神機世界

EVOLUTION

THE WORLD OF SACRED DEVICE™



SEGA®

Ubi Soft ENTERTAINMENT®

TEEN
T™
CONTENT RATED BY ESRB

T-17706N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

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.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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The Story

For many generations, the Launcher family has produced a long line of famous adventurers. They are now long since gone and this glorious heritage seems about ready to come to an end. Except that into this family is born a single son, Mag, who has dreamt all his life of becoming a skilled adventurer, just like his mother and father.



About a month after Mag's parents disappear on one of their adventures, a lone girl appears at the Launcher house with a letter from Mag's father. "You must protect this girl, Linear, until I return," is all that is written in the letter.

Mag and Linear spend their days investigating ruins under the watchful eye of their butler Gre Nade, but it's not until the day the army of the 8th Empire appears that the true adventure begins...

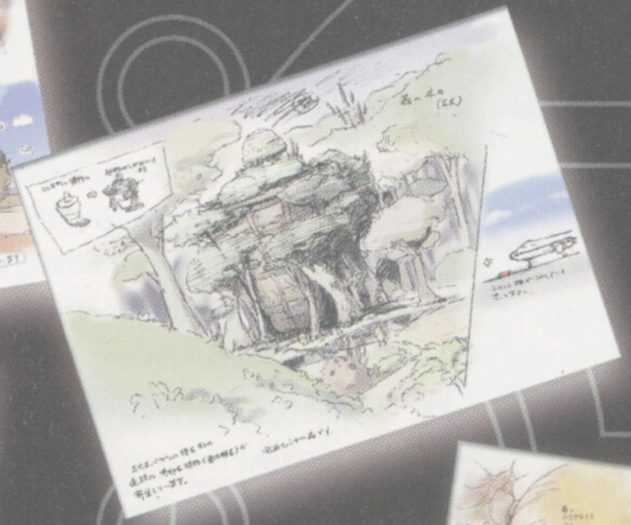


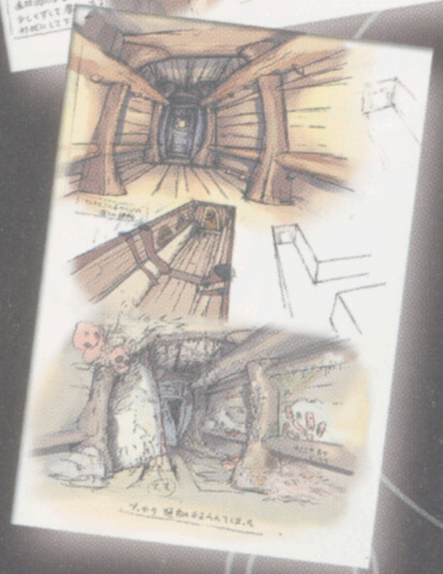
The World Stage

Many millennia have passed since the demise of a superior ancient civilization. The civilizations that followed have now advanced enough to once again build submarines and airplanes. Now, we find ourselves at the end of the 930's epoch according to the Western calendar. Those who carry Cyframes - technology excavated from ruins of this ancient civilization - are called "Adventurers" or "Cyframe Users." These individuals make their living by accepting assignments from the "Society," the organization responsible for investigating the ancient civilization.











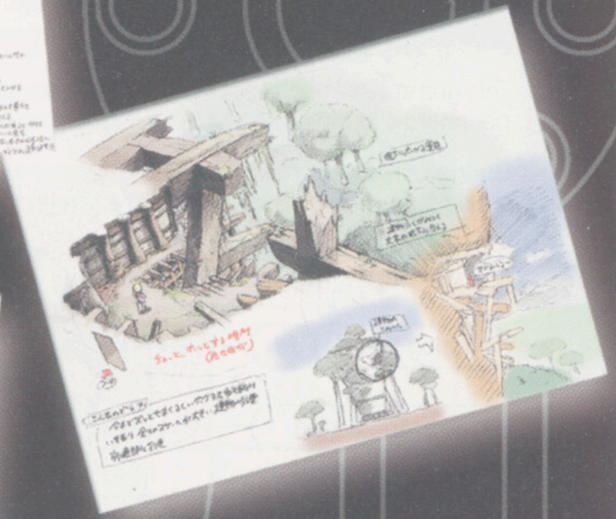


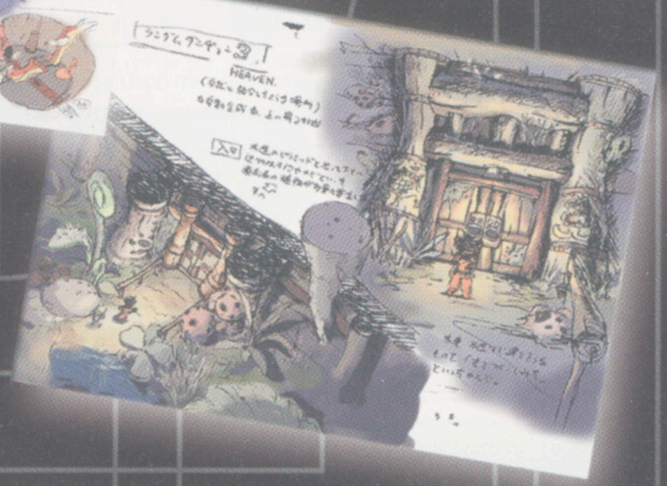


IN THE BEGINNING...





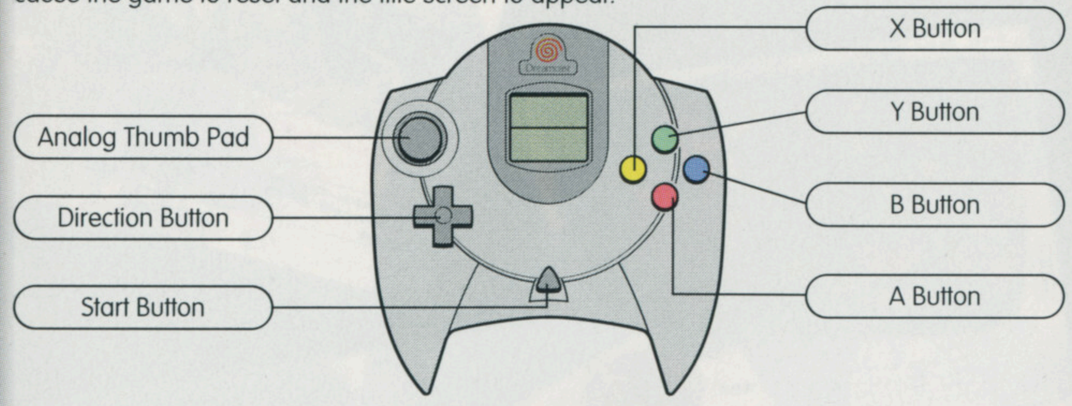


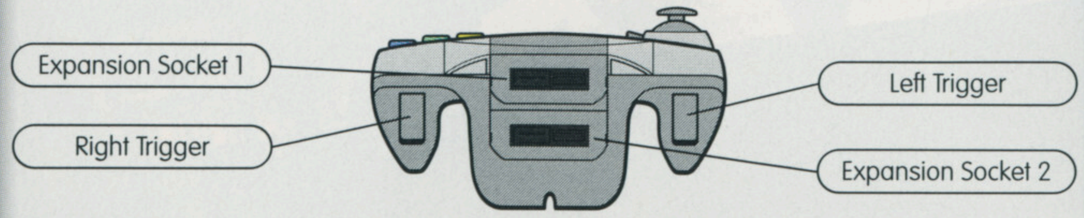


Controller Operation

This game is for one player only. Please connect the Sega Dreamcast™ controller and any other peripherals to the main unit before switching on the power.

During game play, pressing the Start button while the buttons A+B+X+Y are depressed will cause the game to reset and the title screen to appear.





Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

CONTROLLER COMMANDS

	Field Screen	Menu Screen	Battle Screen
Analog Thumb Pad	Move Player Select Messages	Move Cursor	Move Cursor
Direction Button	Move Player Select Messages	Move Cursor	Move Cursor
A Button	Talk/Search	Enter	Enter
B Button	Jump	Cancel	Cancel
X Button	Command Menu	Not Used	Not Used
Y Button	Use w/Analog Direction Key or Direction Button To Walk	Arrange Items	Not Used
L Trigger	Rotate Screen (Left)	Not Used	Not Used
R Trigger	Rotate Screen (Right)	Not Used	Not Used
Start Button	Not Used	Select Certain Items	Not Used

* These are the default button settings. The configuration may be changed using the Config Screen.

Notes: • Please do not move the analog direction key or the L/R triggers when turning on the main unit. Doing so may cause faulty direction calibration, resulting in errors during game play.

• Evolution-The World of Sacred Device™ is a 1 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Starting the Game

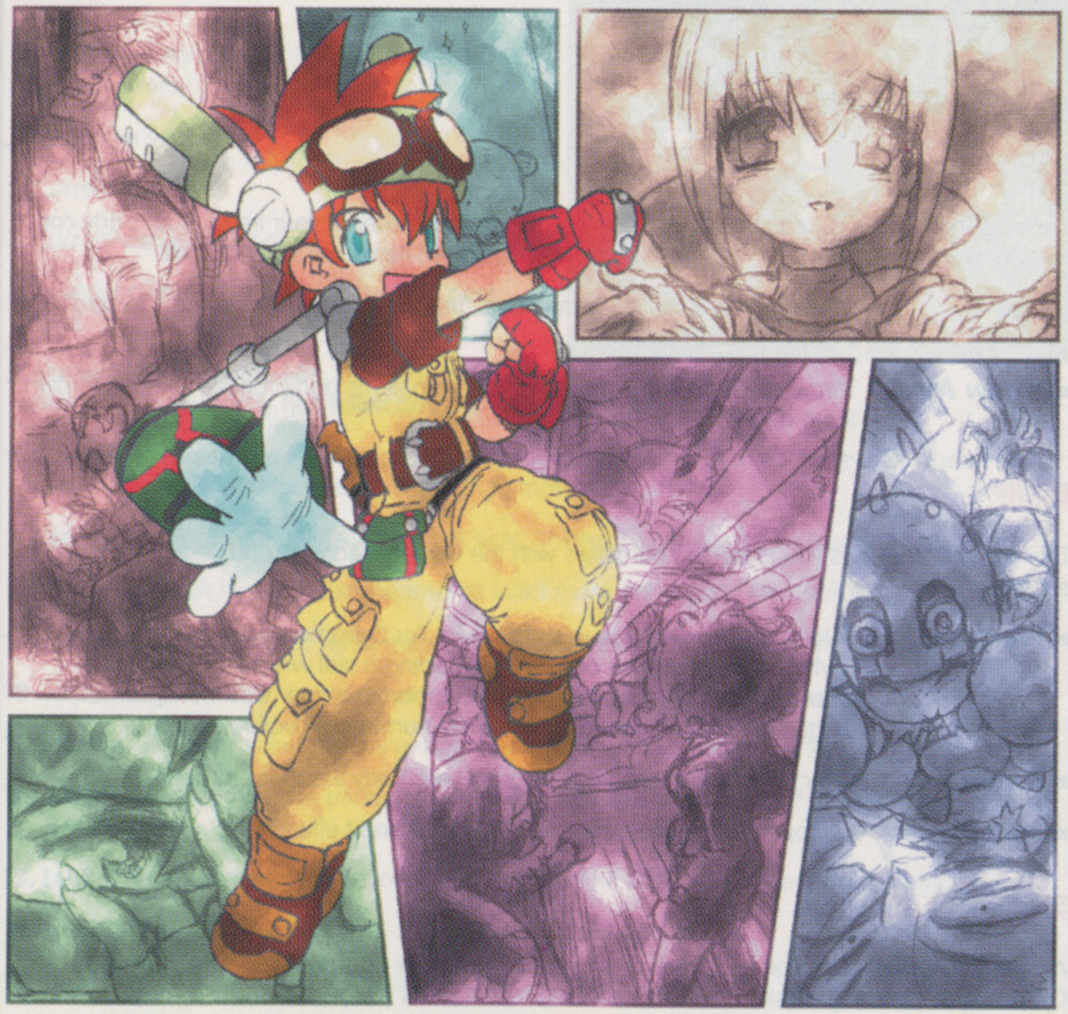
To start playing the game, push the Open button on the main unit and place the "Evolution" disc inside when the disc door opens. Close the door and turn the unit on. When the demo movie begins, press the Start button to display the title screen. If there is no saved file, pressing the Start button will begin a game immediately. (If there is a saved file, select "Continue" from the Start Menu.)

RESUMING A SAVED GAME

Insert a memory card (called "Visual Memory," sold separately) with a saved file on it into the expansion socket, place the "Evolution" disc in the unit and turn it on. Select the expansion socket for the memory card you wish to use and choose the file that you wish to resume.

Note:

- A Visual Memory card is required to save a game.
- Do not turn off the main unit, remove memory cards, other expansion units, or the controllers while saving a game.



The Command Menu

ITEMS

Pressing the Y button (default setting) allows you to alter the order of your items. Your party can carry a maximum of 32 items (Cyframe parts and equipped items are not included).

» **Use** — Use an item. When selecting items, use the L/R direction buttons to scroll through available items.

» **Throw Away** — Throw away an item. You cannot pick up items again once you have thrown them away.

EQUIP

This command allows you to equip characters with the weapons, armor and items they need to survive.

» **Weapons** — Select the weapons you wish to equip. For Cyframe Users, the message "Cyframe Gear" will be displayed. Selecting a slot will cause a list to be displayed from which you can select a part to equip. Visit the Cyframe Upgrade Shop in town to increase the number of available slots.

» **Armor** — Select armor to protect each part of your body (head, body, feet).

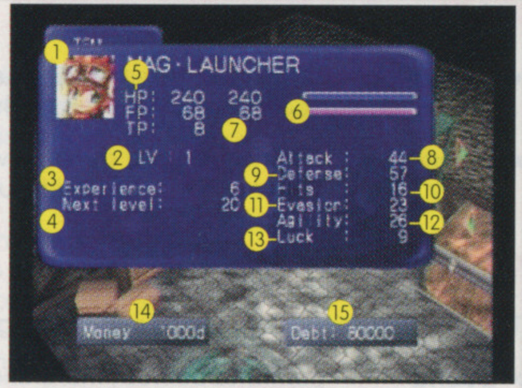
» **Accessories** — Equipping each accessory will have a different effect.

SPECIAL SKILLS

Accumulating Technical Points (TP) will allow you to learn new special skills. When using a Cyframe you can only master new skills allowed by the parts you possess.

STATUS

The status menu displays the current status for your characters.



1. Character's face
2. Current level
3. Current experience points
4. Experience points necessary to attain next level
5. **Current HP/Available HP**...When Health Points reach 0, the character has fallen and can no longer fight.
6. **Current FP/Maximum FP**...The character's Fighting Points, or morale decreases when you use special skills and increases as you fight more.
7. **Current TP**...Technical points for special skills. These are consumed by learning new skills.
8. **Attack Value**...A higher value means you inflict more damage to the enemy.
9. **Defense Value**...A higher value means less damage inflicted from enemy attacks.
10. **Hits**...A higher value means greater chances of scoring a hit on the enemy.
11. **Evasion**...A higher value means greater chances of evading enemy attacks.
12. **Agility**...This changes the period of immobility between actions and thus affects the order of actions.
13. **Luck**...This influences chances of scoring a critical hit and many other bonus factors.
14. **Total Money**...The total amount of money your party possesses.
15. **Debt**...The total amount of money the Launcher family owes to the Society.

PARTY

» Formation This determines the placement of the characters as they prepare to enter battle. Press the B Button when you are done changing the formation.

» Disperse Party This lets you part company with the 3rd member of the party. You can not do this inside ruins.

CONFIGURE

This menu selection allows you to personalize game settings.

» Sound Switches between mono and stereo sound.

» Text Speed Switches among three on-screen text display speeds (fast/normal/slow).

» Controller Changes the functions of the X/Y/A/B buttons. A configuration window will appear on which you can assign different functions for each of the buttons. Push the start button to finalize the configuration.



SAVE

You can save your game only at specific points, called Save Points. These are located in the storeroom in Mag's house and scattered throughout each of the ruins. When you reach a Save Point, select "Save" from the Command Menu to display the Save Window.

» Using the Save Window

First select the slot holding the memory card on which you wish to save the current game. Next select where on the disk to save with the up/down direction buttons. Press the A button to confirm your selection. If there is already a game saved there, you will be asked if you wish to overwrite the game. Answer Yes to save the file. Three games may be saved per memory card.

» Information Displayed for Saved Data

- Saved Location
- Mag's Level
- Total Play Time
- Party Makeup



Stores

There are many stores in Pannam Town that sell items you will need.

» **General Store** This store carries many items, as well as weapons, armor, and various accessories.

» **Cyframe Upgrade Shop** Here you can have the mechanic either increase the number of slots for equipping your Cyframe with parts or upgrade your parts. You'll need money to upgrade your parts and you'll need an upgrade kit to increase the number of slots.

» **Society** An academic institution devoted to the study of the ancient civilization. The Society arranges investigations of the ruins and deals in the mysterious items that are found there. In the back of the building there is an exhibition of certain rare artifacts. You can also repay your debt here.

» **Saloon** You can't buy anything here, but you can hear lots of interesting gossip from the people here.

ITEMS

This is only a small sample of the items you will see.



Naolin
Restores some HP to one player.



Eye Potion
Precious liquid in an eyedropper that heals conditions like Sleep and Blindness.



Life Powder
Horn of a monster ground up into a powder. Increases your maximum HP.



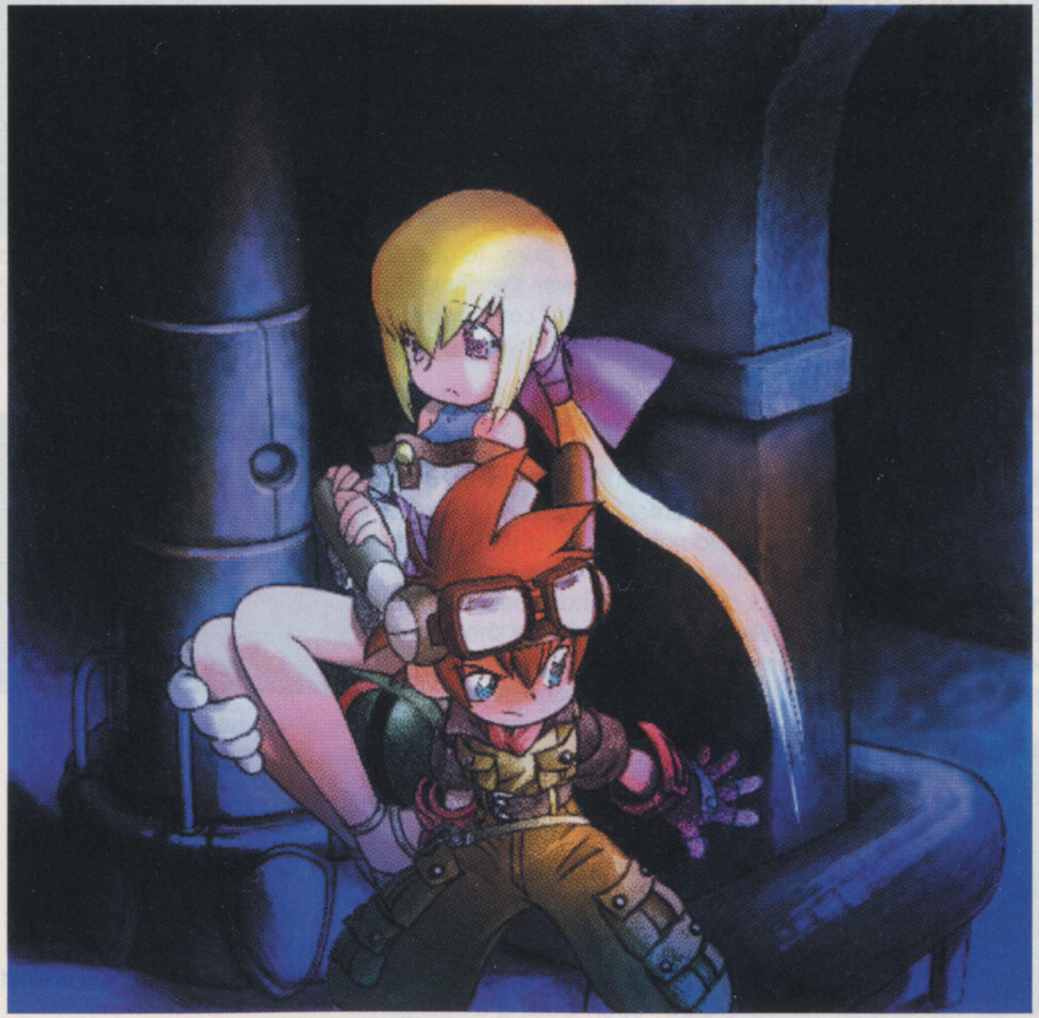
Spray Part
Cyframe part only Mag can use. Enables many special skills that involve spraying gas.



Hammer Part
Cyframe part only Mag can use. Enables special skills such as blowing an enemy away or causing paralysis.



Fire Ball
When this bomb explodes, it imparts Fire damage to an entire line of enemies.



Before Embarking on a Journey



YOUR PARTY (ADVENTURING COMPANIONS)

Your party can include up to three characters at a time. Normally, Mag and Linear are always in your party. To add another companion to your party find the character and talk to them. You will be given the choice to "Add Companion to Party." To disperse your party (part company with the 3rd companion), select "Disperse Party" from Party in the Command Menu.

DUNGEONS



Much of your adventuring will occur in ruins left over from the ancient civilization. Each time you enter one of these ruins its interior configuration will be automatically generated. A map will appear in the upper right-hand corner of the screen which will automatically keep track of where you have been. In addition to your party's position, the map will also show the location of enemies and items in a room. These locations will appear on the map when you enter a room and disappear when you leave. The map you have been creating may disappear when you stumble on certain traps.



Transporters will appear in certain rooms within the ruins. Step on the transporter and answer "Yes" to the message displayed to transport from the ruins to town.

Also, when you reach stairs or other points between levels in ruins you will be asked if you want to continue or pause (temporarily save) the game. All paused games will be lost upon loading a new game.

Combat

Your party will engage in combat when you come into contact with enemy characters on the map screen. If you contact the enemy from behind on the map screen, you will have an advantage in combat. Similarly, you will be at a disadvantage if the enemy gets behind you.

TACTICAL ADVANTAGES/DISADVANTAGES

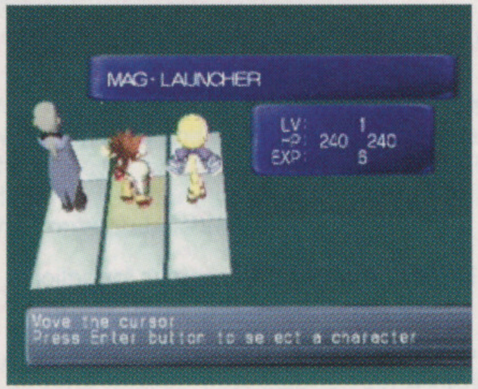
- **Normal Contact** The parties face off equally.
- **Attack Enemy From Behind** Surprise the enemy and get the initiative in attack. The enemy's formation will be reversed.
- **Enemy Attacks From Behind** The enemy launches a surprise attack, giving them the initiative and making your party's formation reverse.

COMMANDS

- **Attack** Linear and Gre use the weapons they are equipped with and Cyframe Users use their Cyframes.
- **Special Skills** Linear and Gre use the special skills they have mastered and Cyframe Users use special skills based on the parts their Cyframes are equipped with. (See P.19 for a description of special skills.)
- **Item** The items the party carries can be used for recuperation or attack.
- **Move** This command moves a character one step forward or back.
- **Defend** Defends from enemy attack.
- **Escape** This command appears only when all the party characters who are able to fight are lined up on the rear rank. It allows them to retreat from combat, except in certain cases.

INITIATING COMBAT

Depending on their position in the formation, each character will have a different length of time to wait before carrying out commands. The character with the least time to wait acts first and so on.



Front Rank		
Attack Ability	Defense Ability	Time to Act
High	Low	Short

Middle Rank		
Attack Ability	Defense Ability	Time to Act
Normal	Normal	Normal

Rear Rank		
Attack Ability	Defense Ability	Time to Act
Low	High	Long

ENDING COMBAT

Combat continues until all the enemies are defeated or until all enemies or friends escape. Every time you win in combat you earn Technical points and sometimes you may pick up items.

What Happens When the Entire Party is Destroyed?

When the entire party is destroyed they will be rescued by a rescue team sent out by the Society (except for certain instances) and a rescue fee will be added to the debt owed to the Society by the Launcher family. Although your experience points and money will be maintained, appraisal items will be lost.

Special Attacks

You can launch powerful attacks which consume FP. When you have accumulated enough TP, your character can learn new special skills. If you learn a new special skill in combat, you will automatically perform your new special skill once, without consuming any FP. The special skills that a Cyframe User can use are determined by the parts the Cyframe is equipped with.



ATTACK ATTRIBUTES

Various attacks have different attributes. Launching an attack against an enemy who is weak against that attribute will allow you to inflict more damage. If the enemy is resistant to that attribute, less damage than normal will be inflicted.

Types of Attributes

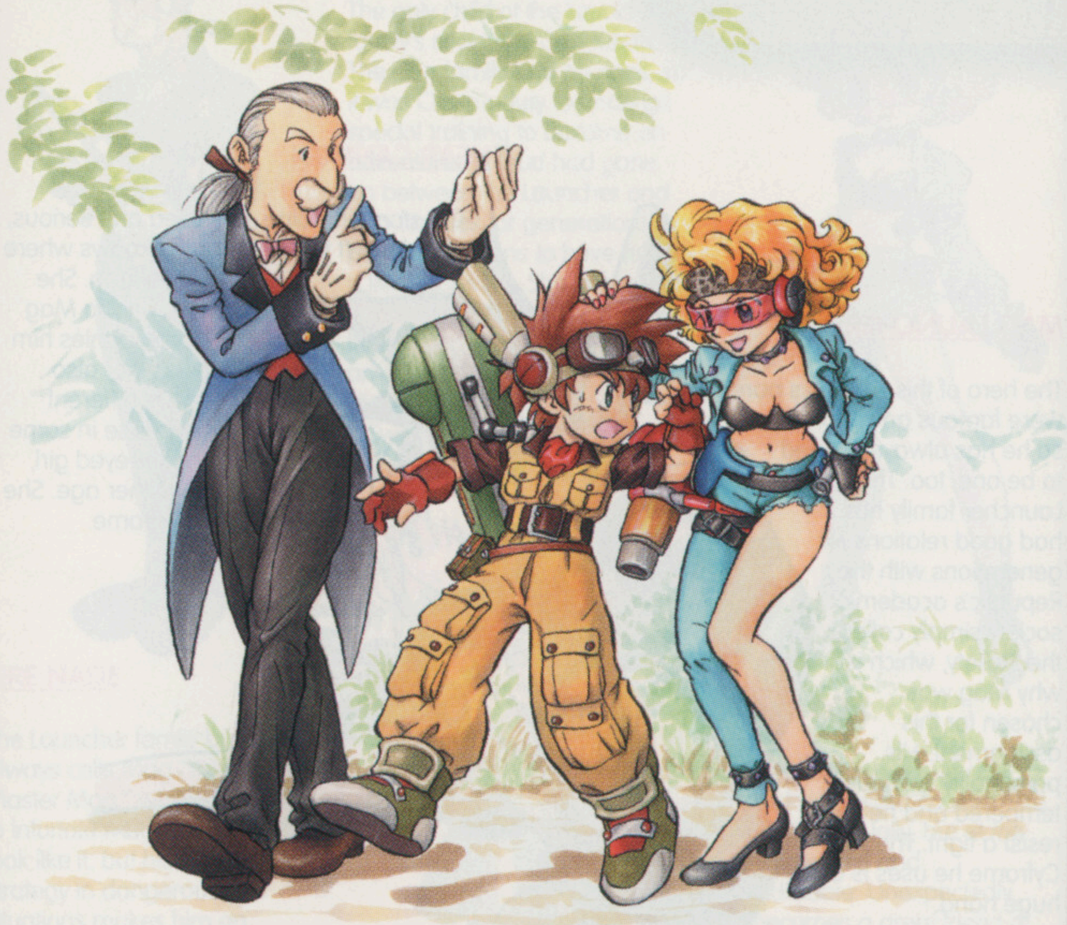
- **» Fire** — The effects of flame and extreme heat work against enemies resistant to Ice.
- **» Ice** — The effects of ice and extreme cold work against enemies resistant to Fire.
- **» Lightning** — The effects of lightning work against mechanical enemies and those who are resistant to both Fire and Ice.

Status Abnormalities



Status abnormalities indicate that the character's actions are somehow limited in combat.

Fallen	When a fallen character's HP reaches 0, the character can no longer participate in battle.
Asleep	The character has fallen asleep and cannot move. A character cannot perform any actions while asleep, but will wake up if it suffers damage.
Paralyzed	The character's body has become immobilized. The character cannot move until it recovers.
Confused	Confused characters are unable to think. They will attack both friend and foe until healed.
Brainwashed	When a character is brainwashed, the actions of the character are controlled by another. They will attack their own friends until they recover, but they will recover from brainwashing immediately if they suffer damage.
Poisoned	When the character is poisoned, they receive damage when their actions are completed.
Blocked	A blocked character cannot use special skills.
Berserk	A berserk character goes into a rage that increases their attack capabilities. They will not stop attacking until they recover.
Recovering	A recovering character has HP regenerated after the character's actions are completed.
Blind	A blind character's sight becomes dim, so Hits and Evasion are lowered until recovery.
Cursed	A cursed character has Luck and Agility lowered until the character recovers.



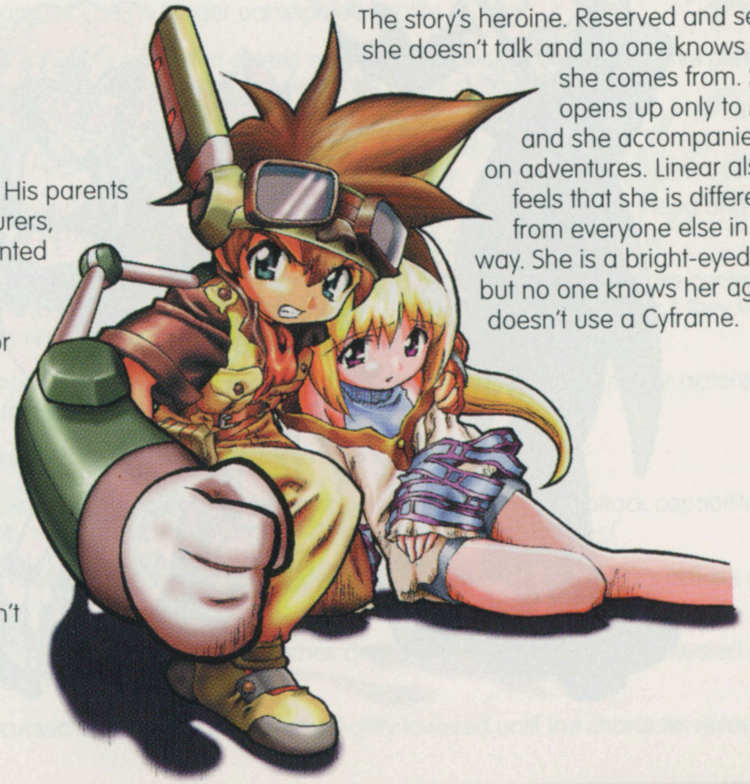
CHARACTERS

MAG LAUNCHER

The hero of this story. His parents were famous adventurers, so he has always wanted to be one, too. The Launcher family has had good relations for generations with the Republic's academic society simply called the Society, which is why Mag was chosen for this assignment. His personality is short-tempered and he can't resist a fight. The Cyframe he uses is a huge hand.

LINEAR CANNON

The story's heroine. Reserved and serious, she doesn't talk and no one knows where she comes from. She opens up only to Mag and she accompanies him on adventures. Linear also feels that she is different from everyone else in some way. She is a bright-eyed girl, but no one knows her age. She doesn't use a Cyframe.





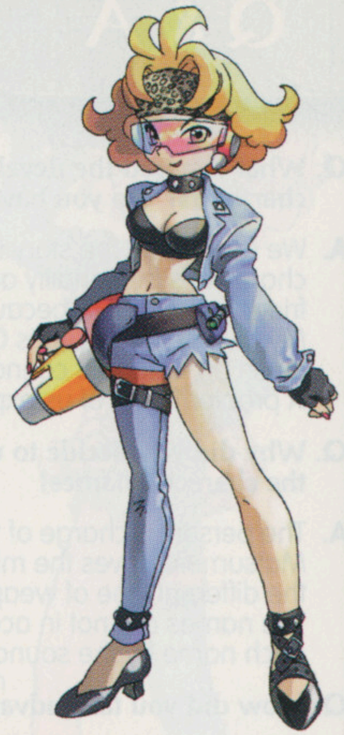
GRE NADE

The Launcher family butler. He always calls Mag "Young Master Mag," which never fails to infuriate Mag. He doesn't look like it, but his keen eye for strategy in dangerous situations makes him an invaluable companion on adventures and in battle.

CHAIN GUN

The only child of the Launcher family's rivals, the Gun family. The Gun family had no sons, so it was Chain's duty to undergo special training to become an adventurer. A feud had gone on between the Launcher and Gun families for generations, but Chain seems to have taken a liking for Mag. She has a wild personality, is selfish and hates to lose at anything. Her skill as an adventurer is about equal to Mag's. She uses a Sword Cyframe.





PEPPER BOX

A female adventurer who comes from a third country. She is cheerful and jolly, but at the same time wild and unpredictable. Unexpectedly, she becomes a great friend of Mag's. She uses a Bazooka Cyframe.

Developer Q & A



Sting Game Director
Yoshihisa Tomita

Q. What inspired the development of the Evolution characters? Do you have a favorite?

A. We developed the story line then decided on each character's personality and role. We chose cheerful friendly characters because it gives life to the story. My favorite character is Chain, she's cute. She has a crush on Mag, but cannot express her mind. A problem a lot of us experience.

Q. Why did you decide to use the name of weapons for the character names?

A. The person in charge of the Evolution setting, Mr. Matsumura, loves the military. It was his idea to use the different type of weapons as character names. The names are not in accordance with the image of the weapons. We selected each name by the sound image which Japanese people hear.

Q. How did you take advantage of the Sega Dreamcast™ hardware?

A. By virtue of the GD - ROM, it became possible to handle large capacity data at high speed. Only on the Dreamcast can we make an RPG game with characters using thousands of polygons along with high quality textures. You can see these advantages in Evolution. In the past, there was a large discrepancy between the quality of a game and a movie. With the Dreamcast the difference is negligible.

Q. The combat system for Evolution is very well done. Did you use another game's battle system as a model?

A. We wanted to build a command input-style battle system to have more strategy features users would be familiar with. As a result we created the Evolution battle system. We've seen a lot of RPG games, but there was no special model we based the Evolution battle system on. It was built from the ground up!

Q. Any final thoughts?

A. We created Evolution with enthusiasm and passion. We hope you recognize this passion and enthusiasm even more than the 3D design and new technical aspects.



ESP

Entertainment Software Publishing Inc. is a software publishing company based in Tokyo, Japan. Established in 1996, the company is best known for the award winning videogame Grandia. ESP has memberships with developers Game Arts, Sting, Treasure, Neverland Company and many other developers and has published titles such as, Lunar, Gungriffon II and Baroque in the interactive entertainment industry. These companies and titles have helped ESP gain a global reputation of quality games and innovative technology.



Credits

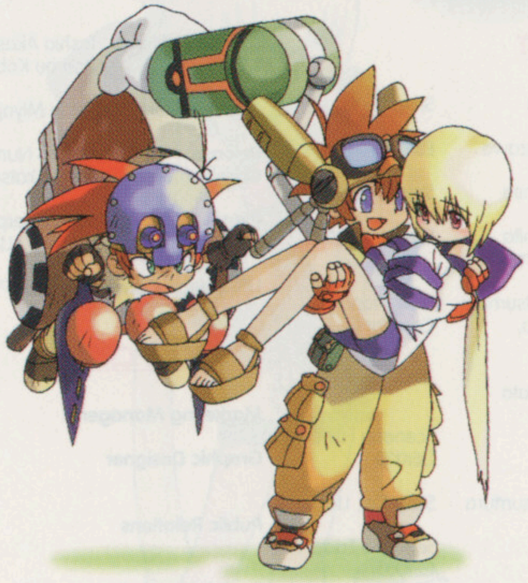
EVOLUTION STAFF LIST

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	Atsuhiko Matsumura	Sting Co., Ltd.
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PROOF OF PURCHASE

Evolution
The World of Sacred Device™
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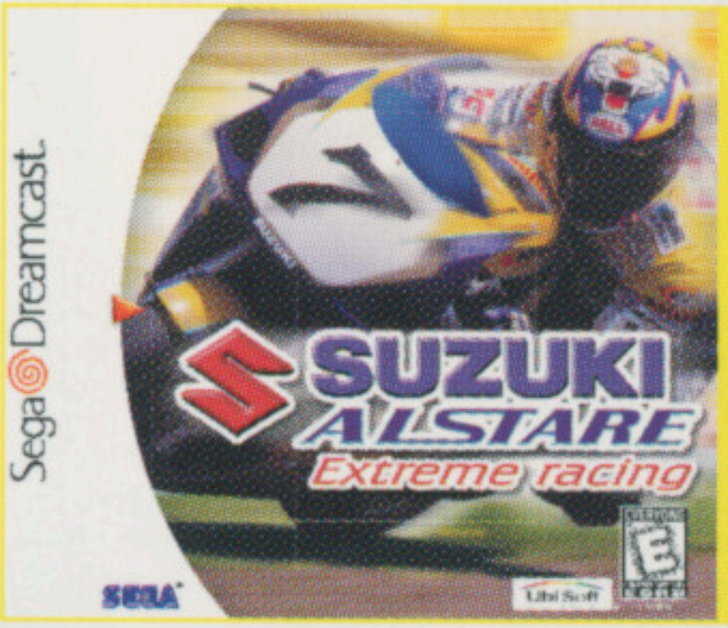
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