

RASTAN[®]



SEGA[®]

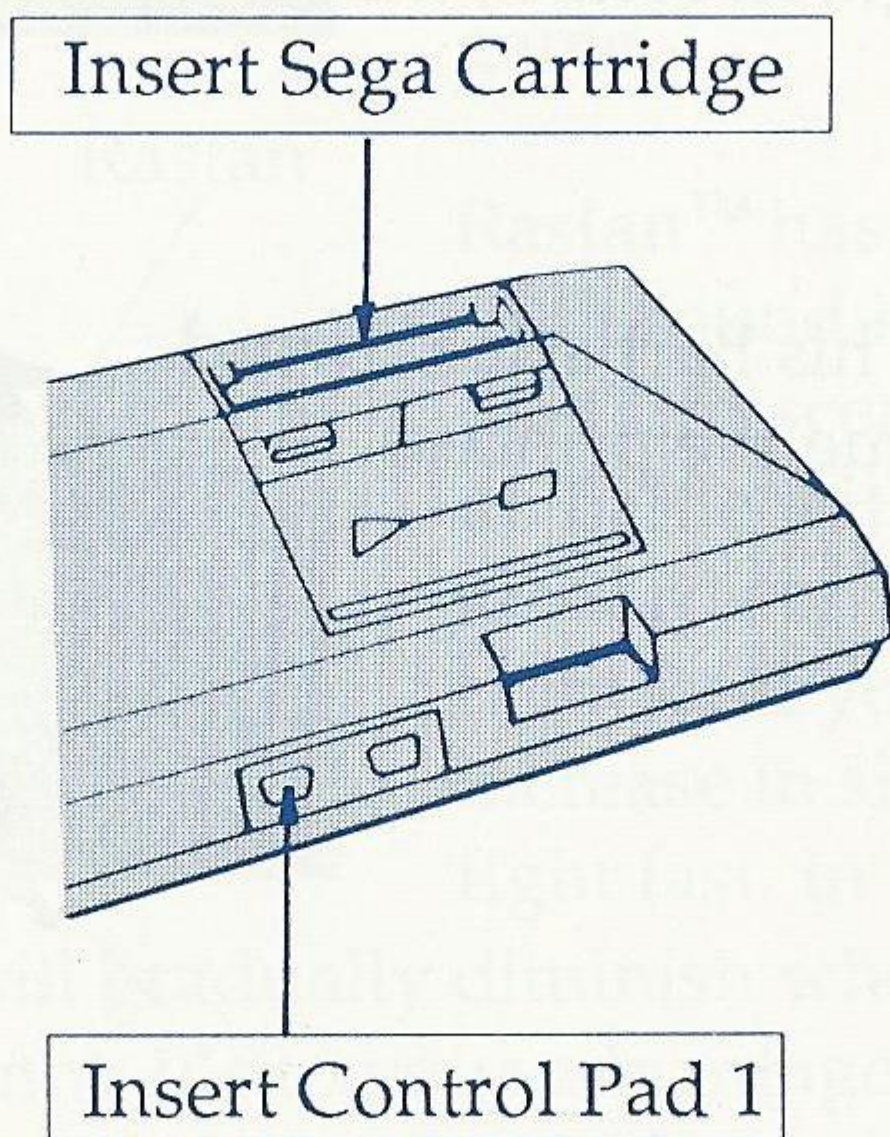
Journey into the dark lands of Semia where no man dares to tread. A princess has been kidnapped. If you rescue her, untold riches will be your reward. But you're a barbarian . . . a master of cold steel! And who really controls your destiny?



Loading Instruction: Starting Up:

- 1) Make sure the power switch is OFF.
- 2) Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
- 3) Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
- 4) At the title screen, press Button 1 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega cartridge.



Rastan™

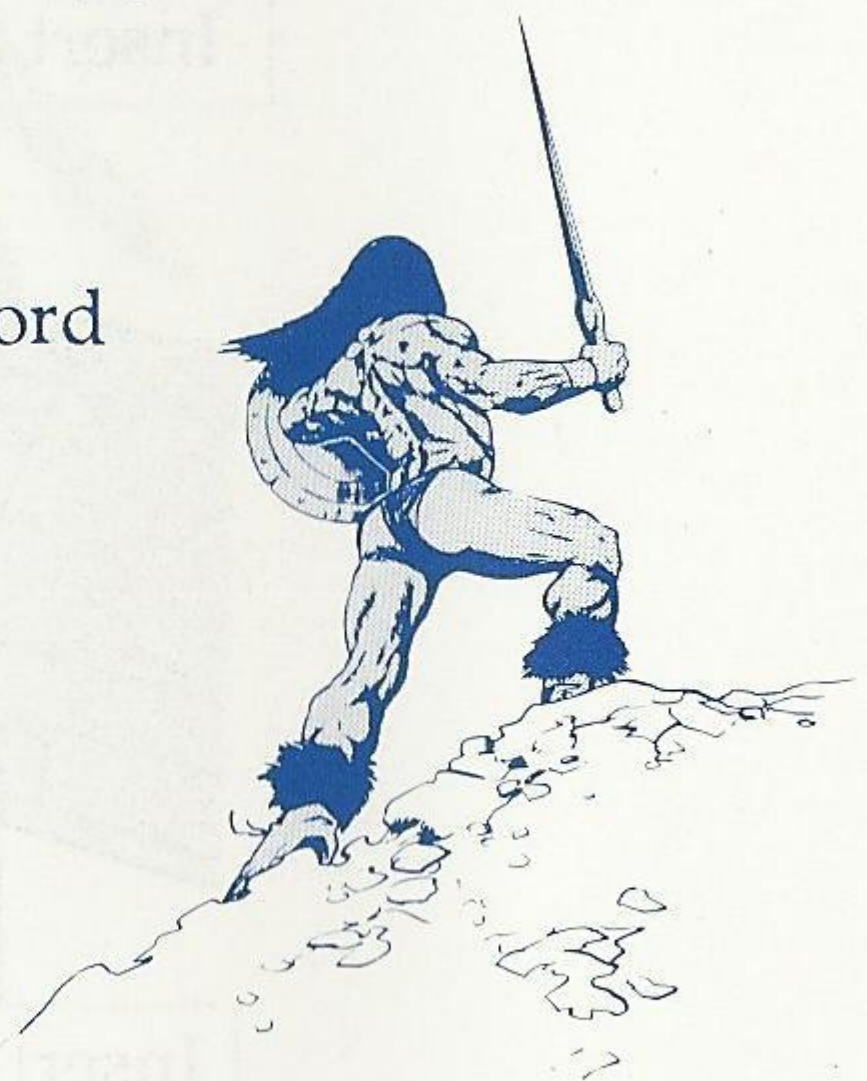
This is the story of a barbarian who battled destiny with cold steel . . . and won.

His name was Rastan. He was a bounty hunter by trade, in a savage land ruled by cutthroats and villains. Rastan was a giant of a man with muscles of iron and the scars of many a bloody battle. It was known by all that where Rastan strode, death was soon to follow.

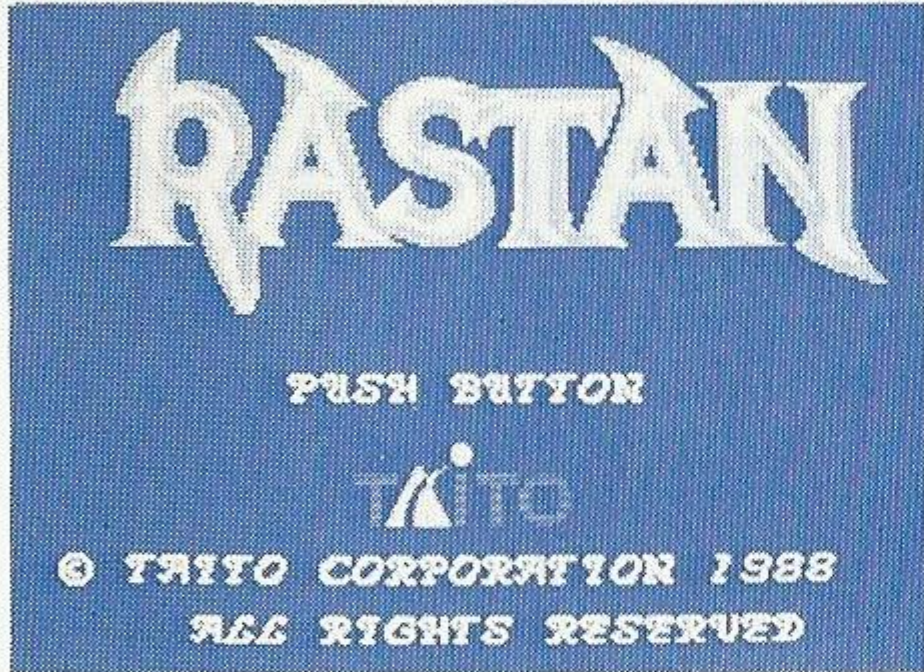
But not even the seers with their rune stones could see what fate held in store for Rastan. One thing was certain. Rastan would let no man . . . or God . . . control his destiny!

It began when the king called him to the royal courts. He asked Rastan to rescue his daughter. She was being held in the darkest reaches of Semia; a region where even the foulest thieves feared to go. In return, the king promised Rastan untold riches!

Rastan sharpened his Barbarian Sword and set out to rescue the princess. The rest is history

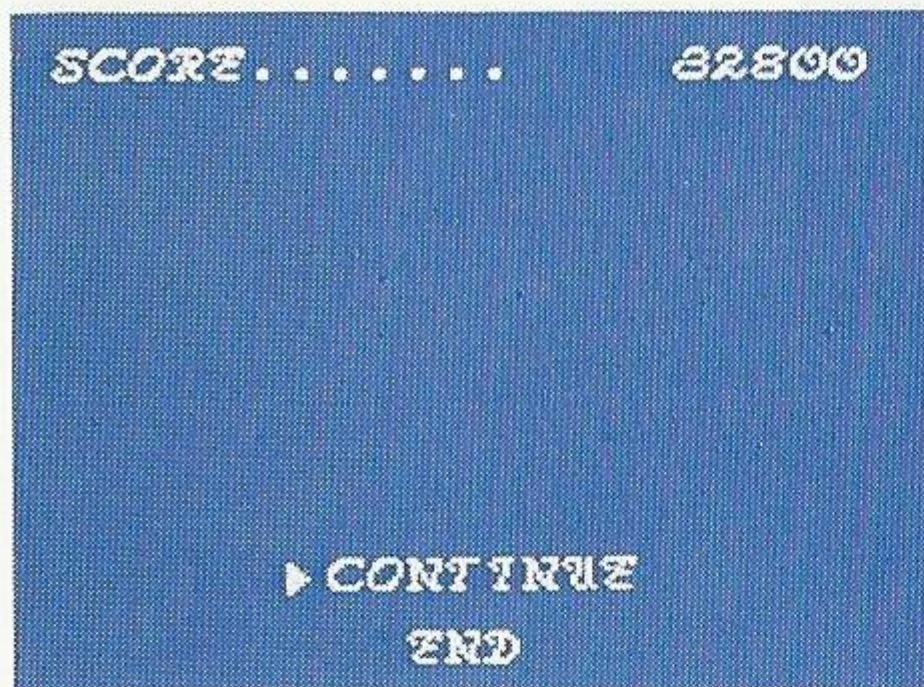


Getting Started



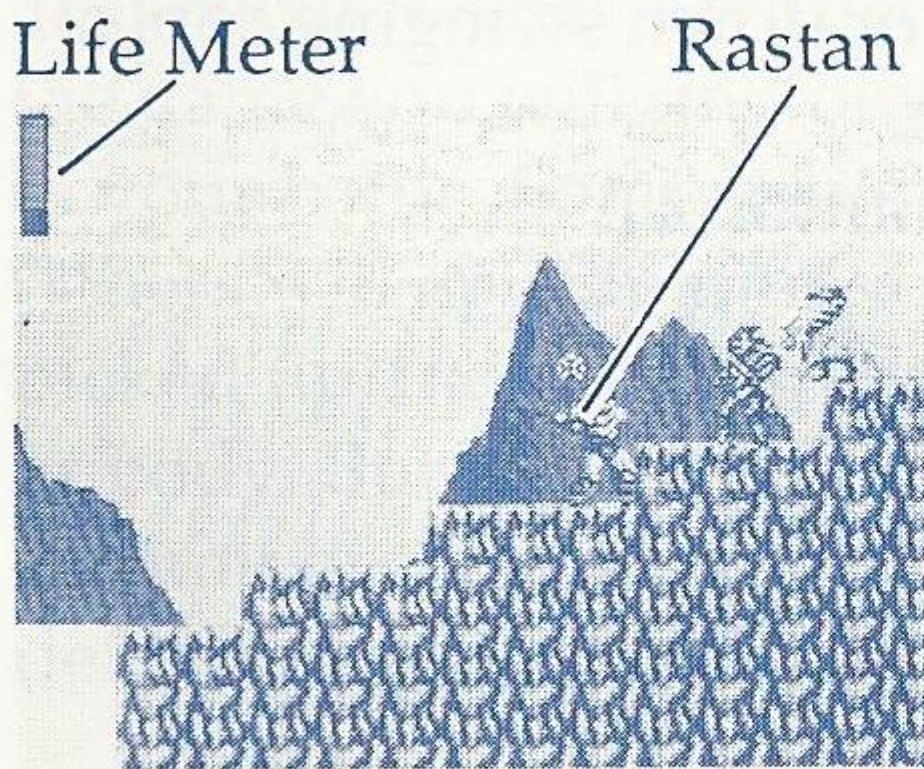
Rastan™ is a one player game. To begin, insert the cartridge in your Sega Power Base and press the Power Button. When the title screen appears, press the Start Button.

You begin Rastan™ with three lives. When the game is over, you have these options:



CONTINUE: This will put you back into the game at the beginning of the last round you played. You can continue three times.

END: This will bring you back to the title screen for a new game.

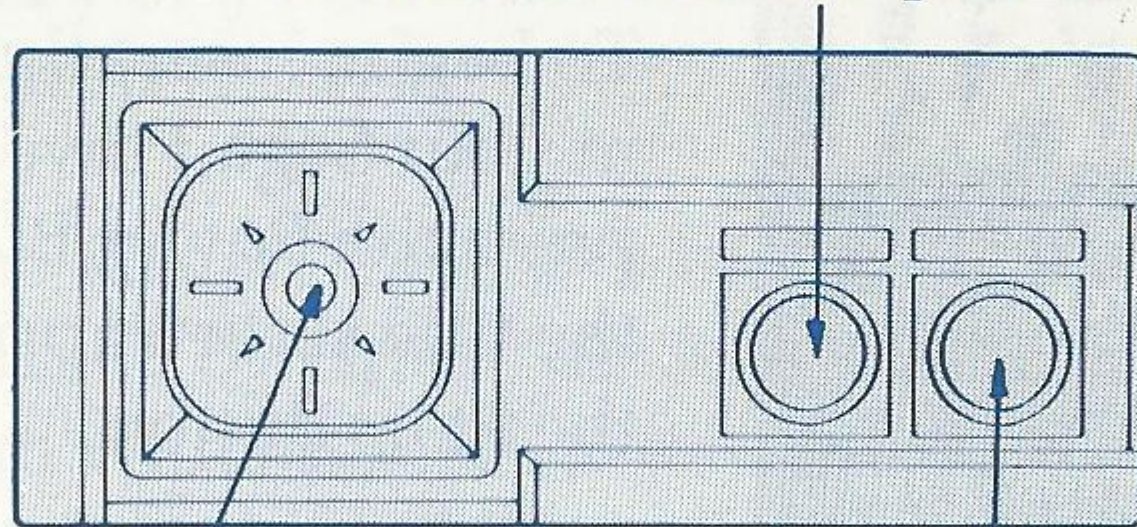


Rastan™ has seven rounds. Each round has three scenes. In the third scene you will have to do battle with one of the minion lords of Semia. Defeat them, and your life meter will increase in size. But you must fight fast. In the third round

your life meter will gradually diminish whether you are hit by the enemy or not. It's to your advantage to find their weak spot and defeat them as quickly as possible.

Taking Control

Press Button 1 to operate weapons.



Directional Button
(D-Button)

Press Button 2 to jump.

The Directional Button moves Rastan in eight directions.

UP: To climb ropes. High jump (with Button 2).
Attack (with Button 1).

DOWN: To kneel. To climb down ropes.
(NOTE: You cannot climb up or down swinging ropes).

LEFT: To move left. Attack (with Button 1).

RIGHT: To move right. Attack (with Button 1).

DIAGONALS:

Jump in that direction when used with Button 2.

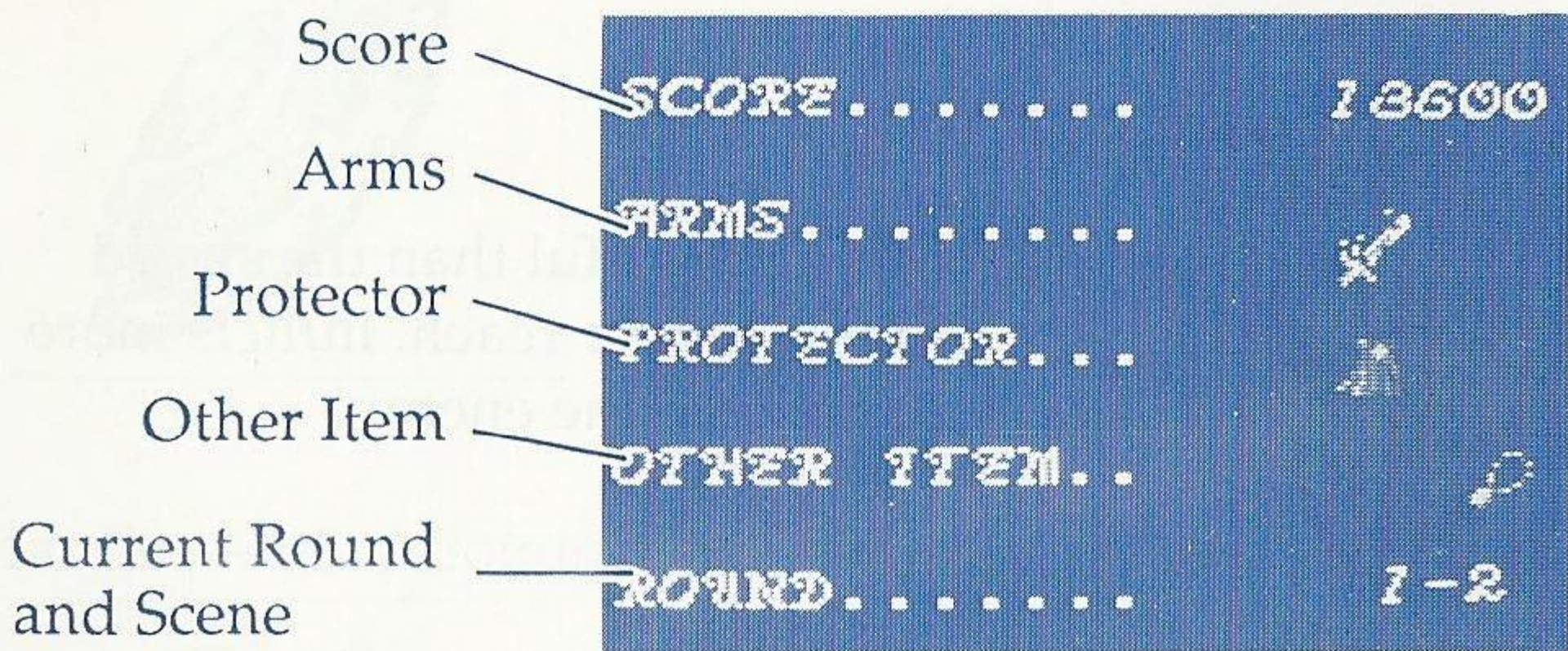
COMBINATIONS: Press Button 2 to jump.

Then press Button 1 and DOWN on the D-Button.

Rastan will attack from above!

SubScreen

If you press the PAUSE Button on your Power Base during game play, you will access a subscreen showing your inventory and score.



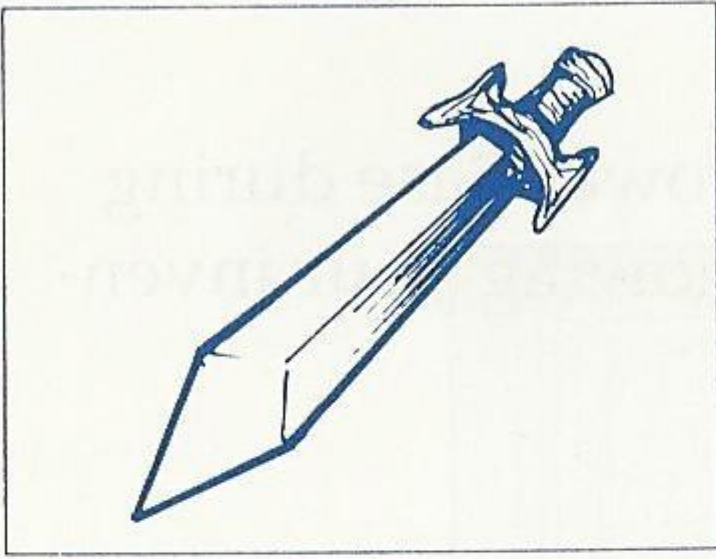
Items

You begin Rastan™ with a Barbarian Sword. In the course of the game you will find other weapons and items to help you in your battle. Some items can be found just by looking. Others will appear after you defeat an enemy. Items can be picked up and used by touching them with Rastan's sword or body. But remember that they only last for a limited amount of time. There are three kinds of items; offensive, defensive and special.

Offensive Items

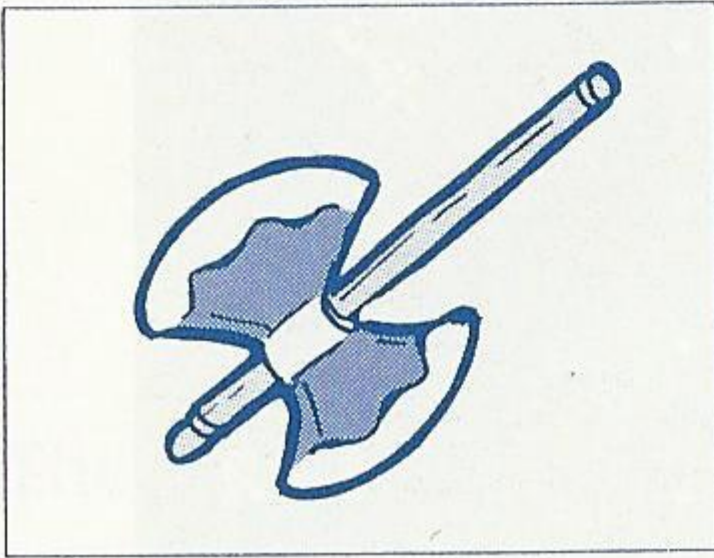
You will gain extra points by obtaining and using these items.

Barbarian Sword — 0 Points



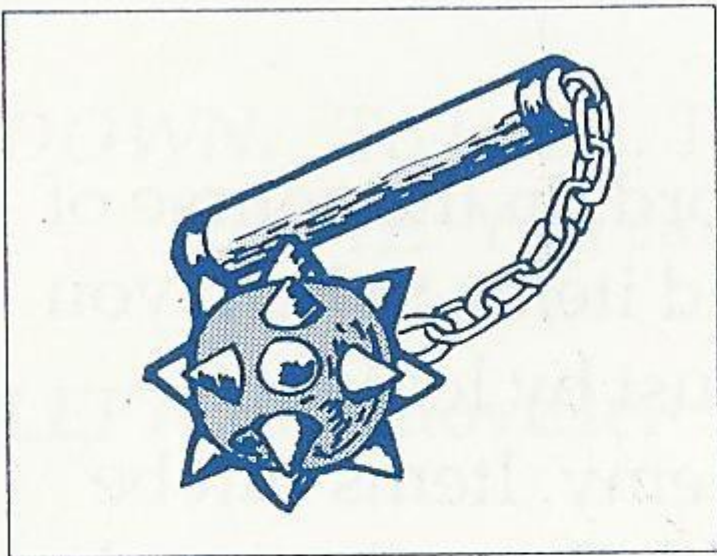
This is the sword Rastan has in the beginning of the game. When other items are used up, Rastan will still have this sword to use.

Battle-Axe — 200 Points



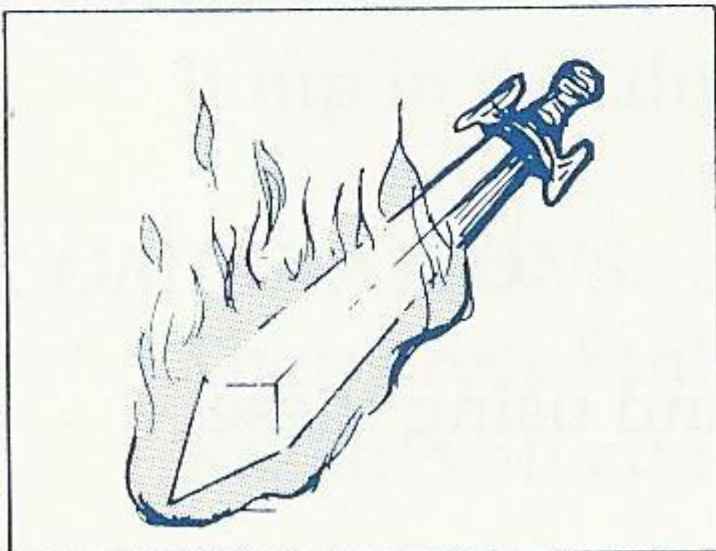
More powerful than the sword with a longer reach. Inflicts more damage to the enemy.

Mace — 300 Points



Has a much longer reach. The damage inflicted to the enemy is the same as the Barbarian Sword.

Fire Sword — 0 Points

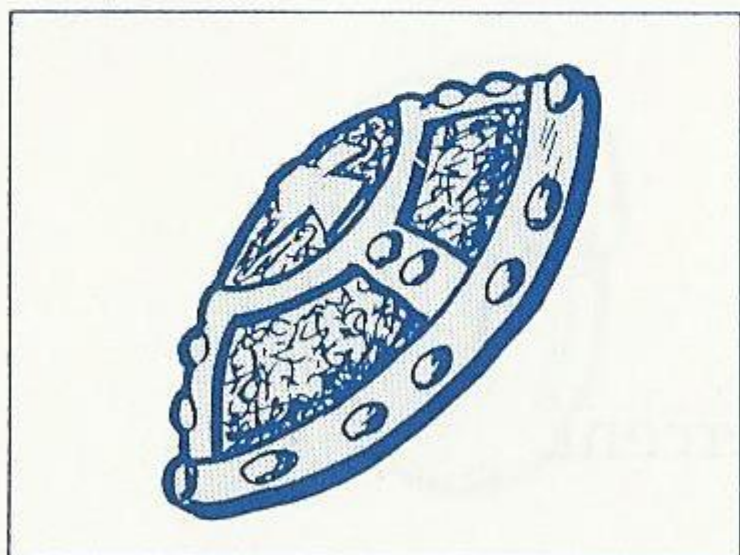


The most powerful weapon. The sword has increased attacking power and shoots deadly balls of fire at the enemy!

Defensive Items

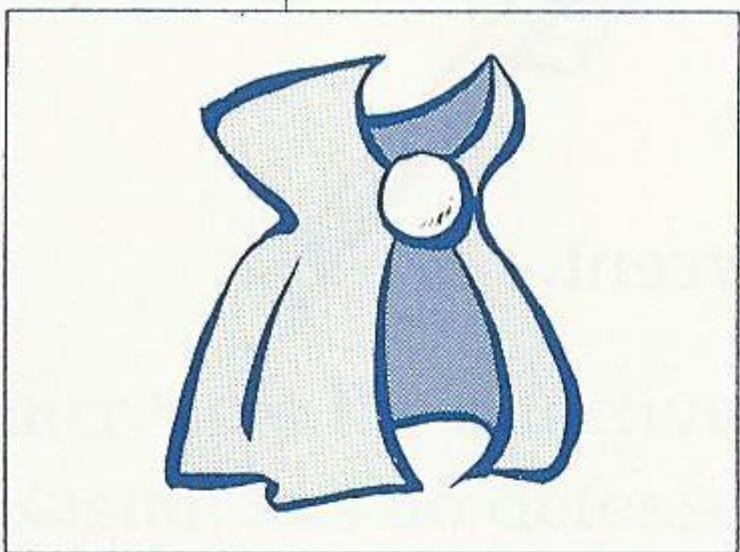
These items either increase Rastan's defensive strength or reduce the damage done by enemy attacks.

Shield — 1,000 Points



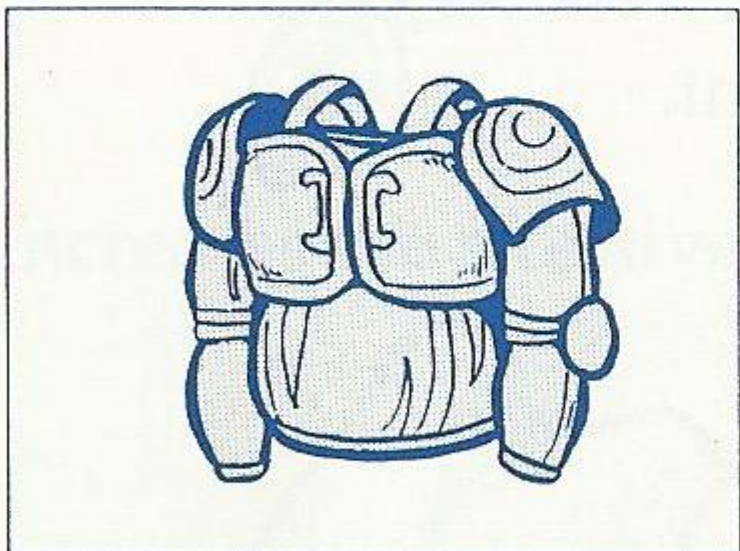
Reduces damage inflicted during enemy attacks by $1/2$.

Mantle — 1,500 Points



Damage inflicted by touching the enemy is reduced by $1/2$.

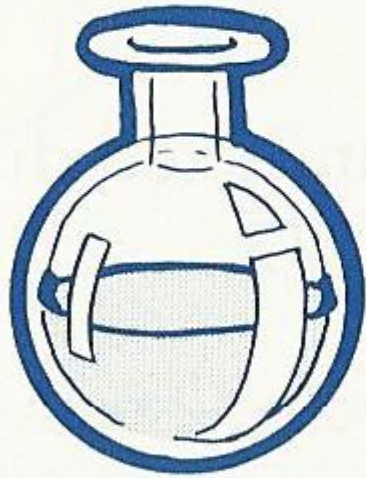
Armor — 2,000 Points



Armor reduces the damage inflicted by both enemy attack and touching the enemy by $1/2$.

Special Items

These items can be picked up by touching them with Rastan's body.



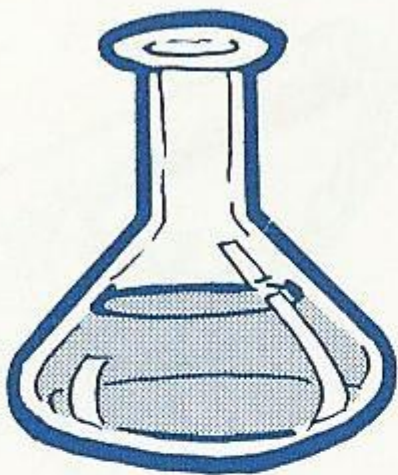
Medicine 1
1,000 Points

(Blue) Rastan's life is recovered by 16 percent.



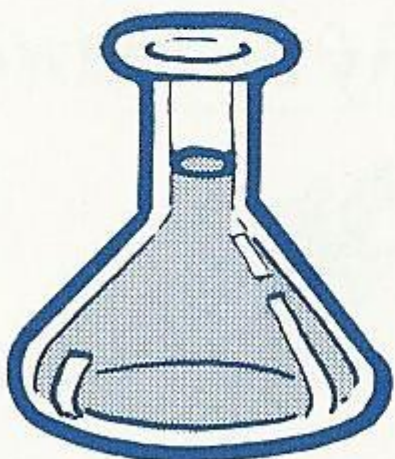
Medicine 2
2,000 Points

(Blue) Rastan's life is recovered by 32 percent.



Poison 1
10,000 Points

(Red) Rastan's life is reduced by 8 percent.



Poison 2
20,000 Points

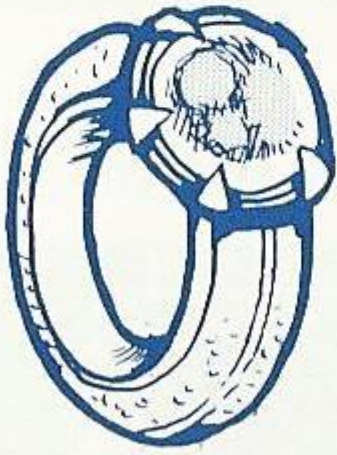
(Red) Rastan's life is reduced by 16 percent.



Golden Sheep

1,000 Points

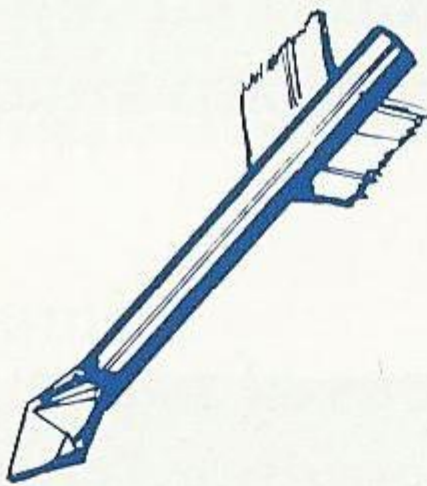
Rastan's life is fully recovered.



Ring

1,500 Points

Doubles point totals until the effect disappears.



Rod

2,000 Points

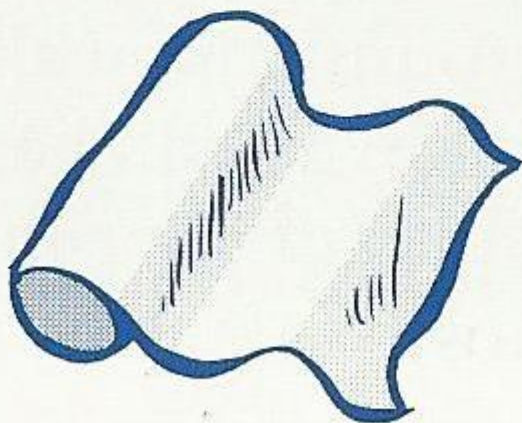
Increases the effective time of Rastan's defense items. If Rastan has no defense items, he will only get the point total.



Necklace

1,000 Points

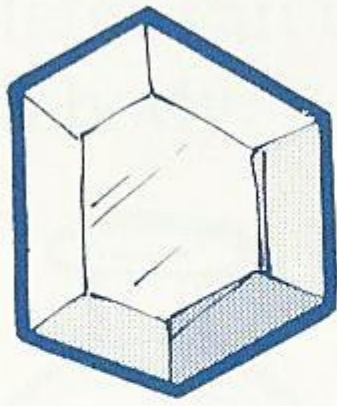
Increases the effective time of Rastan's offensive items.



Cloth

0 Points

Destroys all enemies on the screen.



Jewelry

Blue: 1,000 Points

Pink: 2,000 Points

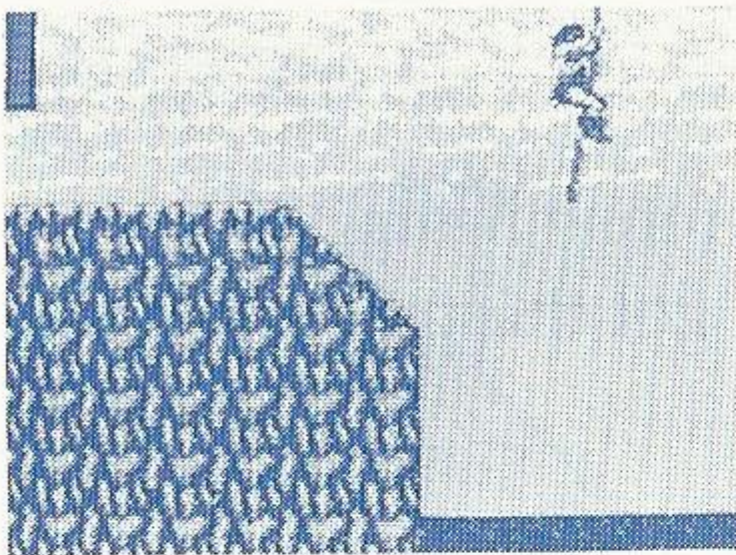
Red: 3,000 Points

Pick these up for added points.

Obstacles

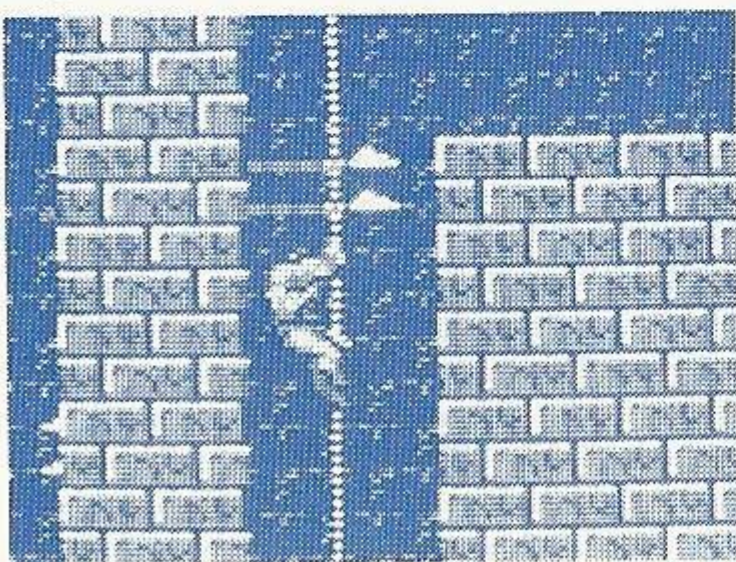
You will find many traps and obstacles in your journey through Semia. Some you can even use to your advantage.

Ropes



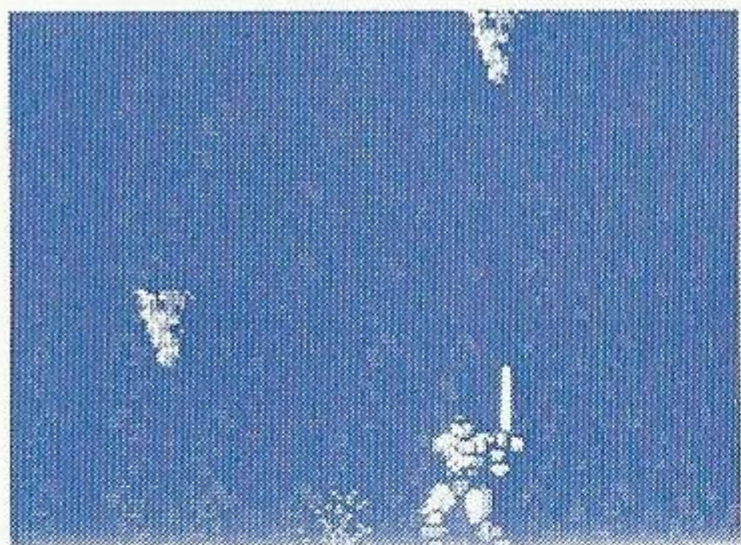
There are two types of ropes: stationary and swinging. You can climb up and down stationary ropes and use your weapons while climbing. On swinging ropes you can use weapons, but you cannot climb.

Spears



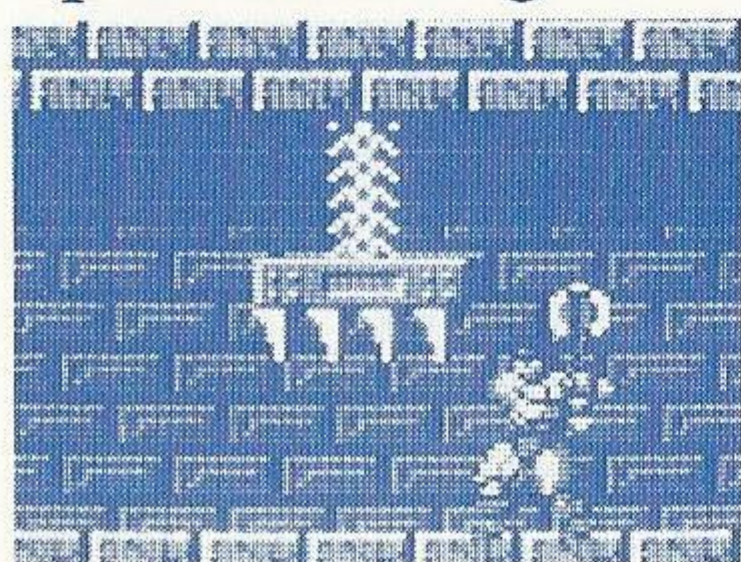
Spears can appear without warning from the ground and walls. If they touch Rastan, he will be wounded and part of your life meter will be lost.

Icicles



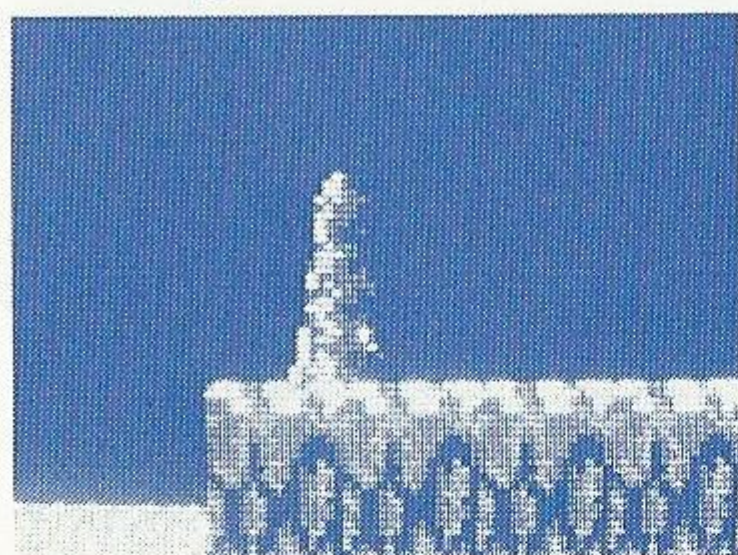
Icicles drop from ceilings and shatter. They will inflict damage if Rastan touches them or the shards.

Spiked Ceiling



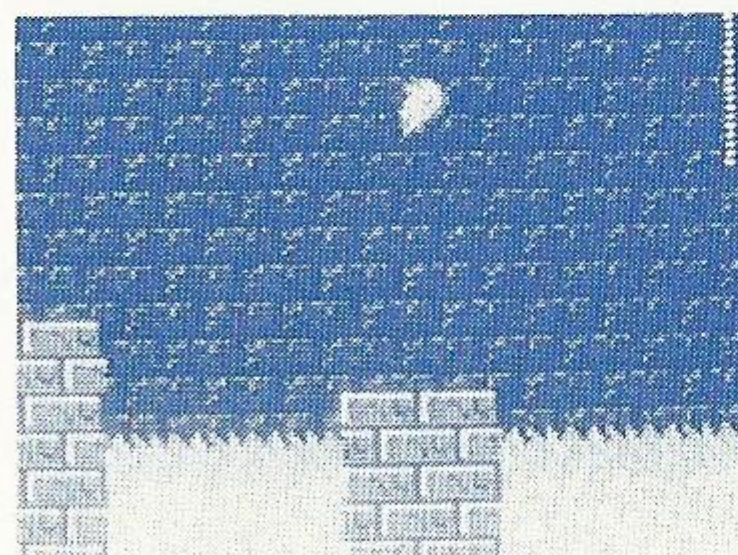
Spiked Ceilings continually rise and fall. You can crouch under them safely. But stand and you will be spiked . . . hard!

Stalagmite



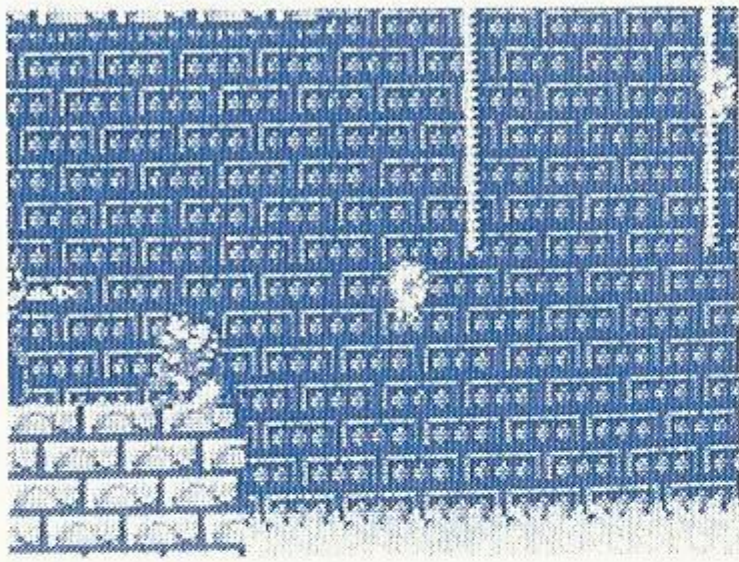
They stick up from the ground. If Rastan touches them, he will be injured.

Fire Columns



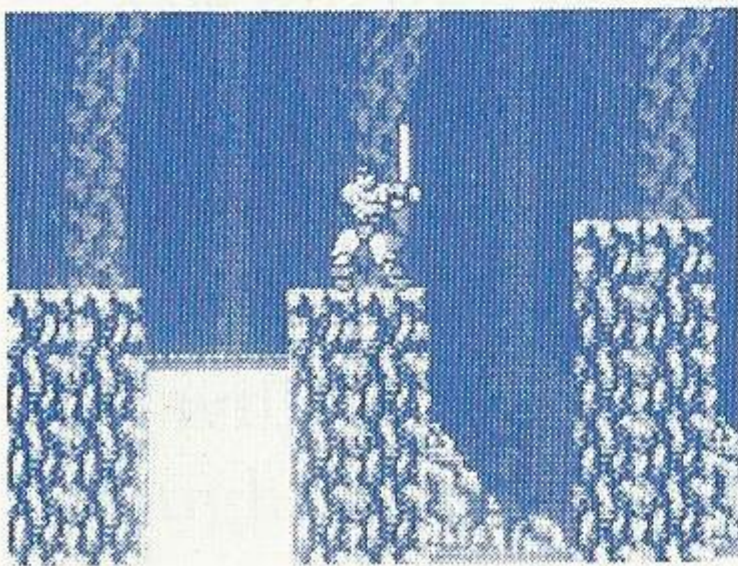
There are three kinds: Those that move straight up, to the left and to the right. They are very hot and will cause damage.

Fireballs



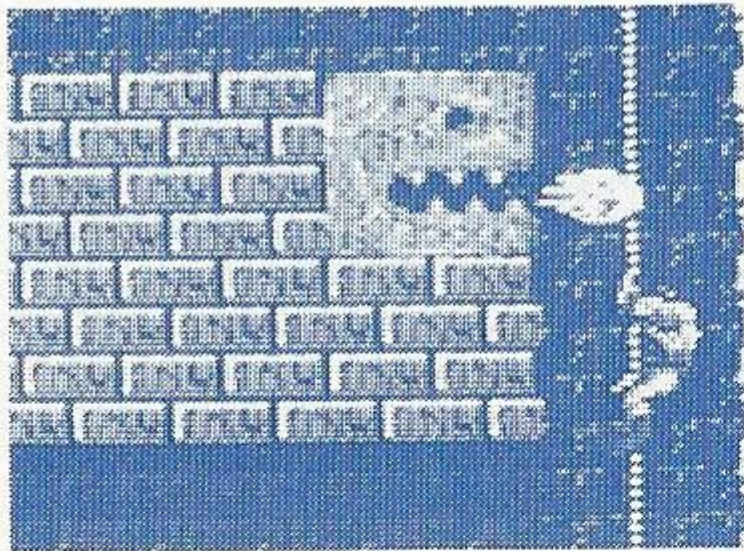
Shoot from lava pools a short distance before falling.

Water



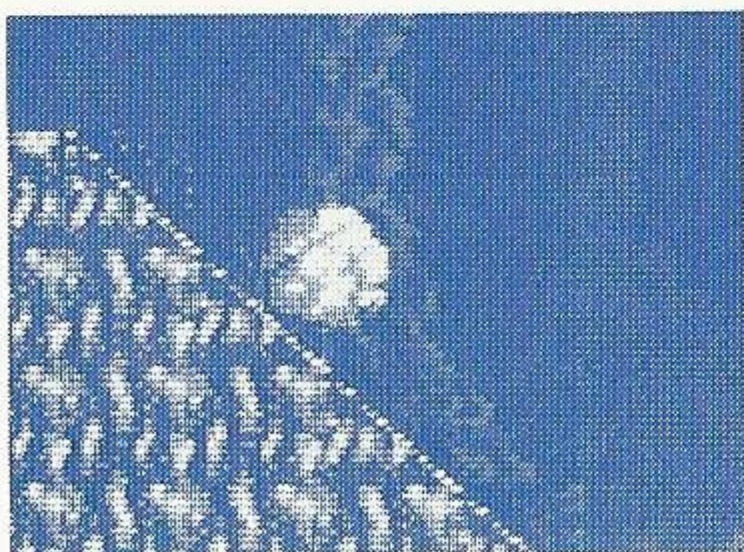
The Water of Semia is poisonous. If you touch it, you will be injured.

Face Rocks



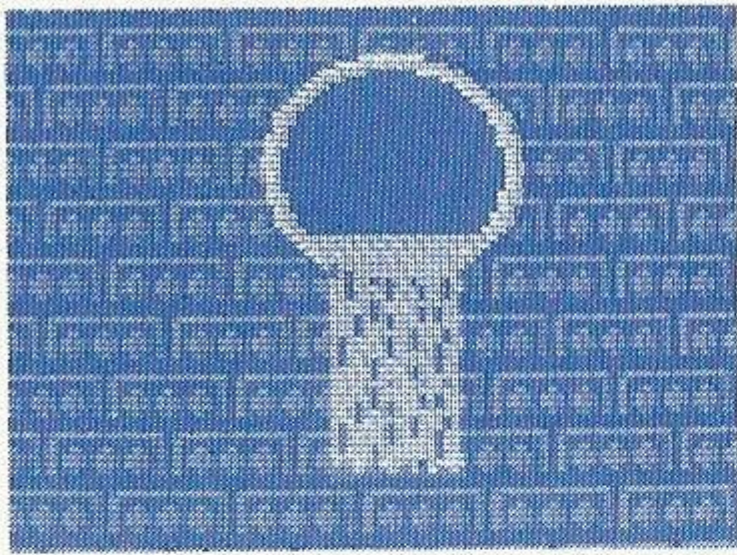
Face Rocks shoot fireballs that will injure if they touch you.

Boulders



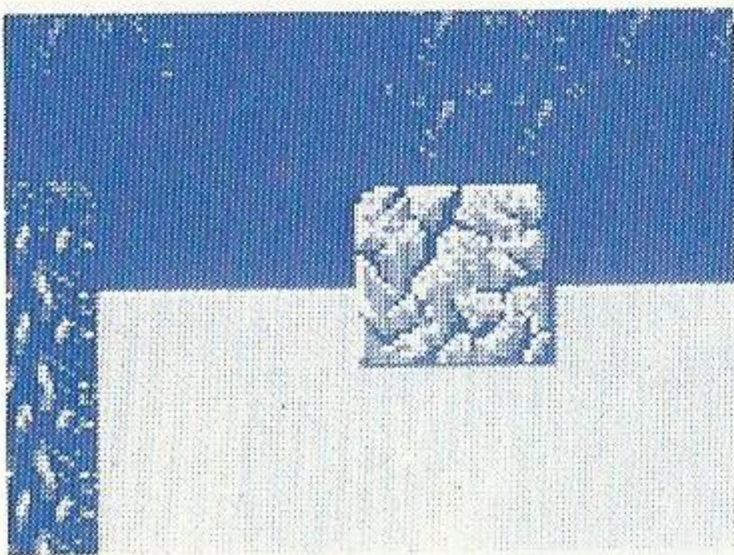
Boulders drop from the ceiling and then roll along the ground. They can crush you.

Muddy Waters



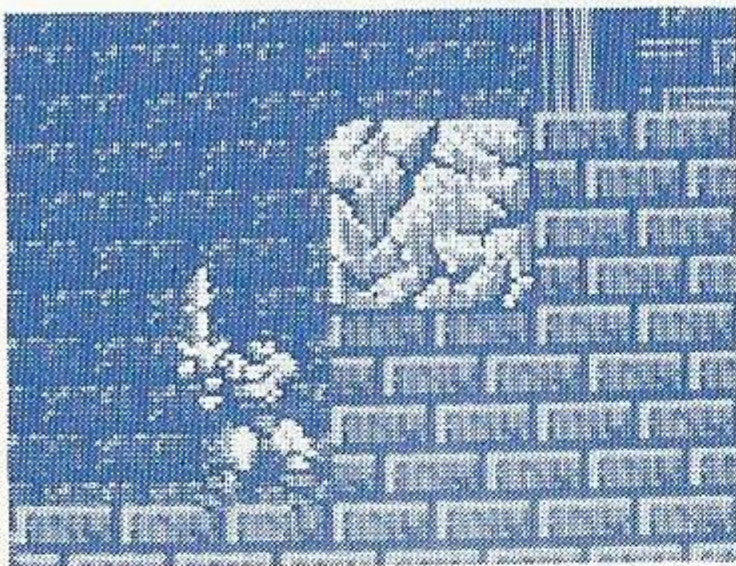
Falls from the ceiling or spills from the pipes. It is even more poisonous than Semia's Water.

Floating Rocks



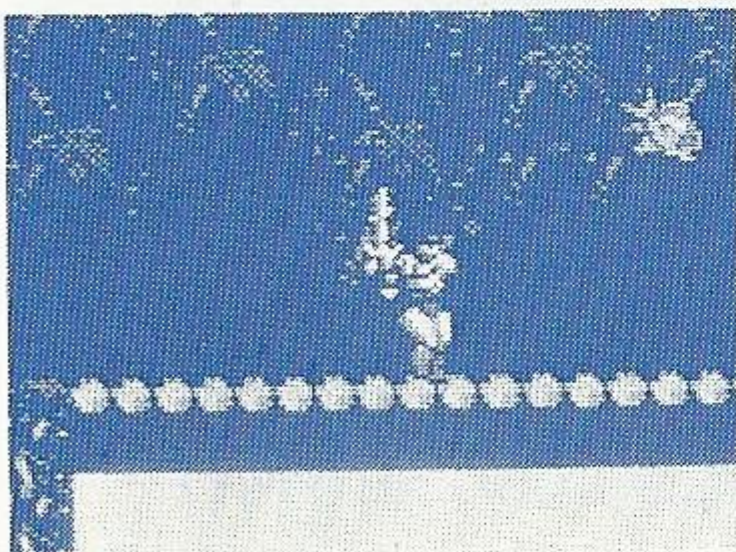
These rocks rise and fall in the water. When they are above surface, you can stand on them with no damage. But if they go below the surface, you will be injured.

Destructible Stone



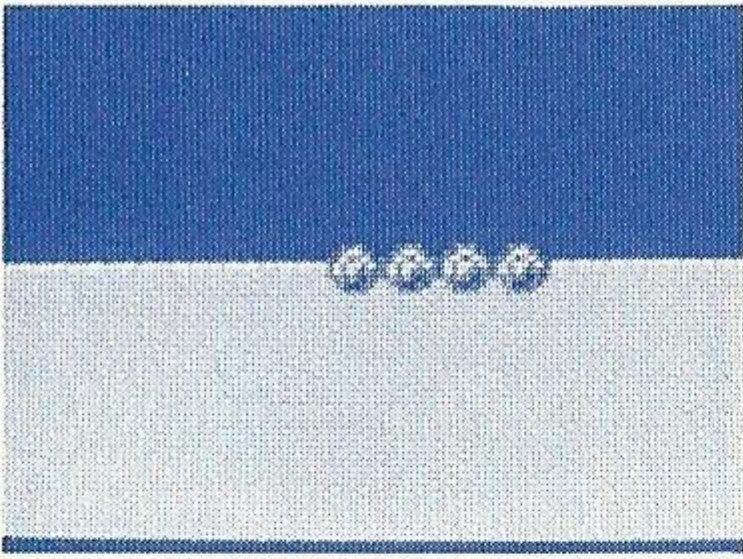
You can shatter these rocks with a blow from your weapon.

Wooden Bridges



You can cross some wooden bridges safely. But others will collapse when they feel your weight!

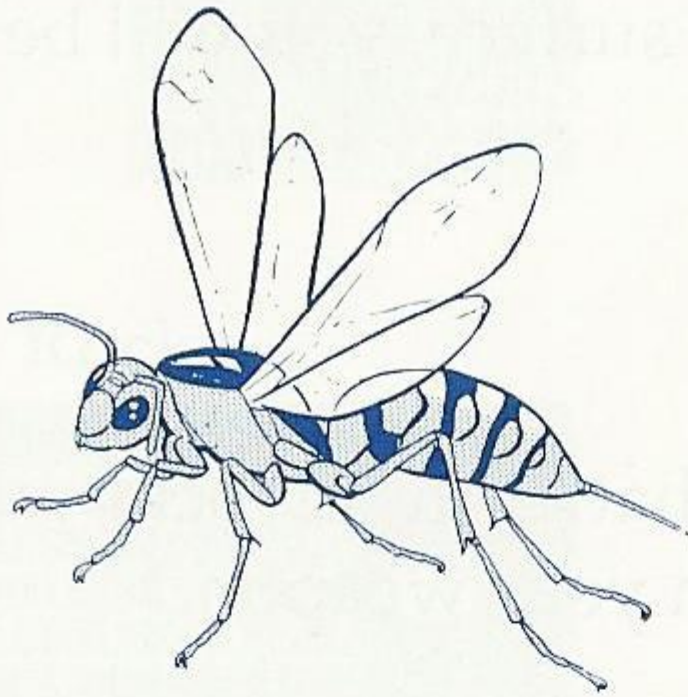
Rafts



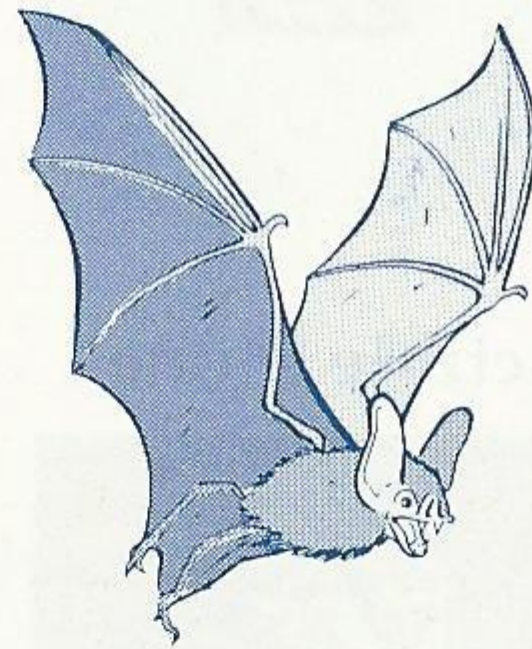
Rafts move left and right across the water. You may ride them safely.

Know Thine Enemy

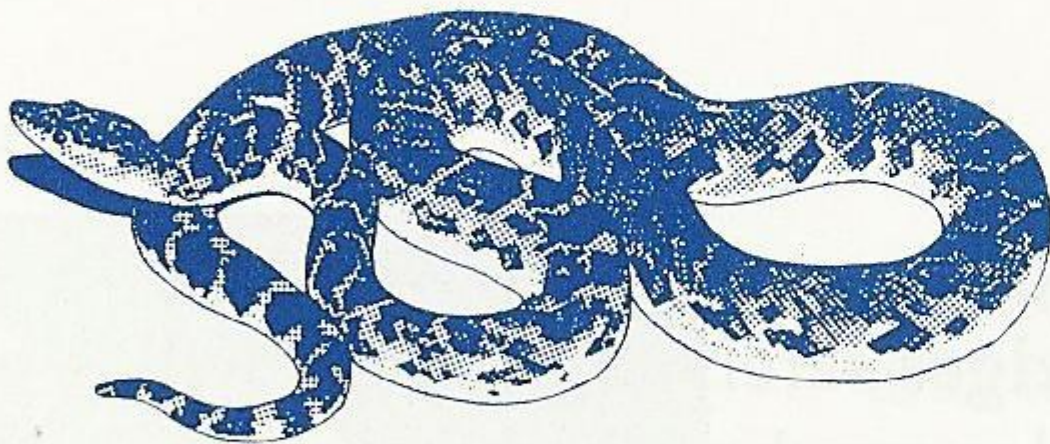
These are the creatures you will find in the dark lands of Semia.



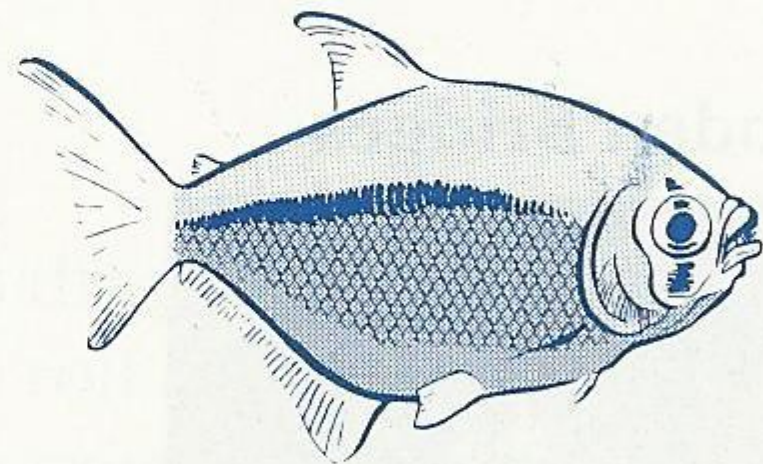
Bee: 200 Points
Attacks when approached.



Bat: 100 Points
Attacks at nightfall
from all directions.



Snake: 200 Points
Fast Moving. Often
dropped by Gorgons.



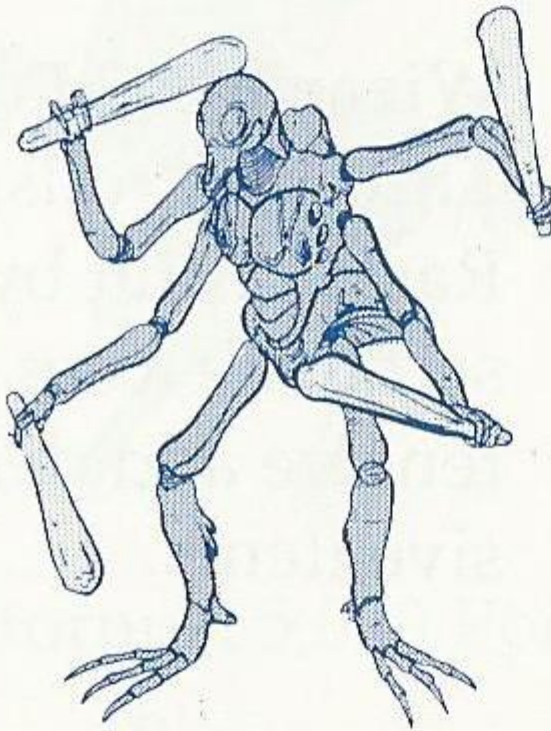
Flying Fish: 0 Points
Leap from the water.



Gardis: 300 Points
Attacks with swords.



Swordthings: 400 Points
Attacks with swords.



Mantis: 200 Points
Throws knives high and low.



Axethings: 800 Points
Attacks by throwing axes.



Harpie: 500 Points
Hovers in the air, attacks . . .
and then escapes.



Macethings: 700 Points
Attacks with a mace. It at-
tacks from longer distances
than the Swordthing.



Kemmler: 300 Points

When Rastan approaches, Kemmler attacks with fireballs!



Meduza: 500 Points

When Rastan approaches, Meduza attacks by spraying poison gas.



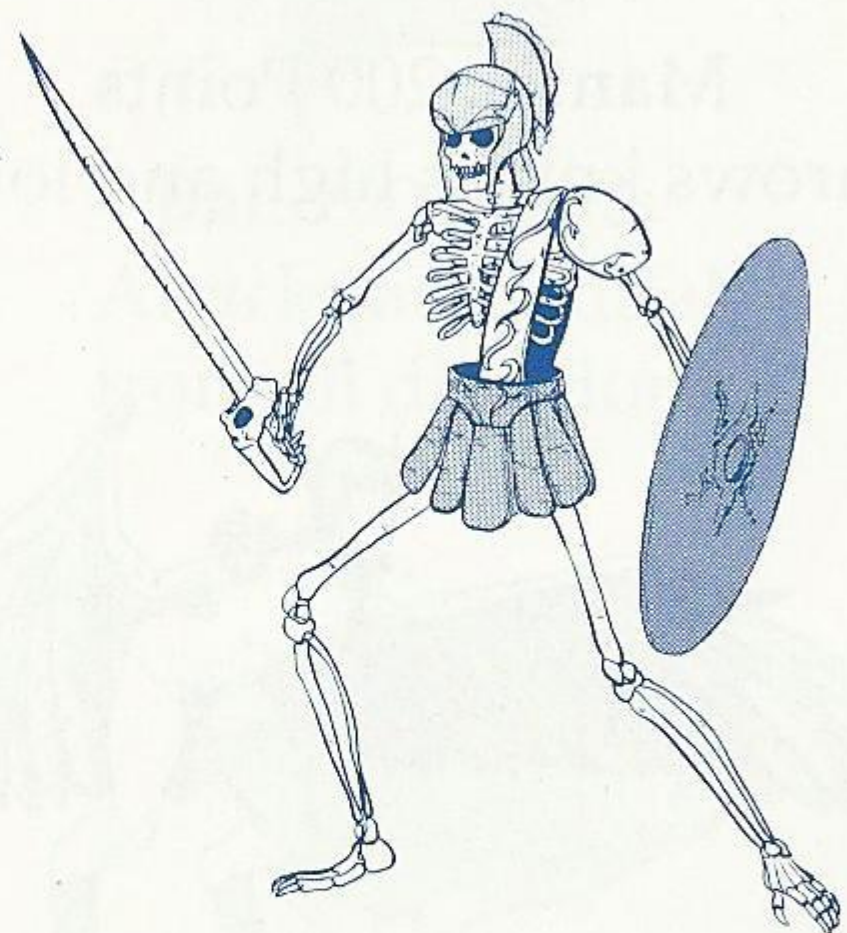
Gorgon: 700 Points

Flies through the air dropping poisonous snakes.



Wizard: 800 Points

Throws scrolls. If Rastan is hit by a scroll, he loses offensive and defensive items.



Spartoy: 900 points

Attacks with a sword. When approached, it disappears into the ground.

The Evil Lords of Semia

You will encounter these creatures at the end of each round. You must defeat them to advance to the next round.



Kentorous: 5,000 Points



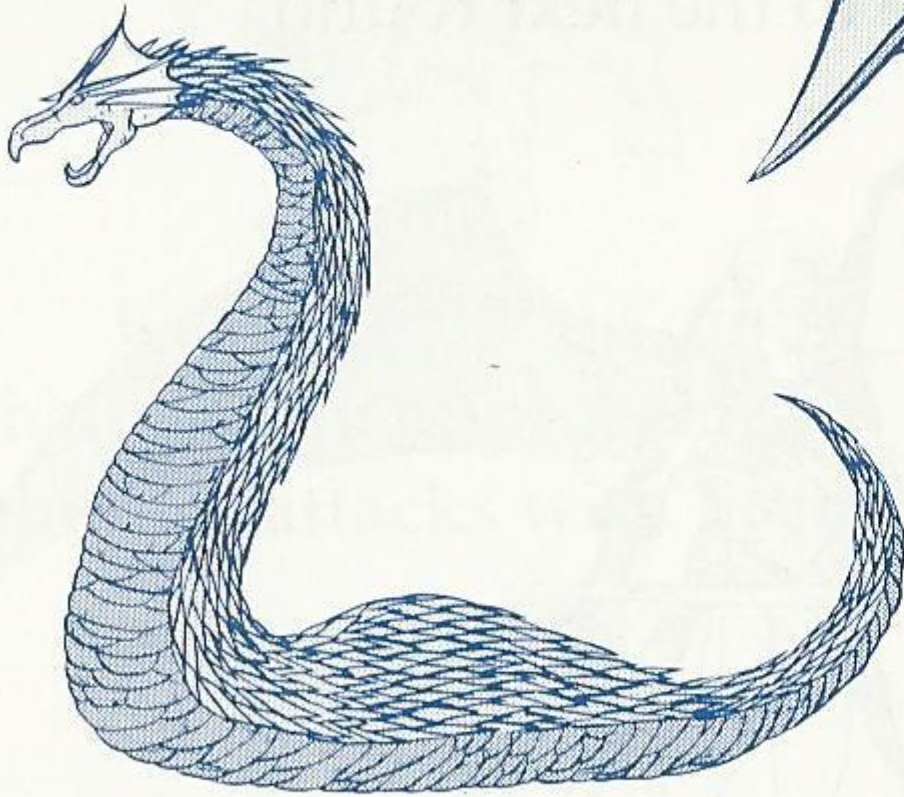
Slayer: 10,000 Points



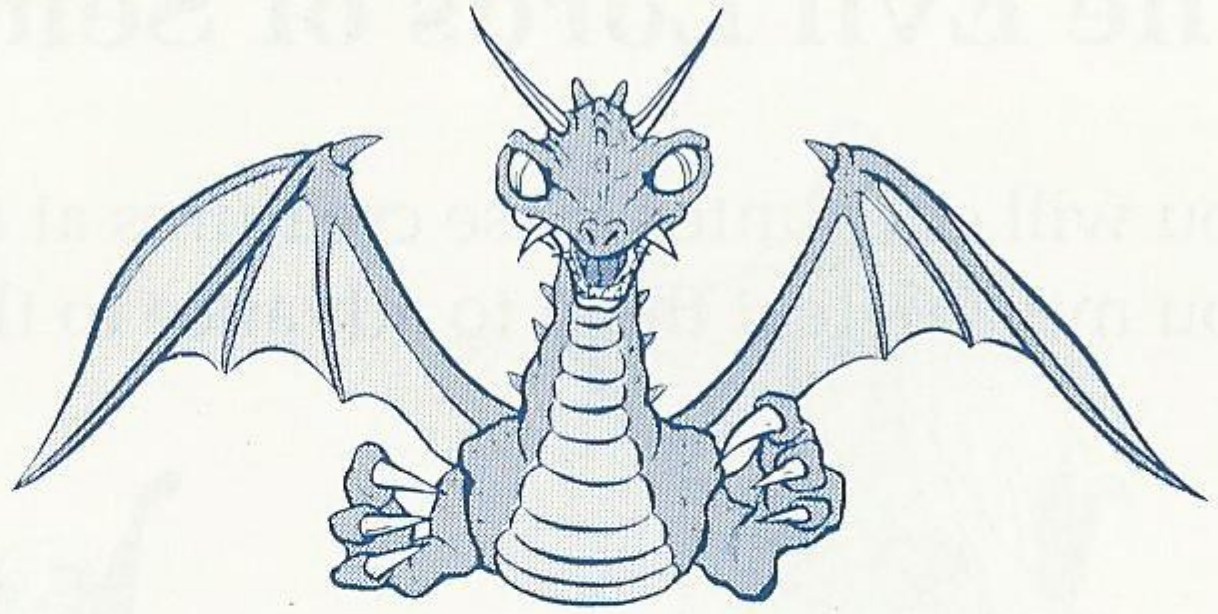
Aryous: 20,000 Points



Shukumas: 15,000 Points



Fedorak: 25,000 Points



Read Dragon: 30,000 Points



Dragon ?

Helpful Hints

- Fight the lords of Semia as quickly as possible. The air in their chambers will cause your life meter to run out whether they are hitting you or not.
- Master the technique of cutting from above. Few enemies can defend against this type of attack!
- Shattering destructible stone can often lead to interesting surprises.
- Try to get through an area before nightfall comes. At dark, the smaller, more dangerous creatures can harass you to death.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

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

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

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

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Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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