

SEGA
GENESIS
16-BIT CARTRIDGE



El Viento™

INSTRUCTION MANUAL

RENOVATION™
PRODUCTS

Handling the Genesis Cartridge

- This cartridge is intended exclusively for the Sega Genesis System.
- Do not apply severe shocks to the cartridge. Avoid hitting or stepping on the cartridge. Do not take it apart under any circumstances.
- Touching or wetting the terminal of the cartridge can cause damage.
- Avoid leaving the cartridge in extreme hot or cold temperatures. Especially, avoid places that are in direct sunlight, near stoves, or humid areas.
- When cleaning the cartridge, do not use chemicals, such as paint thinner or benzene.
- Your eyes may become tired after long periods of game play. To avoid stress, take a 10 or 20 minute break every hour. Try to be as far as possible from the TV screen while playing the game.

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 projection televisions.

GAME HINT HOTLINE

If you have any questions about playing EL VIENTO, or if you are interested in hints on how to play more effectively, please call the Renovation Game Hint Hotline at:

(415) 591-7529

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The persons, names, places, institutions, incidents and commands in this game are all fictional, and do not refer to or portray any incidents. Any resemblance between the persons, names, places, institutions and incidents in this game and actual persons, names, places, institutions and incidents is purely coincidental.

Renovation Products wishes to thank you
for purchasing **El Viento**
for your Sega Genesis System.

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Prologue: A Shrine in the Grand Canyon

In a dark chamber of the shrine, candle flames ceaselessly flicker, casting shadows of two people onto the surface of the cold, rough pavement. One is a middle-aged man, the other a young attractive girl with beautiful blond hair. In the dim light a heated discussion takes place over Vincente DeMarco, the kingpin of the mob in New York.

"You have not heard from DeMarco yet?" asks the woman.

"Don't pressure me! It will take a few more years to complete construction of the Empire State Building. In order to minimize the time, we will have them build the Hastur Shrine inside the building. Be patient, there will only be a slight delay." The blond woman nods, showing a little discontent. However, one obstacle stands in the way of their scheme. "How should we deal with Annet?"

The woman pulls out a photo of a younger girl with tanned skin.

"Don't worry, I have asked DeMarco to deal with her. I expect that she will no longer cause problems within a few days." After a brief silence, malevolent smiles appear on their faces. "All that we will have to do then, is to perform the ceremony to summon Lord Hastur." The flames of the candles quiver as the shadows of the two are swallowed up in pitch darkness.

An Evil Alliance

It is the year of 1928 when the Hastur group, which worships the evil Hastur, god of the winds, is attempting to fulfill its great ambition: to resurrect Hastur. They are planning to perform the ceremony to summon Hastur by sacrificing a young woman, Restiana, a descendent from Hastur. To that end, they prepare to bring a huge skyscraper into Manhattan as a shrine for the summoning of Hastur. They have asked Vincente DeMarco to collaborate with them. The shrine will tower so high, it will pierce the sky to convey the magical powers of Hastur. This shrine will be known as the Empire State Building.



There is, however, an obstacle to their scheme which they cannot ignore. That obstacle is a young woman named Annet,

who succeeded in containing Hastur and taking control of his tremendous power. She is distantly related to Hastur and is the only human capable of conquering the wicked god.

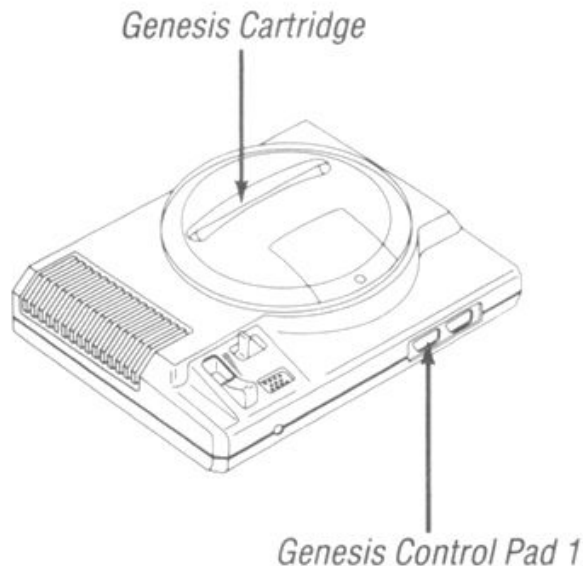
The Battle Begins

The scene is New York, 1928. Suddenly, Annet, who is walking on a quiet street, senses danger. She hears a sound like a balloon popping. As Annet turns around to look back, bullets whiz by and barely miss her cheek. The ones firing the gun are hitmen sent by DeMarco at the request of the Hastur group. This is the beginning of the gruesome battle against the Hastur Group.

STARTING UP

- 1) Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. This game is for 1 player. Plug in the Control Pad.
- 2) Make sure the power is off.
- 3) Insert the EL VIENTO Cartridge into the Genesis System Console. With the label facing toward you, press the Cartridge firmly into the Cartridge slot.
- 4) Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.



TAKING CONTROL



The Start Button: Press this to start the game while at the title screen. Also press START while playing to pause the game. While the game is paused, restart the game by pressing the START button again.

The D Button: Press to move the game's heroine, Annet, in every direction. To make her pass through doors, press the upper part of the button.

The A Button: Press to attack with a boomerang.

The B Button: Press to jump. The distance depends on the length of time the button is pressed.

The C Button: Press to use magic. The longer the button is pressed, the more powerful the magic becomes.

The above settings can be changed with Configuration, as shown on the next page.

GAME START MENU

After you have inserted the game cartridge and have turned the power on, the opening visual will be displayed. Press the START Button and the Start Menu will be displayed.



For selection of mode, use the D Button. Then enter the selected mode with the Start Button.

Game Start: Enables play from the beginning of the game.

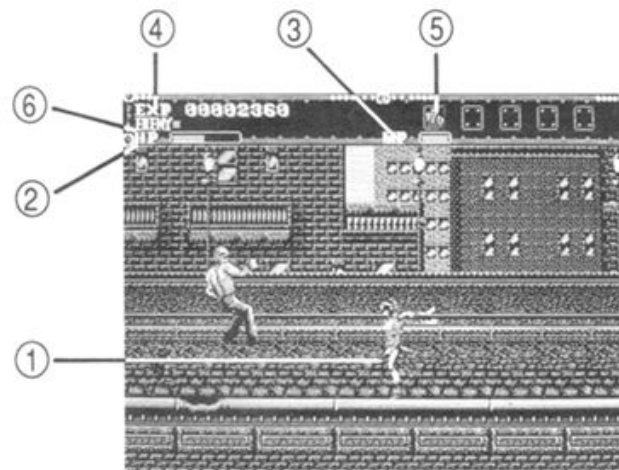
Configuration: Sets the environments of the game. The configuration mode allows setting of the following modes. Press the D Button to the right or left for selection and enter your selection with the Start Button.

Control: Sets allocation of functions on each key of the pad.

Music Mode: Allows you to hear selected music and sound effects that are used during the game. Play the desired selection by pressing the A Button, and stop with the B Button.

SCREEN COMPOSITION

The player fights through side-scrolling action scenes, defeating enemy characters to pass each stage. The screen composition is as follows:



- ① **Main Character:** Heroine, Annet, controlled by the player.
- ② **HP (Hit Points):** Life energy of Annet. If this bar fully disappears, the game will be over.
- ③ **MP (Magic Points):** Magic power of Annet. When this bar fully disappears, Annet will lose power to use her magic momentarily. When Annet stops using her magic, MP is gradually recovered.
- ④ **EXP (Experience):** This value increases each time Annet defeats an enemy. Each time this value reaches a certain amount, HP will increase on different levels.
- ⑤ **List of Magic:** Shows magic available within each stage.
- ⑥ **Enemy:** Shows the HP balance of an enemy character whom Annet fights.

"GAME OVER" AND "CONTINUE"

When Annet's HP bar is fully non-visible from enemy attack, the game is over. "Continue" will then appear at the title screen. In order to replay the game from the stage where Annet previously lost her HP, choose "Continue" and press the Start Button. In order to restart the game from the beginning, choose "Game Start". You can continue three times.

ITEMS AND SPELLS

Items

Various items appear during the game that help Annet. These items are positioned throughout the stages of the game. The player must discover the use of each item.

Spells

Annet may cast five types of spells by taking advantage of the strength of the wind. At the beginning of the game, only one spell is available. As she picks up items containing spells throughout the stages, she will be capable of casting a greater variety of spells.

Use of Spells

The following steps must be taken to select a spell. Press the C Button (Default) to use your magic, and a box displaying the spell "Fire ball" will flicker on the far left in the list of magic shown in the upper right of the screen. Keep holding down the button and the flickering will move to the next spell, and the next, moving to the right within the spells acquired, while consuming MP.

In short, continuing to press the button allows the player to select a spell as he or she expends MP. The spells on the left are the least powerful, and those on the right are the most powerful. The more powerful the spell, the more MP will be used.

Types of Spells

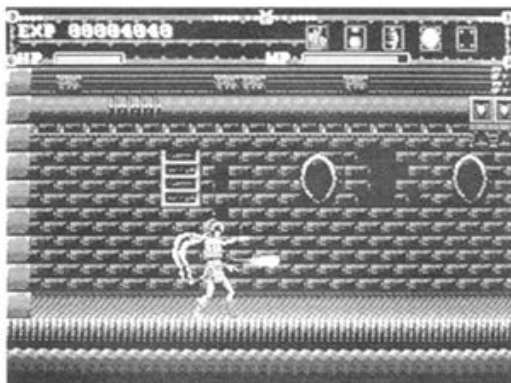
Basically, the spells which Annet casts relate to the wind and utilize everything contained in the air. Some may seem to be spells of other natural forces, such as Flame or Water.

Introduction of Spells

Here are some of the five spells available for Annet :

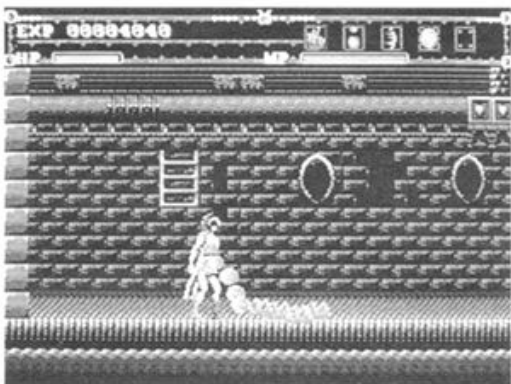
Fire Balls

The least powerful spell of all, but rather easy to use. This spell creates a special flame by combining oxygen with other elements. The flame flies straight and creates a small explosion when it hits an enemy. Still, its destructive power has much greater magnitude than the bladed boomerangs.



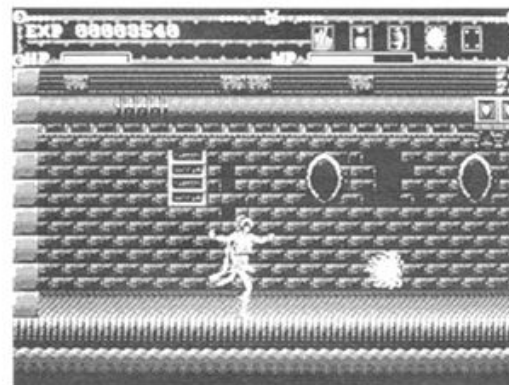
Water Current

A water spell, as the name indicates. This spell creates current by combining oxygen in the air with hydrogen, whose water pressure damages enemies. Its destructive power has the same magnitude as the fire ball. Its special quality of flowing downward allows it to defeat many enemies at one time.



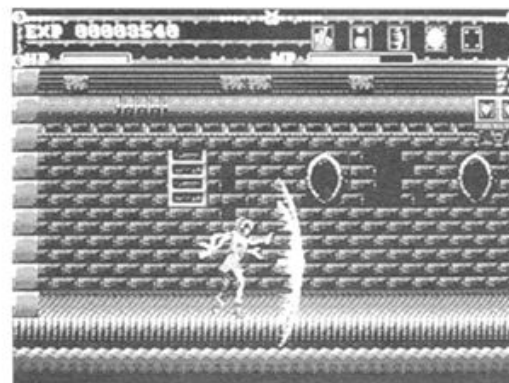
Explosion

A spell bringing the same magnitude of destructive power as that of Hastur, an evil god presiding over the wind, into use. Its awesome destructive power destroys anything around it. Because of its power, it requires high MP, which is hard to accumulate.



Wind Cutter

This spell forms a vacuum in the air to cut through enemies with the same process as the "weasel's slash." In addition to its power, it spreads over a wide area, making it so effective that a player should take advantage of it frequently.



CAST OF CHARACTERS

Annet

The heroine of this story is seventeen years old. Annet was brought up in a village deep inside Peru, where the evil god Hastur is worshipped. Two years ago, an explorer named Earnest Evans found her, took her into his custody, and brought her to the United States. Annet is a sorceress who has an accursed blood relationship with Hastur; she is the only person capable of containing Hastur. She has become a master of wind spells since she first contained Hastur and took possession of his tremendous energy two years ago. For that reason, she is the target of attacks by the Hastur Group. Though courageous, she reveals her scatterbrained, shy and retiring personality in unretouched portraits which show her at peaceful moments.



Earnest Evans

A thirty-one year old archaeologist and experienced explorer. Two years ago, he successfully prevented the Hastur Group from fulfilling its scheme of resurrecting Hastur by using Annet. Thereafter, he adopted her as his daughter. Earnest Evans and Vincente DeMarco are arch rivals who have battled against each other in their quests to recover treasures. He consistently remains a lone wolf while DeMarco manipulates the mob organization. Earnest Evans stays busy traveling to archaeological sites all over the world, seeking precious relics. Modest as he is, he calls himself a treasure hunter; and yet he possesses a Ph. D. degree, and is an influential figure at meetings of the Association of American Archaeologists. These are only some of his numerous talents.



Zigfried

A twenty-seven-year-old German. He abandoned his economically and politically broken homeland after the first World War, and smuggled himself into the United States. Vincente DeMarco recognized his great talents and made Zigfried his right-hand man. Then, after an incident two years ago, Zigfried broke with DeMarco and turned against him. He goes by the name "Zig" and has made friends with Earnest and Annet to some extent. He has an unusual degree of knowledge about the Hastur Group and seems to be very ambitious. With his startlingly handsome face, his clever eyes seem always to hold a sneering laugh.



Restiana

A young woman, seventeen years old. The rival of Annet. Like Annet, she descends from Hastur, and is a candidate to serve as a sacrifice during the summoning of Hastur. The Hastur Group members have lied to Restiana that she will be able to take possession of great power by taking possession of Hastur, and are attempting to entice her into being a sacrifice. Restiana is unyielding and tends to act arbitrarily on her own authority; she is trying to resurrect Hastur on her own.



Henry

Bishop of the Hastur Group, fifty-two years old. Henry has been making arrangements throughout this entire operation to summon Hastur. He is the head of the group and has handled many schemes on a grand scale. Henry lacks many of the characteristics of a human, presumably because of his fanatic dedication for many years; he is Hastur's henchman, his minion.



Vincente DeMarco

The ultimate boss of the New York mob. DeMarco, who became a prominent figure in the United States underworld with the sale of bootleg liquor and with violence, has received a huge sum of advance money from the Hastur group and is collaborating with the group to Summon Hastur. In the past, when the group asked DeMarco to help in the summoning, it was disrupted and the scheme ended in failure. Now, DeMarco lobbies the Government to construct the Empire State Building, along the Hudson River, whose location is appropriate both with respect to geography and direction for the summoning, then to renovate the interior into a shrine for Hastur.



Hastur

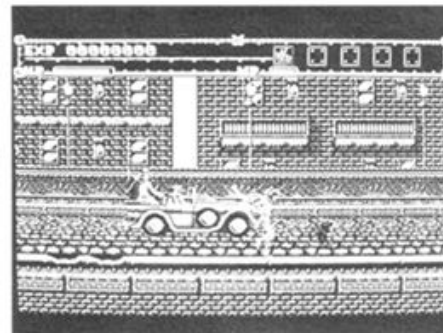
The name may be pronounced as "Ha-su-too-ru." One of the gods far beyond the understanding of mankind who presides over the wind. He is often called the "Evil god," which does not describe his nature exactly. Hastur bases his actions not on wicked intentions, but toward his own goals which are beyond the understanding of mankind. Hastur has not the slightest concern for mankind, and does not care whether mankind lives or dies. The truly wicked enemy should be considered the Hastur Group, which attempts to resurrect Hastur, who is contained in Seraeno of the Hiyadesu Cluster, to destroy the earth.



GAME STAGES

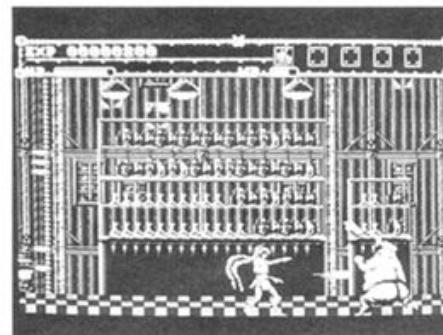
El Viento consists of eight stages. Each stage is divided into several different scenes. All together, Annet sees action in more than twenty scenes. Some of the scenes are shown below:

New York

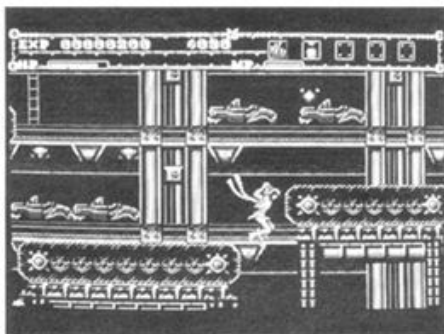


The city where Vincente DeMarco rules. Groups of his mob in vintage cars attack Annet.

Speakeasy (Prohibition-Era Club)



The Twenties are the era of Prohibition. Illegal drinking clubs run by the mob have mushroomed around the country during this period. In this setting, the fight goes on.



In the Twenties, the U.S. automobile industry enjoyed remarkable growth. The auto factories were centered around Detroit, in particular.

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Renovation Products, Inc. warrants to the original consumer purchaser that the Renovation Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Renovation Products, Inc. will repair or replace the defective cartridge or component part, at its option, free of charge.

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Renovation Products, Inc.
Customer Service Department
987 University Avenue, Suite 10
Los Gatos, CA 95030

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If your Renovation Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Renovation's Customer Service Department at 408-395-8375 during 9:00am to 5:00pm (Pacific Time). If they are unable to solve the problem by phone, they will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Renovation's Customer Service Department with an enclosed check or money order payable to Renovation Products, Inc. for the amount of the cost estimate provided to you by them. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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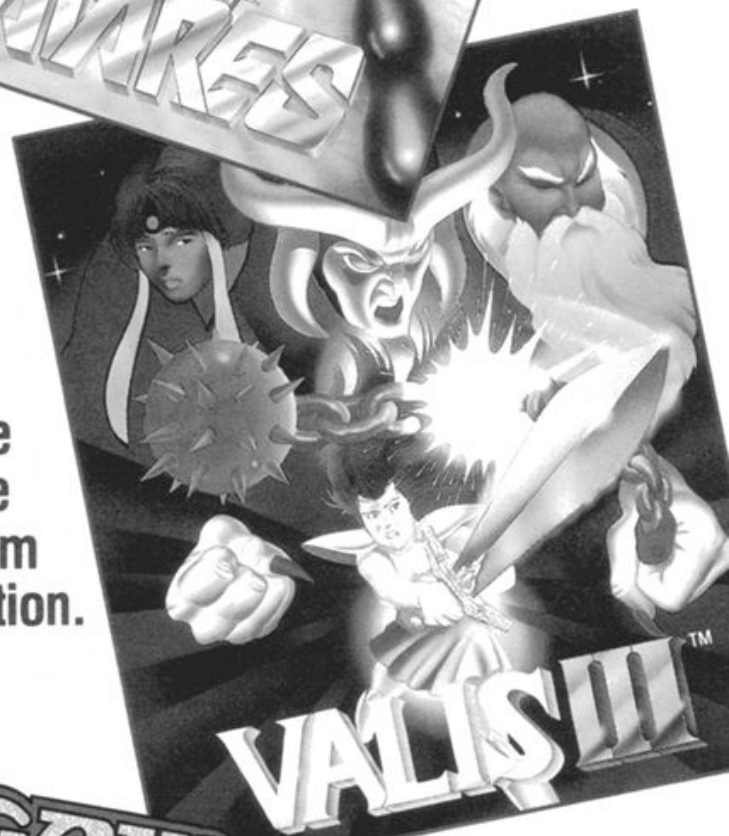
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