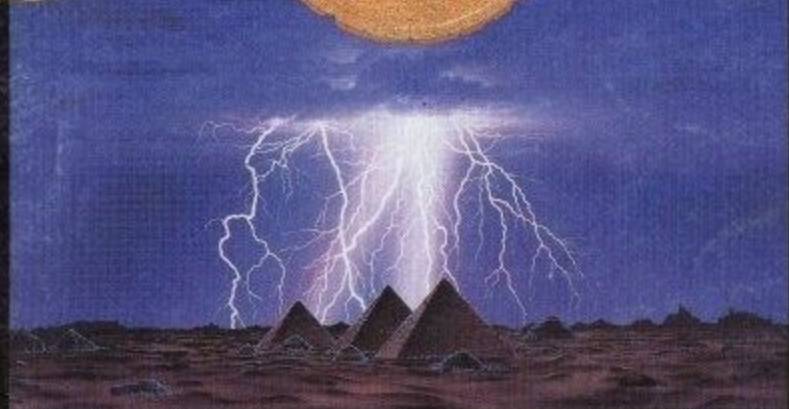


# ActRaiser™



INSTRUCTION BOOKLET

 **ENIX AMERICA CORPORATION**

2679 151st Place N.E. Redmond, WA 98052-5522

Game Counseling Line (206) 861-4927

PRINTED IN JAPAN

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

© 1991 ENIX CORPORATION  
© 1991 ENIX AMERICA CORPORATION  
All Rights Reserved.  
No part of this book may be reproduced  
without written permission of the  
copyright holders.

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION  
& PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR  
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



LICENSED BY

**Nintendo**

NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEMS  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA, INC.  
©1991 NINTENDO OF AMERICA, INC.

THIS OFFICIAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR THIS  
SEAL WHEN BUYING GAMES AND  
ACCESSORIES TO ENSURE COMPLETE  
COMPATIBILITY WITH YOUR SUPER  
NINTENDO ENTERTAINMENT SYSTEM.  
ALL NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE ONLY  
WITH OTHER AUTHORIZED PRODUCTS  
BEARING THE OFFICIAL NINTENDO  
SEAL OF QUALITY.



## C O N T E N T S

|   |    |
|---|----|
| <b>OPENING STORY</b> .....                    | 4  |
| ● THE OUTLINE OF THE GAME .....               | 6  |
| ● AREA GUIDE .....                            | 8  |
| ● GAME PLAY .....                             | 10 |
| ● TO START GAME .....                         | 11 |
| ● THE SKY PALACE .....                        | 12 |
| <b>ACTION MODE</b>                            |    |
| ● RID THE LAND OF ALL MONSTERS .....          | 16 |
| CONTROLLER OPERATION IN ACTION MODE .....     | 17 |
| ● DEFEAT THE GUARDIAN ! .....                 | 18 |
| ● ITEMS .....                                 | 19 |
| <b>SIMULATION MODE</b>                        |    |
| ● CREATE NEW CIVILIZATIONS .....              | 20 |
| CONTROLLER OPERATION IN SIMULATION MODE ..... | 21 |
| ● COMMAND GUIDE FOR SIMULATION MODE .....     | 22 |
| ● PURPOSE OF THE SIMULATION MODE .....        | 28 |
| FILLMORE .....                                | 32 |
| BLOODPOOL .....                               | 34 |
| KASANDORA .....                               | 35 |
| AITOS .....                                   | 36 |
| MARAHNA .....                                 | 37 |
| NORTHWALL .....                               | 38 |



## Prologue

### Opening Story

Generations ago, the world fell into deep Chaos.

The Master had maintained the world in a state of peace and harmony. However, an evil one called Tanzra began to threaten its very existence. People spent their lives manifesting their love to their Master while fearing The Evil One. The Master and The Evil One were eternal enemies.

In strength and power they were almost equals.

Even though the world had fallen into Chaos, somehow the earth continued on its revolving course.

Invasion and destruction...

These were the only aims of The Evil One. To conquer the world was his only desire. However, The Evil One was unable to destroy the Master.

He ordered his six Guardians, who had enormous strength, to defeat the Master and conquer his world.

Even though the world was still in a state of peace, the balance of power began to gradually sway towards darkness.

One day, The Evil One and his Guardians suddenly appeared at the outer gates of the Sky Palace.

The Master, who understood the real purpose of their presence, fought with great courage and little regard for his own life.

The battle waged on for many days.

The Master was so badly injured that he



fled to the safety of his Sky Palace.

With the little energy he had left, he erected a barricade.

To heal his serious wounds, he fell into a long and deep sleep.

While in a deep sleep, the presence of the Master's power vanished.

With no one to inspire resistance, the forces of evil invaded the world and did as they pleased.

With little hope for any support from their Master, the people had little choice but to be transformed into monsters.

The Evil One divided the world into six lands and turned over control of each region to his Guardians.

The world was completely ruined. Stone statues the people had made in honor of their Master became the only remaining evidence of a once strong and thriving society.

Several hundred years after the world had fallen into The Evil One's power, the Master, who had long since retreated to the safety of the Sky Palace, began to stir. Even though time had completely healed the Master's wounds, his power

disappeared when the last of his loyal subjects succumbed to the forces of evil.

He found his once ideal world and loyal subjects now overrun by evil. This caused the Master much grief and sorrow, but what could he do? He had no power.

Inspired by the faintest of hope, the Master resolved to battle The Evil One so that peace and order might once again prevail.

With the final preparations made, the Master took down the barrier protecting the Sky Palace and silently began his mission to destroy The Evil One's hold on his earth.



# THE OUTLINE OF THE GAME

As you develop the land, your power will gradually be restored.  
With renewed power you can rid the earth of all monsters.



"ActRaiser" takes place in a world invaded by the forces of evil.

As Master, you must defeat all monsters in each Action Mode in order to purify the land that is being dominated by evil. Each land has two separate Action Modes, "ACT I" and each of the six districts has one Action Mode.

Upon completing ACT I, of an Action Mode you move into the Simulation Mode. An orderly development of the land will result in an increase of the population, which will raise your level and fighting strength.

In the beginning, you will only be permitted entrance to Fillmore. To visit other lands will require that you increase your level. Your first mission will be to purge the land of Fillmore, cultivate it, and raise your level.

Below is an example of how you will progress through the Action and Simulation Modes.



## ACTION MODE

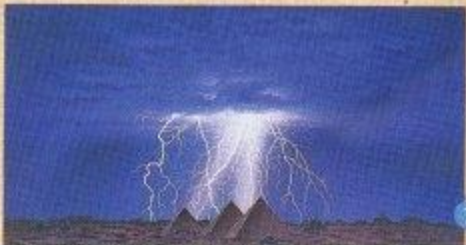
As the once-ruling Master, your task in the Action Mode is to regain control of all the land. To accomplish this task you have chosen the statue of a mighty warrior to embody your spirit.

ACT I must be completed before moving into the Simulation Mode. Each land has TWO ACTION MODES. Once you have sealed all the monsters' lairs in the Simulation Mode, you can advance to ACT II.



## SIMULATION MODE

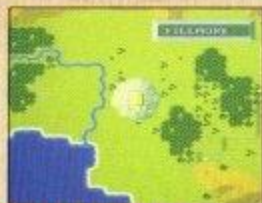
The Simulation Mode begins upon completion of ACT I of each lands' Action Mode. Your task here is to develop the land and increase the population. When the population increases to a certain number, the Master's experience will raise a level and his HP will increase. The higher the Master's experience and HP level, the more prepared he will be for the next Action Mode. People will cultivate the land in the direction you advise. Using the Master's resurgence, lead and direct the people through the many incidents and events that take place in the Simulation Mode.



# AREA GUIDE

A NEW AND MYSTERIOUS LAND AWAITS YOU!

The world is divided into six lands. The fighting is going to start in Fillmore, right in the middle of the map. You must purify the lands one by one.



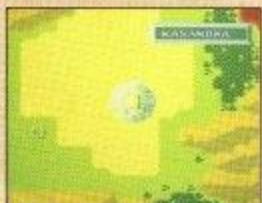
## FILLMORE ①

Large meadows and forests. A good chance to gain experience.



## BLOODPOOL ②

Water floods this land. A mysterious castle sits by the Lake of Blood.



## KASANDORA ③

A vast and lonesome desert. Rain will help bring forests and greenery back.



## AITOS ④

An active volcano, lava-covered grounds. Careful, monsters are much stronger here.



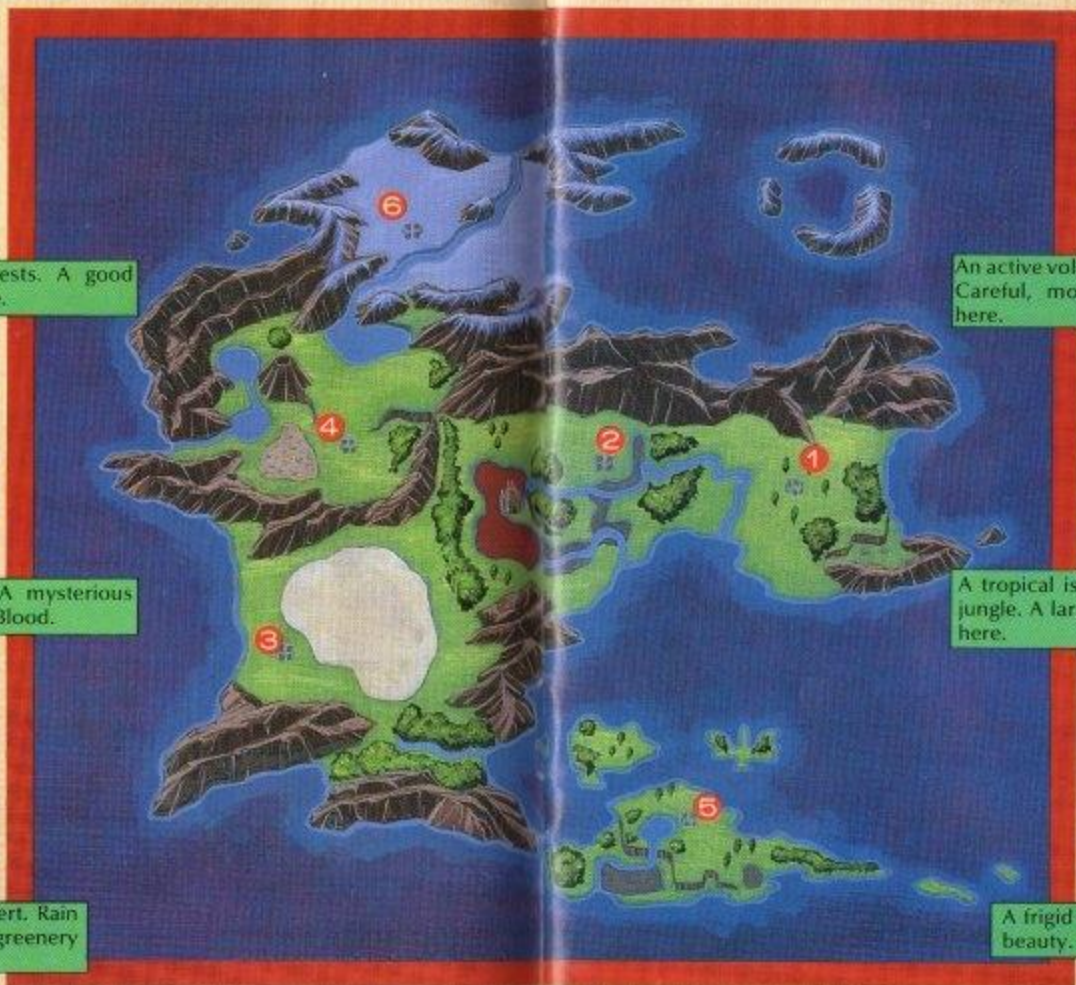
## MARAHNA ⑤

A tropical island covered under a deep jungle. A large river is also present here.



## NORTHWALL ⑥

A frigid land of snow, serene in its beauty.

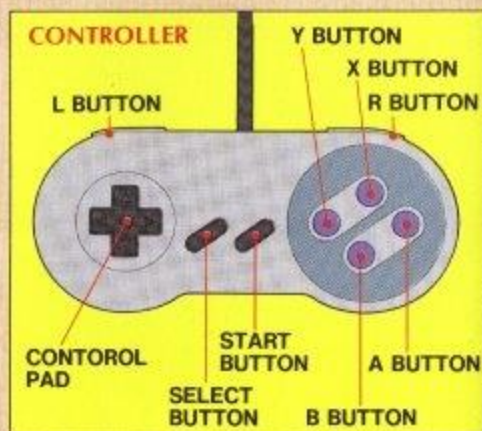


# GAME PLAY

For complete game play, read carefully.

## CONTROLLER OPERATION

Controller Operation is described below. The function of each button may change depending on the area you are in.



### CONTROL PAD

Moves the main character in the Action Mode and moves the Angel in the Simulation Mode. It also moves the cursor.

### A BUTTON

Shrinks your view of the world map.

### B BUTTON

Enters the selected command in the Simulation Mode. Controls jumping motion of the warrior in the Action Mode.

### X BUTTON

Enlarges your view of the world map.

### Y BUTTON

Cancels a command selected in the Simulation Mode. Controls the sword in the Action Mode.

### START BUTTON

Start or pause the game.

### L and R BUTTONS

Not used during the game.

# TO START GAME

Insert your ActRaiser into your SUPER NES and turn the power switch on. The title screen will appear. Push start to begin.



## THE GAME

When playing the game for the first time, select "START" on the title screen. To continue, select "CONTINUE" and press start. You can begin a new game at any time, but it will erase the game you had been playing.



## CREATE A NAME

Decide the name of the Master. Input the letters of your name and title as instructed on the screen. Once completed, push START BUTTON. Without registering a name, the game will not begin.



## HOW TO SAVE YOUR GAME

When you want to stop in the middle of the game, use the commands in the Sky Palace or the Simulation Mode. Select "Other" and then "Progress Log". This will enable you to save the data. Please note, this game pak can only save one story.

## CONTINUING A SAVED GAME

To continue a previously saved game, select "CONTINUE" on the title screen.

## ERASING DATA

If you switch on the power and hold L and R buttons down on both controllers until the title appears, all previously saved data will be erased. Thereafter, you will be able to start a new game.

# THE SKY PALACE

Your game will begin in the inner chambers of the Sky Palace.



The Angel will help you through the beginning sequences of the game. Read the instructions carefully as they appear on the screen.

## OPERATING THE GAME ON THE MAP SCREEN AND THE SKY PALACE

**X BUTTON**

Enlarges your view of the world map.

**Y BUTTON**

Cancels the selected command.

**A BUTTON**

Shrinks your view of the world map.

**B BUTTON**

Shrinks your view of the world map.

**CONTROL PAD**

Controls movement of the Sky Palace, also identifies which command you wish to select.

## THE INNER CHAMBER SCREEN

Land Name.



Current Population of Land Plus Total Population of World.

Power Needed to Perform Act of Nature.

Master's HP.

Explanation of Selected Icon.

Angel, The Master's Loyal Servant and Counsel.

Command Icons.

Message Window.

## COMMAND GUIDES

From the inner chambers of the Sky Palace you can execute eight different commands. Using the control pad, select the desired command and press B BUTTON.



### TO MOVE

Selecting this icon allows you to move the Sky Palace. You may also enter the Simulation Mode by selecting this icon.



### SKY PALACE MOVEMENT

Selecting this icon will change the screen from the inner chambers of the Sky Palace to the map of the world. Use this command to get an aerial view of the developing world.



### OBSERVE THE PEOPLE

Selecting this icon will allow you to move from the inner chambers of the Sky Palace to the Simulation Mode. This command cannot be used unless the land has first been purified.



### FIGHT

This icon will allow you to select the fighting and magic icons.



### FIGHT MONSTERS

Selecting this icon will send your spirit down to embody the mighty warrior statue.



### SELECT MAGIC

Selecting this icon will allow you to determine the magic spell to use during battle. Various magic spells will be obtained during game play.



## STATUS

This icon will allow you to access the various status screens.



## STATUS OF MASTER

Selecting this icon will display a current status report on the Master. Also displayed will be the population level to be reached before advancing to the next level.

**ENIX**

LV 06 HP 13  
 SP 120 MP 01  
 Next 1200  
 Total 1100

Magic

Item

**LV(LEVEL)** Indicates the Master's composite strength.

**SP** Indicates power needed to perform an Act of Nature.

**HP** Indicates the Master's physical strength.

**MP** Indicates Magic Power available to use.

**TOTAL (COMPOSITE POPULATION)** Indicates total number of people inhabiting the world.

**ITEM** Displays the offerings you have accepted during the Simulation Mode.

**NEXT (NEXT LEVEL)** Indicates the population level needed to advance a level.

**MAGIC** Displays the magic spells that can be used by the Master.



## STATUS OF CITIES

Selecting this icon will display the status of each town. You can periodically check on the development of each town.

AREA: FILLMORE  
 AREA: BLOODPOOL  
 AREA: KARANDRA  
 AREA: ATTORI  
 AREA: BARBARA  
 AREA: NORTHWALL

| CITIES    | POPULATION | LAND  | STAT | ITEM | LV |
|-----------|------------|-------|------|------|----|
| FILLMORE  | 234        | None  | 3    | 1    | 1  |
| BLOODPOOL | 440        | Stone | 3    | 2    | 2  |
| KARANDRA  | 072        | None  | 2    | 1    | 1  |
| ATTORI    | 000        | None  | 0    | 0    | 0  |
| BARBARA   | 000        | None  | 0    | 0    | 0  |
| NORTHWALL | 000        | None  | 0    | 0    | 0  |

**AREA (LAND)** Displays, by name, all six lands.

**STAT (POPULATION SPEED)** Displays the speed at which each town's population is increasing.

**ITEM (OFFERINGS)** Displays the number of offerings found in each land.

**↓** Displays the current population of each land.

**LV (CULTURAL LEVEL)** Displays the cultural level of each land. The higher the level, the more developed the land.

## TYPES OF POPULATION SPEED

Five types of population speed are displayed.

Below is an explanation of each.

**NONE** Indicates no people currently inhabit the land.

**SLOW** Indicates population is increasing slowly. Your people may require a special item or may need more purification of the land to increase population speed.

**NORM** Indicates population is increasing very consistently.

**STOP** Indicates the people have a problem and, until it's resolved, the population will not increase.

**MAX** Indicates the current population has reached its full potential.



## OTHER

Saves the game or changes the system.



## PROGRESS LOG

To save your game, select this command and choose either "Yes" or "No". Only one game at a time can be saved. Every time you save a new game the previously saved data will be erased. Remember to push the reset button when turning the power off.



## MESSAGE SPEED

Controls the Message speed. "9" being the slowest and "0" being the fastest, move the cursor with the control pad and enter your selection with B Button.



# ACTION MODE

## RID THE LAND OF ALL MONSTERS

### FROM MASTER TO WARRIOR



Your spirit brings life to the flawless statue. Your quest is to rid each land of the evil that infects it. Access the command window and select the "Fight Monsters" command to bring life to the mighty warrior.



### GET READY FOR MAGIC!

Throughout the game you will be given different magic spells. Once you've collected some magic spells (before selecting the "Fight Monsters" Mode) select which spell you will take with you. Each time a magic spell is used it consumes 1 MP.



#### MAGICAL FIRE

Fire balls will be thrown to the right and left attacking monsters in your path.



#### MAGICAL STARDUST

Countless shooting stars fall from above injuring any monsters on the screen.



#### MAGICAL AURA

The aura of the Master will become a giant ball of light, launching a rotating attack.



#### MAGICAL LIGHT

A powerful light from the Sky Palace streams to earth to the right and left of the warrior, injuring all monsters in its path.

### CONTROLLER OPERATION IN ACTION MODE



#### Y BUTTON

- \* Controls sword movement.
- \* Throws force fields from the sword.



#### B BUTTON

- \* Jump
- \* When used with Y BUTTON, you can jump and attack.



#### A or X BUTTON

- \* Allows you to use the Magic Spell you are carrying with you. You must also press the control pad up when pressing the button.



#### CONTROL PAD:DOWN

- \* Kneel down. When you use with Y BUTTON, you can kneel and attack.



#### CONTROL PAD:RIGHT AND LEFT

- \* Moves your character to the right and left. Where necessary, you can also retreat.

### THE DISPLAY

Time: When the time limit reaches zero, you will lose one of your lives.

Remaining lives.



Warrior's Life Gauge.  
Enemy's Life Gauge.

Score.

Indicates the number of times you can use magic.

Type of Magic Spell.

# DEFEAT THE GUARDIAN!

How to move on to the Action Mode.



Fiendish enemies, treacherous obstacles and time will try and prevent you from reaching the evil Guardian of each land.



## POWER-UP ITEMS

Light Orbs appear throughout the game. Hitting the Orbs with the sword will reveal various items that will aid the Warrior in his quest.



## DEFEAT THE GUARDIAN AND FINISH THE ACTION MODE

At the end of each action phase, you will face a formidable foe. He will not be easily conquered but with valiant effort. You may need to call on any Magic Powers you possess.



## TWO ACTION PHASES IN EACH LAND

Each of the 6 ActRaiser lands combine two action phases with a simulation in between. Clearing the first action phase allows you to begin work in the Simulation Mode. Listen carefully to the advice and instructions you receive.



# ITEMS

Items will appear in the Action Mode.



## LIGHT ORB

Power-ups and items are hidden throughout the game. Once revealed, they will be on the screen for only a short time before disappearing.



## HALF APPLE

1/4 of your life gauge will be restored by taking this item.



## ORIGIN OF MAGIC

Each magic scroll will increase your MP by one point.



## 1000 BONUS POINTS

The 1000 bonus points is the highest available in the game.



## PROJECTILES

One of the items you collect will allow you to throw crescent force fields from your sword.



## WHOLE APPLE

A whole apple completely restores your life gauge.



## 500 BONUS POINTS

A bonus of 500 points. The more points you get, the easier the game will be.



## 1-UP

An extra life for the main character.



## CRUSH

Taking this item will instantly destroy all enemies on the screen.

# SIMULATION MODE

## ● The Object of the Simulation Mode.

In the Simulation Mode, help the people re-establish their culture and develop a peaceful civilization. First, a group of leaders will appear and confide in you their problems. Direct and help your people to develop their towns so they may flourish. As the overall population increases, the Master's Level will rise and his HP will increase. This will make progress in the Action Mode easier. The Magic offered by your people in the Simulation Mode will also help you battle monsters in the Action Mode.

## CREATE NEW CIVILIZATIONS

### AFTER THE BATTLES, YOUR LEADERS ARE BORN.



Upon completion of the first act of any action phase, you move into the Simulation Mode of that particular land.

### THE ANGEL IS YOUR SERVANT IN THIS MODE



In this mode, you will have an Angel as your loyal servant. On occasion he will offer advice, so listen carefully.

### DEVELOPING THE LAND TO INCREASE YOUR POPULATION



Developing the lands efficiently requires the skillful use of "Miracles" in removing various obstacles and the effective direction of the people's building efforts. When the "Town Under Construction" message appears on the screen, you can be assured the population is about to increase.

## CONTROLLER OPERATION IN SIMULATION MODE



### B BUTTON

- \* Calls up the display window.
- \* Enters selected commands.



### Y BUTTON

- \* Cancels entered commands.
- \* Shoots Angel's arrows.



### CONTROL PAD

- \* Controls the direction of the Angel's movement.
- \* Controls the movement of the "YELLOW SQUARE".

## AREA DISPLAY

The name of the land you are in.



Current Population of Land/  
Composite Population of World.

Power Needed to Perform  
Acts of Nature.

Hourglass: Each time the  
sand has run to the bottom  
of the hourglass, the town  
will grow.

Your Loyal Subject.

Message Window.

Angel's life gauge. Each time  
the Angel bumps into an enemy  
the life gauge decreases. The  
life gauge is restored as the  
town grows.

# COMMAND GUIDE FOR SIMULATION MODE

B BUTTON will call up the command window.



**TO MOVE**

Allows you to return to the inner chambers of the Sky Palace or select an aerial view of the world.



**RETURN TO SKY PALACE**

Returns you to the inner chambers of the Sky Palace. When ready to enter the fighting mode, return to the Sky Palace first by using this command.



**SKY PALACE MOVEMENT**

Selecting this icon will allow you to view the developing lands from the Sky Palace. You can also move the Sky Palace to other lands. Once a town has developed and the Master's level has increased, you, if you choose, attempt to clear ACT I of another land.

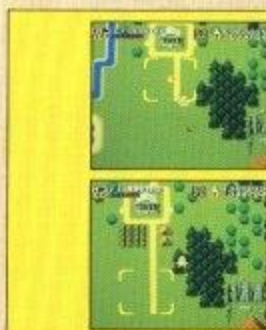


**DIRECT THE PEOPLE**



**BUILDING DIRECTION**

By selecting this icon, you can instruct your subjects in the art of town building. Moving the Yellow Square in the direction you desire and pushing A Button will begin the building process. The maximum number of spaces you can move in one turn is 8 blocks.



**FOR EXAMPLE...**

The two photos at left are an example of how the building process works. Once the directional arrow disappears, you know the building is completed to the point you have directed.



**LET US LISTEN**

Selecting this icon allows you to communicate with your subjects. As with any growing civilization, your subjects will need your help in solving their problems.



**PROBLEM SIGNS**



The appearance of thought balloons (see photo at right) is a sign that your subjects are experiencing some problems. They may need your help, so listen carefully.

## MIRACLES (Acts of Nature)



This command allows you, through Acts of Nature, to remove obstacles that may be hindering progress or worrying your subjects. You will, however, need a minimum number of SP to perform these acts. Your SP will increase as you defeat the pests that inhabit the land. Once you have selected which miracle to use, move the Yellow Square to the area where you want the miracle to take place.



### LIGHTNING

A very useful Act of Nature that consumes little SP. This miracle destroys bushes (the smaller trees), Palm trees, rocks, houses and fields.

**SP CONSUMPTION** 10  
**RESULTS** DESTROYS BUSHES, TREES, HOUSES, FIELDS AND ROCKS



### RAIN

The wise use of this Act of Nature can cause many miracles. Rain will restore dried-up fields to productive fields, which in turn may resume the population growth. The rain will also turn vast barren deserts into lush and productive grasslands.

**SP CONSUMPTION** 20  
**RESULTS** DOUSE PILES, TURN DESERTS INTO INHABITABLE LANDS



### SUN

Sunlight will also be a valuable tool as you move to new lands and help your subjects reclaim marsh-infested lands. With enough sunlight, even the arctic lands of the north can be inhabited.

**SP CONSUMPTION** 30  
**RESULTS** MELT SNOW AND DRY UP MARSH LANDS.



### WIND

The wind, too, can be a powerful ally. It is strong enough to blow any flying enemies away. Its power can also be put to good use by some of the lands you develop.

**SP CONSUMPTION** 80  
**RESULTS** WILL BLOW ANY MONSTERS WITH WINGS AWAY.



### EARTHQUAKE

This fearsome Act of Nature is so profound in its impact and effect it will require an enormous amount of SP. Unlike the other "Miracles", an earthquake will affect the entire land and may even affect an entire continent.

**SP CONSUMPTION** 160  
**RESULTS** DESTROYS HOUSES, FIELDS, ETC.



## OFFERINGS ● Take and use offerings that your people have found.

As each town develops, people will find many curious things and present them to you as offerings. Most offerings you accept will be valuable possession in your battle against evil. Be selective though, as you can only possess 8 offerings at any time.



### TAKE AN OFFERING

Selecting this icon will allow you to choose which offerings you will accept. Your loyal subject, the Angel, may tell you when your subjects have an offering to present.



### USE OFFERING

Selecting this icon allows you to use the various offerings in your possession. Some of these offerings, if shared with other lands, will help those lands develop.

## WHAT ARE OFFERINGS ?

Throughout the Simulation Mode portion of the game, various items will be found and presented to you, the Master. Listed below are some of the items your people will find if you guide them wisely.



### SOURCE OF MAGIC

This item will increase the Master's MP.



### BRIDGE

Sharing this technology with other lands will make the people who developed this technology proud.



### BOMB!

When used in the Simulation Mode, will eliminate all monsters on the current screen.



### WHEAT

When offered, will turn less productive fields into more productive wheat fields.

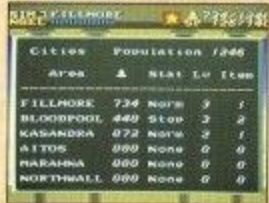


## STATUS ● Selecting this icon will allow you to review conditions and status logs.



### STATUS OF MASTER

Displays the current status of the Master. See page 14 for details. Pressing B BUTTON will also allow you to view scores from the Action Modes you have completed.



### STATUS OF CITIES

Indicates current conditions of the towns. When "Slow" or "Stop", appears in the "Increase in Population" column, that's a hint the town's people will need some help.



## OTHER ● Access message speed or progress log.



### PROGRESS LOG

Saves the progress you've made in the game. This function can be accessed at various locations throughout the game.



### MESSAGE SPEED

Allows you to select the desired message speed, "9" being the slowest, "0" being the fastest.

# PURPOSE OF THE SIMULATION MODE



## WHY DEVELOP THE LANDS AND INCREASE THE POPULATION ?

Developing each land in an organized fashion allows the maximum population potential and has a very important purpose. As the population of each land reaches a certain level, the Master's experience level will also increase. As the Master's level increases, his life meter for the Action Mode increases as well.

## ABOUT THE SIMULATION MODE TERRAIN

### ■ WHAT'S REMOVABLE ?

The geographic features shown at the left will hinder development and cultivation of the land.

These features can also be eliminated by using the Miracles(Acts of Nature).



### ■ WHAT'S NOT DESTRUCTIBLE ?

The geographic features shown at the left are permanent features that cannot be destroyed.

### ■ OTHERS

Cultivated fields are a very precious commodity. Nurture them properly. With proper encouragement and direction, the people of each land can seal up the monsters' lairs.

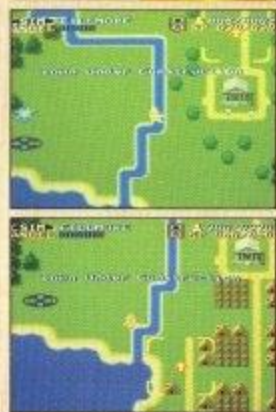


THE HOURGLASS ICON



## WHEN ALL THE SAND FALLS TO THE BOTTOM...

Once the sand in the upper half of the hourglass reaches the bottom, the "Town Under Construction": phase of the Simulation Mode will begin. Movement of the sand from top to bottom is regulated by the passage of "Real Time". The passage of time will be suspended while in the Action Mode, in the Sky Palace and during certain phases of the Simulation Mode. When "Town Under Construction" appears on the screen, homes will be built, new portions of the town will be developed and the population will increase.



## LISTEN TO THE VOICE OF THE PEOPLE

With any developing town, problems arise. Listen to the concerns of your people and determine which Act of Nature, when used, would best solve that problem.

If problems are not successfully resolved, the development of the particular town may stop, which would prevent the population from increasing.

## LISTED BELOW ARE SOME OF THE PROBLEMS YOU WILL CONFRONT

**GEOGRAPHICAL OBSTACLES**

SRATE FILLMORE 846988

Let us Listen

My Master! I feel the presence of magic power. I would like to use it to help you. I will help you to reach the bottom of the...

You will be asked to do something about the geographical obstacles that prevent extensive development of the lands.

**EMERGENCIES**

SRATE FILLMORE 846988

Let us Listen

My Master! A fire has broken out in the north. Please send help to quench the fire!

On occasion emergencies occur which will require your attention.

**OTHERS**

SRATE FILLMORE 846988

Let us Listen

Good, my Master. Since the last year has passed, strange has been happening...

People will share other situations with you that will require your help.



## MONSTERS ON THE GROUND TOO

The monsters in the Simulation Mode live to make the development of the land difficult. To identify how many monsters are in a particular lair, press B Button while hovering over that lair. Use the arrows the Angel carries to destroy the monsters in the Simulation Mode. Any contact with the monsters will decrease the Angel's HP. If his life gauge is completely red (empty), he will not be able to use the arrow. Time will restore the Angel's HP. The amount of SP the Angel gains is determined by the number of monsters defeated. When the Angel's life gauge is empty, try using some of the Miracles to effectively rid the land of monsters.



Once the people have enough confidence, you can lead them to the monsters' lair by selecting the "Building Direction" command.



Once at the lair, the people will seal it. As shown in the screen shot above.

## SEAL THE MONSTERS' LAIRS !

The monsters' lairs can be sealed by developing the land over the lairs. This, however, can only be attempted once the population of the land has reached a certain level. The people of Fillmore will offer you a clue as to what that level will be.

### MONSTERS FOUND IN THE SIMULATION MODE



#### **NAPPER BAT**

Attacks homes and kidnaps people.



#### **BLUE DRAGON**

Uses thunder to destroy homes and other things.



#### **RED DEMON**

Scorches and dries up productive fields.



## CULTURAL LEVEL

Cultural level refers to the developmental stage of towns. As the level increases, the style and quality of homes improve, allowing the population to increase. The maximum Cultural Level each town can reach is Level 3. These homes are earthquake-proof.

### EXAMPLE



Fillmore Level 1 Mud Hut can house up to 4 people.



Fillmore Level 2 Log Cabin can house up to 6 people.



Fillmore Level 3 Modern Home or Factory (purple roof) can house up to 8 people.

## ADVANCED DEVELOPMENTS

For each land to reach its maximum development level, roads must be constructed in every possible direction. The more roads you develop the more homes and fields get developed.



## DEVELOP EVERY INCH OF THE LAND

Since there are no clues on where offerings are hidden, it is important that you spend valuable time developing every available piece of land so your people may find all the offerings each town has concealed.

There are several ways that may help speed a town's progress from level 1 to level 3. (NOTE: By using the methods listed below, you will sacrifice the lives of many people.)

- \* Use Lightning or Earthquake to destroy the older homes.
- \* Allow any fires to burn themselves out.
- \* Allow the Blue Dragons to destroy the homes for you.





# FILLMORE

Fillmore, the first area to be purified, is a land with mild climate and lush vegetation. Of the six lands, Fillmore proves to be the best suited for large towns. Take advantage of this to increase your level and gain valuable experience.



## Strategy for Purifying Fillmore

Clearing out the monsters' lair first, proves to be a good starting strategy. First build a road to the monsters' lair (1). Then do the same for (2) and (3). You may now move across the river and seal (4). Doing this will eliminate all the monsters and allow you and your people to develop the town to its greatest potential.

| MONSTERS' LAIR |             |   |            |
|----------------|-------------|---|------------|
| 1              | NAPPER BAT  | 2 | NAPPER BAT |
| 3              | BLUE DRAGON | 4 | NAPPER BAT |



Burn away bushes by using "Lightning".



Move the Yellow Square in the desired building direction.



Using "Rain" to put out a fire.

### Using "Miracles" to help clear the land.

To clear the small bushes around the shrine, try using "Lightning". SP used in creating "Miracles" can be recovered by defeating monsters with the Angel's arrows. To create "Lightning", push B Button to open the command window; select the "Miracles" icon. Use the control pad to select "Lightning". The Angel will ask where you want to use "Lightning". Use the Square on the ground to choose the area you wish to burn.

### Lead your people to the monsters' lair.

How to seal the monsters' lair. Press B Button to open the command window. Use the control pad to select "Direct the People" icon. Choose "Building Direction" with B Button. After you are asked about the direction of development, select the direction by moving the Yellow Square with the control pad (You may move up to eight blocks). When a road reaches the selected location, your people will stop building the town (the flashing blinkers and arrows around the Yellow Square disappear). Repeat this procedure to lead your people in other directions.

### Listen to your people carefully.

In the process of developing a town, disasters may occur. Your people will come to you with various problems. After listening to your people, you can sometimes use "Miracles" to help them. Example: A fire has broken out in a town. To put it out simply use the "Miracles", "Rain".



Don't forget to take offerings.



"Source of Magic" is offered when you destroy rocks.



Retain the "Bridge" technology for it can be used in another land.



Return again to the Sky Palace.



Enter ACT II after completing your preparation.

## How to use "Offerings"

After sealing two of the monsters' lairs, direct the people to Point A and they will offer you a "Source of Magic" icon. Note: You must take an offering before you can use it. First, push B Button to open the command window. Select "Offerings", push B Button to then select the "Take an Offering" command.

## Pay close attention to all information, not just the building direction.

If you follow the suggestions of your people and cast "Lightning" on Point B, the "Magical Fire" icon will be offered. When the development of this town reaches a certain point, your people will begin to fish. A "Source of Magic" icon will be found and offered.

## Acquiring new technology.

When you seal the three monsters' lairs, your people will discover "Bridge" technology. With this technology, you can build homes on the other side of the river. This will enable you to seal the last monsters' lair (4). Be sure to take the new technology with you into Bloodpool.

## Defeat the last Guardian in Fillmore.

After sealing all of the monsters' lairs, your people ask you to defeat "Minoiaurus", the Guardian controlling Fillmore. Return to the Sky Palace in order to enter ACT II. You must successfully clear this ACT to restore peace in Fillmore.

## START ACT II

Push B Button to open the command window. Select "Return to Sky Palace" with the control pad. After returning to the Sky Palace, open the command window and choose "Select Magic" under "Fight".

If you are having difficulty clearing ACT II try returning to the Simulation Mode. Build roads across the land. This will help increase your population. As your population grows, your level will also increase, extending your HP. This should make ACT II much easier to clear. When you use the "Compass" icon acquired in Bloodpool, a "Source of Life" will be offered in Fillmore. If used in Marahna, the "Source of Magic" will be offered. The "Compass" may only be used once, the choice is yours.

## ITEM LIST

There are seven items that may be acquired in Fillmore. "Bridge" technology and "Magical Fire" are the most important.

|                |                   |                    |
|----------------|-------------------|--------------------|
| Bomb!          | Strength of Angel | Source of Magic x2 |
| Source of Life | Bride             | Magical Fire       |

# BLOODPOOL

Bloodpool has a blood red lake. The sun's warm, blessing rays are needed to turn the marsh-covered land into green fields and pastures. Be careful lighting bushes because they are much stronger.



## Strategy for Purifying Bloodpool

Burn away the bushes around the monsters' lair (1). Then direct your people to the lair so they may seal it. Next dry up any marshes with the "Sun" rays. Give the "Bridge" technology to your people by selecting the "Use Offering" icon in the "Offerings" command. Now you will be able to seal the monsters' lairs (2 and 3).

### MONSTERS' LAIR

|   |             |   |             |
|---|-------------|---|-------------|
| 1 | NAPPER BAT  | 2 | BLUE DRAGON |
| 3 | BLUE DRAGON | 4 | RED DEMON   |

### Use "Sun" to clear the marshes.

After sealing the monsters' lair (1), turn the marshes into green fields by using the "Sun" icon under "Miracles". When you give your people the "Bridge" technology acquired in Fillmore, they will build homes on the other side of the river. At a certain stage in the development of this town, people begin growing "Wheat". Take it as an offering. "Wheat" may also be planted in Kasandora, Marahna and Fillmore.

### Help Teddy!

At a certain point, the people stop developing the town because they are worried about Teddy, a boy who has been away from home for quite a while. You will be offered a "Loaf of Bread" from Teddy's mother. Once you find Teddy, give him the "Loaf of Bread" (see Point A). Upon his safe return, you will be offered a "Magic Skull". This will be needed to seal the final monsters' lair (4). Make sure you take it with the "Take an Offering" command. If you cause it to "Rain" on Point B, you will get a "Source of Life" icon also.

### Use the "Magic Skull"

The monsters' lair (4) is hidden under the bushes. Use the "Lightning" icon to burn away the bushes revealing this lair. Now use the "Magic Skull" icon to seal it. The water in the lake will then be purified and your people will begin to fish. A "Magical Stardust" icon will be found while fishing and offered to you. After you finish ACT II, a dispute may occur among your people. "Harmonious Music", which you can acquire in Kasandora, will help resolve this problem. When the population increases to a certain point, the people invent a "Compass".



Turn the marshes into green fields with the "Sun" icon under "Miracles".



This is Teddy. Give him the "Loaf of Bread".



Use the "Magic Skull" here.

## ITEM LIST

There are eight items that may be acquired in Bloodpool. Try and take "Wheat" because it feeds more people than the corn fields.

|         |                 |                |                  |
|---------|-----------------|----------------|------------------|
| Bomb!   | Wheat           | Loaf of Bread  | Magic Skull      |
| Compass | Source of Magic | Source of Life | Magical Stardust |

# KASANDORA

Kasandora is a land covered beneath a vast desert. Water is necessary for life here. Turn the desert into fertile land with the "Rain" icon under "Miracles" and the land will begin to develop.



## Strategy for Purifying Kasandora

There are no obstacles besides the desert, so start to seal the monsters' lair nearest the shrine. It will be most helpful if you develop the town in one direction rather than in several directions.

### MONSTERS' LAIR

|   |             |   |           |
|---|-------------|---|-----------|
| 1 | BLUE DRAGON | 2 | RED DEMON |
| 3 | NAPPER BAT  | 4 | RED DEMON |



Clear the desert with the "Rain" icon under "Miracles".



Build a road to the Wandering People.



The Pyramid that appears in the desert.

### Use "Rain" to clear the Desert.

Turn the desert into green fields by using the "Rain" icon under "Miracles". Some of monsters' lairs are hidden beneath the sand, so work diligently to turn the whole desert back into a fertile land. Now that you have exposed the monsters' lairs, see that they are sealed up. If you give the "Wheat" acquired in Bloodpool, it will help increase the population.

### The Birth of Wonderful Music.

If you come across some wanderers in the desert, lead them to Point A, and they will offer you a "Source of Magic" icon and "Harmonious Music". "Harmonious Music" has the power to calm people. If a fight breaks out in Bloodpool, use this item to stop it. If you extend the road to Point B, you will get a "Source of Magic" icon.

### The Appearance of an Ominous Pyramid.

A mysterious Pyramid appears. This will be the battle ground for Act II. Before starting ACT II, cause an "Earthquake" under "Miracles". A "Source of Life" icon will be offered to you. After clearing ACT II, a plague may strike Kasandora that only a certain herb can cure (Search Marahna for the cure). Once the town is developed extensively, you may discover an "Ancient Tablet".

## ITEM LIST

There are seven items that may be acquired in Kasandora. Use the "Harmonious Music" in Bloodpool and the "Ancient Tablet" in Marahna.

|                |                   |                    |
|----------------|-------------------|--------------------|
| Bomb!          | Strength of Angel | Source of Magic x2 |
| Source of Life | Ancient Tablet    | Harmonious Music   |

# AITOS

Aitos is a mountainous area at the foot of an active volcano. There are many rocks and bushes, all of which can be removed with the "Lightning" command. Clear these obstacles in order to have a fertile land.



## Strategy for Purifying Aitos

The west and southwest sides of the shrine are blocked by rocks and the northeast side by bushes. Before you start developing the town, burn the bushes with "Lightning". Try and seal the monsters' lairs in numerical order ①, ②, ③ and ④.

### MONSTERS' LAIR

|   |             |   |             |
|---|-------------|---|-------------|
| 1 | BLUE DRAGON | 2 | BLUE DRAGON |
| 3 | SKULL HEAD  | 4 | BLUE DRAGON |



Defeat Skull Head soon after he appears.



A leader standing in front of the shrine.



A serene landscape with windmills.

## Seal the Monsters' Lair While Clearing the Land.

Seal the monsters' lairs after clearing away all obstacles. The powerful demon, "Skull Head", will appear in Aitos. He is difficult to defeat and can cause Earthquakes at will. It is best to seal the monsters' lairs in numerical order. While the level of culture is still relatively low, it is advisable to make use of the offerings "Bomb!" and "Strength of Angel" while fighting these demons.

## Make the Wind Blow to Continue Development.

Soon after sealing up the monsters' lairs, an injured leader will stand in front of the shrine. If you make it rain on the shrine as he asks, it will be appreciated. When the level of culture rises, the people will build windmills. If the people tell you that the windmills have stopped due to lack of wind, causing development of the town to stop, make the wind blow with "Wind" icon under "Miracles".

## Obtain the "Sheep's Fleece"

After sealing the monsters' lair ③ and building a road to the foot of the mountain, some of the people will start climbing. After a while, they will offer you a "Source of Magic" icon discovered at the top. With further development of the town, the people will also offer you a "Sheep's Fleece". Make sure you take this because it will be most useful in Northwall. After you finish sealing all the monsters' lairs, begin ACT II. Good Luck!

## ITEM LIST

There are four items that may be acquired in Aitos. Remember to take "Sheep's Fleece"!

|                 |                   |
|-----------------|-------------------|
| Bomb!           | Strength of Angel |
| Source of Magic | Sheep's Fleece    |

# MARAHNA

Marahna is a chain of islands in the sea. This land is covered under a deep jungle full of palm trees and marshes. Building a town will be very tough work. You may accomplish this task by fully utilizing all the "Miracles".



## Strategy for Purifying Marahna

Turn the palm trees and the marshes into a fertile land by using the "Lightning" and "Sun" miracles. Work hard to uncover and seal up lairs as soon as possible.

### MONSTERS' LAIR

|   |             |   |             |
|---|-------------|---|-------------|
| 1 | BLUE DRAGON | 2 | NAPPER BAT  |
| 3 | RED DEMON   | 4 | BLUE DRAGON |

## An "Earthquake" will cause the islands to connect.

After clearing the land on all islands, use "Earthquake". The Northwest Island will be connected to the main island and you will be able to seal the monsters' lair ④. Although the people in Marahna are surrounded by the sea and have little communication, they manage to discover bridge building on their own.



Connect the islands with an "Earthquake".



What kind of Guardian is waiting for the Master in this temple?



You will discover the "Magical Aura" in the small Northeast Island.

## The Appearance of a Strange Temple.

In the process of developing the town, a mysterious temple will suddenly appear on the island. Your people will be captivated by its presence. When the population increases, you will be offered an "Herb", which can be used as a cure for a plague. "Wheat", which can be obtained in Bloodpool, can also be given here to increase the population.

## Take "Magical Aura"

If you give your people the "Ancient Tablet" acquired in Kasandora, an expedition will leave for the Northeast Island. Burn away the tree at Point A with "Lightning" to help them, and you will be offered the "Magical Aura" icon. If you give them the "Compass", which you acquired in Bloodpool, your people will start deep-sea fishing and after awhile, will offer you the "Source of Magic" icon. Please note that you can use the "Compass" only once. If you use it in another land, you may not use it again.

## ITEM LIST

There are five items that may be acquired in Marahna. Be sure all of them are in your possession before leaving.

|       |                   |                 |
|-------|-------------------|-----------------|
| Bomb! | Strength of Angel | Source of Magic |
| Herb  | Magical Aura      |                 |

# NORTHWALL

Northwall is an arctic land located in the northernmost part of the world. Sunshine is necessary for people to live in such severe cold.



## Strategy for Purifying Northwall

First melt the snow-covered land using the "Sun" icon, then you can begin to develop the town. All monsters in this final area are very powerful.

### MONSTERS' LAIR

|   |            |   |             |
|---|------------|---|-------------|
| 1 | RED DEMON  | 2 | SKULL HEAD  |
| 3 | SKULL HEAD | 4 | BLUE DRAGON |



### Melt the Frozen Tundra.

First melt the snow covering the land with "Sun". Expose all monsters' lairs as quickly as possible.

Melt the snow with the "Sun".



Two Skulls appear.

### Victims Attacks of the Monsters.

In this last area, there are two Skull Head lairs from which you will be attacked with unbelievable fierceness. This will be a great distraction to the development your town, so defeat Skull Head as soon as possible! After you seal the monsters' lairs (1) and (2), your people will develop a bridge-building technology. Once this happens, build the town toward the east. When the population increases to a certain level, you will discover a "Source of Magic" icon at the mighty tree in the east. Be sure to take it.



### Discovery of a "Magical Light"

"Sun" has the power to melt the ice-covered lake and snow. After melting the ice at positions (A, B, C and D) your people will start fishing and offer you a "Magical Light". When you use "Lightning" on the shrine you will discover a "Source of Life" icon. After sealing all the monsters' lairs, you will go on to ACT II. If you manage to get this far, you should have no trouble winning the game. Good luck!

Melt all ice on the lake, and you will be rewarded with "Magical Light".

## ITEM LIST

There are five items that may be acquired in Northwall. Remember to get "Magical Light" and "Source of Life".

|                |                   |                 |
|----------------|-------------------|-----------------|
| Bomb!          | Strength of Angel | Source of Magic |
| Source of Life | Magical Light     |                 |

## 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

### 90-DAY LIMITED WARRANTY:

Enix America Corporation ("Enix") warrants to the original purchaser that this Enix Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Enix will repair or replace the PAK at its option free of charge.

### To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Enix Consumer Service Department of the problem requiring warranty service by calling: 206-861-4927.

Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Enix Service Representative is unable to solve the problem by phone, he will provide you with a return authorization number. Simply record this number on the outside packaging of your defective PAK and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

2679 151st Place N.E.  
Redmond, WA 98052-5522

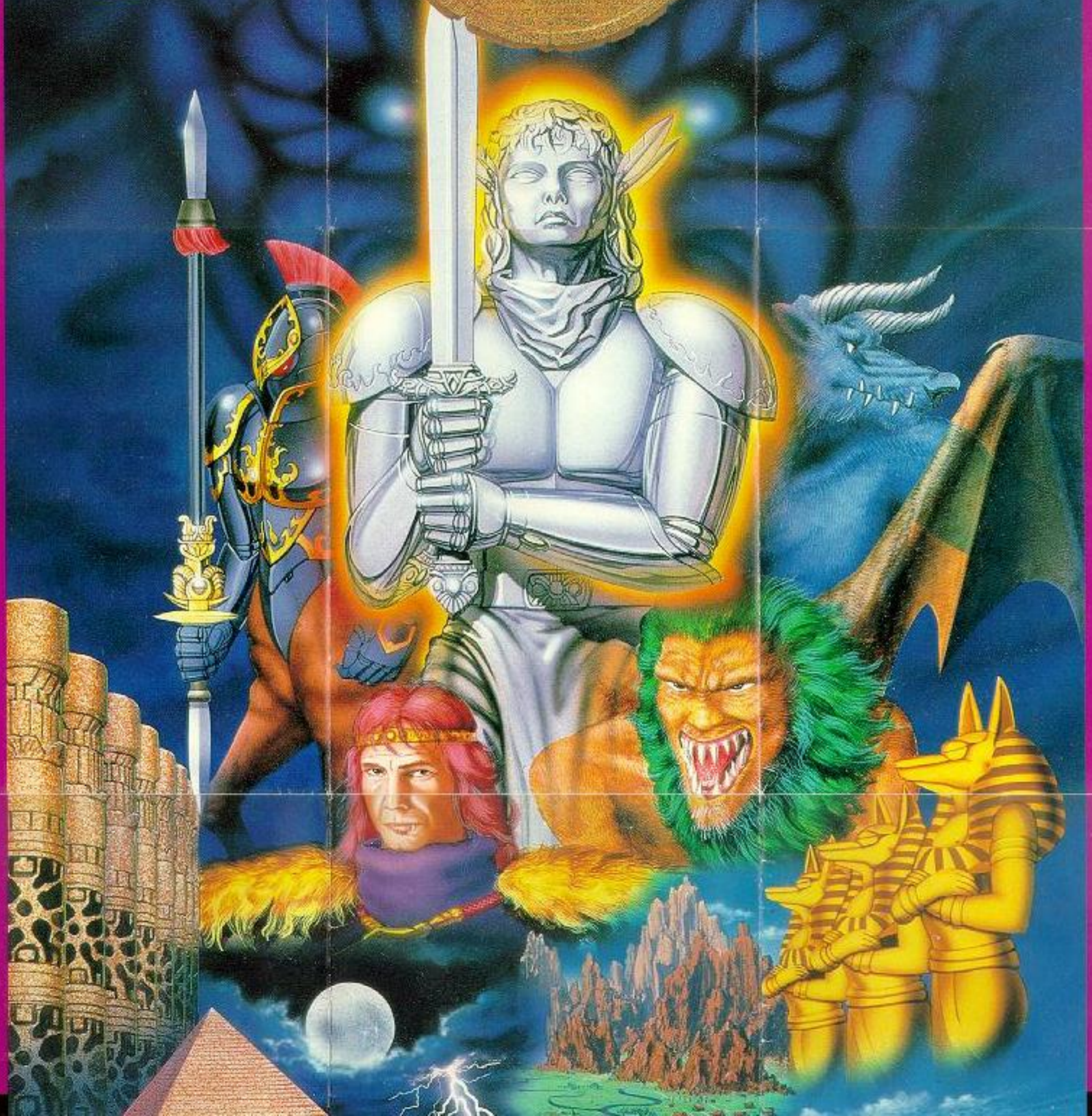
This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

### WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL ENIX 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 and exclusion may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

# ActRaiser™

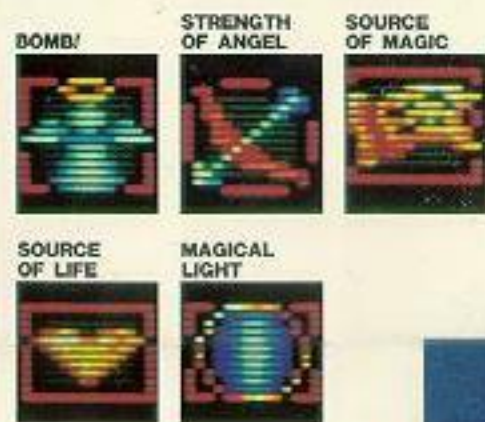


# ActRaiser™

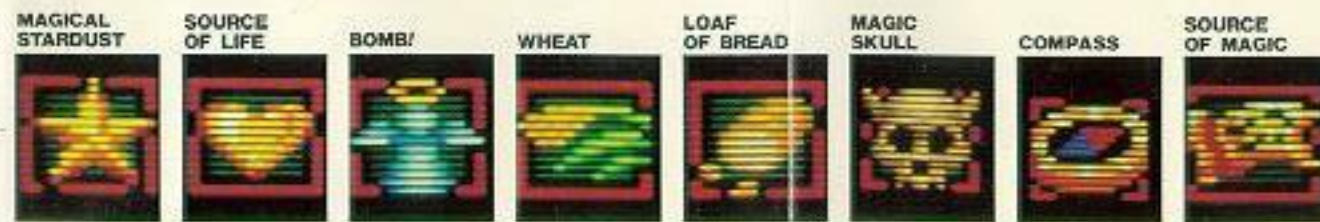
## ITEM

DETAILED INFO. SEE PAGE 32-38

### NORTHWALL



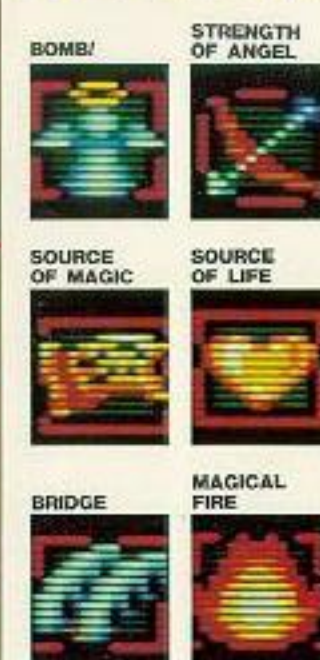
### BLOODPOOL



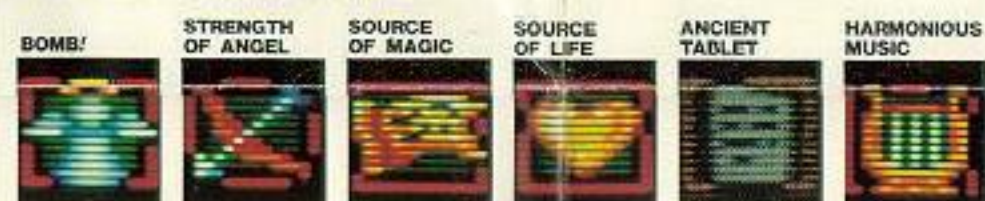
### AITOS



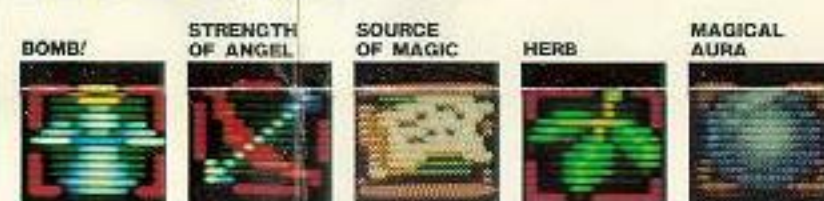
### FILLMORE



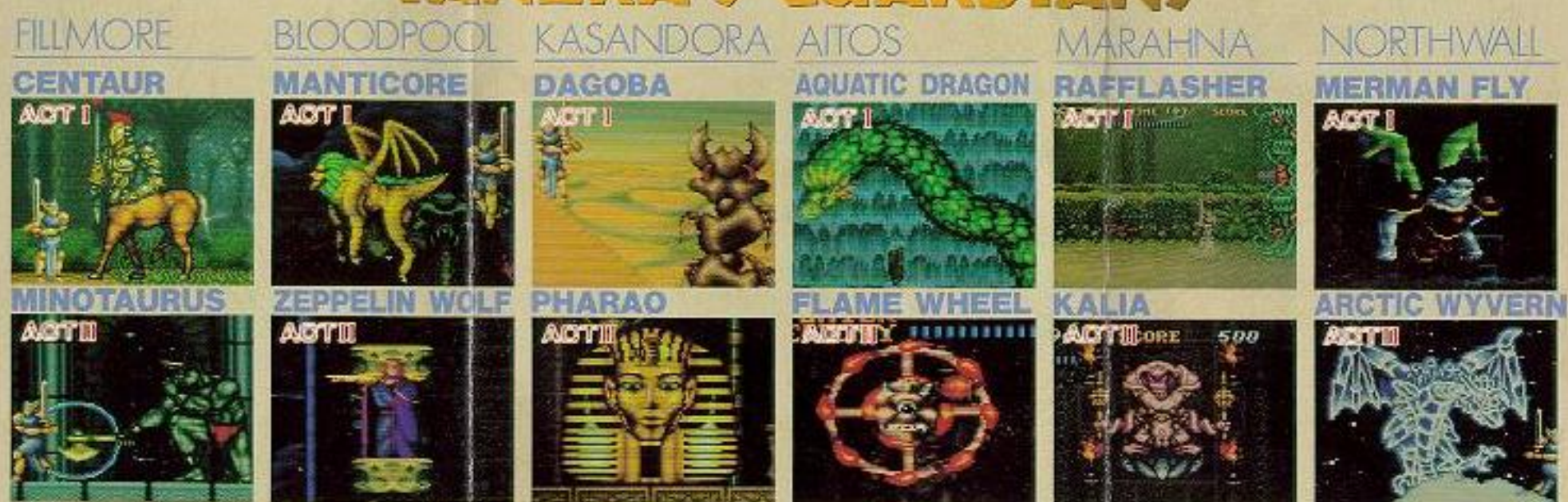
### KASANDORA



### MARAHNA



## TANZRA'S GUARDIANS



COPYRIGHT © ENIX CORPORATION  
© ENIX AMERICA CORPORATION

All rights reserved. No part of this Poster may be reproduced without written permission of the copyright holders.

Printed in Japan

ENI-SNS-AR-US