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COMPACT disc
User Manual

SEGA SATURN™

Linkle Liver Story™



推奨年齢 全年齢

Please, read this Manual before use and consult it anytime you feel necessary.

SEGA™

WARNINGS

• Pracautions for Your Health •

- Do not stand or sit too close to the screen. Sit at a good distance away from your TV, as far as the length of the cable allows.
- Preferrably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10-20 minutes per hour while playing a video game.

• Handling Your Compact Disc •

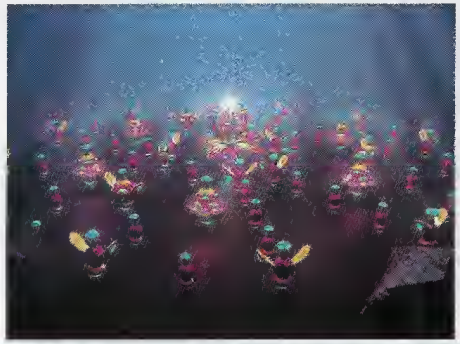
- Be sure to keep the surface of the disc free of dirt and don't bend or scratch the disc.
- Do not leave the disc in direct sunlight or near a radiator or other sources of heat.
- Do not write on the surface of the disc.
- Use only certified and licensed solutions for cleaning the disc.
- Always store the disc in its protective case.

This compact disc can only be used with the Sega Saturn System. Do not attempt to play it on any other CD player - doing so may damage the headphones and speakers.

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

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Reproduction or rentals of Sega Saturn discs is strictly prohibited.
Read the User Manual carefully before playing.

Thank you very much for purchasing the "Linkle Liver Story". This game was developed exclusively for Sega Saturn. Please, read this Manual carefully before starting the game.



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This game supports the backup memory system. It requires 9 slots for data storage in total. Don't forget that the saved data may be corrupted if you press the Reset Button or Power Switch anywhere but the title screen.

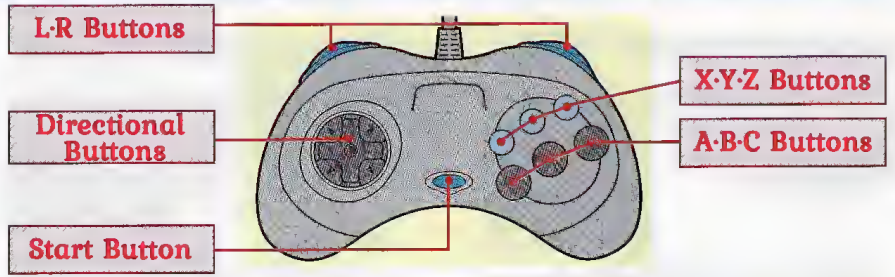
PROLOGUE

Mamouna, a world living in peace and tranquility.
There are many different creatures that coexist in this world and if a dispute arises among them, it could always be resolved through negotiation.
However, there was a time when someone really evil put all of Mamouna on the verge of chaos and ruin...
To overcome this foe, all those who were good joined their power together to defeat the evil. And they made a pact among themselves that they would always be vigilant so that this would never happen again.
That was the price that had to be paid to live in an era of peace.

Time runs fast...
Countless years later, the current Beastfolk Chief adopted a young girl as his disciple who worked really hard to meet his expectations. She trained and trained every day, all day... Well, except for when she took occasional naps...
Just like today, when she had a dream about her childhood in her cozy home at Rondo Forest.
And when she woke up, she was late for her training.
So, she had to hurry for the southwestern woods to finally meet Chief for her training.
Little did she know what events awaited her...



CONTROLS



Basic Controls

Start Button:	Start the Game/Switch to the Item Select screen (Press again to exit it).
D-Pad:	Move the Protagonist/Defend with the tail/Select a Command.
A button:	Use Magic.
B button:	Attack/Optional attack charge (Cumulative)/Cancel.
C button:	Jump/Confirm Commands, etc.
X button:	Not used.
Y button:	Not used.
Z button:	Use Items.
L button:	Select Weapon type.
R button:	Select Weapon type.

★ Please, see P.6 for detailed player controls.

Player Controls

Movement

Press the D-Pad to move in 8 different directions.



Charge

Double tap the C Button while simultaneously pressing the D-Pad. (You can choose the Charge direction with the D-Pad)



Attack

Press the B Button to Attack.



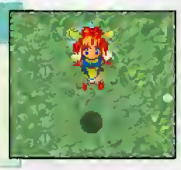
Rolling Attack

Press the B Button when Charging.



Jump

Press the C Button to Jump.



Tail Defense

Make a full circle with the D-Pad.



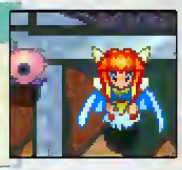
Magic

As soon as you get a special Ring, press the A Button to use Magic.



Items

Use a selected Item with the Z Button.



Weapon Select

You can select specific seasonal weapons by pressing the L and R Buttons (Puchimuku's form will change based on the season you select).



Talk

You automatically talk to a person you meet by getting close enough to him or her.



Optional Actions

Should you need additional assistance in your quest, press and hold the B Button to charge Puchimuku, then release it to charge him forward to collect certain items or hit enemies. In addition, depending on the seasonal weapon you hold (Spring, Summer, Autumn or Winter), Puchimuku's appearance and charge attacks will be different.

Puchimuku may also collect pearls scattered nearby automatically.



Press and hold the B Button to Charge.



Release the B Button to launch an atack!

Spring: Releases pollen which puts your foes to sleep

Summer: Intercepts projectiles and other stuff thrown by your enemies negating their effect.

Autumn: Scatters caltrop-like bombs that inflict damage upon enemies around.

Winter: Knocks over obstacles and enemies blocking

HOW TO START THE GAME

How to Start the Game

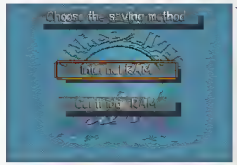
As soon as the opening movie is over, you'll see the Title Screen (the opening movie can be skipped with the Start Button).
When on the Title Screen, press the Start Button to go to the Start Menu.



← Title Screen

•Backup RAM Selection

When the Power RAM Cartridge (sold separately) is inserted into the console, you will have to choose the memory source first.
Choose the memory source with the D-Pad and confirm your choice with the C Button (If you don't have the Power RAM inserted, you can skip this step).


← Backup RAM Selection

Start Menu

On this screen, you can copy or delete your game data as well as start the game.
Choose the item you need with the D-Pad and confirm your choice with the C Button.



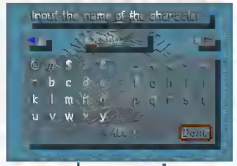
Start: Start: Start the Game. (p. 9)
Copy: Copy: Duplicates the saved data. (p. 10)
Delete: Delete: Deletes the saved data. (p. 11)
Options: Options: Access to menu for adjustiment of your music and operational settings (p. 10)

Start

•How to start the game from the beginning



Select the "Start" item and press the C Button.
When you play the game for the first time, that's the item you choose with the C Button, then confirm your choice with the C Button or cancel it with the B Button.
When you confirm you choice to start the Game, you'll be taken to the Naming Screen next.



Use the L/R Buttons to switch between lower case and upper case letters, select your letters with the D-Pad and confirm your choice with the C Button (5 letters max).
Press the B Button to cancel your last selected letter.
When you choose all 5 letters or press the Start Button, the cursor will move to the "Done" item. Next you can finally start your game by pressing the Start or C Button (if you decide to go with the default name, press Start immediately, and the Protagonist will be named "Kitsch").

•How to resume the game from the last saved



Choose the "Start" item with the D-Pad and confirm with the C Button.
Next, choose the file you need and press the C Button.
You can choose from three records you see on this screen (C - Confirm / B - Back).
For saving your records, see P. 13 please.

Copy / Delete

•Copying your saved data

When you choose the "Copy" item, you will see the "Choose a record to copy" message. Move the cursor with the D-Pad and confirm your choice with the C Button. Make your final choice with the C Button or cancel it with the B Button when you see the "C Copy/B Back" message in the upper part of the screen.



•Deleting your saved data

When you choose the "Delete" item, you will see the "Choose a record to delete" message. Move the cursor with the D-Pad and confirm your choice with the C Button. Make your final choice with the C Button or cancel it with the B Button when you see the "C Delete/B Back" message in the upper part of the screen.



Options

On this screen, you can adjust game settings and listen to ingame music. Choose an item of interest with the D-Pad (Up/Down) and adjust it to your liking (Right/Left).



Controller: Choose your Game Controls from A-F Type Patterns.
Text Speed: Choose "Fast" or "Slow" speed.
Sound Mode: Choose "Mono" or "Stereo" Sound Mode.
SoundBalance: Move the cursor left or right to adjust the BGM and SE balance.
BGM & Sound Effects: These options let you listen to the music and sounds used in the Game. Jump by 10 positions forward or back woth the L/R Buttons and confirm your selection with the C Button. Use the B Button to Cancel.

The Main Quest

In game, you will travel all across the world of Mamouna wielding different magic and weapons in the company of Puchimuku - a courageous Treefolk spore. You will have to stop the dangerous events occuring in these lands and defeat your archenemy - Hungaro.

Game Screen



①Item Window: Here you can see an item selected for use from the Item Select Screen.
②Life Gauge: The Player's physical strength. When it reaches zero, the game is over.
③Magic Gauge: This gauge fills with each enemy defeated, and you can use an equipped magic spell when it's on max.
④Pearls: Shows the total number of Pearls in your possession.
⑤Weapon Select: Here you can see the type (Spring, Summer, Autumn and Winter) and level of your currently equipped weapon (see P.18. You can switch between your weapons with the L/R Buttons.
⑥Magic Effect: Here you can see a type of magic equipped for use (P.19). A type of usable magic differs for different seasonal weapons.

How to Navigate the Item Select Screen



When in game, press the Start Button to access the Item Select Screen. Here you can view various Quest Items as well as choose an item available for use. Choose an item you want with the D-Pad (Left/Right), and when you confirm your choice with the C Button, a respective item will be set to the usable window at the bottom of the screen. When you leave the Item Select Screen (press the Start Button again), you will see an item of your choice in the Item Window. You can use an item in game by pressing the Z Button.

World Map



When you want to move from one area to another one, you access the World Map Screen.
In order to do that, you need to find a Whirlwind in a related location.
Choose a location you want to visit with the D-Pad and press the C Button to confirm.
Of course, you can't access certain locations without progressing in the the main story first, and their names will not be displayed.

How to Save Your Game



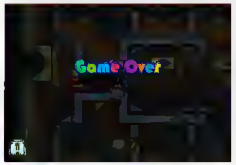
This game can be backed up (Saved) from the World Map Screen. When on the World Map, press the Start Button to access the Save option.
Press the C Button to Save your Game or B Button to Cancel.
*Keep in mind that by saving data you automatically rewrite a record you chose in the beginning of the game so if you want to preserve some saved data, it would be better to Copy them in advance.

Quick Save



The Quick Save option is available in places where you see this glowing emblem (step on it), and even if you fail in game, you can continue from this place by pressing the Start Button on the Game Over Screen. Whenever your Protagonist falls in battle, press the Start Button with the emblem activated to Continue (the C Button) or Cancel (the B Button) the Game progress.
*If you don't have an emblem like this activated, you will continue from the last saved record.

Game Over



Whenever the Main Character's Life Gauge (the red one) reaches zero, you will see the Game Over Screen and go back to the Title Screen. Afterwards, you will have to choose a saved record to resume your game from. Then you will be taken to the World Map and can resume your game from there.

WEAPON CULTIVATION SYSTEM

How to Cultivate Your Weapons



In this peaceful world, weapons cannot be sold or bought. Instead they can be cultivated and acquired in the Flower Circles found in the Land of Four Seasons.
You cannot enter there at the start of your game, though. In order to access the Spring, Summer, Autumn or Winter Flower Circles, you will have to smash the boulder blocking the way with a respective Staff. Moreover, you will have to choose a weapon type before cultivating it. No worries, though. As you progress in your quest, you will be given everything you need.

Weapon and Land Effects/Available Options

In the Land of Four Seasons, the type of soil as well as corresponding weapon effect and Puchimuku's form depend on a certain season.
You should learn those effects and parameters before growing (cultivating) a weapon.

Season	Special Effect	Magical Effect
Spring	Puts enemies to sleep	Attack Magic (inflicts damage upon enemies)
Summer	Pulls enemies and objects	Defense Magic (Protects against enemies attacks/ /Absorbs projectiles/Weakens enemies attacks)
Autumn	Scatters bombs around	Support Magic (Raises Attack, Movement Speed, Special Effects and Resistance)
Winter	Knocks enemies and objects	Restoration Magic (Transforms enemies into restoration items (Acorns))

★See P.7 for more information on Special Effects and P.19 - on Magical Effects.

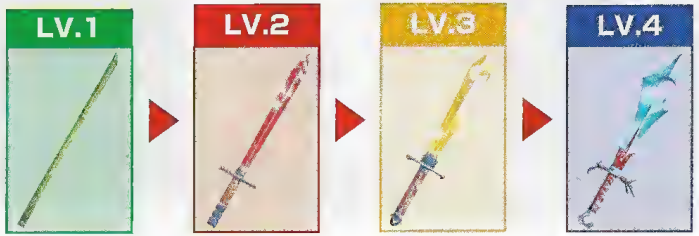
Weapon Seeds



In order to cultivate weapons, you will have to collect seeds from different flowers blooming all over Mamouna.
There are four different types of weapons and respective attributes. These attributes will influence weapon and magic effects in addition to seasons.
In addition to "Earth", "Water", "Fire" and "Wind" attributes, there can also be 4 levels of seeds.
You can only find the Level 1 Seed in the beginning, but you can "Level Up" as you progress through the game.

Levelling Weapons

In addition to "Earth", "Water", "Fire" and "Wind" attributes, weapons can go up to four levels. The higher the level is, the more powerful weapon you get.
Weapon-related Attack and Magic effects level up as well.



Cultivation Methods

Depending on where you choose to plant your Weapon Seed in the Land of Four Seasons, you can cultivate up to 7 weapon types.
You can base your decision on 3 available parameters.
Choose a Weapon Seed from the Item Select Screen like any other usable item (see P.12 for details).
In order to start the process, enter a Flower Circle, plant a Weapon Seed in a chosen place and wait as a growing flower transforms into a weapon.
When you cultivate a weapon, Pearls acquired from fallen life forms will be consumed. For more information about Flower Circles, please, see the next page.



←Plant a seed and...



←Enjoy your weapon!

One Weapon per Season (The Weapon Select Screen)



You can cultivate up to 7 weapon types per seasonal stock in the Land of Four Seasons. Ascend a hill in the respective seasonal forest to access the Weapon Select Screen. Use the D-Pad to choose between weapons (you can also select different seasons (when you have at least 2 staffs) by pressing the L/R Buttons). Press the C Button on the Game Screen to confirm a weapon choice. You can only choose the weapons available for each season, though. You should try cultivating weapons according to enemy types you need to defeat.

WEAPON CULTIVATION SYSTEM

Flower Circle and 3 Parameters

Each Flower Circle consists of 3 Parameters.
A weapon type depends on the selected parameters.



- **Speed:** The speed you waive your weapon. The higher the Speed, the faster your attacks get.
- **Power:** A weapon's offensive power. The higher the Power, the more damage you inflict.
- **Range:** Weapon's offensive range. The higher the Range, the more distant enemies you can reach with attacks.



Available Weapon Types

GLOVE



Speed: ★★★★★★★
Power: ★
Range: ★
Allows dropping fast attacks in short succession.

HAMMER



Speed: ★
Power: ★★★★★★★
Range: ★
Delivers tremendous damage with each blow.

BOOMERANG



Speed: ★
Power: ★
Range: ★★★★★★★
The only weapon used as a remote projectile.

Pay attention to 3 parameters when cultivating a weapon. Try grasping the idea how they work when growing your weapons.

AXE



Speed: ★★★★
Power: ★★★★
Range: ★
Extreme power and speed.

SPEAR



Speed: ★★★★
Power: ★
Range: ★★★★
Extreme speed and range.

SWORD



Speed: ★
Power: ★★★★
Range: ★★★★
Extreme power and range.

ROD



Speed: ★★★
Power: ★★★
Range: ★★★
Equally combines all 3 parameters.

Magical Effect

The Magic Gauge is filled when you defeat your enemies, and when it becomes max, you can use a set Magic spell. Depending on a seasonal weapon you equip (Spring, Summer, Autumn or Winter), Magical Effect changes (Attack, Defense, Support and Restoration). In addition to a weapon's season, different attributes also add to a weapon's special effects on afflicted enemies or your Protagonist.

Spring / Attack Magic



Spring / Attack Magic

Engulfs the Protagonist with a protective sphere preventing enemies' attacks and absorbing their projectiles. Its effect depends on a Weapon Seed used, and the number of protective spheres increases with each level. When an enemy hits the sphere, its durability decreases before finally wearing off completely.

Spring / Attack Magic

Improves the Player's Attack, Movement Speed and Resistance.
Attributes' power is also raised in this case.
This effect wears off with time.

Winter / Restoration Magic

When this Magic is used a shockwave spreads across the screen damaging enemies around.
Moreover, when hitting your foes, it transforms some of them into healing items (Acorns) that can be used to recover your physical strength.

INTRODUCTION TO ITEMS

On your quest, you will find various Weapon Seeds and other useful items.
Let's have a look at some of those.

•• Cultivation Items (Weapon Seeds) ••



Earth Seed
A protective seed imbuing weapons with the Earth Attribute.



Water Seed
A seed soaked in holy water imbuing weapons with the Water Attribute.



Fire Seed
A seed burning with fire and imbuing weapons with the Fire Attribute.



Wind Seed
A seed carrying the energy of lightning and imbuing weapons with the Wind Attribute.

•• Other Items ••



Mantle
A mysterious mantle that lets you escape from any dungeon.



Apple
This fruit restores some physical strength when eaten.



Golden Apple
This fruit completely restores physical strength when eaten.



Ring
You can use Magic as soon as you get this item.

INTRODUCTION TO CHARACTERS



■ Puchimuku ■

The always enthusiastic sidekick of our Protagonist. This little one might be a Treefolk spore, but he has the innocence of a child and can also be brutally honest. He has a very useful skill of riding the wind and flying wherever he pleases. Moreover, he's also capable of changing his abilities in the Land of Four Seasons, which can have tremendous results in battle!

■ Protagonist (Kitsch) ■

The self-determined and ever curious main character of our story. Tomboyish and skilled at punching others since she was little. Apparently, those qualities were highly appreciated by the Chief of the Beastfolk who made her his only disciple. Despite her ferociousness, she's got a big heart and cares deeply for the weak. She does her best to juggle being a caring big sis and a nosy do-gooder.



■ Robin ■

Protagonist's childhood friend. A calm, quiet and intelligent young man. Impartial, just and cautious about everything, his speech and thinking are rarely touched by sentiments. The Protagonist usually feels very relaxed with Robin around and listens to his every word even when she's of a totally opposite opinion. He may lack the brawn of other guys, but when it comes to brains, he's superior to many.

■ Barrel ■

This little fellow has a sharp tongue and says everythig he has on his mind. You might also say he's obstinate and maybe even a little impudent at times. On the other hand, no one can hate his naive charm. He loves the Protagonist and Robin as his older sis and bro.

INTRODUCTION TO CHARACTERS

■ Chief ■

The teacher of our Protagonist and the chief of the Beastfolk. Despite his looks, Chief has sharp wit and natural strength. He saw great potential in the Protagonist and has been training her since she was to child to hone her talents. He can be rather strict and harsh at times, but in fact he's very kind and cherished by all Beastfolk.

■ Lalala ■

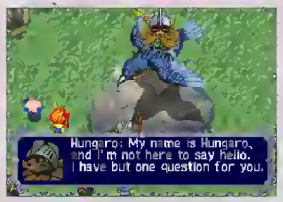
Cranemole's childhood friend. A type of cute girls usually called "a goodie two-shoes". She pretends to be modest and shy, but she's actually very headstrong. At the same time, she has trouble expressing her feelings of true kindness and sympathy in her heart. Her worries about Cranemole, his change and attempts to help him deserve admiration too.





■ Cranemole (Hungaro) ■

A friendly mole living in Crown Village. He's got a natural talent for digging holes and an old-fashioned hobby of excavating ancient ruins. One day, though, he starts calling himself "Hungaro" and begins to hurt those around him with newfound enormous power. The true meaning of all this is yet unclear..





Let us take a look at the way to travel through your quest.
Feel free to consult with this section whenever you're stuck.

How to Beat a Foe

If you encounter an enemy on your journey, do pay attention to the following:

① Don't forget to face an opponent you want to attack.
② Whenever you choose to attack, check the attributes of your weapons on the Game Screen.
③ Don't forget about Puchimuku's Optional Charge Attack.
④ As soon as an enemy is defeated, grab the Pearls that appear in its place.
⑤ Just like weapons, enemies also have attributes of "Earth", "Water", "Fire" and "Wind". If you manage to select the proper attribute against a specific foe, you will deal greater damage.

Things to Remember

●Don't forget the conversationns you have.

Communication is an important part of your quest. So read and remember everything you saw. Just talking with those around you may reveal your next destination or hints.

●When you're stuck, walk around.

If you have no clue about what to do next, take a good look around and retrace your steps. There can always be something you overlooked or a new way forward you missed.

ADVENTURE GUIDE

Machines and their Functions

You will find many curious devices in various locations on your quest.
Let's have a look at some of them and try to learn what they are used for.



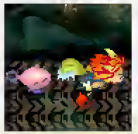
Raising spikes. Harm you when you step on them.



The swaying floor pads.



You can cross shallows but easily drown in deep water.



A fixed directional belt conveyor. Hard to move through.



Locations where you apparently can't move forward. There just might be a switch hidden around so stay sharp!



When you see a hole in front, you might as well try jumping to reach the next scaffold. But pay attention to the distance as you may easily plummet in the process.











Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396

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