

GALAHAD™

... A Real Nightmare

by Psygnosis

In an attempt to draw King Arthur to him, Miragron has stolen several of his treasured artifacts and kidnapped Princess Leandra. As Galahad, you must attempt a quest rivalled only by that of the holy grail.

FEATURES

- 3 diverse worlds and 21 spectacular levels
- Over 100 different ferocious enemies
- Weapons shop with swords, armor and power-ups to buy
- Bone-chilling Bosses at the end of every level
- Passwords and continues



*Slaying
Dragons:
It's in every
Knight's job
description*



*Oh,
look,
another
friendly
welcome!*



*Conquer 21
levels...
Wax the
Wiz...
Free the
Babe*



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ELECTRONIC ARTS®



RISKY WOODS™

OFFICIAL

SEGA

SEAL OF
QUALITY



**!WARNING TO OWNERS OF PROJECTION
TELEVISIONS!**

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.

RISKY WOODS

They Say The Old Monks Were Wise...

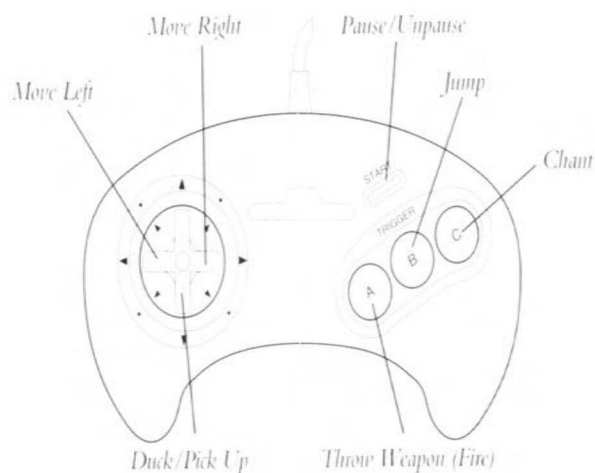
But hey, the brothers couldn't be *too* stinking wise — after all, they let the evil Draxos turn them into statues. Hardly a shining example of clear thinking.

Well, whether the monks were truly sagacious or just a little senile, things are *bad* now that they're frozen in stone. Evil has spread everywhere — rotting corpses are roaming the woods, children aren't safe, and the world is generally a scary place. A few good monks to scare away the riff-raff would sure help the neighborhood, not to mention property values.

Fortunately, you — the young warrior Rohan — have arrived to deliver death and justice to the evil hordes. With weapons in hand, you must enter the Risky Woods and free the monks from their petrified captivity. Once you've set the monks free and sent Draxos back to his evil home, wisdom will be restored for good and old women won't have to carry flick-knives anymore.

That's the plan at any rate.

STANDARD CONTROLS



Use *The Standard Controls*...

The diagram above shows the *standard controls* for *Risky Woods*. These are the controls that are in effect when you first start the game.

...Or *Customize Your Controller*

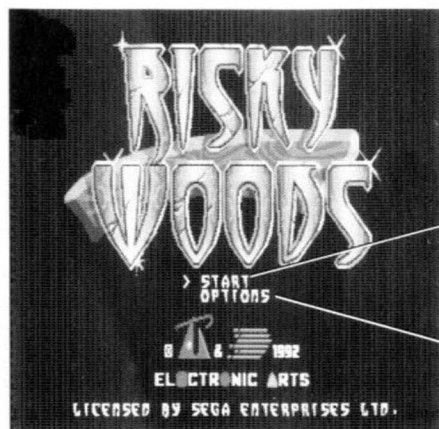
Before you start playing, you can customize the controls to suit your gaming preference. For details on changing controls, see *Beginning The Game*.

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BEGINNING THE GAME

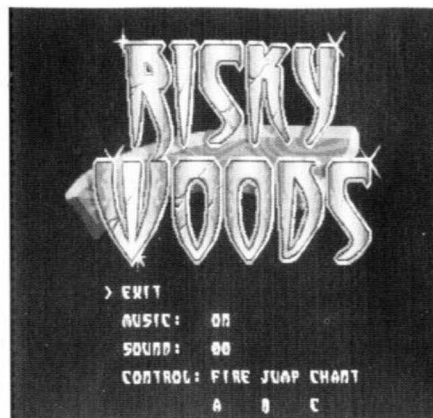
1. Make sure the power switch on your Sega™ Genesis™ is OFF.
2. Insert your Risky Woods cartridge into the slot on the Genesis. Press firmly to lock the cartridge into place.
3. Turn the power switch ON. The Electronic Arts® logo appears followed by the credits, high Scores, and a demo.
4. Press **START** to go to the Title screen.



Start the
Game

Go to
Options
Screen

5. D-Pad **down** to move the arrow to **Options**, and then press any button. The Options screen appears.



The Options screen lets you adjust the game to your liking. D-Pad **up** or **down** to move the arrow to an option, and then:

MUSIC	Press any button to turn the music On or Off .
SOUND	D-Pad right or left to select the various music and sound effects that can be found in the game. Press A , B or C to play your selection. 00 = Stop Music 01 - 19 = Music 20 - 43 = Sound effects

CONTROL

D-Pad **right** or **left** to determine which buttons on your Controller make Rohan *Fire*, *Jump* and *Chant*. **A**, **B**, and **C** stand for the buttons on your Controller, while **U** stands for **up** on the D-Pad.

Note that:

D-Pad **down** is always *Duck/Pick Up*.

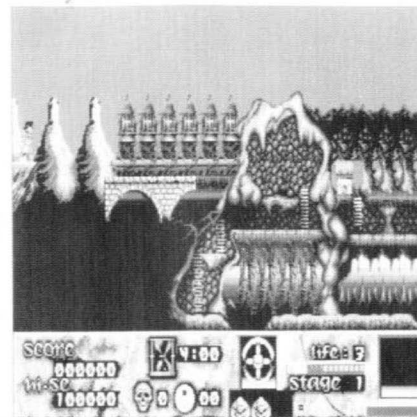
D-Pad **right** and **left** are always *Move Right* and *Move Left*.

START is always *Pause/Unpause*.

6. Once you've set up the game the way you like, D-Pad **up** or **down** to move the arrow to **EXIT** and press any button. The Title screen reappears.
7. Select **START** onscreen, then press **START** on the controller to begin the game.

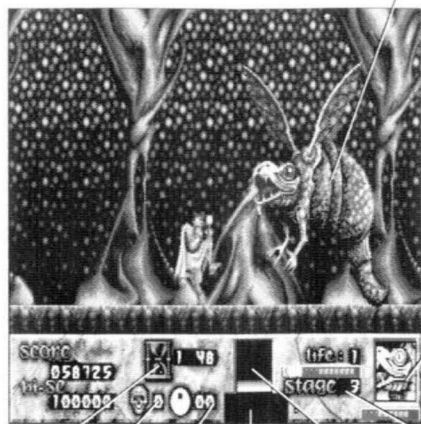
CURRENT STAGE SCREEN

The Current Stage screen shows you which stage you're about to play.



Press any button to begin.

THE GAME SCREEN



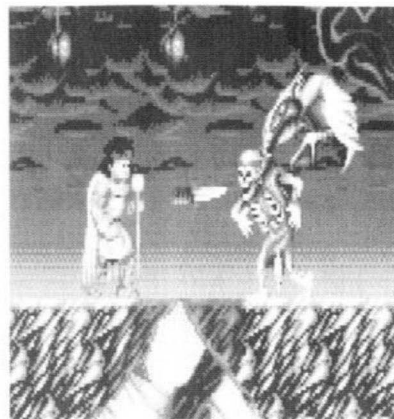
View of Guardian

Guardian Life (during guardian levels)

Remaining Time Staff Skulls Armor Links Monks on this Level (this window is empty) Gate Key Window (this window is empty) Current Stage

MOVE & FIRE

A lot of baddies will try to stop you from freeing the monks. Press D-Pad **right** to move forward or **left** to back-track. Press the **Fire** button to throw weapons.



You start out with simple knives. (Don't worry about wasting your weapons—you have an unlimited supply.) Whenever you destroy a Gatekeeper, you have a chance to pick up different and better weapons (see *Gatekeeper Treasures: Weapons*).

PICK UP ARMOR LINKS

When you kill a monster, it may drop armor links. You can carry 99 at a time, but pick up as many of them as you can. If you collect enough, you get some great protective armor.



x 33 = Silver Armor

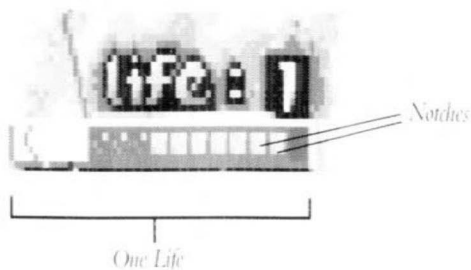


x 67 = Gold Armor

How well does armor protect you? Silver armor cuts the damage that monsters do *in half*. Gold armor protects you 100%. That's right...dress yourself in gold and they can't lay a finger on you! But don't think that after you get gold armor you can just walk through the game —you can *lose* armor links, too. If you let a monster touch you, you lose one armor link; if you fall off a cliff, get hit by fire, or (worse) lose a life, you lose several links.

PRESERVE YOUR LIFE

You begin with three lives. Each life is made up of 11 notches. Whenever an enemy strikes you or you fall off a platform, you lose a number of notches off your current life. Lose all 11 notches and you lose a life.



OPEN CHESTS & SACKS

You'll often find bags or chests. To open them, *Fire* at them until they explode.



Their contents will scatter on the ground. You may get armor links, or you may find some of the following magic items:



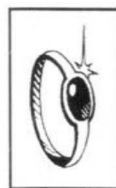
Star 5,000 points



Battery 5,000 points



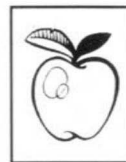
Jewel 50,000 points



Ring 50,000 points



Arrow 10,000 points — **OR** sends you back to an earlier point in the level (aaargh!)



Apple 10,000 points — **OR** puts you to sleep (Zzzzzzz!)
Sleeping does two things. It restores energy but loses you time (What did you expect, something for nothing?!)



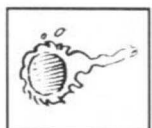
Potion +6 notches of energy



Lightning Temporary immunity from monster's touch



Heart +3 notches of energy



Fire Djinn Sends a fire spirit who temporarily follows you, killing enemies



Continue Occasionally a miniature Rohan springs out of the chest. Try to pick him up. If you manage to trap him three times, you get an additional life *and* you get to continue playing once the game is over.



Cross 10,000 points



Hourglass +1 minute of time



Skull Skulls turn your staff into a magic weapon.

You'll see how many skulls you're carrying on the Skull Indicator:

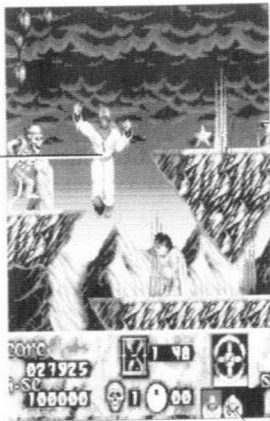


To use your skull-empowered staff, hold down the **Fire** button. Rohan stamps the staff into the ground, doing severe damage to the bad guys. If you're wearing silver armor, the effects of the staff are stronger still. If Rohan's lucky enough to be wearing Gold Armor then using the staff will result in a display of skills that wouldn't look out of place in a martial arts movie. The staff will be hurled into the air and each time it bounces on the ground you'll be waving goodbye to a bunch of those bad guys.

NOTE! While the skull-empowered staff is a nasty weapon, it will take six notches of energy off of your Life when collected, this is provided you're wearing no Armor. If you're clad in Silver then only three notches will be taken off, if it's Gold you have on then no Life is deducted.

FREE THE MONKS

Your mission is to free the old monks who are trapped in stone. When you come across a statue, *Fire* at it until it shatters.



Freed Monk

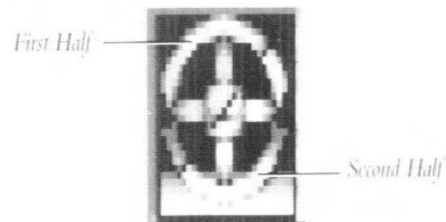
Monk Icons

At the bottom of the screen you'll see some Monk icons. The monks that appear in black and white represent the number of monks you *still* have to free in this stage; the monks that appear in color represent the number of monks you've *already* freed in this stage.

Careful! There are evil monks hiding in some of the statues. You can recognize them by the evil energy they release — and the damage they inflict — when you free them. Remember where they are and avoid shooting them the next time around.

COLLECT GATE KEYS & DESTROY GATEKEEPERS

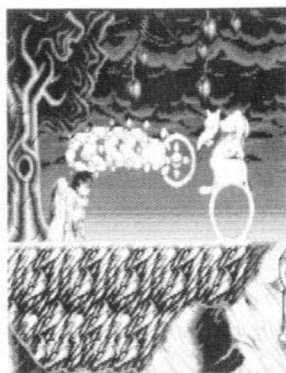
Along the way you'll find *halves* of Gate Keys. *Always pick them up.* Once you've grabbed them, they appear on the screen. When you get two halves, they form a completed Gate Key.



First Half

Second Half

In each stage, you'll encounter vigilant Gatekeepers who bar your way. The only way to get past a Gatekeeper is to use a completed Gate Key. To use a Gate Key, press the *Chant* button. Rohan will throw the Gate Key into the gate's locking mechanism (if he doesn't, you're probably not close enough to the gate).



Press the *Chant* button again to get the Gatekeeper to 'chant' a tune. The notes of the tune correspond to directions on your D-Pad. Using the D-Pad, you have to 'repeat' his chant. Watch the gate's locking mechanism to see the directions you have to press.

*Left**Up**Right*

In this example, you'd press D-Pad left, up, and then right to repeat the chant.

In the first stage, only three notes will be played, but in later stages the number of notes increases.

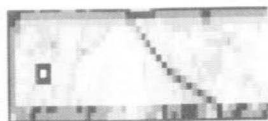
Once you've correctly repeated the chant, the gate and its keeper explode, scattering his horde of treasures (see *Gatekeeper Treasures: Weapons*).

If you approach a Gatekeeper without having collected both parts to a Gate Key then you will have to suffer the consequences. You will be lifted off the ground and transported *back* to the location of the missing Gate Key. It is a wise idea not to do this too often as every time you are transported your Life is depleted.

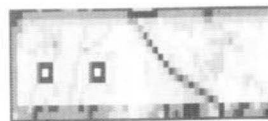
GATEKEEPER TREASURES: WEAPONS

When a Gatekeeper explodes, his treasure horde is scattered on the ground. You can *Pick Up* these items and use them.

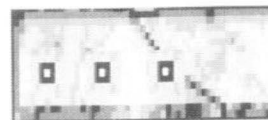
Whenever you *Pick Up* a weapon, you immediately drop your old one. If you pick up the same weapon twice, you increase its magic power — **x2** if you pick it up twice, and **x3** if you pick it up three times. The magic power of your current weapon is always shown on the screen:



Normal Power



x2



x3

Here are the goodies a Gatekeeper may have:



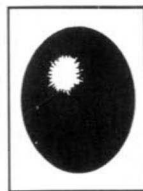
Axe

Axes are hurled upwards and then fall in an arc on opponents' heads, doing a brain-splitting number on their skull.



Boomerang

Boomerangs with sharpened edges. This weapon flies in one direction and then circles back, taking out baddies as it goes. Before you fire this weapon check the distance to your intended target as the curved flight path can be deceptive.



Fireball

Fireballs are fast weapons and very potent. They fly in a straight line.



Magic Dagger Magic Daggers look like your standard knives but they're more effective. When thrown, they travel in a straight line.



Morning Star Morning Stars do bone-crushing damage to your enemies. When thrown, they travel in a straight line.

GOLDEN POTIONS

Sometimes a Gatekeeper will drop a vial of Golden Potion. **Pick Up** the vial and get five extra notches of Life. Note that picking up a Golden Potion does not change your current weapon or its magic power.



ZONES, STAGES & GUARDIANS

You have to battle your way through four zones, each with two stages of combat. In each stage you must free the monks and reach the end before time runs out. If you don't free all of the monks, you'll have to repeat the stage.

At the end of each zone is a cave leading to the next zone. Each cave is protected by an ugly guardian with foul breath and a lifelong hatred of your young warrior guts. Either you kill him (and continue) or he kills you (and you're dead). The Guardian's life meter appears in the lower right corner of your screen.



SCORING

Your main goal is to get points. Lots of points. Preferably more than the other guy.

HIGH SCORE SCREEN

Once the game has ended, the High Score screen appears:



THE BEST RANKING		
1ST	0100000	ETC 5
2ND	0090000	EUJ 5
3RD	0080000	RIP 4
4TH	0070000	LOP 4
5TH	0060000	AJA 3
6TH	0050000	POC 3
7TH	0047025	A 1
8TH	0040000	RUP 2
9TH	0030000	KJN 2
10TH	0026180	AAA 1

If you scored well, you can enter your initials. Press D-Pad **up** or **down** to scroll through the letters. When you've found the letter you want, press any button on the Controller. If you made a mistake on an earlier letter, press D-Pad **left** to backtrack.

Once you've entered your initials, press **START** to begin a new game.

Note: Your high scores are *not* saved when you turn off your Genesis, so if you've got something to prove, take a picture of it.

CREDITS

Sega Version: Steve Wetherill

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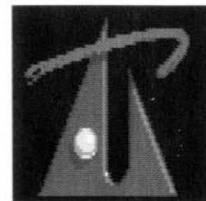
Package Design: D•ZYN:PARM

Package Illustration: David Rowe

Documentation: David Luoto

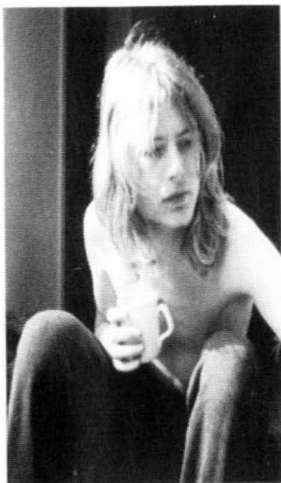
Documentation Layout: Emily Favors

Quality Assurance: Jim Newman



ZEUS SOFT

ARTIST BIOGRAPHY



Steve Wetherill has been creating computer games for longer than he can remember, with 20 or 30 (he can't even remember how many!) of them to his credit we tend to think of him as a veteran.

Risky Woods has been his first game for the Sega Genesis, we're sure that you'll all hope it won't be his last. Before now Steve's most recent game of note was Projectyle which became a big hit way back in the early days of 16 bit machines.

When he's not programming you'll find Steve producing. Take one look at the credit list for this game and you'll notice that Steve fills the producer spot, that coveted title which gives the holder the power to set deadlines, tell people when to take a vacation and argue with programmers.

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San Mateo, California 94403-7578

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