

BATTLEMASTER™



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Arena Entertainment™
2061 Challenger Drive
Alameda, CA 94501

Printed in Japan.



Getting Started

1. Check the power switch on your Genesis System. It **MUST** be OFF before inserting the cartridge.
2. Insert the Battlemaster cartridge into the Genesis System, and press it down firmly.
3. Turn power switch ON. If screen stays blank, check to see if the cartridge is fully inserted and your system is properly set up.
4. When removing the Battlemaster cartridge, be certain the system is turned OFF.

The Sega Genesis Cartridge

- Use the Sega Genesis Cartridge only in the Sega Genesis video entertainment system.
- Handle with care. Do not submerge in liquids, crush or bend.
- Heat can damage the cartridge. Keep away from direct sunlight or indoor heat sources.

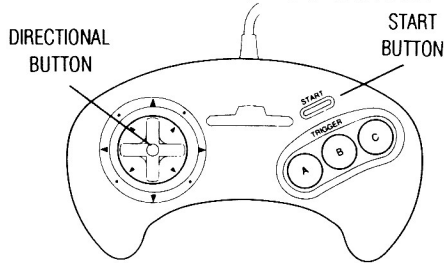
WARNING: For owners of projection televisions.

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.

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The Game Controls



START BUTTON

- Moves you into the game at the beginning
- Pauses the game and restarts it after pausing

D BUTTON

- Moves your players in all eight directions on the battlefield
- Moves the on-screen Selection Highlight for all menus

A BUTTON

- Deploys melee weapons such as swords and clubs
- Makes a selection when on selection screen

B BUTTON

- Deploys missile weapons such as arrows and spears
- Returns to game screen or prior screen first selection screen or following screens have been chosen

C BUTTON

- SELECTS first selection screen when in a gameplay scenario
- Operates the same as A button in making selections

BATLEMASTER: The Age of Conflict

Not much is known about the creation of the world. The best we have to go on is the ancient Book of Aran, passed down through thousands of generations, whispering to us the secrets of the Legend of Creation. This is its story.

The Four Lords of Creation shaped the world from the random dynamics of time and space. This we know, thanks to the chronicles written by Aran, the first king and potentate of all Magic. It was he who possessed the Keystone of Life set deep into a golden crown. With it he determined the flux of Magical power. He was the chronicler of this world's past, and his chapters are known as the Age of Peace.

Just before his death—after all of his kind had died—he crafted a final entry in the Book of Aran and placed it in a crystal case to protect his words from the scars of time. In a final act of despair, he shattered his crown with the Keystone of Life, splitting it into uncountable shards, left behind in his Tower.

All life ended for a time, but as things go, life returned to our planet, four races led by four kings, wearing crowns bearing the main shards of the splintered Keystone of Life. Each had a queen at his side; all wandered from Aran's Tower to build their kingdoms and weave their own tapestry in the world. And in time, other dark and nameless creatures crept from the cauldrons, bearing the tiny shards of the Keystone that created them, following the kings into a new world.

Four races developed and prospered: Elves, Dwarves, Humans and Orcs. As time passed, the four territories crossed, and their differences spilled out of the shadows.

The Elves are a natural people, loving sunlight and forest shade—a tall, fair and elegant species, always vigilant against attack. They have one skill on their side—a knowledge of Magic. They protect their culture with the double-edged sword of defense and art. Their's is the first great empire, sprawling the central forest of Aldarien and the vast tree belt of the Southlands.

The Dwarves, too, are a solitary race. They are short and stocky, and few in number. As creatures of habit—mainly miners, builders and smiths—their psyche is governed by a desire to delve forever deeper for the magical core metal of the world. They are a disparate, hostile people, going wherever the mining is good, given to territorial defense. Their main settlements are close to the Tower, the place now known as Naugarth, the Dwarf realm.

Men are the Land's farmers. They breed quickly because their lifespan is short, and this makes them more desperate than most. They rejected the power of Magic long ago, choosing instead the path of science. They have always been an expansionist species and they soon spread their corruption north into the Great Plain and east into Hardor.

Finally, this world hosts Orcs. These creatures, as has been well recorded elsewhere, are warriors—efficient fighting machines who live and die by sword and statecraft, craving power and glory. An Orc runs from battle when it calculates that the odds are against it.

So, the world was divided among the races. The Elves ruled the forests, the Dwarves held the underworld, Men ploughed the plains and the Orcs held sway over wastes and mountains. The Age of Conflict began.

After many years of interracial conflict had devastated the land and its inhabitants, the Watcher came and settled in Aran's Tower. From warring and poverty, all four races have slowly declined, their economies and towns crumbling in unison. Once there were great cities here; now there are villages and settlements. Once there were huge nations; now there are dwindling rows of stragglers. Once there were empires; now there are memories.

No one knows from where the Watcher came. Or why. Perhaps he was an emissary from the Lords of Creation—a restorer of balance. He has withdrawn the gift of Magic—wizards have no power, and the only sorcery in the land emanates from artifacts fashioned before he arrived. It is a time for union: to this end, he has cast a spell of apathy upon the four kings, and spoken this prophesy:

“Where there is chaos, there will be order; where discord, harmony will flourish. From the south will come a hero to conquer the land and unite the crowns. Where there were fragments, there will be a whole. Then will a new age begin.”

The land awaits its hero.

Getting Into Battlemaster

The game opens with a depiction of life in the Age of Conflict, complete with strange beings and a flying dragon. To go on to gameplay, hit the Start button.

A Hero's Quest

Battlemaster is a fantasy arcade adventure set in a world of myth and feudal strife. The land is in decay; isolated villages, towns and castles are divided by areas of chaotic monster-infested wilderness. Your task is to restore order by conquering the four kingdoms and handing their crowns to the Watcher who inhabits the Tower.

Gameplay Selections

Start a New Game

SELECT this option to proceed to a choice of leaders, and then to gameplay.

Try Current Location Again

Not available until you've played, this feature returns you to a scenario to play again.

Restart at an Earlier Location

This feature stores up to 10 scenarios. SELECT it to go back to scenarios you've played.

Selecting a Passcode

As you move through the terrain, moving from one scenario to a new one, either by wreaking enough destruction in the scenario you're in or buying safe passage, you'll come to a point at which you've played every scenario on the level you're in. You'll see the Travel Map, also seen during the demonstration before you start playing the game. As you use the map to cross over to a new section,

a 60-character passcode will appear on the screen. Jot that passcode down, and later enter it, using the Selecting a Passcode feature. That's how you save your position in the game.

Game Options

To preview or change music or other features of the game, choose Game Options.

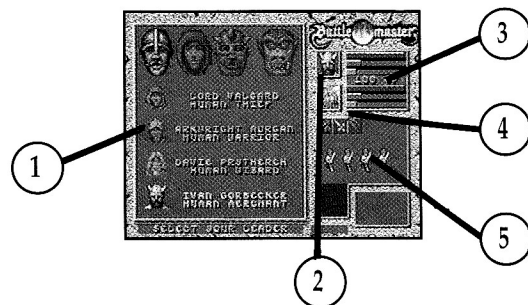
Music Options

This option lets you turn off different parts of the game music

Other Options

Using this feature, choose between television and computer monitor, choose the buttons on the Control Pad which will operate specific game features or turn off the game-over sequence.

Choosing a Leader



1. The Choices

Before you can play, choose the leader you'd like to be. Use the Directional Button to cycle among 16 potential leaders—up and down within races, left and right to access other races. You may lose troops in battle, but if the leader

is killed, the game is over. Once you've selected your leader, you go directly into gameplay.

2. Your Leader

When you highlight a potential leader, his picture appears right of center screen, just above a picture of his troops.

3. Gold Pieces

At the top right of the screen, you see a display showing the gold pieces each potential leader has and a bar display showing his health, skill and morale, directly over the Gold Pieces figure. Below that figure is another bar display, showing the same ratings for the leader's troops.

4. War Chest

Each leader comes with a War Chest of weapons, armor and supplies. More can be bought in the Parley feature, or found in buildings and caves during gameplay.

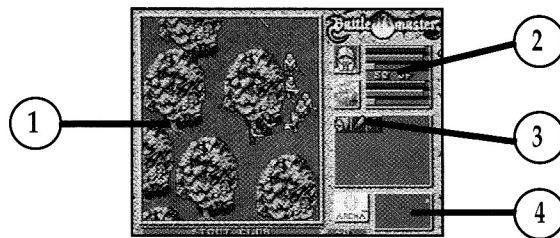
5. Troops

At bottom right of the screen, you see the number of soldiers each leader commands.

Playing the Game

The Main Screen

The main playing screen is divided into two areas: the information section on the right and the scenario landscape on the left.



1. The scenario landscape

This scenario scrolls in eight directions as you move, keeping you in the center of the display. A scenario is simply a place on the world map. It could be a village, a castle, a mine or just a place in the wilderness.

Your troops are at screen center, and your leader is seen with a white spot over his head. Bottom of this screen you'll see the name of the location you've just entered, various tips to aid in gameplay, or simple remarks.

2. Your Assets

At the top right of the screen, you see a display where your gold pieces and the number of troops you command alternate.

3. Your War Chest

At right screen center, you see the items in your war chest—your armory and supplies. As you pick up items you find, or buy them as you parley, they appear in the war chest.

4. Locations

You can see your location, and that of enemy forces, in a screen to the bottom right of the playing screen. The large white spot is your army, and other spots and black marks are the enemy, or your troops that have gone astray.

The Battlemaster Universe

The Goal

Your troops, with you as leader, move through each scenario, trying to defeat the race of beings you find. Each scenario is populated by one of the races, by monsters, or by a mixture of the two. It's your goal to defeat each of the four kings, and to return the shards of the Keystone of Life to the Watcher in Aran's Tower. That's how unity and peace can prevail, and the Age of Conflict can finally end.

The Weapons

On the field, Button A controls melee weapons, those your men brandish, such as clubs and swords—good for hand-to-hand fighting, deadly accurate in close combat. Button B controls missile weapons like arrows and spears that increase your range of effectiveness.

The Moves

Move your army in any of eight directions, using your Directional Button. Unfortunately, your troops can't swim, so you'll have to hike around bodies of water. When troop morale is down (check the bars below the Assets display)

your men have a way of wandering off and getting lost. Make certain they're with you as you pursue your quest. You may need to turn back now and then to collect stragglers, or tighten your formation to prevent them from being separated.

You'll also find traps, puzzles to solve (for example, finding keys to open doors or activating switches to deactivate traps) and miscellaneous objects. These objects include food to improve your army's health or weapons and magical artifacts to enhance its combat potential.

It's a dangerous world where, at any moment, the ground can open beneath you and swallow you and your troops, ending the game. You can lose followers in a maze-like cave, you can discover them in another location.

You move around the world map looting some scenarios and negotiating in others. The ones you loot provide cash either to buy more men to increase the size of your army, or to buy weapons and supplies. Only a strong leader with faithful troops will be able to defeat the four kings in the four racial capitals and deliver their crowns to the Watcher's Tower in the middle of a monster-inhabited wilderness. Enter caves or rooms by standing in the doorway, then moving forward. The scene will change to the interior of the space you entered. Not all doors can be seen, so feel around if you need to.

Political Dynamics

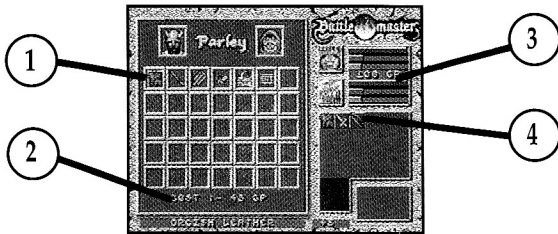
Dwarves hate Elves and Orcs

Elves hate Dwarves and Orcs

Humans like no one but despise Orcs most

Orcs hate everyone

Parley



You parley—hitting Button C to access a screen that contains the parley feature—to buy food, weaponry, armor and—sometimes—fresh troops. Like most screens in BattleMaster, it's divided lengthwise. On this one, you see the act of bartering taking place on the right side of the screen, at upper left.

1. Items Available

Depending on the local populace, a variety of items will be available—seen on the left side of the screen. If the land where the scenario is taking place is peopled by the same race as your leader's, you can even buy troops. You're limited to four in a single purchase, but can always exit the screen, then return to buy four more. Your leader can command no more than 15 warriors.

Buy Safe Passage during the Parley feature, and you'll be able to move onward and play in another sequence, using the Travel Map to move.

Cycle through the items available, using the Directional Button. As each item is highlighted, the price appears at the bottom of the left screen. Fire Button A or C to make the purchase. Button B returns you to the selection screen.

3. The Bank

As you make your purchases, the balance of your Gold Pieces decreases.

4. Your War Chest

Purchases during parley sequences—as well as items found during gameplay—appear in your War Chest.

Troop Formation

Your troops are so loyal that they follow you around without question and copy your actions. The formation you choose could mean the difference between a successful conquest and total annihilation. In making your selection, view the formation of enemy troops and choose the one you think would be most effective. Remember that troops with high morale do well in loose formations, but troops with low morale may wander off if not kept in tight formation. (Check troop morale using the Current Status feature, explained below.)

To SELECT a formation once you've entered the battlefield, just hit Button C, as if you wanted to Parley. Cycle down using the Directional Button to SELECT Huddle Formation, using Button A or C, then use the Directional Button to cycle through the possibilities:

Column Formation—with your men in columns like marching soldiers

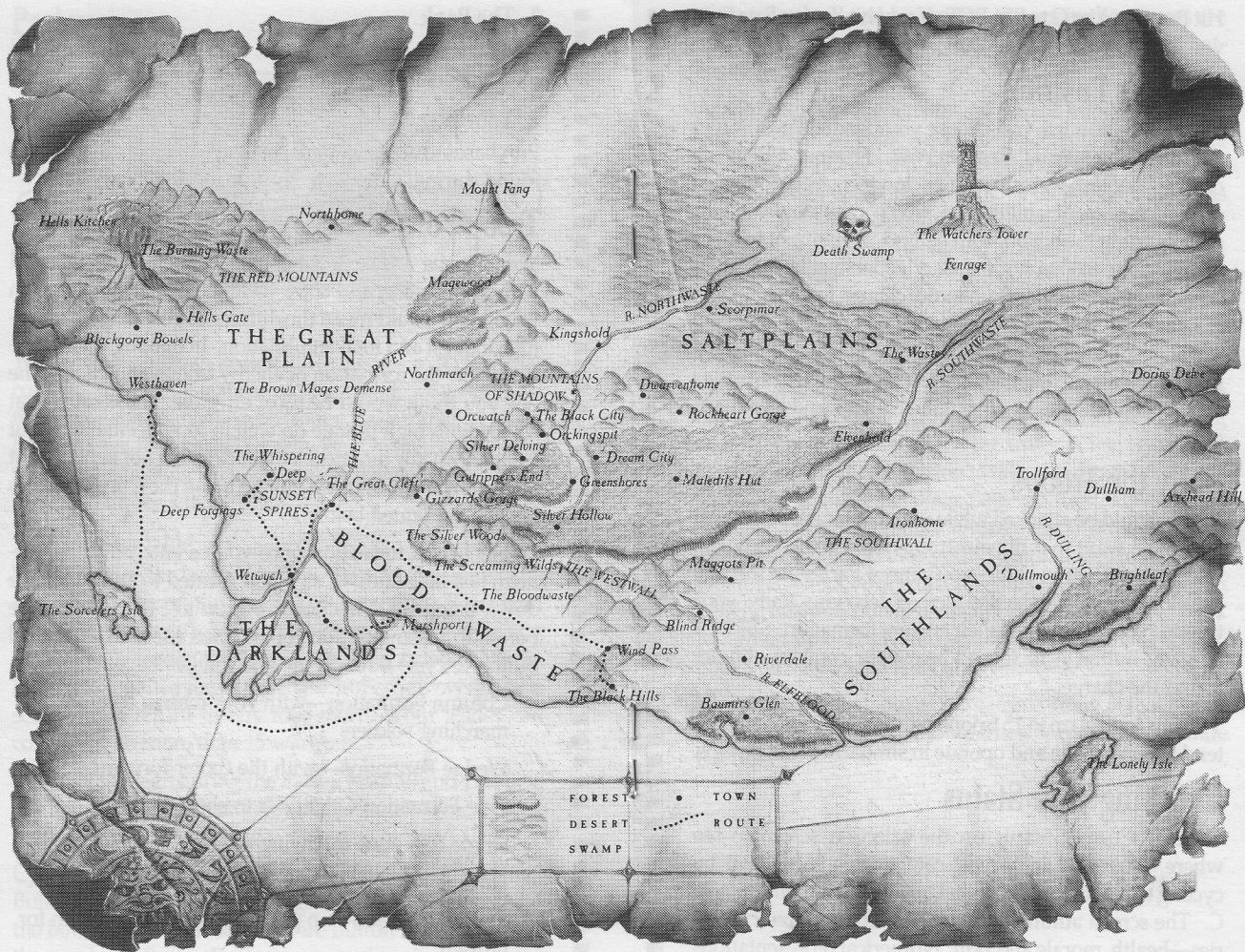
Wedge Formation—with the center forward

Line Formation—shoulder to shoulder

Single File—one following the next

Huddle Formation—the tightest formation of all

Open Formation—no particular order, each man for himself



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Hit Buttons A or C to SELECT. If you hit Button B or Exit, you return to the battlefield.

Leader's Position

The next option lets you choose your leader's position in the formation—Front, Rear or Wait. Front and Rear are obvious enough—you might be low on strength or not confident of your abilities, in which case you're better commanding the action from behind. You might want to inspire your troops with strong leadership in a time of crisis, in which case you should charge from the front. However, if you want your troops to remain standing while you explore the territory, SELECT Wait. That's a good choice when on hazardous terrain, where troops might become separated from their leader and from each other.

Rally the Troops

If you should be attacked while your troops are waiting or if you just want to pull your troops together in battle, hit Button C. When in battle, you cannot Parley, so the first position on your selection screen lets you Rally your troops, recalling them to their current formation. SELECT it, using Button A or C, and hear your company bugler sound the charge.

You can control up to 15 troops plus your leader. Enemies tend to congregate and operate in similarly small groups.

Checking Your Status

SELECT Current Status on the selection screen to see where you stand in several categories. SELECT it by cycling to it with the Direction Pad and hitting Button A or C. The screen automatically cycles among three categories—health, morale and skill. Numerical representations

of your leader's and his troops' ratings in these areas are shown, along with the highest rating possible in the category.

At the bottom of the screen, you see the number of weapons and armor your troops carry. You can't change anything within this screen, though Parleying will change the amount of weaponry, and that's then reflected on this screen. Overall Troop Morale, for instance, is increased by killing enemies and decreased when your soldiers are killed in battle.

Using Held Items

Health is influenced if you find food in houses or caves, then SELECT Use Held Items. The screen you get, shown above, lets you cycle through the items you hold, using Button A or C. To eat food, wear armor or use weaponry, just hit the Directional Button to take you down to the next choice, which will be Wear Selected Item, Eat Selected Item, etc. SELECT that by hitting A or C Buttons. Once you've eaten and donned your chainmail, Orcan leather or whatever, check your Current Status to see the increase in general health. Want to use it all? Just hit Optimize. Want to lighten up? You can discard items using this screen, once you've decided they aren't needed.

This screen lets you out of the game entirely, if that's your desire. Start out again, choose a new leader, and continue the quest!

The Book of Monsters

When Aran shattered the Keystone of Life, and its shards fell back into the cauldrons of the Tower, each fragment initiated its own species. The four main shards rapidly developed into the four main species: Humans, Orcs, Elves and Dwarves; but there were other shards. Even the tiniest sliver eventually produced its own life form. The smaller the sliver, the greater the mutation—and the more the thing created slipped from perfection.

The creatures spawned from these fragments were monsters, corrupt in mind and body. Some of the more extreme deviants have perished through natural selection or through lack of numbers. Of those that remain, this list is the one reliable catalogue.

Lesser Monsters

These relatively unintelligent creatures are widespread throughout the land, but provide little serious opposition. They are generally simple species mutated to unnatural size.

Giant Spiders

Appearance: Spiders, mainly black, 3 feet long
Armor: Soft skin
Attacks: Bite; some spit poison gas
Magic: None
Rating: Southern species are relatively harmless;
Northern variety are dangerous

Giant Spiders have only animal intelligence. They're just one of those nasty little things you meet in the wilds. They prefer underground places but have been known to infiltrate forest areas.

Dragon Flies

Appearance: Multicolored dragonflies, 3 feet long
Armour: Soft skin
Attacks: Bite
Magic: None
Rating: Mostly harmless; can get nasty when defending their territory

More fly than dragon, these creatures pack a nasty nip. They are found near water in out-of-the-way places.

Firedragon Flies

Appearance: Multicolored dragonflies, 3-6 feet long
Armour: Soft skin
Attacks: Bite
Magic: Fire Breath
Rating: Dangerous

More dragon than fly, they're very similar in appearance to their lesser cousins. They're very aggressive, always attack and are known for their nasty surprises. Massed groups of them have been known to open up with fiery blasts without warning. They are found near water in out-of-the-way places. They are sometimes bred as guards to discourage unwanted visitors.

Snakes

Appearance: Snakes, 3-6 feet long
Armour: Skin
Attacks: Poison bite
Magic: Rarely
Rating: Varies from harmless to very dangerous

Snakes come in many classes. Some are completely harmless, but others spit poison—and there are even a couple of very rare magic-using varieties which are very dangerous. They are found throughout the land.

Giant Monsters

More advanced forms of life possess greater intelligence and strength—and are therefore much more accomplished adversaries. Travellers must plan carefully and tread cautiously to survive such encounters unharmed.

Scorpions

Appearance:	Scorpions, 8 feet long
Armour:	Skin with bony plates
Attacks:	Spit poison gas; hack with pincers and stinger
Magic:	None
Rating:	Very Dangerous

A large shard created these creatures, so they almost qualify as a race. However, they are socially very different to the main races. As a hive society they have little individual will or intelligence. This makes them all the more dangerous, since they know no fear, and the combined intelligence of the hive can be surprising. In combat they are devastating, their plated skins protecting them while they attack with claws and tail. They inhabit desert areas exclusively, but rumor has it that in the north the Orcs have managed to communicate with them sufficiently to establish a form of pact.

Animals are distinguished by a resilient skin and reliance on instinct. Some shards distorted common forms into gross, warped echoes, many times normal size. These can cause serious trouble for the unwary.

Giant Bats

Appearance:	Black bats, 4 feet long and larger
Armour:	Skin
Attacks:	Bite
Magic:	None
Rating:	Bothersome

Very large and particularly aggressive bats which live underground. Often confused with Vampire Bats, but not for long.

The Undead

Non-corporeal entities have long been a part of the Land, though there have been additional species generated since the arrival of the Watcher. Their unnatural appearance strikes fear into all forms of life, and, at their worst, they can kill.

Ghosts

Appearance:	Standard white-sheet ghosts
Armour:	Non-corporeal
Attacks:	By weapon type
Magic:	Rarely
Rating:	Varies: mostly harmless to dangerous

Ordinary by undead standards, these creatures are simply your common, everyday spooks, found in places where people once died violently.

Ghost Eyes

Appearance:	Large disembodied eyes
Armour:	Non-corporeal
Attacks:	Drain health on contact
Magic:	Lightning bolts
Rating:	Trouble

These monstrous beings have only been seen since the arrival of the Watcher, and this has led people to believe that he is responsible. However, no one has yet been willing to stake their reputation or life to prove the point.

Griming Ghosts

Appearance:	Disembodied mouths, 3 feet wide
Armour:	Non-corporeal
Attacks:	Bite

Magic: Yes; type varies
Rating: Varies; generally dangerous

These smiling spooks are said to be the undead spirits of those who perished without having a chance to speak the awesome last words they had in mind at the time. They are found wherever battles have been fought (i.e.: in most places) and wise people steer clear of the regions they haunt.

Vampire Bats

Appearance: Black bats, 4 feet long and larger
Armour: Non-corporeal
Attacks: Bite
Magic: Yes
Rating: Very dangerous

These are not bats at all, but Human mages who have chosen the ways of the undead as a path to immortality. Since the arrival of the Watcher they have lost their ability to shape change and are trapped in bat form.

Magical Creatures

Magic is a powerful and mysterious force, occasionally harnessed and channelled into a vibrant form which can barely be described as life. Elementals are the most prevalent manifestation, but the most elusive and potent is the fearsome Dragon.

Fire Elementals

Appearance: Small, mobile orbs of fire with a comet-like tail
Armour: Non-corporeal
Attacks: None
Magic: Fire attack
Rating: Trouble

Fire Elementals are either free-willed or bound by a mage. The free-willed variety occur near sources of natural fire; the bound variety act as guards or servants for a powerful mage, occurring wherever he dictates.

Light Elementals

Appearance: Small, scintillating stars
Armour: non-corporeal
Attacks: None
Magic: Lightning
Rating: Trouble

These elementals are more difficult to bind than Fire Elementals, so most of those you encounter will be free-willed. In this form they are also known as Will o' Wisps. They are playful spirits inhabiting swampy areas, leading unwary adventurers to untimely ends with a combination of combat and quicksand.

Ball Servants

Appearance: Bouncing green balls, 4 feet across
Armour: Thick skin

Attacks: Bounce
Magic: None normally
Rating: Bothersome

The ball monster has for many years been a domesticated pet favoured by all the races. They are loyal, friendly and fun to play with. They are also quite aggressive against intruders and their bounce can be painful or even fatal.

THE BOOK OF ARMAMENTS

During these years of strife and chaos which have visited terrible waste upon the land, there have been few major records of armour or weaponry. This list is the most complete, as it details many of the great artificers and weaponsmiths and provides a compendium of their major works. Among these, seven can truly be said to be masters of their art. Though the secrets of their design and techniques are now lost forever, their artifacts remain. Those seeking power should study this book closely.

Curandril's Rings

The greatest of the artificers was Curandril, Elf smith of Brilmar, who wrought the Elemental Rings which give the wearer control over the elements. Nendil and Gondrim had such control over the elements of earth and water that they allowed the wearer to bypass rivers and pits.

Normellon	+30 vs fire (Firefriend)
Sulandir	+30 vs gas (Windwanderer)
Nendil	Waterwalking (Lover of Water)
Gondrim	Pitwalking (Stonemarch)
Firearmour	+20 chainmail, +20 vs fire (special)
Lightarmour	+20 chainmail, +20 vs Ltng (special)
Curandril's Ring	+20 (Ring of Battle)

Also noteworthy is Baglin Axemaker, a Dwarven smith of great renown whose skill in weaponcraft was unrivalled. The great axe, Orcruth, is said to be capable of slaying any Orc with a single blow.

Orcruth	+30 Orcslaying Battleaxe
Baglin's Blade	+10 Orcslaying Battleaxe
Norbane	+10 Dragonslaying Broadsword
Lokrist	+0 Dragonslaying Longsword

Sulrandir the Great was an Elf mage whose specialty was enchanted wands. He focussed and bound much power into these items, and their ability to cast the combat spells of old persists, even since the arrival of the Watcher.

Firefinger	+20
Lightfinger	+20
Firehand	+40
Lighthand	+40
Firefist	+60
Lightfist	+60
Firehammer	+80
Lighthammer	+80
The Hand of Sulrandir	+100 fire
Sulrandir's Fist	+120 lightning

Feadil's Armor

An artificer of great repute was Feadil, who specialized in the crafting of armour. While chainmail was his preferred medium, his greatest works were in dragonskin, which bestowed upon the wearer all the defensive advantages of the Dragon without the social drawbacks which being a Dragon usually caused.

Dragonskin Armour	+0 Dragonskin
Feadil's Bladewall	+20 Dragonskin
Bladebane	+30 chainmail
Bowbane	+25 chainmail shirt

The Gems of Maleldil

The third most famous Elven smith was Maleldil, the finest worker of the power of gems. Her greatest piece was the Diamond Star, a talisman which gave the wearer total immunity to the effects of fire. It is, alas, believed to have been destroyed by the Dragon of Mount Fang, who feared its power. The Ruby Star, its lesser sister, still exists for certain.

Diamond Star
Ruby Star
Emerald Star
Sapphire Star
Maleldil's Gem

+100 to fire resistance
+20 to fire resistance
+20 to gas resistance
+20 to lightning resistance
+15 to all magic

Warranty

Arena Entertainment warrants the Battlemaster cartridge to be free of defects in material and workmanship for 90 days from the day of purchase. Warranty applies to original purchaser only.

Should a defect occur within that period, Arena will repair or replace the defective cartridge. Return the cartridge to Arena, along with proof of purchase, for a full refund. This warranty does not cover defects caused by negligence, accident, improper use, tampering or normal wear and tear.

Arena's software program is sold "as is," and is not covered by this warranty. Arena Entertainment is not liable for any damages resulting from use of this program.

Should you need to replace a defective cartridge after the 90-day period has expired, send the cartridge, a statement describing the defect, your name and address and a check or money order for \$20.00 to:

Arena Entertainment
2061 Challenger Way
Alameda, CA 94501

To discuss the product with an Arena representative, call 415-522-3571 during regular business hours, Pacific Standard Time.

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