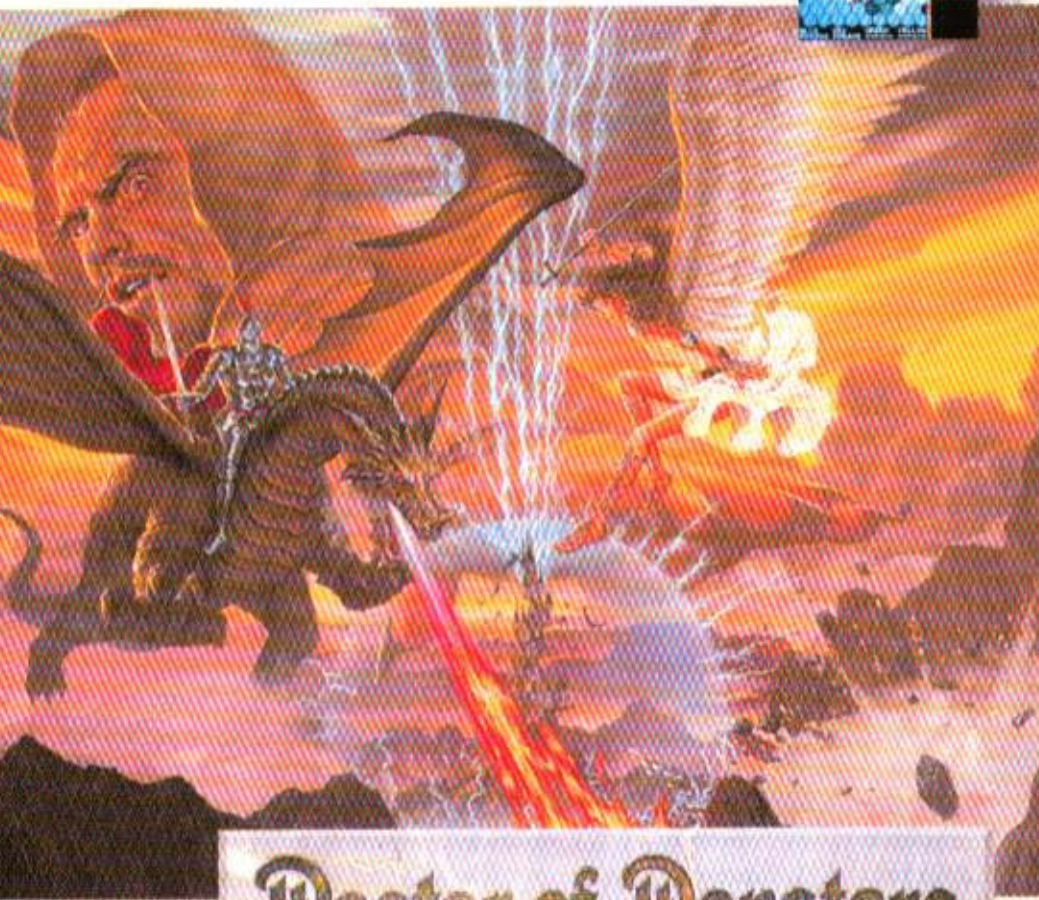


Wow! CHECK OUT
MASTER OF MONSTERS —
RENOVATION'S EXCITING, NEW
FANTASY SIMULATION GAME!



Master of Monsters

SEGA
GENESIS
16-BIT CARTRIDGE

SYD OF

VALLIS™



INSTRUCTION MANUAL

RENOVATION
PRODUCTS

EmuMovies

RENOVATION PRODUCTS

987 UNIVERSITY AVE., SUITE 10, LOS GATOS, CA 95030

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PRINTED IN JAPAN

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Handle the cartridge with care as it is a precision instrument. Be sure to turn off the main power switch before you insert or pull out the cartridge. If the cartridge is inserted or pulled out while the switch is in the "on" position, it may be damaged.
- Do not apply any severe shocks to the cartridge by hitting or stepping on it. Do not take it apart under any circumstances.
- Touching or wetting the contacts of the cartridge can cause damage.
- Avoid leaving the cartridge in extremely hot or cold temperatures. Especially, avoid areas which are in direct sunlight, near heaters, or in high humidity.
- Do not use chemicals such as thinner or benzine to clean the cartridge.
- It is advisable to take a 10 to 20 minute break during every hour of play in order to prevent eyestrain. Sit at a proper distance from the TV screen.

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.

DISCLAIMER: The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.



Thank you for purchasing this SYD OF VALIS Cartridge from Renovation Products for the Sega Genesis System. Please read this instruction manual carefully to ensure proper handling of your game.

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Game Hint Hotline

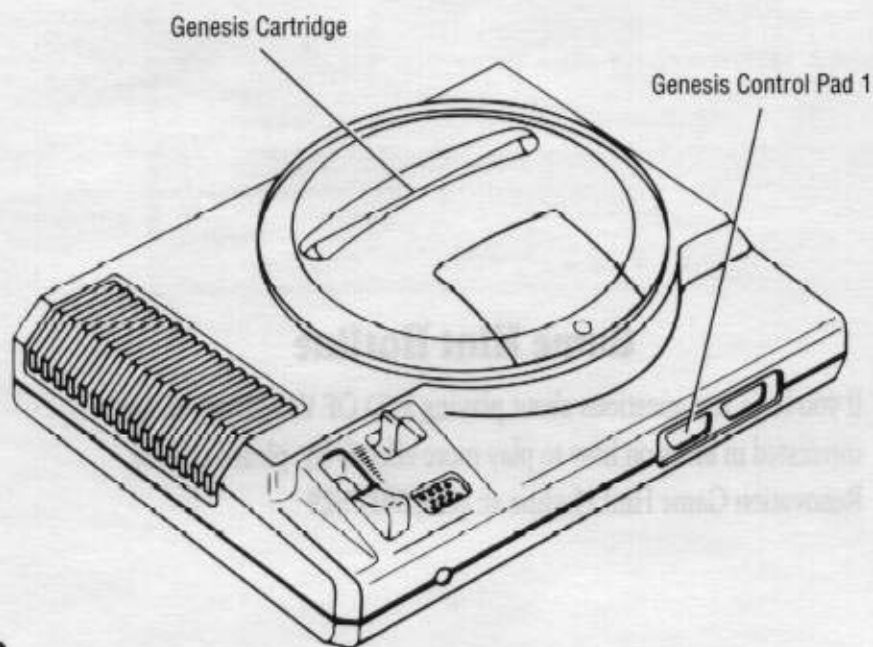
If you have any questions about playing SYD OF VALIS, or you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at: (415) 591-7529

Starting Up

- (1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in Control Pad 1.
- (2) Make sure the power switch is off.
- (3) Insert the VALIS III Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
- (4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

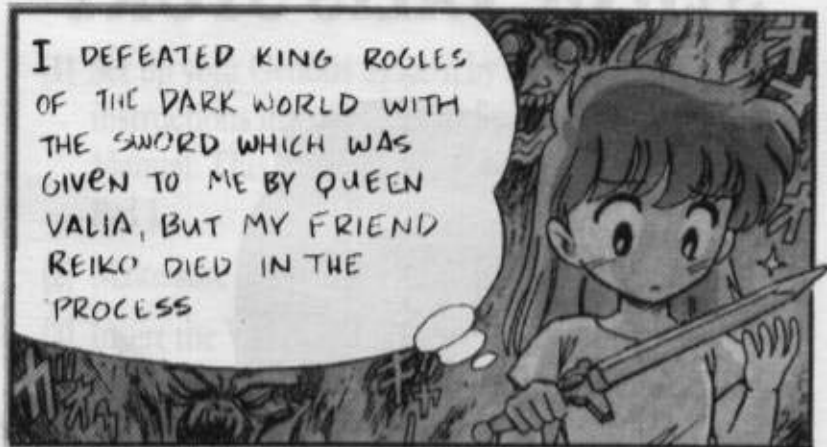
IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

- (5) To play the game, press the Start Button on Control Pad 1.



SYD OF VALIS STORY







Characters



YUKO: Heroine

Yuko looks like an ordinary grammar school student, but she is actually the Valis Warrior. When she found out that Vecanti was in great danger, she has risen to crush Megas' ambition.

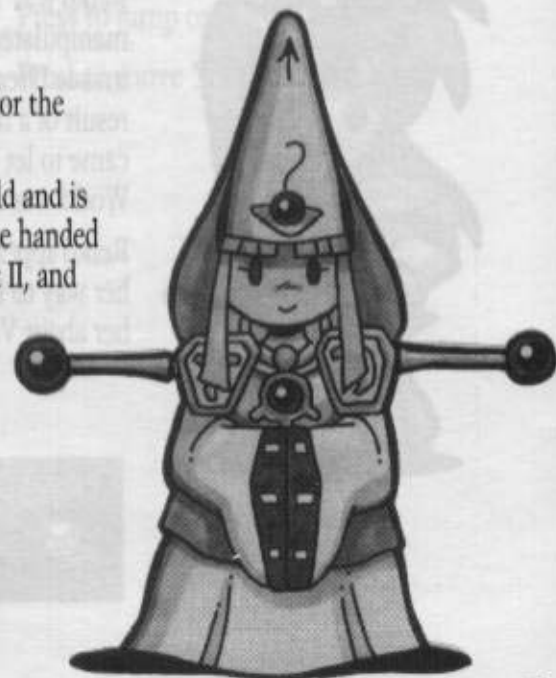


VALIA: Yuko and Valna's mother

Valia gives Yuko a new costume for the fight with Megas.

Valia is the Queen of Dream World and is also Yuko and Valna's mother. She handed her daughter, Yuko, the Valis Suit II, and later died at the hands of Megas.

You will meet many characters who help Yuko in this game. Look for them!



VALNA: Yuko's younger sister

Valna tells Yuko, who comes to save Dream World, some shocking news.

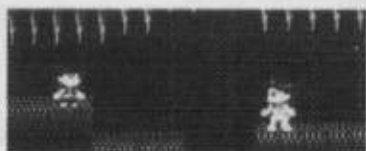
Valna is Yuko's younger twin sister and they are Queen Valia's daughters. She tells Yuko, who comes to Vanity Castle, that their mother Valia was killed.



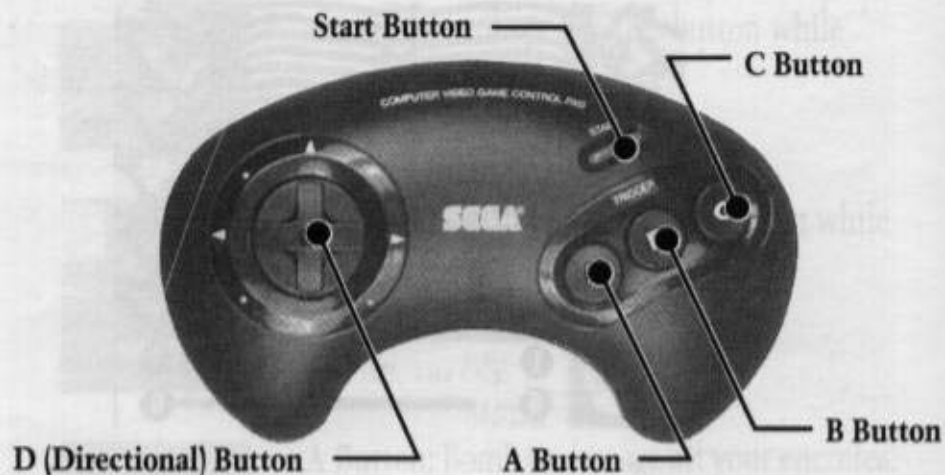
REIKO: Yuko's classmate

Reiko was Yuko's classmate. She was manipulated by Rogles, who tried to invade Dream World, and died as a result of a fight with him. Later, she came to let Yuko know that Dream World was in danger.

Reiko appears before Yuko, who is on her way to Dream World, to inform her about Valia's death.

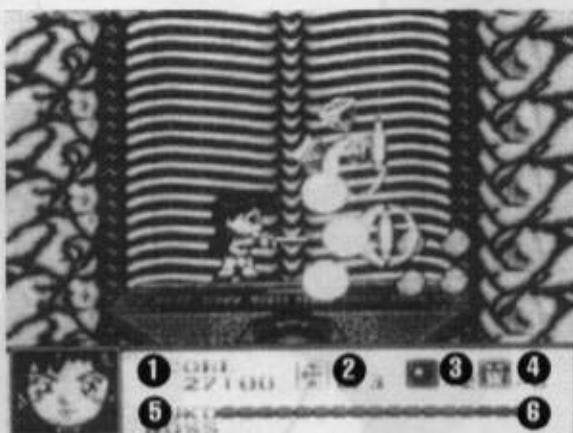


Take Control



- Start Button:** Press to select a screen.
- A Button:** Press to shoot bombs.
- B Button:** Press to attack.
- C Button:** Press to jump or skip messages.
- D (Directional) Button:** Press to move Yuko.

Screen Indicators



Action Screen

- (1) **Score:** It indicates your score.
- (2) **Weapon and Level:** Indicates the weapon(s) you are using and the weapon(s) level(s).
- (3) **Remaining Bombs:** Indicates the number of bombs you have left.
- (4) **Remaining Characters:** Indicates the number of characters you have left. When it becomes '0,' the game is over.
- (5) **Yuko's Life:** This indicates the amount of damage Yuko can take. Every time it shows '0,' you lose one life.
- (6) **Boss Character's Life:** It indicates number of lives the boss character has in the particular stage.



Basic Operations



B Button: Press to shoot a weapon straight ahead. You can operate this button while you are jumping.



Down + B Button: Shoot your weapon while you are squatting.



A Button: Bomb to damage all your enemies.



Up + B Button: Shoot your weapon straight up. You can operate this button while you are jumping.

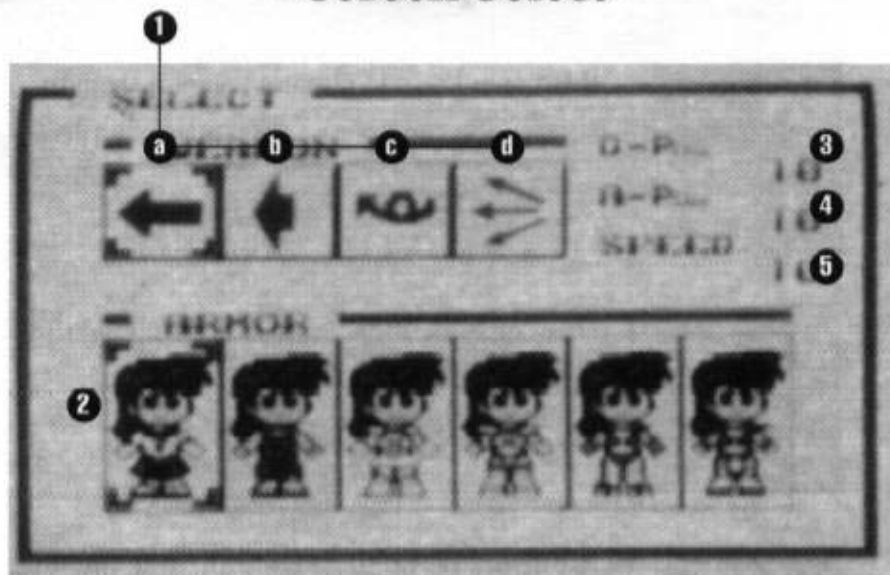


Down + B Button while you are jumping: Shoot your weapon straight down.



Press the C Button while you are jumping: Somersaults while you are jumping to give you further distance.

Screen Select



(1) Weapon Select:

- A straight beam.
- A wide beam.
- A tracer beam.
- Three-way beam.

(2) **Costume Select:** You can select any of the costumes you have.

(3) **D-POW:** This indicates the power of the weapon. Each weapon has different power.

(4) **A-POW:** This indicates your defense power. Each costume has a different defense power.

(5) **Speed:** Speed of Yuko. Each costume changes her speed.

How To Get Items



It is important to get as many Items as you can. The following list shows you the three different ways to get Items:

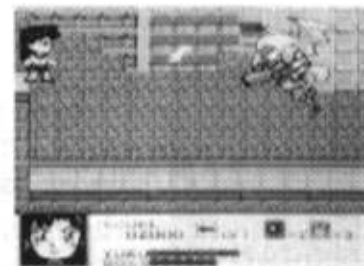
A: Pick up Items:

There may be Items placed on the screen at each stage of this game. Walk over Item to pick up.



B: Clear an area:

In some cases, when you defeat a middle or big boss, you receive an Item which increases Yuko's power.



Gain More Playable Lives:

In order to gain more lives, other than by picking a '1 UP' item, you need to score more points. Every 5000 points, you gain one character.



There are 8 different Items in SYD OF VALIS. Learn the purpose of each Item, and use it effectively.

Item List



Small Recovery:
A small heart shape; increases your life meter a little.



Large Recovery:
A large heart shape; recovers your life meter in full.



1 UP:
A small character of Yuko; gains one playable character.



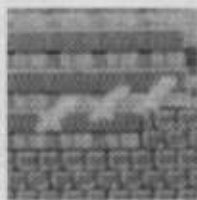
Point:
A cube shaped item; gains bonus points.



Bomb:
A round bomb; gains one bomb.



Invincible Shield:
A star shaped item; when you get this item, you are invincible for a short time.



Weapon Level Increase:
A sword-shaped item; gains a new weapon or increases level of your weapon.



Costume:
A sailor suit; gains a different costume.

Costumes



You can select from six different costumes in this game.

Costume Change

The costume change will change not only graphics, but attack power, defense power, and Yuko's speed depending upon which costume you select.



How to Change Costume

Press the Start Button to get the Select Screen, and select a costume. In the beginning of the game your costume selection is limited, but as you gain items, your costume selection will increase.

Charming Yuko!

In SYD OF VALIS, Yuko appears in an attractive cartoon character form. She has many different expressions, so take a moment from the game and look at Yuko on the screen. She will stop to look at you and smile!



**Yuko has 6 different costumes.
Appreciate what her costumes can do!**

Sailor Suit

D-POW 10
A-POW 10
SPEED 10

This is a basic costume Yuko wears at the beginning of the game, and the most popular outfit for Yuko in the Valis game series.



Oriental Dress

D-POW 15
A-POW 8
SPEED 10

This is one of Yuko's original costumes for this new game. This pink dress will gain more attack power for Yuko, but on the other hand, it will lower her defense power.

VALIS Suit I

D-POW 20
A-POW 10
SPEED 15

Together with the Valis Sword, this Valis Suit is a regular item belonging to Yuko, and a symbol of the Valis Warrior. Its attack power, defense power, and speed are above average.



Speed Suit

D-POW 20
A-POW 10
SPEED 20

This suit is another original. This streamlined suit exceeds any other costume for its speed capability. When Yuko wears this suit, take advantage of its mobility to attack enemies.



Guard Suit

D-POW 10

A-POW 20

SPEED 10

This is also an original suit for SYD OF VALIS. Its emphasis is on defense power. The attack power and speed is the same as the Sailor Suit, but its defense power exceeds any other costume. Use it where enemy attack is heavy.

**Valis Suit II**

D-POW 25

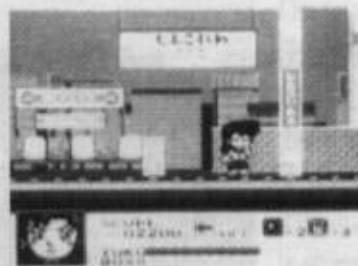
A-POW 20

SPEED 15

This is the best of all costumes. The flaming crimson color of the suit is exceptionally beautiful and its defense power is the best. When you get this costume, you need not fear the enemies.



Yuko's Great Adventure Into the Dream World

**Stage Introduction**

Emperor Megas is scheming to overtake the Dream World, and Yuko, the Valis Warrior, is here to snuff out the ambitious emperor. This is a comic book adventure game which starts from the Human World (reality) where Yuko lives. It goes onto the Dream World where the Castle Megas is located.

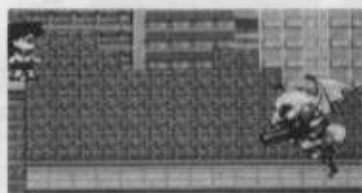
There are 5 stages in this game. Each stage has a boss character, and you must defeat them until you reach the last stage where Emperor Megas is waiting. All the enemy characters are in cute cartoon forms, but you must be very careful. Good luck!!



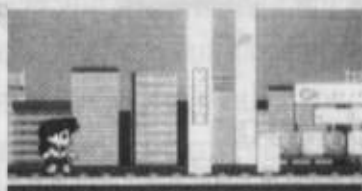


Stage 1: Reality

This stage is divided into 3 ACTs: Downtown, Shinkoiwa Railway Station, and the underground. Master the basic operations in this stage.



A middle boss in ACT 1 has a huge head, but he can fly.

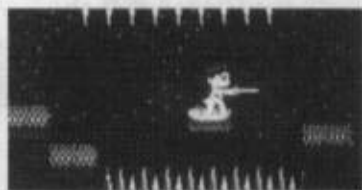


There is nobody on the platform of Shinkoiwa Railway Station but enemies.

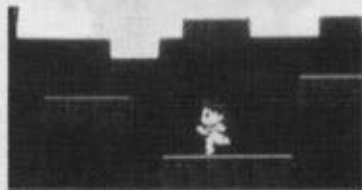
Zaruga, the Red Fighting Dragon: He has a gigantic body. When he walks the earth shakes.

Stage 2: Dream World

Stage 2 has two ACTs; one is a cave that leads to Castle Vanity and the other is an entrance to the castle. Don't fall into a trap!



Try not to fall down from the moving floor. If you fall, you land on dangerous thorns.



The ground is moving upward. Something is waiting for you!

Gilan the Panther Dragon
His huge sword reflects mysterious light.

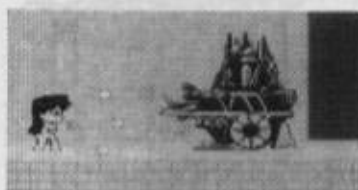


Stage 3: Castle Vanity

This stage is divided into 3 ACTs, and enemy attacks are getting worse.



Despite the lovely interior of the castle, the game action gets heated.



The middle boss is shaped like a ship. What is his secret?



Ghyahs, the Blue Rhino He has a strong mechanical body.

Stage 4: Megas' Territory

Stage 4 has 3 ACTs, and all are passages to Castle Megas. These passages are very complicated, so be careful!



The terrain is very rocky. As you climb up the terrain...



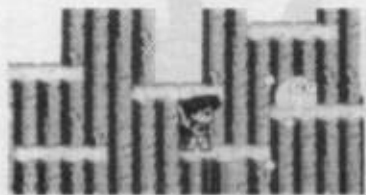
Knock down all the small fries and proceed to Castle Megas.

Warlock Hyzen
He is Emperor Megas' trusted counselor.



STAGE 5 Castle Megas

This is the last stage of the game, and it consists of 3 ACTs. Emperor Megas is waiting for you at the end of this stage.



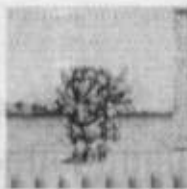
This is an elevator area. Watch for enemy attacks from above and below you.



If you knock down a middle boss, be wary that the last boss, Megas, is still waiting.



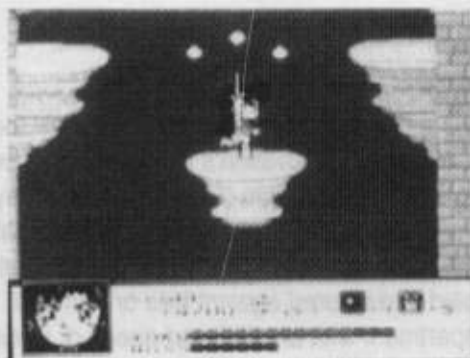
Emperor Megas
He is the biggest and strongest enemy in this game.



Techniques for Conquering Stages

Learn how to choose the right weapon for each scene!

In the beginning of the game, Yuko has one type of weapon. Whenever you knock down middle and big bosses, you gain more weapons and costumes. When you are moving, the tracer beam is the best out of all four weapons. When you are facing a big boss, the three-way beam is most effective. (Note that you cannot use bombs on middle and big bosses.)



As you can see on this scene, choosing the right attack method for the scene is the fastest way out of the stage. **GOOD LUCK!**





LIMITED WARRANTY

Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

DO NOT RETURN YOUR RENOVATION GENESIS CARTRIDGE TO YOUR RETAIL SELLER. RETURN CARTRIDGE WITH A DATED PROOF OF PURCHASE to the following address. The cost of returning the cartridge to Renovation's Customer Service Department shall be paid by the purchaser.

Renovation Products, Inc.

Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

Repairs After Expiration of Warranty

If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Renovation Products, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this Warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.