



PHANTASY STAR

Phantasy Star

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Original Game Issues

This game provides an authentic recreation of the game in its original form, and as such, known issues and quirks from the time of initial release have been left intact. Please pay particular attention to the following:

■ Yes / No Selection Screens

When prompted to select Yes / No, **both (A) and (B) will confirm the currently highlighted item.**

When prompted to save a game for example, **you cannot press (B) to cancel.** If you press (B) while Yes is highlighted, then the action will be confirmed, and the game data will be overwritten.



■ Trapped in Paseo, Motavia

If the last Church you visited was in Paseo, and you use *Fly* or *Transer* after the spaceport has closed, then without a *Land Rover*, you will be unable to leave the area or proceed further with the game.

■ Turning Down Necessary Items

When a Treasure Chest contains an item and your inventory is full, you are given the option either to drop an item from the inventory to make space, or to dismiss the found item. If you turn down an item necessary for game progress, it will be gone forever, and it will no longer be possible to finish the game.



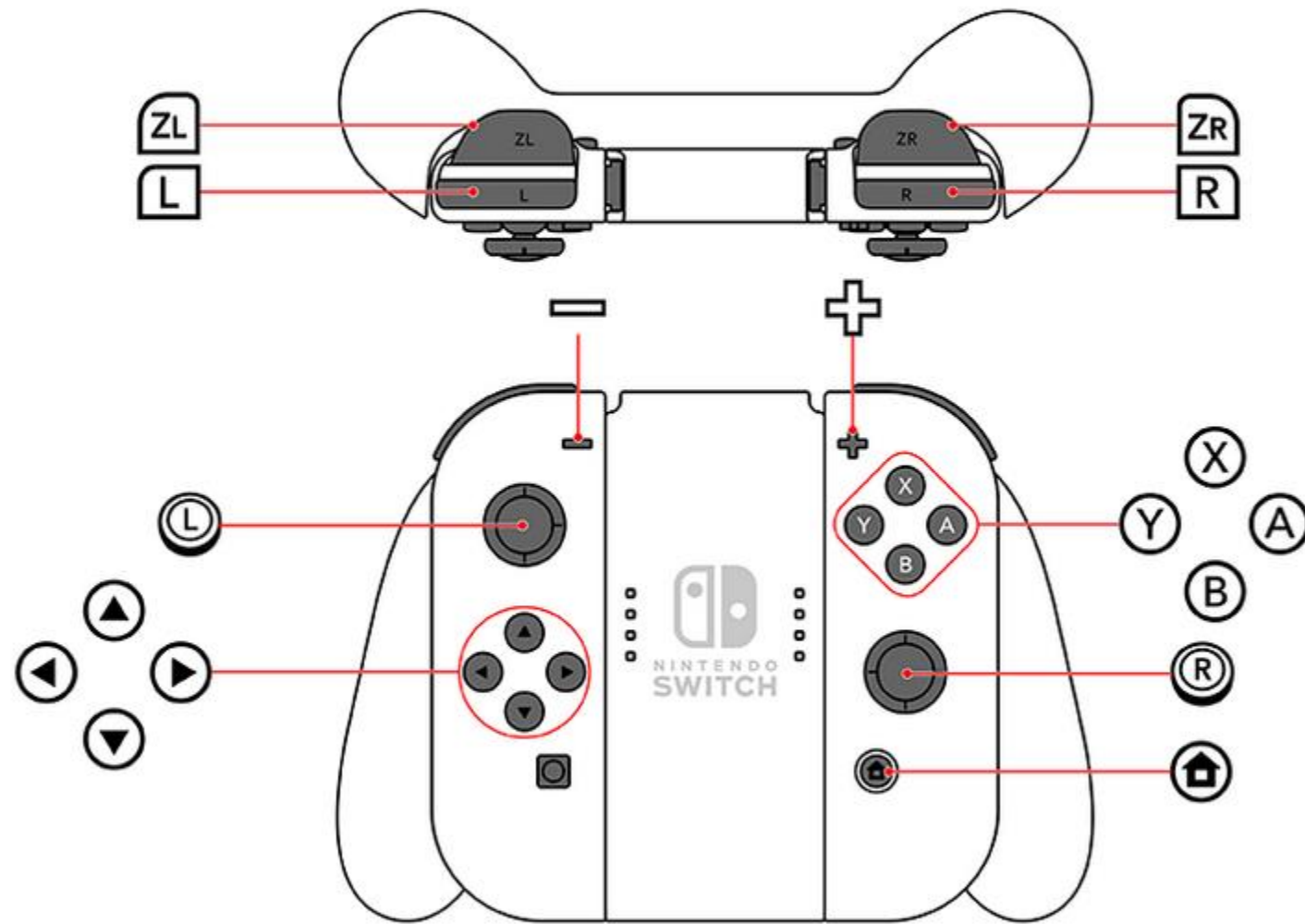
■ Inescapable Dungeon Pits

If you fall into a dungeon pit with no exit, and do not have a *Flute* or other means of escape, you will be permanently trapped, unable to finish the game.

Hint: you never know if you can trust a Dezorian's directions!

Basic Controls

Joy-Con™ Grip



Commands that use the directional buttons (⬆ / ⬇ / ⬅ / ➡) may also be performed using the Left Stick (Ⓕ).

Button Assignments (Default Setting)

Button assignments can be changed via the SETTING MENU.

Ⓐ	Confirm
Ⓑ	Cancel
ⓧ	Unassigned
Ⓨ	Confirm
Ⓛ	Unassigned
Ⓡ	Unassigned

Other button assignments cannot be changed.

START MENU

Start the game to display the START MENU. Use ⬆ / ⬇ to select an item and ⓐ to confirm.

■ Continue

Continue playing the game currently in session.

■ To restart from a point saved manually within the game, select *Ages Mode* or *Original Mode*, and then select  CONTINUE at the game's title screen.

Ages Mode / Original Mode

Start the game in either of the two game modes. *Ages Mode* has a lower difficulty setting than *Original Mode*: there are fewer encounters with monsters, and when you successfully defeat them, you will receive more EP (experience) and Meseta (money). When choosing a mode, press ⬅ / ➡ to enable / disable the *FM Sound Unit*. This can be enjoyed regardless of the game version.

■ Monster Guide

Use the directional buttons to select a previously defeated monster. Its name, description and stats will be displayed.



At the START MENU, hold Ⓛ and Ⓡ while highlighting "Monster Guide" to reset the Monster Guide.

■ Manual

Open and view the online manual (this one).

■ An internet connection is required for viewing the online manual.

■ Staff Credit

See the staff responsible for bringing you the SEGA AGES version of *Phantasy Star*.

SETTING MENU

Press (X) at the START MENU or PAUSE MENU to open the SETTING MENU. Press (L) / (R) to switch between categories. When settings are complete, press (B) to return to the previous screen. Alternatively, select *Restore Game Settings to default*, then press and hold (A) to cancel all changes and return them to their default settings.

■ Some game setting changes will require the game to be reset.

■ Game Settings

Game Version	Set to <i>International</i> / <i>Japan</i> .
Hiragana / Katakana	When Game Version is set to <i>Japan</i> , choose the script for message display.
Walking Speed	Set to <i>Normal</i> / <i>Speedy</i> .

■ Save data for *International* and *Japan* game versions are not cross-compatible and cannot be shared.

■ Command Settings

Controls 1

Press (A), then in the right pane press (▲) / (▼) to select a controller button and (◀) / (▶) to assign a command. In addition to Confirm and Cancel, the following commands can also be set:

Pause: Press to pause the game.

Fast Forward: While this is held down, game action will progress at a higher speed.

■ *Pause* and *Fast Forward* commands are not assigned by default.

SETTING MENU

■ Screen Settings

Display Mode	Set to <i>Normal</i> / <i>Fit</i> / <i>Full</i> / <i>Dot by dot</i> / <i>Vintage</i> .
Display Effect	Set to <i>Off</i> / <i>Scan line</i> / <i>Smoothing</i> / <i>Scan line + smoothing</i> .
3D Map Display	Set to <i>Right Side</i> / <i>Left Side</i> / <i>Off</i> .
Wallpaper	Choose a wallpaper to display.

■ When the *Display Mode* is set to *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold Ⓨ to see a preview of the selected screen settings.

■ Sound Settings

FM Sound Unit	Set to <i>On</i> / <i>Off</i> .
Music Player	Press ◀ / ▶ to select a BGM track, and press Ⓐ to listen.

■ *Music Player* cannot be accessed via the *Pause Menu*.

PAUSE MENU

Press \oplus / \Rightarrow during gameplay to display the PAUSE MENU.

■ Spell List

A list and explanation of each spell, together with MP cost, and the level each character must reach to use it.

■ Item List 1 / Item List 2

A list and explanation of each item and the purchase cost.

■ Weapon List

A list and explanation of each weapon, its Attack stats, purchase cost, and which characters can use it.

■ Armor List

A list and explanation of each armor, its Defense stats, purchase cost, and which characters can use it.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this item, then press and hold \textcircled{A} to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this item, then press and hold \textcircled{A} to end the game and return to the START MENU.

Prologue

The time: Space Century 342.

The place: the three planet Algol solar system located deep in the Andromeda galaxy.

Under the democratic rule of King Lassic, life was good as he provided everything his people could want. Space Travel had been discovered 200 years before and deep space shuttles had allowed colonization of Motavia and Dezoris, the other worlds of the Algol Star System.

But slowly, over time, things began to change. It started with a new religion which was rumored to have come from another galaxy. The dark priests of this religion, never seen by any mortal, promised immortality to all who joined.

You would live forever!

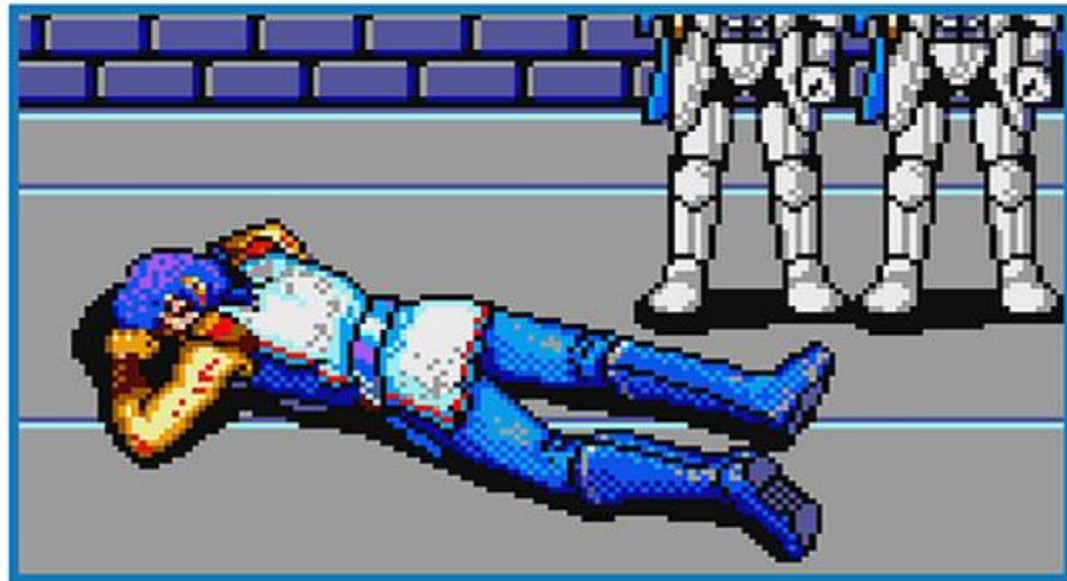
King Lassic was getting old. The idea of living forever appealed to him so he became the first to join. Then, he... changed. It started with the threatening suit of armor the priests made for him. The armor looked evil and corrupt, and that's how Lassic began to rule his people. Outrageous taxes became a burden on everyone. Business on all three planets shut down and entire towns fell into decay. There was no way for the people to make any money.

As time passed and the people suffered, horrible creatures and monsters began to stalk all three worlds. When the dead came back to life, the people feared the worst and guessed the truth. Through black magic, Lassic had become an evil tyrant.

Prologue

But where there is evil there is also always good. Brave individuals began to rally in secret against Lassic. But his Robotcops were ruthless in hunting out these defenders of the people.

One was Nero, a spaceport worker in Camineet, the central town on Palma. Long ago, his father had disappeared trying to learn Lassic's evil secrets. Now, the Robotcops had crushed Nero as well.



Before he died, he passed on his short sword and his quest to his sister, Alis. He also told her to find a brave fighter named Odin.



Alis raised the sword to the sky and vowed that Nero's death would not go unavenged!



Starting the Game

From the title screen, select START or CONTINUE.

■ START

Start a new game from the beginning.

■ CONTINUE

Select a saved game and continue from where you left off.


You can also delete unwanted save data here.



Save Data and Continue Data

This game has two methods of saving your progress:

■ Save Data

Select  **SAVE** from the in-game command menu, and save to one of five slots. You can restart from these as many times as you like. If you lose a battle (game over) and you have no save data, you will need to start over from the beginning. Save data is interchangeable between both game modes.

■ Continue Data

Open the Pause Menu or quit via the Home Menu to provisionally preserve your game state until you next play. Select *Continue* at the START MENU to restart from where you left off. If you select Ages Mode or Original Mode from the START MENU, then the Continue Data will be overwritten.

■ If you power off the console by pressing and holding the **POWER** Button, or the battery runs out, a Continue Data will not be saved.

Adventure

■ Towns and Villages

The game begins in the town of Camineet on the Palma system. Use the directional buttons to move around the town.

Talk to people around the town, and make purchases at the various shops.



■ Talking to People

Stand directly in front of a person or enter an occupied house to listen to what they have to say.



Town House

Townfolk live in the houses. Some properties are vacant.



Shops

There are three different kinds of shops: Armories, First Food shops (recovery items), and Second-Hand shops. At the Second-Hand shop, you can sell items you no longer have any need for.



Hospital

Recover HP and MP for a cost proportional to your need.



Church

Resurrect a party member that dies in battle, and find out how much EP (experience points) is required to advance to the next level.



Cave

Some towns and villages have underground tunnels.

■ Building appearances vary between towns and villages.


Adventure

■ Wilderness

To move between towns, villages, dungeons and towers, it's necessary to traverse areas of wilderness. Use the directional buttons to move in all directions. Wilderness contains areas of mountainous terrain and oceans, which need to be navigated around.



■ Monster Encounters

Dangerous monsters lurk hidden in the wilderness. If you encounter one, then a  **Combat** scene will commence.



■ Member Stats

Providing the *3D Map Display* setting isn't set to *Off*, the HP and MP of each party member as well as your currently held Meseta (this world's currency) will be displayed.



Town / Village

Scattered throughout the wilderness. The appearance varies depending on location.








Cave (Left) / Tower (Right)

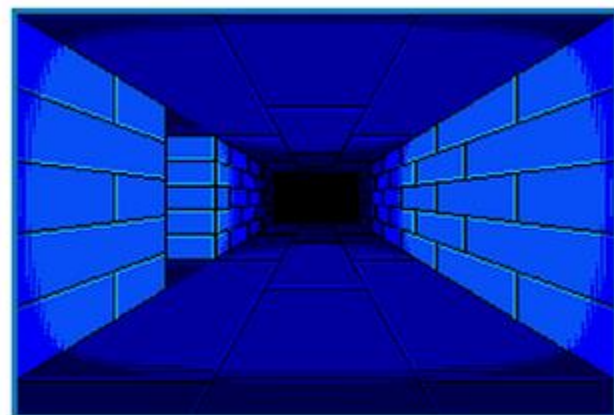
Various events necessary to the story take place in caves and towers. You will also encounter monsters!

Adventure



■ Dungeons

Enter an underground tunnel in a town, or a cave / tower in the wilderness, and the screen mode will change to a 3D maze. Monsters roam these areas, and if you encounter one, a  **Combat** scene will commence.

Press  /  to advance / retreat, and press  /  to rotate left / right. In multi-level dungeons, you can change floors by advancing towards staircases.



■ Doors

Press  /  to open a door. Some doors require a key or spell to open.

■ You must be facing a door or staircase when you access them.



■ Treasure Chests

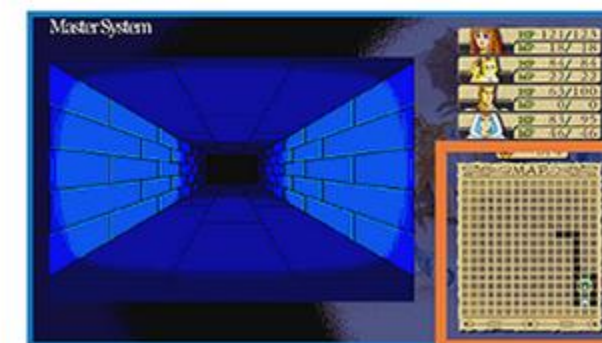
You will often find treasure chests in the dungeon and when defeating monsters. You can decide whether or not to open it. Most contain mesetas or an item. If you're unlucky, it may also be booby-trapped, resulting in damage to one or all party members.

If the treasure chest contains an item, but your inventory is already full, you will have the option to clear a slot by dropping an item, or rejecting the chest item.



■ Map

Providing the *3D Map Display* setting isn't set to *Off*, a map of your current location and the paths you've traversed will be shown. Revealed map portions will remain visible the next time you enter.



Adventure

■ Command Menus



During Adventure portions, press (A) / (B) to open the command menu.

① Command Window

② Member HP (health) and MP (magic)

● STAS: Status

Shows the strength and health of each party member. Press (▲) / (▼) to choose the member to review, and a second window will display currently equipped weapons and armor, while a third window shows their other stats. Press (A) again to see a list of spells that character is capable of.



● MAGC: Magic

Select a character to see a list of non-combat spells they have learned. Not all spells can be used straight away. For recovery spells, you will need to select a character to be the target of the spell.



Adventure

● ITEM

Shows a list of tools and equipment purchased or accumulated during the quest. Up to 24 items may be held at one time. Select NEXT to move to the next listing screen.



On selecting an item, you are prompted to do one of the following:

- USE:** Activate the selected item. When using a recovery item, you will need to choose a target character.
- EQP:** Equip. Choose a character to outfit with new weapons and armor.
- DRP:** Drop. Storage space is limited to 24 items, so use this to get rid of items you can do without. Some towns and villages have a Second-Hand shop where you can sell unneeded items instead.

● SRCH: Search

Searching the area directly in front of you can sometimes reveal important items.

● SAVE

Save the current game progress to one of five game slots.

The first time you save a game to a slot, you will be prompted to enter a name for the slot up to five characters.

- Once set, the name cannot be changed.



Combat

When you encounter monsters in the dungeons or wilderness, the screen will switch to combat mode.

■ Combat Screen



① Combat Command

Think carefully before deciding which action to assign to which character.

② Current Character

The combat command you select will apply to this character.

■ Victory!

Defeated monsters leave behind treasure chests containing mesetas. Some additionally contain items. Watch out for the booby-trapped ones!



③ Monster Name and HP

When the HP (health) of each monster is reduced to zero, the combat is over.

④ Party Stats

If a character's HP reduces to zero, they will die. Spells can only be used when there is sufficient MP.

Combat

■ Combat Commands

● **ATTK: Attack**

Attack the monster with the currently equipped weapon.

● **MAGC: Magic**

Alis, Myau and Noah can use spells they have learned to attack monsters and recover their allies. Choose a spell for the character to use. In the case of recovery spells, you will also need to choose the target character.

■ When fighting multiple monsters, the target of both regular and magic attacks will be chosen automatically. You cannot choose this yourself.

● **ITEM**

Select an item from your inventory to use. Note that there are limits as to which items can be used in combat.

Recovery items can only be used by the selected character. They cannot be applied to other characters.

● **TALK**

Not all monsters are bad at heart. Some will talk to Alis and her friends, if you lend a friendly ear. Try using this command before fighting.

● **RUN**

If you're feeling outmatched or otherwise wish not to fight, use this to try to escape. Be careful though, as they may block your path, costing you a turn.

Characters

Alis

The main character of the game. Her brother was killed by Lassic. She has vowed to overthrow him to avenge her brother's death.



Odin

The second comrade of Alis. He also has taken a vow to overthrow the evil King Lassic.



Myau

An unusual animal who looks like a cat. He speaks the human language and is closely tied to Odin.



Noah

He is an esper wizard and lives in Motavia. Best known for his magical powers, Noah is a close friend of the governor.



Hints & Tips

■ Can't get to the spaceport

To get to the spaceport you'll need a Roadpass. Go to the Second-Hand shop in Scion and buy the item marked Secrets. Don't take no for an answer!



■ The doctor won't cooperate

You won't get far without his help. Be persistent and eventually he'll cave.

■ Where's the Luveno?

The doctor says the Luveno can be used, but it's nowhere to be found. Think carefully... Doesn't the village have another exit?



■ Where do I use this item?

Towards the end of the game, you may find you have two items and nowhere to use them. At a certain location, you must use them both in the correct order. The place is very high up, and commands a stunning view.



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