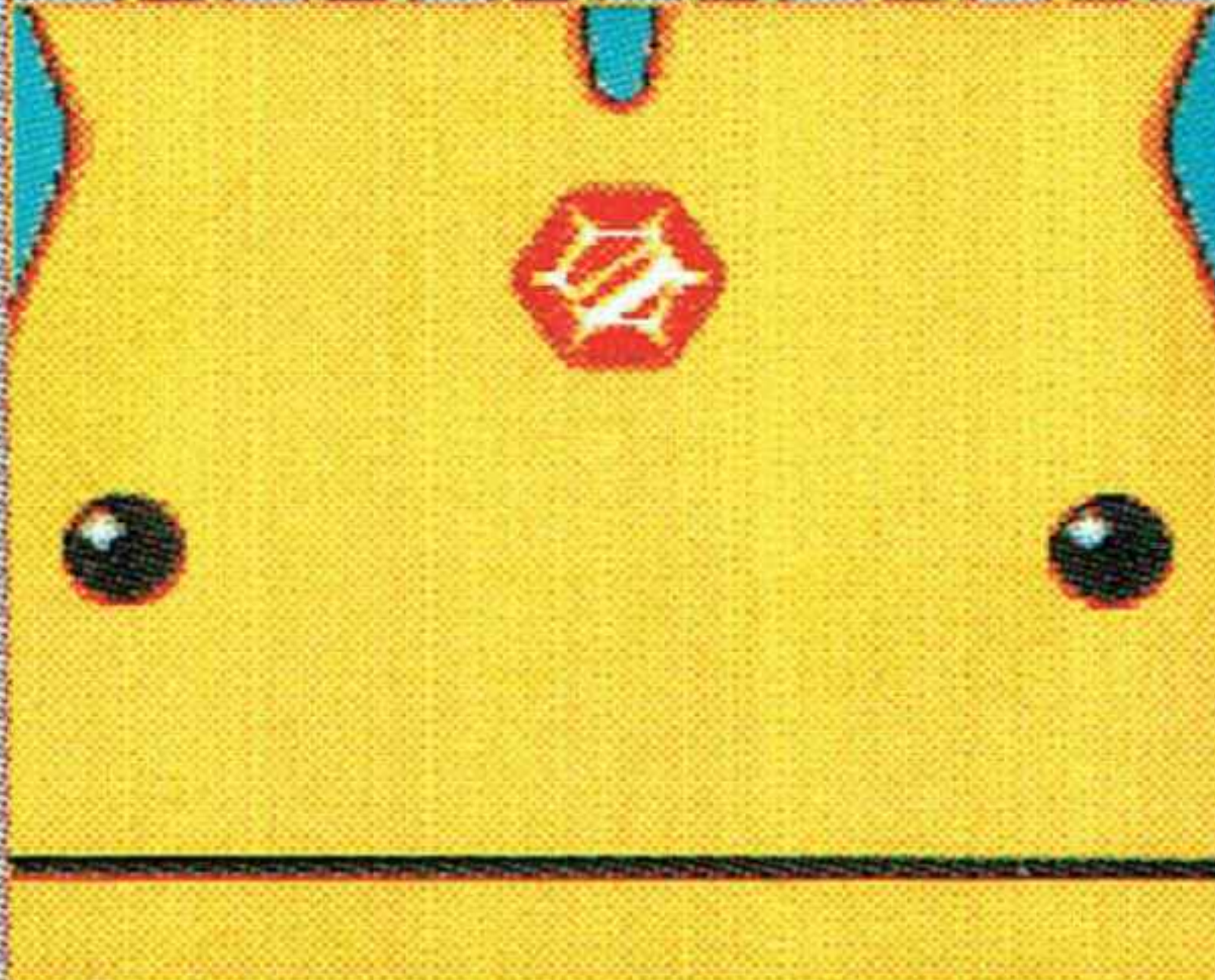
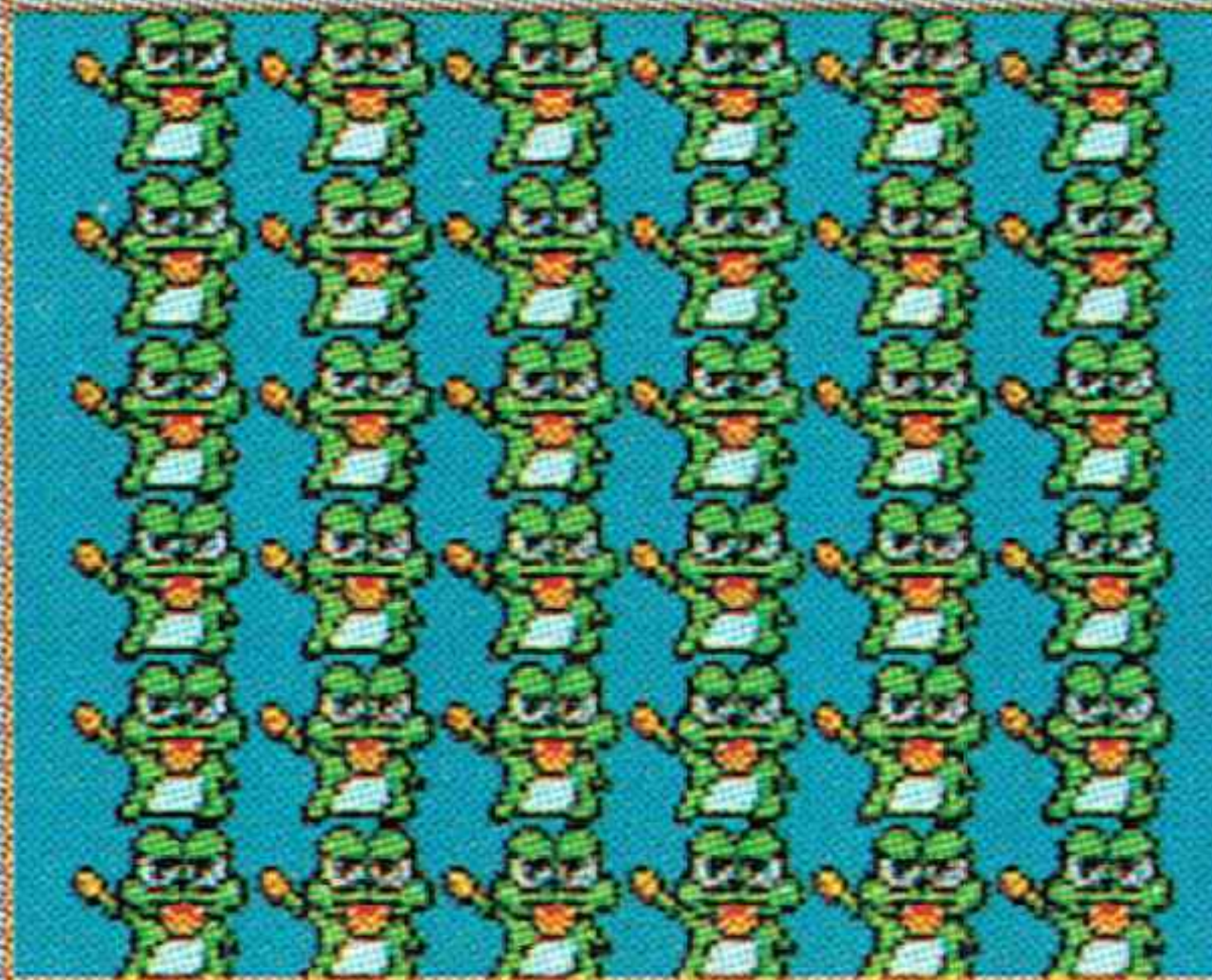
ARBUNCLE CARBUNCLE CA



**Bonus!**

**This is the CM  
used for the 1994  
International  
Tokyo Toy Show!!**

Due to the voice clips,  
we hit a 2 Mega size! (lol)



唄る! 叫ぶ!  
肉ム気  
マジカルヴォイス  
ロープレゲーム

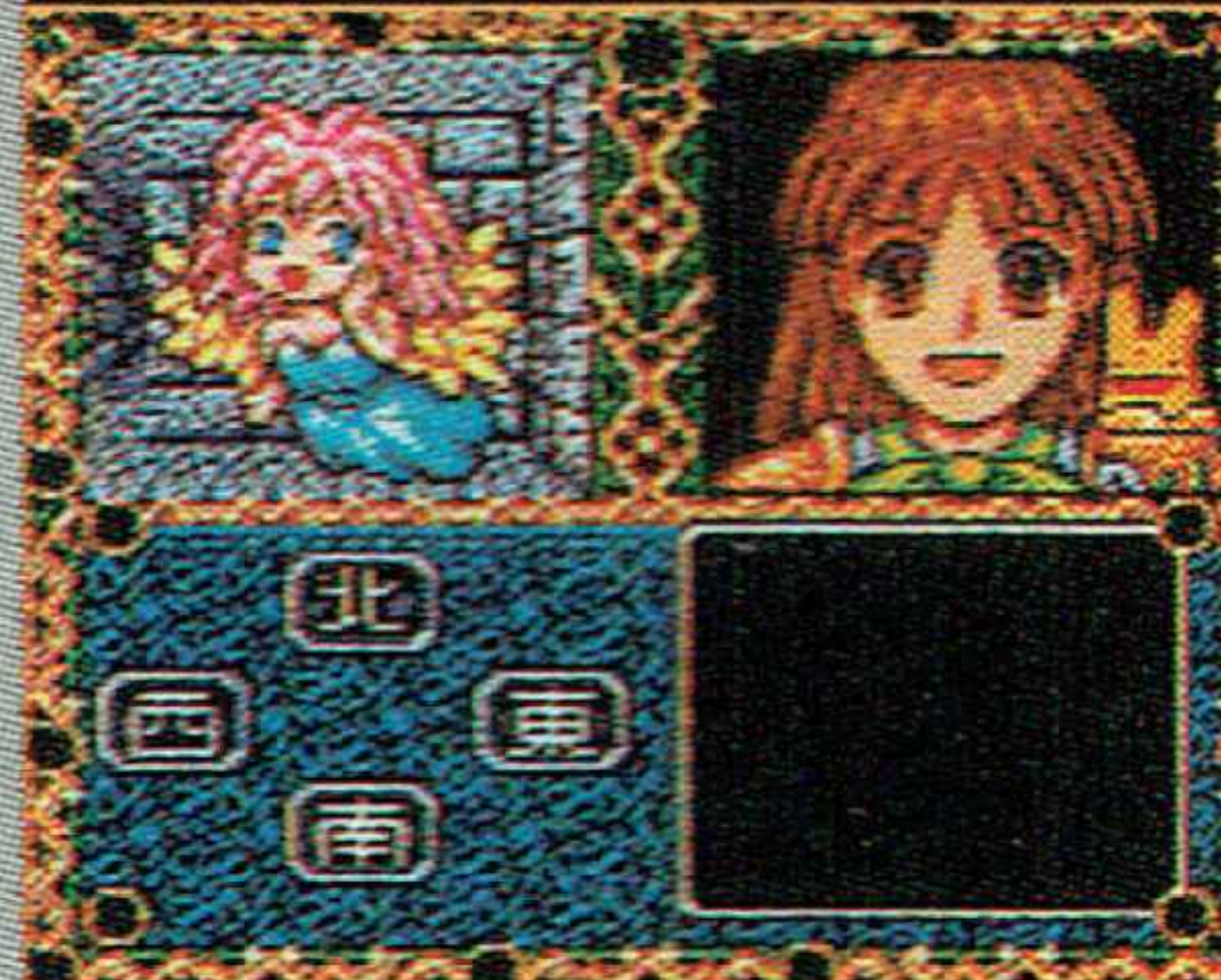
**第3弾  
開発決定!!**



サタン様は誰にも  
わたさないわ!!



お〜ほほほほほ  
**最強のゴキブリ  
心臓一登場**



3Dグラフィックで  
展開する  
**おおボクバトル**





ミノタウロスの迷宮に落ちる  
なんて、君もついてないねェ

さらに事態を  
ややこしくする  
ニューキャラクタ  
たち



わたしのムチが  
かわせるかしら!

うなる  
女王様の  
ムチ!!



まけるもんかー!!

アムロは  
ゴングンで  
対抗!

じゃ  
なくってネ

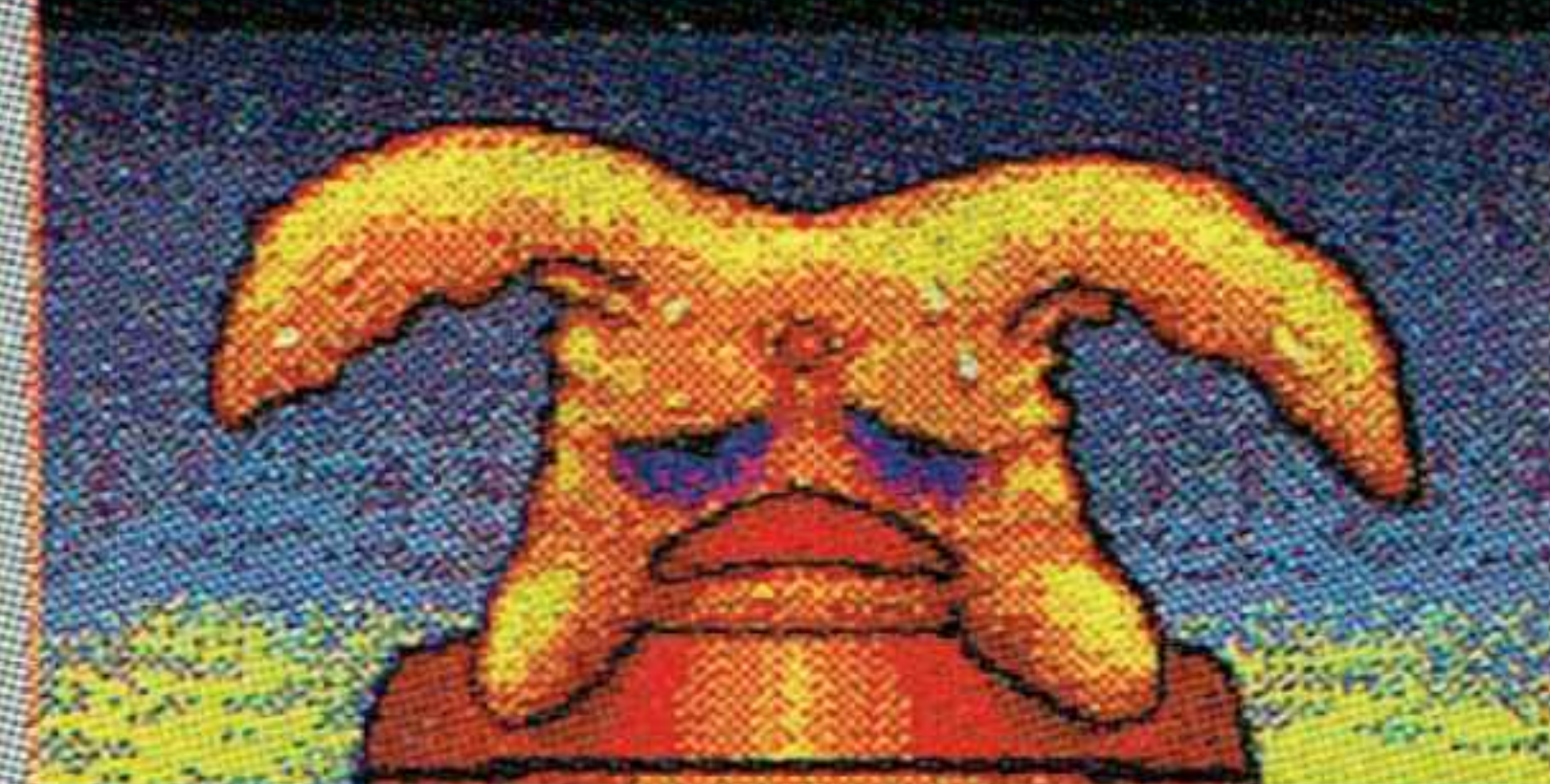


まけるもんかー!!

超古代兵器  
魔導砲  
さく裂!



スーパー装甲  
魔導スーパ  
装着!



1994年  
夏

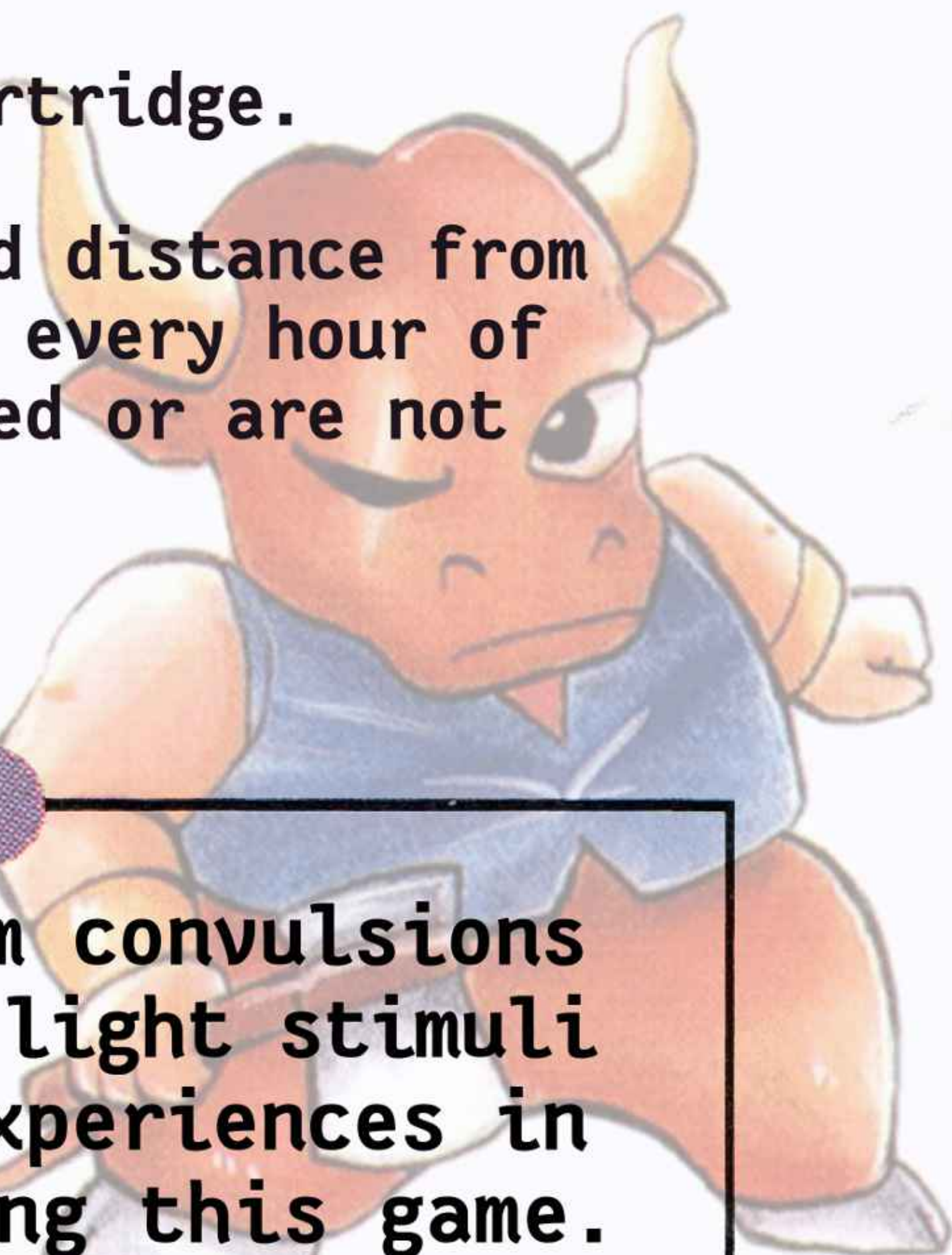
キミはしなびた  
カーバンクルをみる!! (謎)





# Safety warnings

- Before inserting or removing the cartridge, make sure the console is turned off.
- Do not forcefully bend the cartridge.
- Do not touch the pins or wet them with water.
- The cartridge is delicate: do not disassemble it. Also, avoid using it or storing it in places with extremely hot or cold temperatures.
- Do not use chemicals such as thinner or gasoline to clean the cartridge.
- Make sure to play the game in a well-lit room, and to keep a good distance from the screen. Also, we recommend resting between 10 and 20 minutes every hour of playtime, and to avoid playing altogether if you are feeling tired or are not getting enough sleep.



## Health concerns

There have been reported cases of players suffering from convulsions or loss of consciousness after being exposed to powerful light stimuli or flickering of a TV screen. If you have had similar experiences in the past, please consult your physician before playing this game. Furthermore, if you have experienced these symptoms while playing the game, stop playing immediately and receive medical attention.