

MOLDORIAN™

User Manual

GAME GEAR

Moldorian

— The Sisters of Light and Darkness —


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SEGA

Thank you for buying
"Moldorian
~ The Sisters of Light
and Darkness ~"
for Game Gear.
To fully enjoy this
game, we recommend
reading this instruction
manual.

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A long time ago, Humans and Magi were the same race.

One day, a pair of twins were born in the Royal Family of Highlandia, who were known to possess incredible magical powers.

The elder twin was blessed with a natural talent for magic; however, the younger twin had no magical capacity at all.

As they both reached their adult age, the young prince left on a journey, aiming to discover the meaning to what felt like a curse. His brother thus inherited the throne.

Time passed. The young prince made his way to the outside world, and built a castle in Emaroy, becoming its king. Though they may have lived apart, the two brothers still remained on good terms. As both kingdoms prospered, people praised them as the "Two Wise Kings".

This era lasted for 700 years... Then, for reasons unknown, those born in the outside world would be known as "Humans", while those born in Highlandia would be known as "Magi".

Nobody knows why such a change happened. Everything about this period has vanished, just like the legend of the Two Wise Kings.



Prologue



Moldoria is a world split into two major worlds: the "Human Realm" and the "Magic Realm". As the name implies, the Magi, inhabitants of the Magic Realm, possess great magical powers, and are capable of controlling monsters at will.

Even though they possessed such incredible power, Humans never had a reason to fear them. During Moldoria's long history, the Magi had never done anything that would threaten the Humans' wellbeing.

Most Humans considered the Magi some kind of ascetic monks, training harshly every day. As they lived in two different realms, they could coexist without bothering each other.

The Magi shared a similar sentiment, being unconcerned of the Humans' existence.



That is not to say that there are no relationships at all between the two realms. During history, there had been Human merchants of indomitable commercial spirit who had traveled to the Magic Realm, and there had been Magi who had traveled to the Human Realm to learn their culture, though that was no longer necessary after years of what was referred to as the "Magi's movement".


However... One day, something happened. A young girl from the village of Keuzon had been taken away by a monster while she was out in the forest. Humans were shocked and dismayed by this incident, unable to understand why such tragedy had happened.

At that moment, nobody knew that it was not merely an isolated case, but the beginning of something much darker. Before long, the ambitions of an evil Magus would bring great peril to all of Moldoria...



Main Pro

You will meet many different characters over the course of the game.



Navarre: If you hate to hear that, then get onger!"

Main Character (Navarre)

The main protagonist of the story. Timid and halfhearted, he always relies on Miria to help him out of trouble.

tagonists

In these pages, we will introduce the main protagonists.



Miria

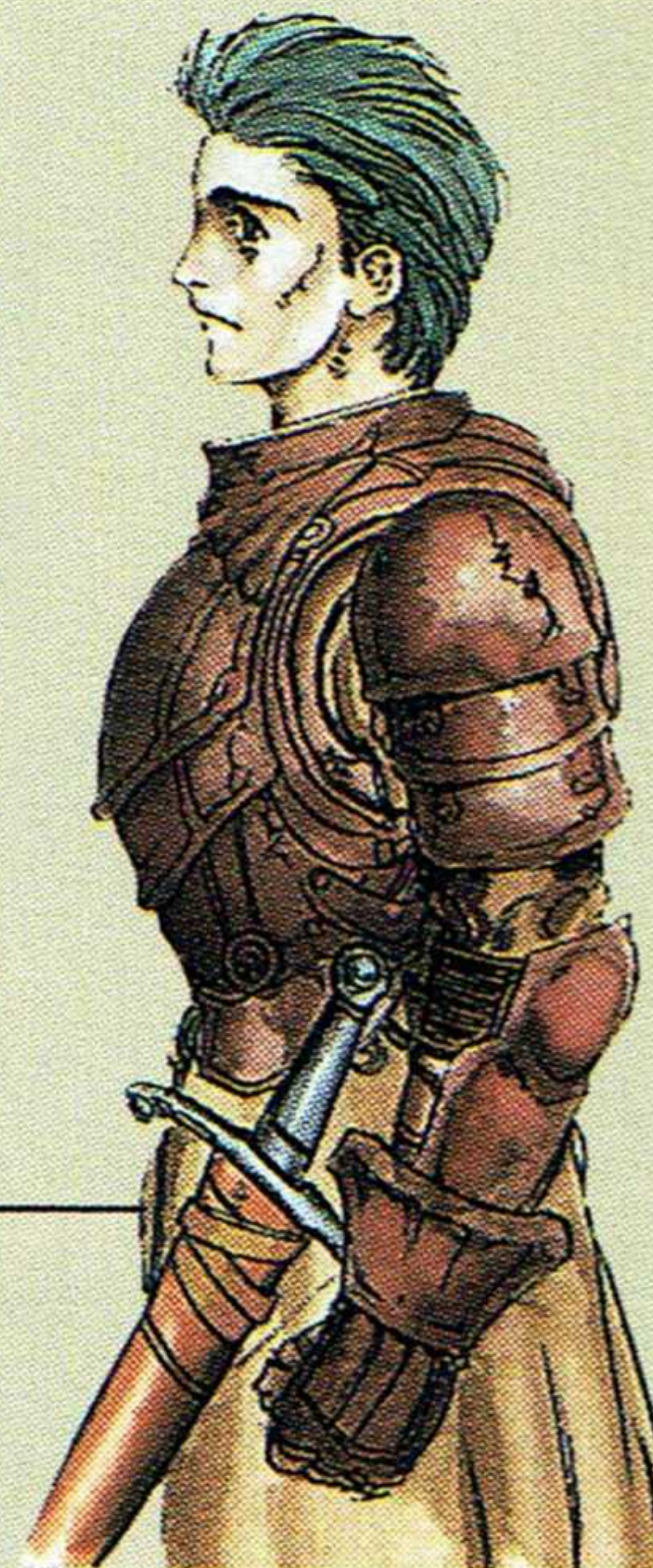
The main protagonist's childhood friend. Bright and kind, she is liked by everyone in the village.





Hannes

The main protagonist's father. He was a castle knight in his youth, though he now acts as an advisor for the village. In his free time, he practices the art of the sword with his weakling of a son.



Vado

Miria's brother. He is a castle knight with a great sense of justice. His major flaw is getting angry very easily.

You will meet many comrades

As Navarre travels forth, he will meet different people, some of which will join his party and become great comrades and irreplaceable friends.



Tesko

Torle



Bucalli

The Magi Prime Minister, counterpart to the Human one.

It is rumored that his influence is second only to the King...



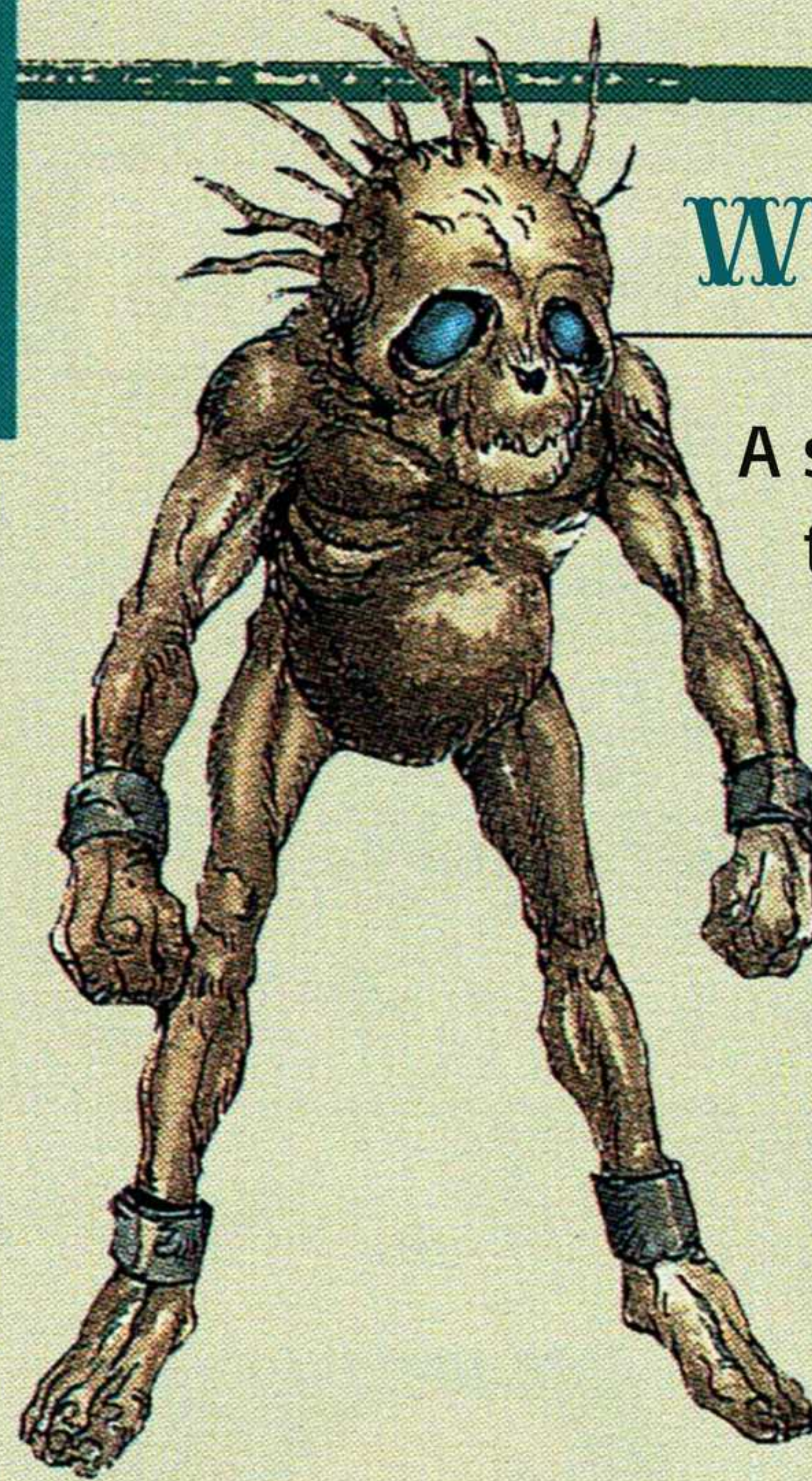
Main Enemies

Navarre and his comrades will face powerful monsters during their journey. In these pages we will introduce some of them.



Fret

While low on HP and attack power, this monster may cause you trouble as it attacks in group.



Woodman

A spirit of the forest transformed into a monster. It will be a formidable opponent in the early stages of the game.

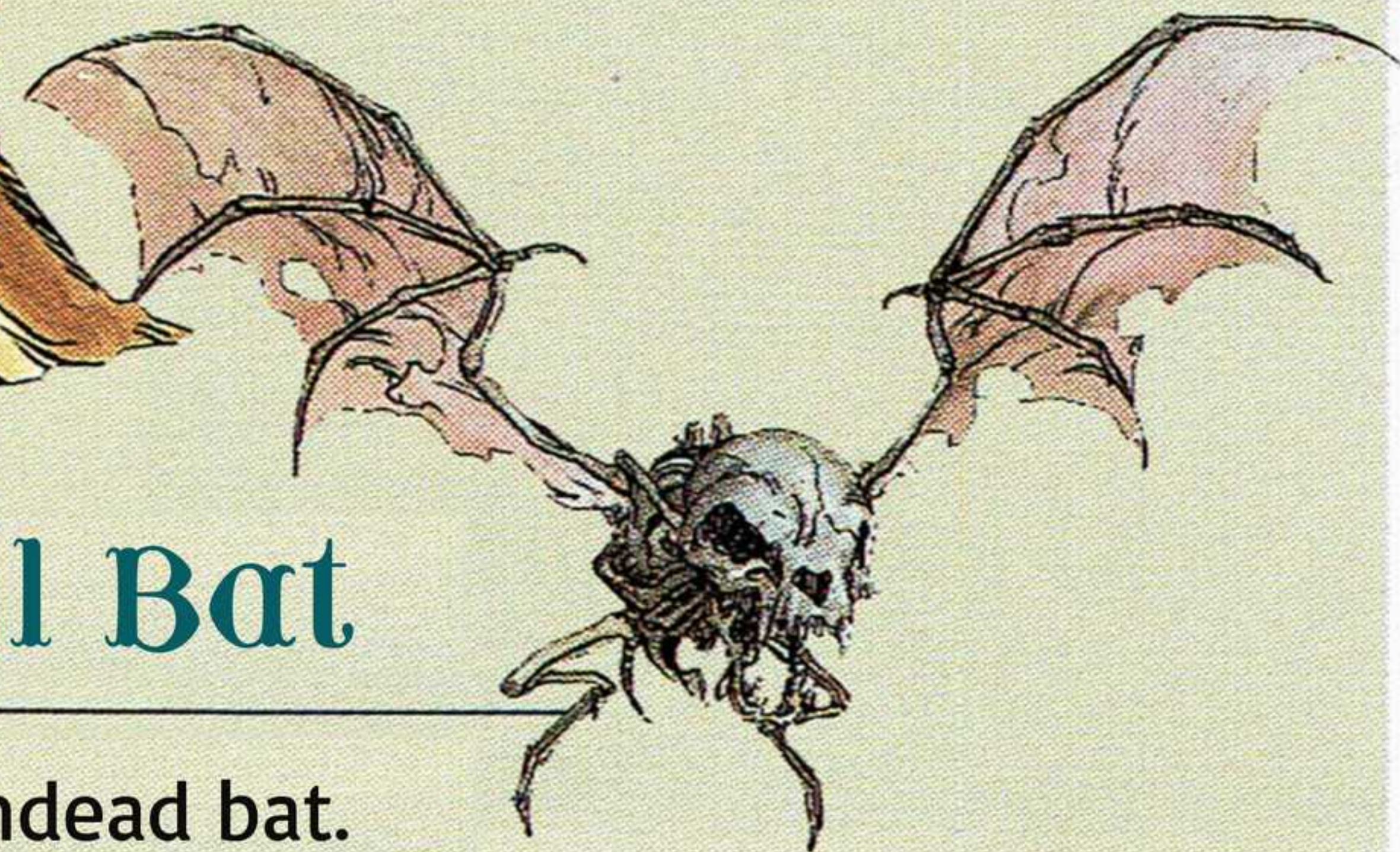


Shaman

While its physical strength is low, it is capable of using magic. Be careful.

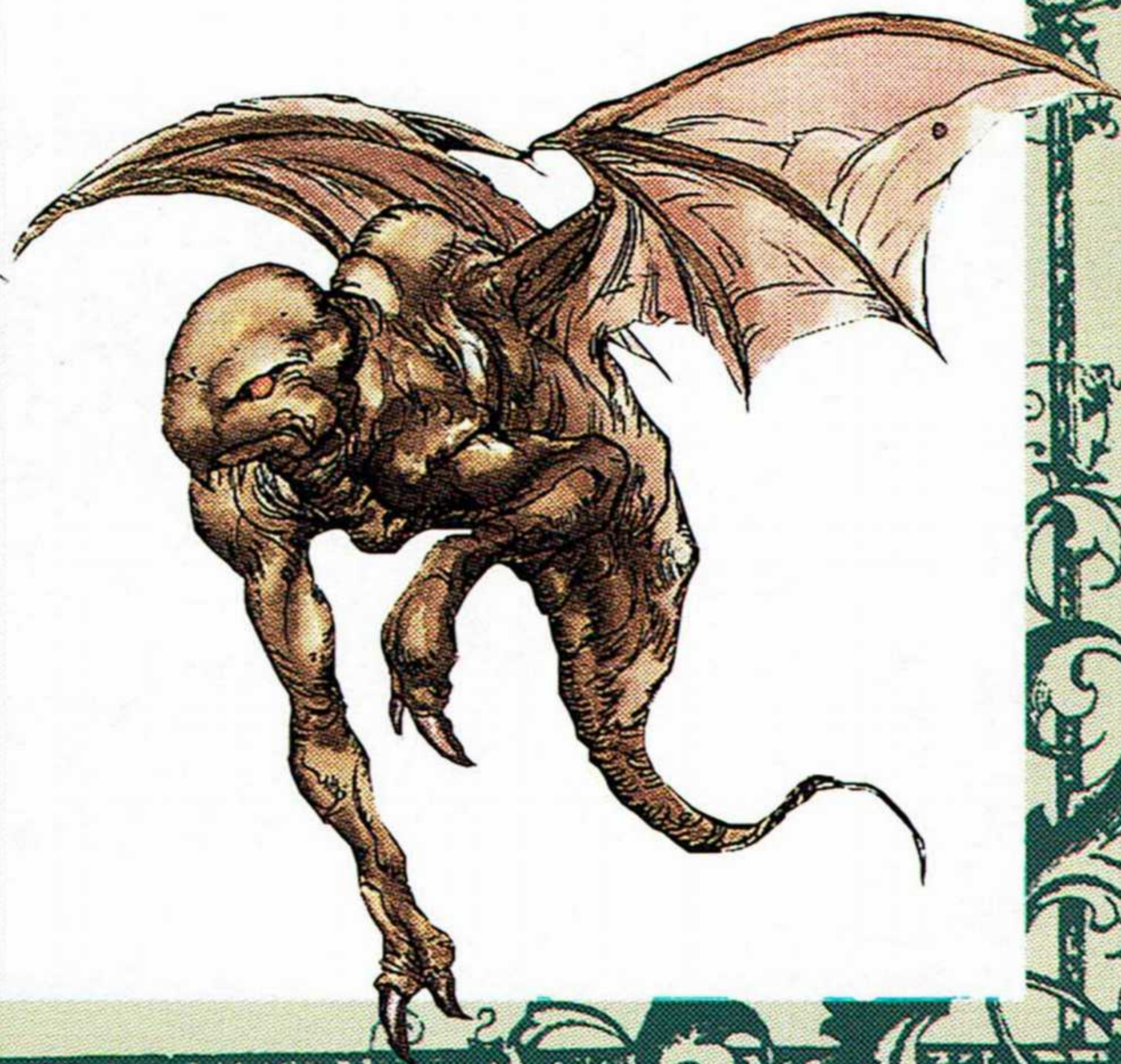
Skull Bat

A large, undead bat. They lurk in towers.



Gilliam

The monster who kidnapped the King from Castle Emaroy. But why...?



Game Controls

This game can be separated into four different types of screens, each with its own controls. In these pages we will explain the controls for each screen individually.



◆ Name Input Screen

D-Pad ··· Moves cursor

Start ··· Switches between hiragana and katakana.

Button 1 ··· Deletes one letter.

Button 2 ··· Confirms.

◆ Menu Screen

D-Pad ··· Moves cursor.

Start ··· Goes back to previous menu.

Button 1 ··· Cancels.

Button 2 ··· Confirms.

◆ Map Screen

D-Pad ··· Moves cursor.

Button 1 ··· Opens menu.

Button 2 ··· Talks to the person in front of you;
Inspects the object in front of you.

◆ Battle Screen

D-Pad/Buttons 1 and 2 ··· Input commands (refer to P.20).

Start ··· Displays help. Press any other button to display the commands.

How to Start

Insert your game cartridge into your Game Gear and turn on the power. After the Sega logo, the game story will scroll. Press button 1 or 2 to skip to the Title screen, and press Start to open the menu.

Title Screen ▼



Menu Screen ▲

◆ **New Game**

Select this option to start a new game. Press button 2 and you will be brought to the name input screen. Use the D-Pad to move your cursor and press 2 to input the letters. Once you are done, highlight "Done" and press 2 to continue with the game.

◆ **Copy**

This option will allow you to copy an existing save file to another slot. First select the file you wish to copy, then select its destination. Please note that you cannot copy a file over a slot with an existing save data.

◆ **Continue**

This option will allow you to continue your game from your saved position. Select your file with the D-Pad and press 2 to confirm.

◆ **Delete**

This option will allow you to delete an existing save file. Before the file is definitely deleted, a message reading "Your previous data will be deleted. Are you sure?" will be displayed on screen, and you will be able to confirm whether to proceed or not. Please note that once a save file has been deleted, it can no longer be restored.

Screens Overview and Using Commands

Menu Screen

Press Button 1 on the Map screen to open the menu. In these pages we will explain the functions of each option.



◆ Inventory

This option will allow you to use or drop items. Select an item and press Button 2: you will be able to select whether to "Use" or "Drop" it.

When a ► symbol is displayed in the lower right corner of the item list, it means you can press right on the D-Pad to switch to the next page.



◆ Equip

This option will allow you to change your characters' equipment. After selecting a character, press left and right on the D-Pad to select the Equip List. There are three types of lists: Equipment, Items and Spells.

Then, select the part you wish to alter and press Button 2. You will now be asked to choose whether to "Equip" a new item or "Remove" the highlighted one.

Select "Equip" to open a list of equippable items. Select your preferred item with the D-Pad and press 2 to confirm.

Select "Remove" to simply remove the highlighted item.

* Items and Spells must be equipped before they can be used in battle.



◆ Magic

This option will allow you to use one of the spells you currently know. First select the character who will cast the spell, then select the spell you wish to use. Finally, select the target character, and confirm.

◆ System

Save.....This will let you save your progress.

First select a file, then confirm. A message reading "Your previous data will be deleted. Are you sure?" will be displayed on screen, and you will be able to confirm whether to proceed or not.

Display.....This will let you alter the messages' speed. Highlight your preferred speed and confirm.

The lower the number, the slower the display speed, and viceversa.



◆ Data

This option will let you check your characters' status. Press Button 2 to see the party's general data; press 2 again to see more details of the individual members.

- ① Current funds.
- ② Name.
- ③ Current level.
- ④ Stats, influenced by level and equipment.
- ⑤ Experience. Current EXP/EXP to next level.
- ⑥ HP. Decreases when damaged. Current HP/Max HP.
- ⑦ MP. Decreases when casting spells. Current MP/Max HP.
- ⑧ Currently equipped items.

The image shows two screenshots from a game's 'Data' menu. The top screenshot displays party-wide statistics for three characters: Navarre, Tesko, and Vado. The bottom screenshot shows a detailed view of Navarre's status, including his portrait, level, and equipped items.

| Data | G | 1736 | |
|----------|------------|----------|---------|
| Level | Navarre 12 | Tesko 12 | Vado 14 |
| Speed | 17 | 12 | 14 |
| Power | 37 | 45 | 59 |
| Vitality | 19 | 24 | 27 |
| Luck | 22 | 24 | 38 |
| EXP | 396 | 266 | 0 |

| Navarre | Tesko | Vado |
|---------|--------|--------|
| HP 67 | HP 111 | HP 138 |
| MP 0 | MP 14 | MP 0 |

| Navarre | Level 12 |
|-------------|----------------|
| HP 67/67 | MP 0/0 |
| EXP 396/900 | |
| Speed 19 | Attack 81 |
| | Defense 52 |
| | Luck 27 |
| Saber | Buckler |
| Scalmail | Leather Armlet |
| Top-Knot | |

Battle Screen

When you meet enemies on the field, battle will begin. Your characters will step forward in order, waiting for a command to be selected (the ► symbols refer to which direction you should press on the D-Pad).



◆ Attack

► → **Select an enemy** → **Button 2**

This command lets you attack an enemy directly with your equipped weapon. By pressing ► on the D-Pad, the command "Attack" will be displayed on screen.

Next, select an enemy with ▲ ▼ on the D-Pad and press 2 to confirm.



◆ Defend



This command reduces damage from enemy attacks.

By pressing ◀ on the D-Pad, the command "Defend" will be displayed on screen.



◆ Run

Button 2 + ◀

This command lets you run from an enemy battle. While holding Button 2, press ◀ on the D-Pad to display the command "Run" on screen.

Please note that running from battles is not guaranteed to work without fail.



◆ Item

Button 2 + ▲ or ► or ▼ → Select target

This command allows you to use an item. Hold Button 2 and press either ▲, ► or ▼ on the D-Pad to display the name of the items you have equipped.

Then press ▲ ▼ on the D-Pad to select a target and press 2 to confirm.



◆ When your HP reaches 0, it's Game Over!

If your entire party's HP goes down to 0 in battle, you will get a game over and the menu screen will open. After a game over, you will start again from your last save.

◆ Spells

Button 1 + ▲ or ► or ▼ or ◀ → Select target

This command allows you to cast a spell. Hold Button 1 and press either ▲, ►, ▼ or ◀ on the D-Pad to display the name of the spells you have equipped.

Next, press ▲ ▼ on the D-Pad to select a target and press 2 to confirm.



❖ You cannot use Items or Spells if they are not equipped! ❖

In order to use Items or cast spells in battle, they must be equipped beforehand. Please remember to equip them in the "Equip" menu before fighting.

Town Facilities

There are various facilities in towns and villages you will visit during your journey. In these pages we will explain their function and their related commands.



Inns

By resting at an inn, you will recover your HP and MP. Lodging prices will change depending on the size of your party and the town you are visiting.

Stay This command will let you stay at the inn. The value next to it refers to the cost for spending the night.

Leave Leave the inn without spending the night.





Weapons and Armors Store

This store sells weapon and armor. Select an item you wish to purchase to display more information regarding it.

Look.....This will display your character's current equipment.

Yes.....This will confirm your purchase.

No.....This will cancel the purchase and return to the shop's list.

* Make sure to carefully read the values of the equipment you wish to purchase and buy items with a higher stats value than your current equipment.

The screenshot shows the Weapons and Armors Store interface. At the top, the player's name is "Parise" and they have 2437 G. A list of items is displayed:

| | |
|------------|-----|
| Long Sword | 270 |
| Saber | 480 |
| Iron Lance | 540 |
| Chainmail | 460 |
| Scalemail | 880 |

Below the list is a dialog box with the text "What do you need?". A red arrow points down to the next screenshot.

The second screenshot shows the same store interface, but with the "Long Sword" selected. The item's details are displayed:

| | | |
|----------------|---------|--------|
| Long Sword | 270G | Weapon |
| Attack: 20 | Luck: 0 | |
| Equip: Navarre | | |

Below the details is a dialog box with the text "Is this okay?". To the right of the dialog box are three buttons: "Chainmail", "Scalemail", and "View Yes No".



Tools Shop

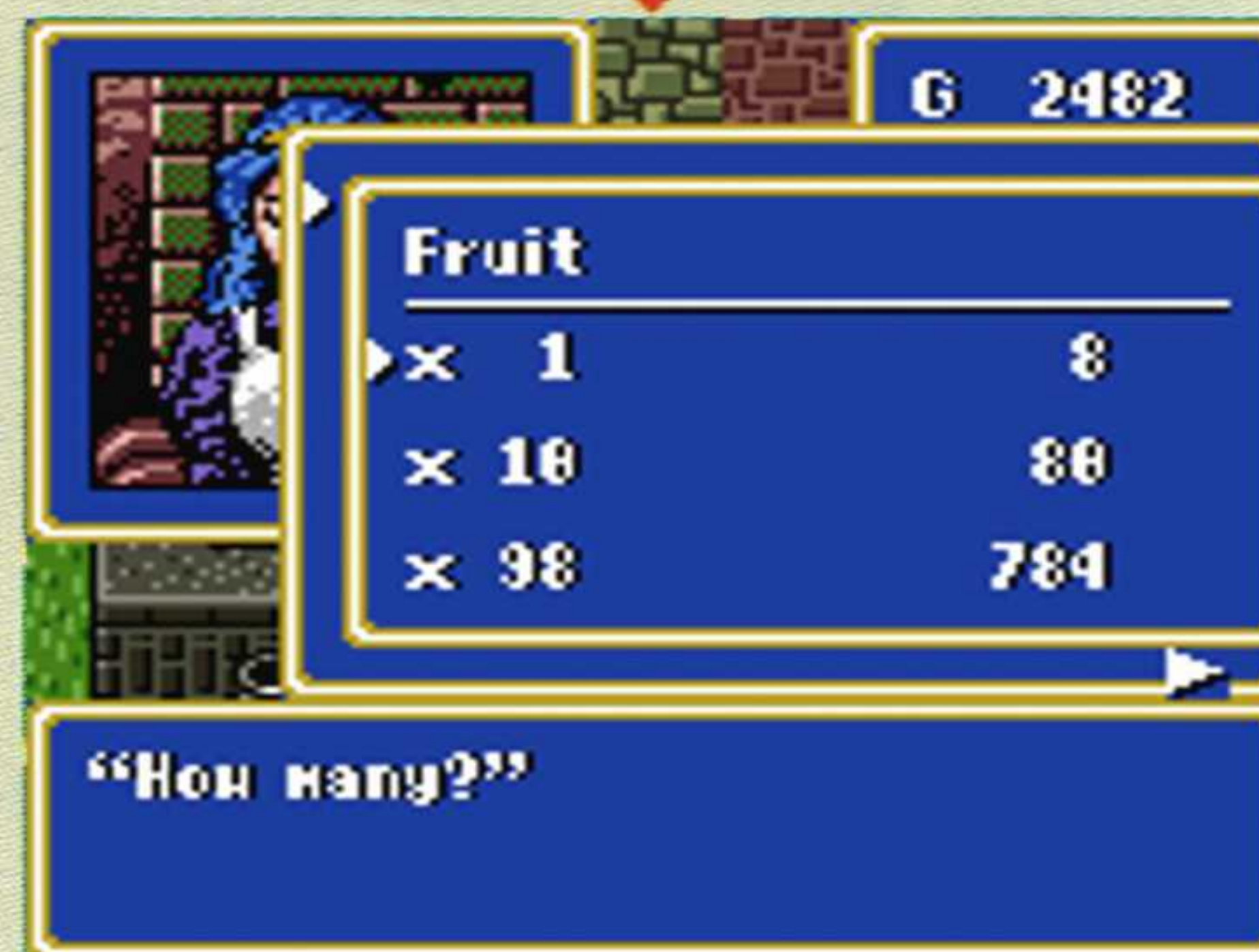
This shop sells various items. Once you select an item, you will be able to select the amount you wish to purchase. Highlight your preferred amount and press Button 2 to confirm. You can increase the amount by a single digit by pressing **▶** on the D-Pad.

× **1** This will let you buy a single unit of the item.

× **10** This will let you buy 10 units of the item.

× **00** This will only be displayed when your current funds are enough to purchase the maximum amount of the item.

By pressing **▶** on the D-Pad, you can increase the quantity by a single digit.





Magic Teacher

Characters who have MP can enter this facility to learn new spells or enhance the spells they already know.

Learn This will let you learn a new spell. Select the spell you wish to learn and confirm.

Enhance This will let you enhance a spell you already know.

Select the spell you wish to enhance and confirm.

Leave Leave the facility.

* Only characters with an MP value can learn and enhance spells.

G 2616

Navarre
HP 67
MP 0

Tesko
HP 11
MP 1

Learn
Enhance
Cancel

“Tesko? Very well.
What do you need?”

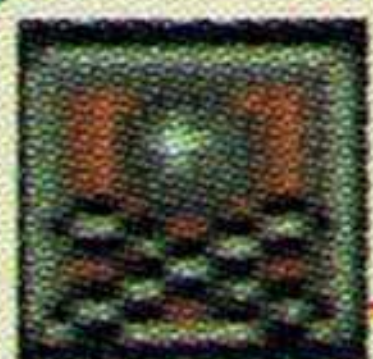


Navarre
HP 67
MP 0

Vigore 6 8

| Spell | MP |
|-----------|----|
| Mend | 5 |
| Remend | 12 |
| Remendate | 25 |

HP Restore: Single: 100 points
Restores HP.



Shaman

This is where you can remove curses and poison. Highlight the ritual you wish to perform and confirm.

Exorcism This will remove a curse.

Detoxification This will remove poison.

Leave Leave the facility.



▲ The Shaman must be paid for each ritual individually.

◆ Gathering information is the basic of all basics.

Whenever you reach a new town or village, you should talk to everyone you see. That way you will find out what you should be doing and where you should be going next. There are some individuals you will only be able to speak to once. We recommend taking notes of important information you learn.

Adventure Tips

Here are some tips that you may find useful during your adventure.

◆ **Inspect all sorts of places**

You should try to check pots or any other suspicious places inside buildings by pressing Button 2. You might find something unexpected.

◆ **Do not be reckless**

When you're low on HP, you should consider using items or spells to recover, or heading back to an inn.

It would be a shame to get a game over only because you felt it would have been a waste to use a recovery item or spell.

◆ **Save frequently**

Excluding battles, you can save your game anywhere, so we recommend doing so frequently.

It would be a bother to lose all your progress since your last save because of a game over.

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.