MAGICIAN LORD STORY

STORY

This is a tale of illusion.
Our land, Gadasius is green with abundant blue waters.
This peaceful land, which is affluent with happy people was
forced to face its extermination by an evil power.
A man, Gul-Agieze suddenly appeared.
Gul-Agieze brought a swarm of monsters and was attacking
randomly. He tried to raise Az-Atous, the evil spirit
of destruction.
Just then, a youth appeared.
He could transform himself into various warriors by
combining the elements and could use many types of
magic. He fought and destroyed all the monsters.
At last, he put Gul-Agieze and Az-atous into 8 volumes
of the sorcerer's books.
People called the youth "Magician Lord", the supreme
magician, and praised him.
For several hundred years from that date, peace shown
on the land.
One day, 8 volumes of the sorcerer's books which had
been in the safe, flew into the air and disappeared.
Gul-Agieze escaped from the seal and revived himself.
Again he attacked the land with his evilness.
The omen of chaos...
Just before the evil flooded the land, one young man
stood up against them.
His name was Elta, the last descendant of the Magician
Lord. The reappearance of Gul-Agieze is to call back the evil
spirit of destruction.
Before he is able to do this, Elta must collect 8 volumes
of the sorcerer's books and seal Gul-Agieze into these.
Elta is on a journey to find the 8 volumes of the
sorcerer's books...
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& Memory Card
**CONTROLS**

[1] 8 way joystick
   - Move the hero

[2] A button
   - Attack
   - Cancel the modes

[3] B button
   - Jump

[4] C button
   - Not used

[5] D button
   - Not used

**SAVE & LOAD**

Memory Card is used for saving & loading

**SAVE**

Insert Memory Card into the Hardware before starting the game. It will automatically save the game when the continue countdown reaches 0.

**LOAD**

Turn the power on for the Hardware and insert the Memory Card. When you push the start button, the data is loaded.

**ENEMY CHARACTERS**

- Annihilator
- The Emulator
- Reptilman
- Amphibaton
- Living Ghoul
- She-Devil
STAGE 7  GUL AGIEZE

Hero goes to the top of the tower where Gule Agieze is. There are many strong fighters in this tower that have never been seen before. They await the hero. Soon you will battle against Gule Agieze.

Power penetrated the sky and the seal of the door was closed again. Gule Agieze and the evil spirit have gone far away. The people have returned to peaceful times.

[Map of Gule Agieze]

GAME SCREEN

- DISPLAYS ON GAME SCREEN
  1. ELEMENT GAUGE
     It displays the elements he took. The right element moves to the left when the hero takes a new element. Now element will be on the right.
  2. LIFE GAUGE
     It displays the current life of the hero. The normal level is 4, when he transforms, it changes to 5. If he gets damage, he loses 1 gauge. If the gauge goes down to less than 4 levels, he returns to the normal hero. If the gauge goes down to 0, players loses one life.
  3. POWER GAUGE
     It displays the power of magic he is using. If the hero is damaged by the enemy, he loses a gauge.
GAME CONTENTS

This is an action, shoot 'em up game where the player can destroy enemies in 7 stages plus alpha stage by transforming himself when he mixes 3 kinds of elements.

- There are rooms in each stage which contain various types of power up items and bonuses. These are in the treasure chests in each room.
- There are 5 kinds of power up items. Player can power up or transform by picking up these items. There are many bonus items.
- There is a room in each stage with a medium powered boss enemy. The player can get a chance to fight against the big boss.

Door to next room. Each stage has doors.

STAGE 4 — DEVIL'S CASTLE

This is the outer wall of the Devil's Castle. Many enemies are guarding the castle. The hero will have it rough as there are many strong enemies and traps in the castle.

STAGE 5 — FRIGHTFUL UNDERPASS

This underpass extends to the underground of the castle. Hero gets into the castle through here. The smell of death fills this underpass. The enemies are hiding to get a chance to ambush and kill the hero.

STAGE 6 — HELL CORRIDOR

This is the inside of the castle. Although the inside is beautiful, you will see the devil's work as you get further inside.
STAGE

STAGE 1 — HERESY VALLEY —
This is the valley which was once sacred. Now the monsters worship their evil and await their victims.

STAGE 2 — EVIL MINE —
The mining town which used to be prosperous before the monsters destroyed it. All that is left are piles of soil and the roots of the trees.

STAGE 3 — ROAD TO STRANGE PLACE —
This is the only way to get to the “Devil’s Castle” which is the base of the monsters. However, it is extremely difficult to pass because at the end of this road is a huge enemy.

ITEMS

<ELEMENTS>
Items for transformation. Effective by mixing 2 of them

FIRE ELEMENT (RED)
WATER ELEMENT (BLUE)
WIND ELEMENT (GREEN)

<POWER UP>
Power up the magic player uses. There are 3 levels.

<P>

<1UP>
Player can get extra hero.

1UP
**SAMURAI**
Mix of wind and water elements. Destroy enemies by the magic power surrounding his blast.

**POSEIDON**
Mix of water and water elements. Enemies are taken by the water wave he controls.

**RAZIN**
Mix of wind and wind elements. He always has thunder surrounding him.

**DRAGON WARRIOR**
Mix of fire and fire elements. The half monster who can handle fire freely.

**HERO - ELTA**
He is the last descendant of the big hero. Magician lord. His parents died in his childhood and he was saved and brought up by LUNG, the fortune teller of the forest.

**WATERMAN**
Mix of water and fire elements. His water pole stops enemies attack.

**SHINGO**
Mix of fire and wind elements. He moves as quick as wind and destroys enemies by his fire ring.