

MVS[®]

MULTI VIDEO SYSTEM



NEO•GEO IS A TRADEMARK REGISTERED BY SNK.

SNK CORPORATION

MAGICIAN LORD • USER'S MANUAL

Magician Lord



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...

[ATTENTION]

- This product can only be used on the NEO GEO MVS System.
- Do not disassemble!!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

[MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.
Do not shut off the main switch!
- Keep water and dust away from the connector of the NEO-Geo memory card.



•DIABLO
[BOSS ON STAGE 6]



•LEVIATHAN
[BOSS ON STAGE 3]



•CYCLOPEAN
FIREBREATHER
[BOSS ON STAGE 1]

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SAVE & LOAD

Memory Card is used
for saving & loading

(SAVE)

Insert Memory Card into the
Hardware before starting game
and it will automatically save
the game play 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.

● 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

● ENEMY CHARACTERS



●STAGE 7 GUL AGIEZE

Hero goes to the top of the tower where Gul 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 Gul Agieze.



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

Little light will remain in the people's hearts as time passes as the world of the NEW MAGICAL WORLD.



●GAME SCREEN



■DISPLAYS ON GAME SCREEN

①ELEMENT GAUGE

It displays the elements he took. The right element moves to the left when the hero takes a new element. New element will be on the right.

②LIFE GAUGE

It displays the current life of the hero. The normal level is 4, when he transforms, it changes to 8. If he gets damage, he loses 1 gauge. If the gauge goes down to less than 4 levels, he changes back to the normal hero. If the gauge goes down to 0, players loses one hero.

③POWER GAUGE

It displays the power of magic he is using. If the hero is damaged by the enemy, he loses a gauge.

GAME CONTENTS

■ 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 diffi-
cult 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.



◁1UP▷

Player can get extra hero.



(BONUS ITEMS)



GOLD CORN
700



GOLD GOBLET
700



TALISMAN
8000



GOLD CROSS
10000



ROD
20000



EMERALD
20000



SWORD
20000



GREEN CRYSTAL
8000

FEATURE

■ EACH FEATURE

CHARACTER	ATTACK	JUMP	ACTION (9-LEVELS)
ELTA	MAGIC	NORMAL	4
SHINOBI	FIRE CIRCLE (POWERFUL)	HIGH	6
POSEIDON	WATER WAVE (EFFECTIVE TO THE GROUP)	NORMAL	1
RAJIN	EMIT THUNDER (DESTROYS THE ENEMIES WHICH HANG AROUND THE HERO)	HIGH	4
SAMURAI	MAGIC BLADE (PENETRABLE & ROUNDING)	HIGH	5
WATERMAN	WATER BALL (LAST LONG & EFFECTIVE)	NORMAL	3
DRAGON WARRIOR	FIRE BREATH (POSSIBLE DIAGONAL ATTACK)	NORMAL	2

—SAMURAI—

Mix of wind and water elements.
Destroy enemies by the magic power
surrounding his blade.



—POSEIDON—

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



—RAIZIN—

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.



MAIN CHARACTERS

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 the forest.



—WATERMAN—

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



—SHINOBI—

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

Magician Lord

