pier Solar

and the great architects

Instruction manual

water melon
juicy game development for all

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA
VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition; consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsion, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling Your ROM

❈ The Sega Genesis ROM is intended for use exclusively for the Sega Genesis Emulator.

❈ Do not modify, hex-edit or disassemble the rom.

Handling Your Flash Cartridge

❈ The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.

❈ Do not bend it, crush it or submerge in liquids.

❈ Do not leave it in direct sunlight or near a radiator or other source of heat.

❈ Be sure to take an occasional break during extended play, to rest yourself and the Flash Cartridge.

Warning to 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.

Contents

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug Control Pad 1.

2. Make sure the power switch is OFF. Then insert the cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.

4. If the Sega Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.

Genesis Cartridge

Control Pad 1

Pier Solar - The legend is reborn

In the prosperous and peaceful town of Reja live three best friends Hoston, Alina and Edessot

Tragically Hoston's father falls ill and the three are left no choice but to seek out a rare magic herb that can cure him.

The journey won't be easy they'll require courage and wisdom to solve an ancient mystery, it will require them to work together and show what the true meaning of friendship really is.

However curing Hoston's father is only the beginning... An evil force is growing in strength and threatens to sway the balance between good and evil.

Can Hoston, Alina and Edessot stop the threat or will it be the end for their beloved town of Reja...

Take Control!

START BUTTON

DIRECTIONAL PAD
(D-PAD)

BUTTON A

BUTTON B

BUTTON C

Directional Pad (D-Pad)
❇ Moves your party around their surroundings
❇ Highlights selections in menus

Start Button (Start)
❇ Starts the game
❇ Brings up System menu

Button A
❇ Investigates the area in front of the lead character
❇ Opens containers and doors
❇ Initiates and continues conversations (when facing someone)
❇ Makes selections in menus

Button B
❇ Cancel selections in menu and windows
❇ Roll back the action selected during combats

Button C

❀ Makes selections in menus
❀ Brings up In-Game menu
❀ Continue conversations

Notes: If you're using a 6-Button Control Pad the buttons X, Y and Z have no function on this game. The functions of Buttons A, B and C remain the same as described above.

Getting Started

Following the Sega logo is the game introduction. At any time during the intro, press Start until the game menu appears. Three options will appear: CONTINUE, NEW GAME and CREDITS.

Select the desired option and press START to begin.

Continuing a game

You can store up to four games in the memory. To continue one of the games you've saved, select CONTINUIE from the Game menu and press Start.

The game selection menu will appear. Each game displays the player name, the place where it was saved, the time played and the key time. Press the D-Pad up or down to select

Please select a slot:

FONZIE   Time: 00H00M
Place: rejat Keytime: 00001

TULIO   Time: 00H06M
Place: rejat Keytime: 00002

ZABLE   Time: 00H06M
Place: rejat Keytime: 00002

DANIEL   Time: 00H50M
Place: rejat Keytime: 00004

the desired game and press Start to begin gameplay.

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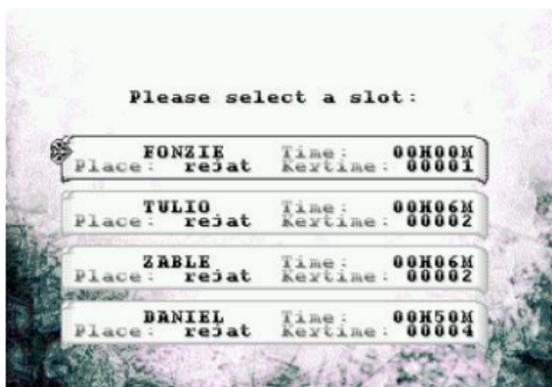
Starting a game

From the Game menu select NEW GAME and press Start. As in continue mode, the game selection menu will appear showing the place where it was saved, the time played and the key time. Use the D-Pad to highlight the game you want to start as new. To avoid a previously started game to be lost, it is required to press Button A and Button C to confirm the selection. Move the D-Pad up or down to select the letters and left or right to change the character position. You can name a game with up to eight characters.

Note: If a new game is started on a game position that previously had a saved game, the previous game will be erased when the player saves the game.

If you want to return to the game menu from CONTINUE or NEW GAME mode, press Button B.

Your Adventure Begins

You begin the game as Hoston, an intrepid botanist student that has a strong passion for his land and for his family and friends. His father has been ill for weeks and it seems he is only getting worse. Hoston is facing a difficult decision as he wants to help his father but his mother don't want to allow him into the dangerous cave where he could find the rare herbs that could cure his father illness.

Guide Hoston through the city of Reja. Meet his friends and explore the exciting places on the surroundings. Can you unlock the mysteries that are just waiting to be revealed?

System Menu

Anytime you're not on the world map or a combat or dialogue situation, press Start to call up the System menu and alter certain aspects of the game play.

Use the D-Pad to select the desired option and press Button A or C. Press Button B at any time to exit the System menu.

AUTORUN: This option is currently disabled.

AUTOPATH: Use the D-Pad left or right to modify this option. When selected (Y) the party will not stop when an obstacle is found during a walk, finding another path automatically.

BGM VOL.: Use this option to set the Background Music volume. 0 is silence and 9 is the maximum volume.

BGM DAC.: Use this option to enable or disable Digital samples used in the songs.

In-Game Menu

You can press Button C to activate the In-Game menu any time you're not in combat or watching dialogue. Use the In-Game menu to check character status, heal injuries, equip your characters for the next battle or check the Note Book. Press Button B to cancel your choices. To return to the action press Button B until the menu is closed.
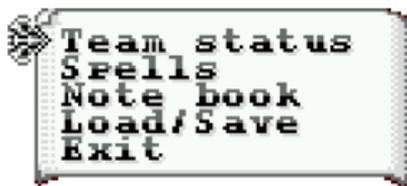
TEAM STATUS: Check a character status, use or equip items.

✤ Select this option and press Button A or C.

✤ A list containing the name of the characters appears. Use the D-Pad to select the characters and view the status of each one.

✤ Use the D-Pad to select the desired character and press Button A or C. The cursor will jump to the items list. Select the item you want and press Button A or C to display the actions for the selected item. A description of the item is shown on the left window.
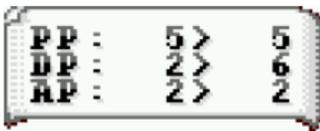
If the item type is equipment and it is suitable to the selected character, a mini status window will show bellow the item list showing how the item will affect your status.

POWER POINTS (PP): Shows the strength of used by the character in physical attacks.

DEFENSE POINTS (DP): Shows the strength of the character to resist enemy attacks.

AGILITY POINTS (AP): Shows the agility of the character to take initiative in the combats.

Equip: Use this action to equip the selected item. If another item of the same kind was already equipped it will be replaced by the new item and the previously equipped item will return to the inventory.

Use: If other type if item is selected, press Button A or C to use the item.

Drop: Select this option to drop the item. It is not possible to recover the item after it is dropped.

SPELLS: Use an In-Game spell. This option is currently disabled.

NOTE BOOK: Check the last note written by one of the party members. This option may help you remember what the last event was and give you tips of what to do next.

LOAD/SAVE: Load the last saved game or saves the current progress of the game being played.

EXIT: Return to the Title Screen. This will not save the current progress of the game.

Combat

There are places where you run the risk of being attacked by all manner of animals and monsters. When an attack occurs, the Combat screen appears.

You make your first move on the Response Window. Highlight the desired option and press Button A or C.

COMBAT WINDOW

ENEMY FIELD

CHARACTER STATS

MANUAL: This option let you attack the enemy, choosing between attacks and magic, use items, defend yourself and run away.

GATHER: Choosing this option the character will concentrate the energy to unlock stronger attacks. If the character concentration is disturbed by an enemy attack then the gather effect is nullified.

AUTO: This option is currently disabled.

Manual

If you selected MANUAL, press button A or C to see the resources of the character who appears on screen. Characters receive commands on the same order as they join the game.

Attack: Lets the user choose between available attacks. Some attacks may behave differently on how they affect the enemies. For example: flying enemies cannot be hit by ground attacks. If the attack list shows attacks with the symbol **G*** in front of the attack name, it means that the character needs gather energy before being able to release these attacks.

Defense: If selected the character will defend itself for one round instead of attacking. This makes the enemy blow much less effective if the character is hit.

Spell: Lets the user choose between available spells. If the spell list contains spells with the symbol **M*** in front of the spell name, it means that the character don't have enough magic points (MP) to release these spells.

Items: This option allows items bought or collected to be used. Press the D-Pad left or right to select the item, then press the Button A or C to confirm it. Then select the character or enemy where the item will be used on and press the Button A or C.

Run away: Use this option to instruct the character to run away the battle. Sometimes the enemy blocks the characters and they fail running away. When this happens they will be unable to defend any enemy blow. If they run away successfully the party will not earn any Experience Points earned during the combat.

If all of a character's hit points are lost, the character will lose conscience. This character is completely out of action until the combat finishes. The unconscious characters will not earn Experience Points.

Game Over

The game ends when all your characters are unconscious. If this happens you have to reset the game. When you restart the game your characters will appear where you last saved the game.

In the City

Between bouts of exploring and combat you'll want to stop at the nearest town to rest and heal, replenish supplies, and catch up on the latest news. Talk to everyone you see – he or she may have information valuable to your quest.

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Shops

There are three kinds of shops: weapon shops, armor shops and tool shops. Most of these shops have signs out front – a sword for weapon shop, a shield for armor shop and a bag for tool store. In addition, you might find some bargains at the local market stalls.

ITEM INFO

SHOP ITEMS

COMPATIBLE CHARACTERS

EQUIP STATUS
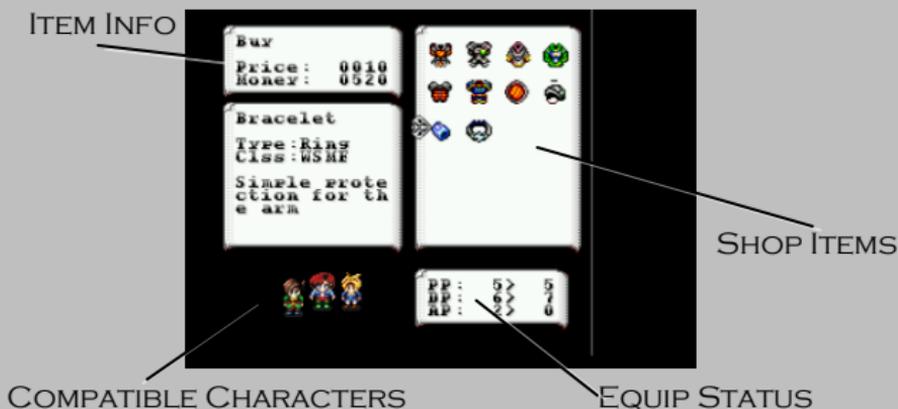
Making Purchases
Check out the chops in all the towns you visit as you might be able to upgrade your equipment.

✽ Step right up to the person behind the counter and press Button A or C to talk. The salesperson asks you if you want to buy or sell. Select BUY and press Button A or C to see a list of available goods.

✽ Use the D-Pad to select an item, and the salesperson will give the information about the item. The price and description of the item are displayed in the windows on the left. In the case of weapon, armor or accessory the Equip Status item will be displayed showing your current status and the new status if your selected character wears the item. If the item is not compatible with the selected character a message "Can't equip." will be displayed.

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❋ The compatible characters will be shown at the left of the
Equip Status window. The selected character will be one
step ahead of the others. To change the selected character,
press Button A or C then use the D-Pad left or Right to
move the cursor to a different character then press Button
A or C to change the selection. The Equip Status window
will be updated as you modify the selected character.

❋ Press Button A or C when the cursor is pointing to the
selected character to purchase the item. Press Button B to
cancel the purchase of the selected item.

Selling Extra Supplies
Weapons and items can be sold on the stores but the owner
will not pay the full price of the item.

❋ To sell an item or weapon, start a conversation with the
person behind the counter, select SELL and press Button
A or C.

❋ The salesperson will ask what you want to sell, and your
item list appears. Use the D-Pad to select the object you
want to sell offered price.

❋ Press Button A or C to make the sale. You can cancel the
selection and close your transaction by pressing Button B.

Inns

If you want to recover your Hit Points (HP) and Magic Points
(MP) you can stay one night at the Inn. The prices of a night
can vary depending on the location and sometimes a night
may not come cheap, so take good care of your money
reserves.

To stay a night at the Inn, talk to the inn keeper. After you get
to know the price, you can answer if you want to stay.

Characters

Here are some of the characters you'll encounter along the course of your journey. These are only basic data, much more can be learned about them as you complete your quests.

Hoston

Age: 16
Job: Botanist

Son of Rudy, he is a young boy, with an appetite for the easy life and a deep love of nature. Sensitive and seemingly frail, he's kind of an anti-hero in many ways. Yet he has an iron will, and when his father stands at death's door, he is determined to save him, no matter what. That same iron will, coupled with his unwavering loyalty to his friends, later end up taking him on a quest around the world. But no matter how far away fate takes him, there will always be that part of him that just wants to sit in the gardens of Reja, and look up towards the sun every now and then.

Alina

Age: 17
Job: Researcher

Under seemingly constant pressure from her overbearing father to study various subjects, she is quite happy to do just the opposite, despite actually being quite interested in those things.

With her home being such pit of despair, she has found a second family in Hoston and Edessot, both of whom she loves dearly, and affectionately refers to as her brothers. She is especially protective of Edessot, much to his annoyance.
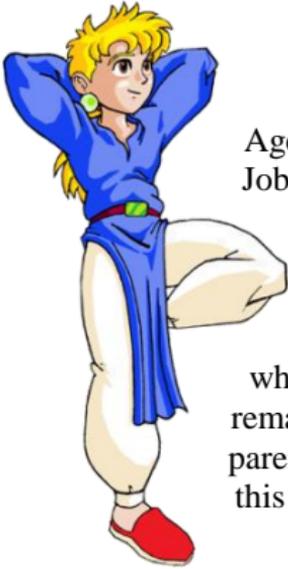
Edessot

Age: 12
Job: Inventor

The son of a wealthy Merchant, he has passion for machines, and even has his own lab on the outskirts of town, where he works on his inventions. He is remarkably talented in this field, and his parents like to leave him alone, to explore this interest according to his own wishes.

Rudy

Age: 54
Job: Farmer/Archeologist

He is a farmer who is very well known in the town of Reja. Formerly a freelance archeologist, Rudy never tells much of his past. He fell mysteriously ill, and with his short temper Hoston and his mother are having a hard time to keep him in resting.

Juni

Age: 49
Job: Housewife

A lovely mother with a much admired
cooking skill, she takes care of her
family and wants to protect them at any
cost. She has been very busy taking
care of her ill husband and holding the
unceasing curiosity of her son that has
been very worried about his father
condition. Will Juni be able to stop
Hoston's determination to go into
danger seeking a cure for his father?

A Map of Reja

Credits

Executive Producer:	Gwénaël Godde, Tulio Adriano
Programmers:	Gwénaël Godde, Tulio Adriano, Tiido Priimägi
Graphic Design:	Zable Fahr, Daniel Horvath, Gwénaël Godde
Music Composer:	Zable Fahr
Sound Effects:	Tiido Priimägi, Tulio Adriano
Game Maps:	Gwénaël Godde, Zebbe
Plot:	Phyu Win, Tulio Adriano
Script:	Phyu Win, Zable Fahr, Sean Currie
Game Scripting:	Tulio Adriano
Testing:	WM Team
Manual:	Tulio Adriano
Special Thanks:	Christian Schiller, Steve Snake Stephane Dallongeville, Metalix Pascal B., Kaneda, Mask of Destiny, Tasco DLX, Pablo Guillen, Mendicant, Red Angel, Shiru and SEGA Corporation

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