

MEGAMI TENSEI GAIDEN

# Last Bible™

INSTRUCTION MANUAL

# GAME GEAR

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REPROGRAMMED GAME  
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Thank you for purchasing Megami Tensei Gaiden: Last Bible for the Game Gear. You can enjoy the game even more if you read this instruction manual before you begin playing the game.



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**Long before life began on Earth, entities descended upon the fifth planet in the solar system. They brought with them orichalcum, a substance unchanged since the dawn of time. It was strewn all over the young planet.**

**The orichalcum amplified the power of life, and the planet soon flourished in an abundance of nature, covered in greenery.**

**Then it came to pass that creatures with wisdom were born, eventually creating an entire civilization. They looked just like us, the people of Earth, but there was one thing about them that was different.**

**They had gaia, supernatural powers that they could summon at will.**



# CONTROLS

## Direction Buttons

- Selecting commands
- Moving the character

## Start Button

- Starting the game
- Skipping to the end on the name entry screen

## 2 Button

- Talking
- Searching (or opening treasure chests)
- Selecting a command
- Running (by holding it down)

## 1 Button

- Displaying the command window outside of battle
- Canceling a command

✧ Holding Start, 1, and 2 at the same time will reset the game back to the Sega logo.



# HOW TO BEGIN

If you press the Start Button on the title screen, "From the Beginning" and "Continue" will be displayed. Use the ▲▼ direction buttons to highlight your choice, and press the 2 Button to confirm it.

## From the Beginning

Start the game from the beginning. 📖 Page 6

## Continue

Load the game from a save file. 📖 Page 7





## From the Beginning

You'll enter three names as the story begins. Enter a name for the protagonist as well as his male and female companions.

The game will start after you've entered these three characters' names.



## NAME ENTRY CONTROLS

### Direction Buttons

- Choosing the letter

### Start Button

- Skipping to the end

### 1 Button

- Deleting letters

### 2 Button

- Entering letters

### Delete

- Deleting letters

### End

- End the name entry
- Selecting this without entering a name will fill it with the default names for the hero (El), his male companion (Kishe), and his female companion (Uranus). Press the 2 Button a second time to confirm it.

## Continue

On the file selection screen, move the ◀▶ direction buttons to position the cursor on the file of your choice, and press the 2 Button to confirm it. The game will continue from the point where it was saved. Press the 1 Button to cancel out of this screen.

## HOW TO VIEW THE FILE SELECTION

### ① File

### ② Character Names

### ③ Hit Points

This shows the characters' HP when the file was saved.

### ④ Magic Points

This shows the characters' MP when the file was saved.

### ⑤ Status Icons

These icons show the characters' condition. For more information on what the icons mean, consult page 16.

File 1 Name	File 2 HP	File 3 MP
El	28H	23M
Tsuchigumo	10H	0M
Heget	14H	12M
Blob	18H	0M
Rarung	0H	13M
Tanki	12H	26M
Tammuz	24H	20M
Cimejes	34H	18M
Harpy	0H	6M
Chonchon	30H	30M
Death Link	22H	0M

# HOW TO PLAY

Talk to the people in towns and villages to gather vital information on your adventure. Where do you need to go? What do you need to do? You should be able to find out.

## USING THE FACILITIES IN TOWN

There are many facilities in towns, including weapon shops, inns, and more. Go inside and talk to the people across the counter to do business with them.



**Inn / Healer**

Restore HP and MP here, or heal a character that's been poisoned, paralyzed, or has been knocked unconscious.



**Weapon Shop**



**Defense Gear Shop**



**Item Shop**

You can buy and sell the weapons, defensive gear, and useful items that you'll need on your journey.

**Depository** You can deposit items or money here. These can be found in inns and weapon shops, and whatever you deposit in one area can also be withdrawn at a totally different area.





# USING COMMANDS WHILE MOVING

If you press the 1 Button while moving, you will open the command window, and the information like HP will appear for the active party.

## ① Command Window

Five useful commands are displayed here.

Check the information for all of the available listings.

## ② Message Window

After you've selected a command, what you can do next will be displayed.

## ③ Character Names

## ④ Current HP

## ⑤ Current MP

## ⑥ Status icons

Each character's status is displayed here through symbols. (For more information about how to view the symbols, consult page 16.)



## Magic

This option is mainly for using healing magic. Some spells can't be used outside of battle, while others target everyone in the party.

## Items

This option is for making use of what you have in your inventory.

### Use

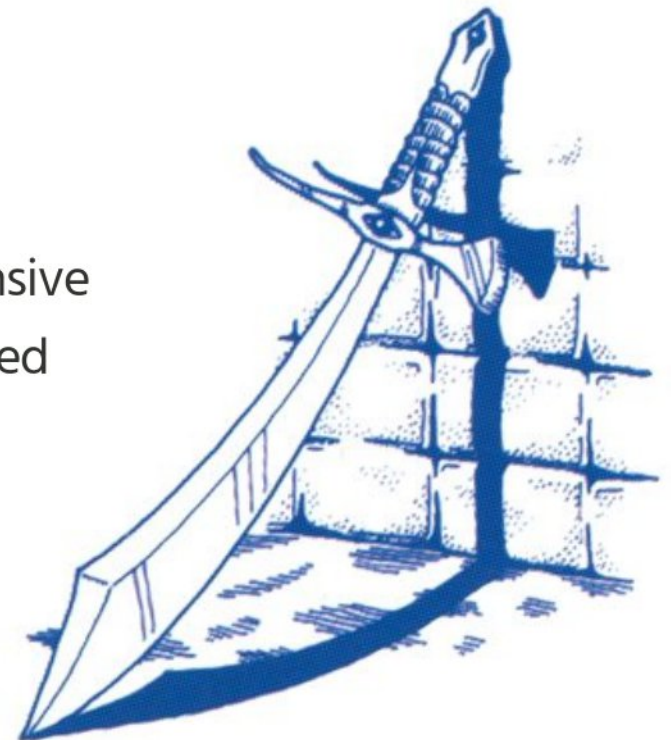
Use an item you have.

### Equip

Have the main character or his friends wield a weapon or defensive gear. Not all characters are able to equip certain items. Also, allied beasts are unable to equip any weapons or defensive gear.

### Drop

Discard an item you have.





# Ranks

This command lets you alter the lineup, as well as add allied beasts to the party.

## Call

This takes an allied beast from the stock and adds it to the party, but there's a maximum of six individuals in the party, including the human characters.

## Return

This removes an allied beast from the party and puts them back in the stock. The protagonist and his friends can't be removed from the party.

## Swap

This swaps out an allied beast in the party with a beast that's in stock.

## Drop

This removes a beast completely from both the party and stock.

## Order

This changes the positioning of the party, from front to back. Whoever is at the front will be more vulnerable to attacks.

# Stats

This command will let you see details stats for each character.

- ① Character's Name
- ② Character's Level
- ③ Current HP / Maximum HP
- ④ Current MP / Maximum MP
- ⑤ Experience needed to reach the next level
- ⑥ Money saved up
- ⑦ Equipped weapons and defensive gear  
The numbers indicate the offensive and defensive power.

Risque		Level	13
HP	51	---	64
MP	57	---	57
Status	---		
Experience	2199		
Next Level	852		
Money	¥1799		
Weapon	✂ Spirit	29	
Armor	⚔ Iron	19	
Shield	🛡 Iron	13	
Powers			
Endurance	12		⑧
Wisdom	11		
Strength	12		
Speed	09		
Luck	08		

## ⑧ Powers and Castable Magic

Shows the character's parameters (Endurance, Wisdom, Strength, Speed, and Luck). If you press the 2 Button, the castable magic will be shown. Pressing it once more will swap back to the parameters.



# System

This allows for saving, or altering settings.

## Save

Records the adventure to a file. Select one from three possible files. It's not possible to save during battle.

## Messages

Alters the text display speed.

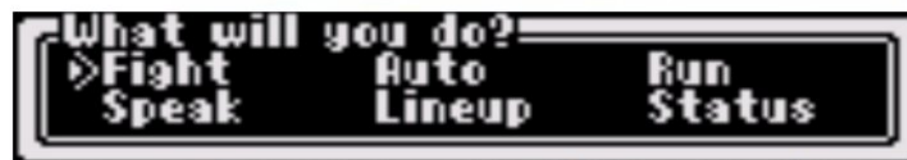
## Print Mode

Enables or disables small pauses at punctuation.



# USING COMMANDS IN BATTLE

If beasts pop up outside of towns, or in dungeons, the battle screen will appear.



## Fight

This command is for fighting against the beasts. Select the actions for each character.

**Attack**..... Lash out with the equipped weapon

**Magic**..... Cast a spell (Some magic can't be used in battle.)

**Items**..... Use an item (Only human characters can do this.)

**Defend**.... Guard against enemy attacks

**Back**..... Returns the allied beast to the stock. (This option only appears for allied beasts.)

## Auto

This command makes every character choose the Attack option. This will continue until every ally or enemy is wiped out, but if you hold the 1 Button, you can cancel the auto-battle.



## Run

Flees from the battle, but it

doesn't always work.

If it fails, it will lead to a surprise attack.

## Speak

Starts up a conversation with the target beast.

A successful conversation will lead to an alliance and the battle will end, but if it fails, it will lead to a surprise attack.

## Lineup

Swaps out the allied beasts in the party or changes the order of the party members. Only one command can be given per attack.

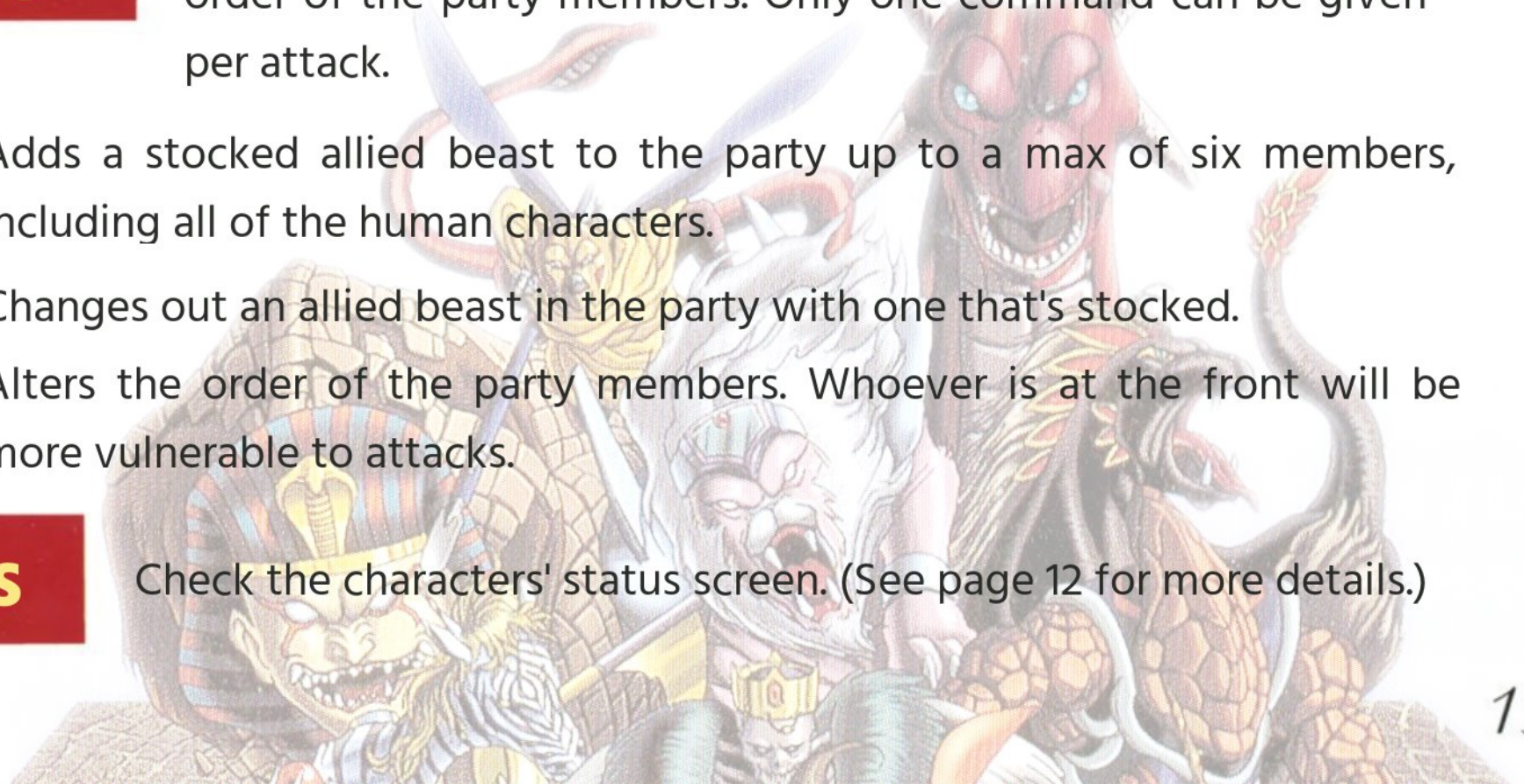
**Call** ..... Adds a stocked allied beast to the party up to a max of six members, including all of the human characters.

**Swap** ..... Changes out an allied beast in the party with one that's stocked.

**Order** ..... Alters the order of the party members. Whoever is at the front will be more vulnerable to attacks.

## Status




Check the characters' status screen. (See page 12 for more details.)





# **VIEWING THE STATUS ICONS**

It's vital that you understand the following symbols to know how your party is doing. If you see any of the following symbols to the right of a character's MP, take note.

Symbol	Condition	Side Effect	The Cure
	HP = 0, knocked out	Can't participate in the battle	Items/Spells/Treatment by a Healer
	Added to the party	Will join the battle	
	Inflicted with poison	HP will decrease in battle	Items/Spells/Treatment by a Healer





	Paralyzed	Can't attack	Items/Spells
	Confused	Doesn't know who to attack	Items/Spells/Battle Ends
	Sleeping	Can't attack	Items/Spells/Battle Ends
	Magic Sealed	Can't use magic	Battle Ends





# MAKING BEAST ALLIES

It's important for the protagonist to defeat beasts and gain experience to become stronger, but you should try talking to beasts every once in a while. Depending on how the conversation goes, the beast may become an ally. It's possible to have up to ten beast allies.





## WHEN THE PROTAGONIST SPEAKS

You can give "Yes" or "No" responses to the beast's questions. Beasts each have their own personalities. Some are kind, and others are cruel. You should try to turn the conversation down a path that matches that beast's temperament.



## WHEN A HUMAN OR BEAST ALLY SPEAKS

When a human or beast ally speaks, they will handle the whole conversation. The chance of success or failure is different depending on which character initiated the conversation.

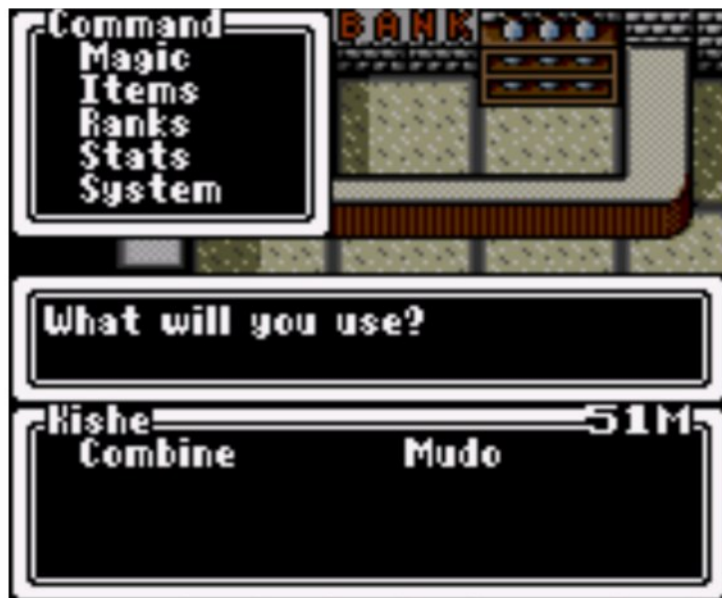


# FUSING BEASTS



The male ally is able to cast a spell called Combine, which allows him to fuse two allied beasts together into a new type of beast.

## HOW TO FUSE BEASTS

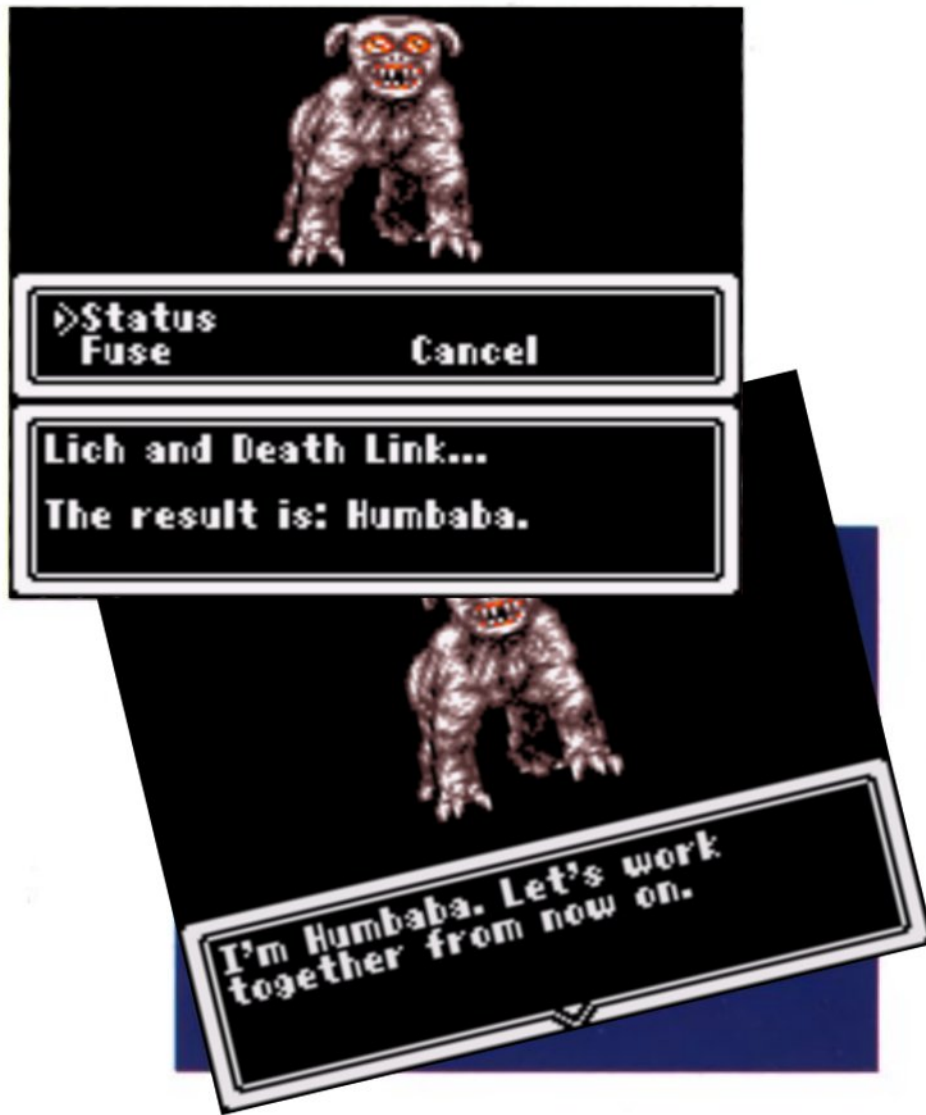


Select the Magic command outside of battle, and choose the Combine spell for your male ally. A fusion chart will be displayed. Consult the chart carefully and select the two beasts to be fused.





After making your choice, the fusion result will be displayed. Confirm its parameters with the Status option if you'd like, and either Fuse or Cancel.



## HOW TO VIEW THE FUSION CHART

- ... Fusion possible.
- ✗... The protagonist's level is too weak to fuse it.
- ... Can't be fused.
- △... Fusion result is already an ally. Can't be fused.



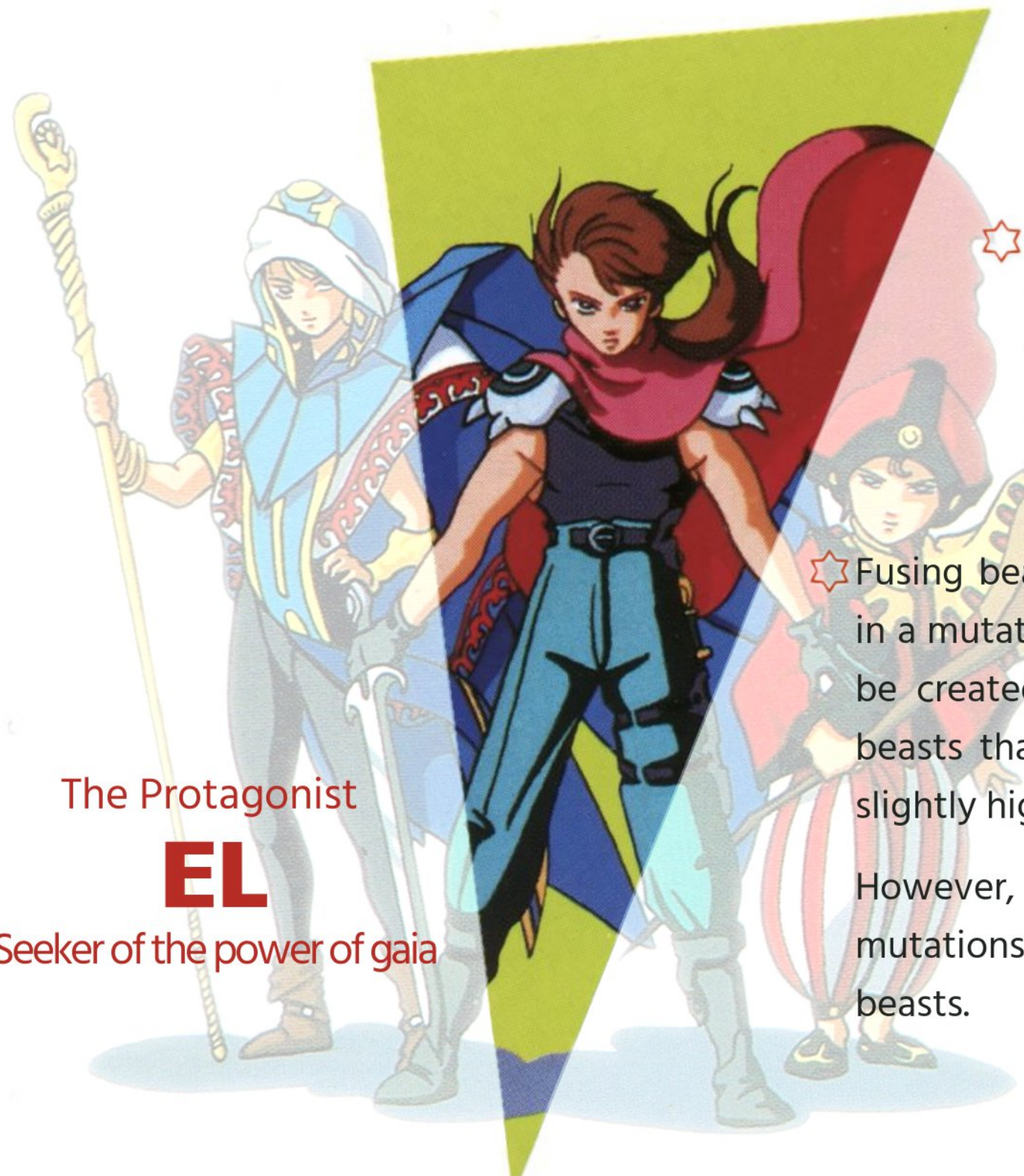
# TO SEEKERS OF THE POWER OF GAIJA

☆ If the hit points of the protagonist and his human allies fall to zero, the team will be returned to the last inn they stayed at with their gold halved. Keep a close eye on their HP!



☆ Allied beasts that are in stock and not in the active party will not be healed during a stop at the inn. If you wish to heal an allied beast that's been stocked, use the 2 Button to erase their question mark and select the "Okay" option.





The Protagonist

**EL**

Seeker of the power of gaia

☆ Weapons and defensive gear won't have any effect unless they're equipped. Be sure sure to equip them after you've obtained them!

☆ Fusing beasts has a rare chance of resulting in a mutation. The results of a mutation can't be created normally, and it's said that any beasts that appear in this way will be at a slightly higher level than usual.

However, it's important to note that these mutations can't be fused with other allied beasts.



- ☆ The more beast allies you make, the easier the journey will become, so try to make as many as possible along the way.
- ☆ The higher the price of the weapon or defensive gear, the stronger it is.



The Male Ally

**KISHE**

Short-tempered and short-sighted







☆ The male ally talks arrogantly to beasts, and is most successful at getting weaker beasts to join.

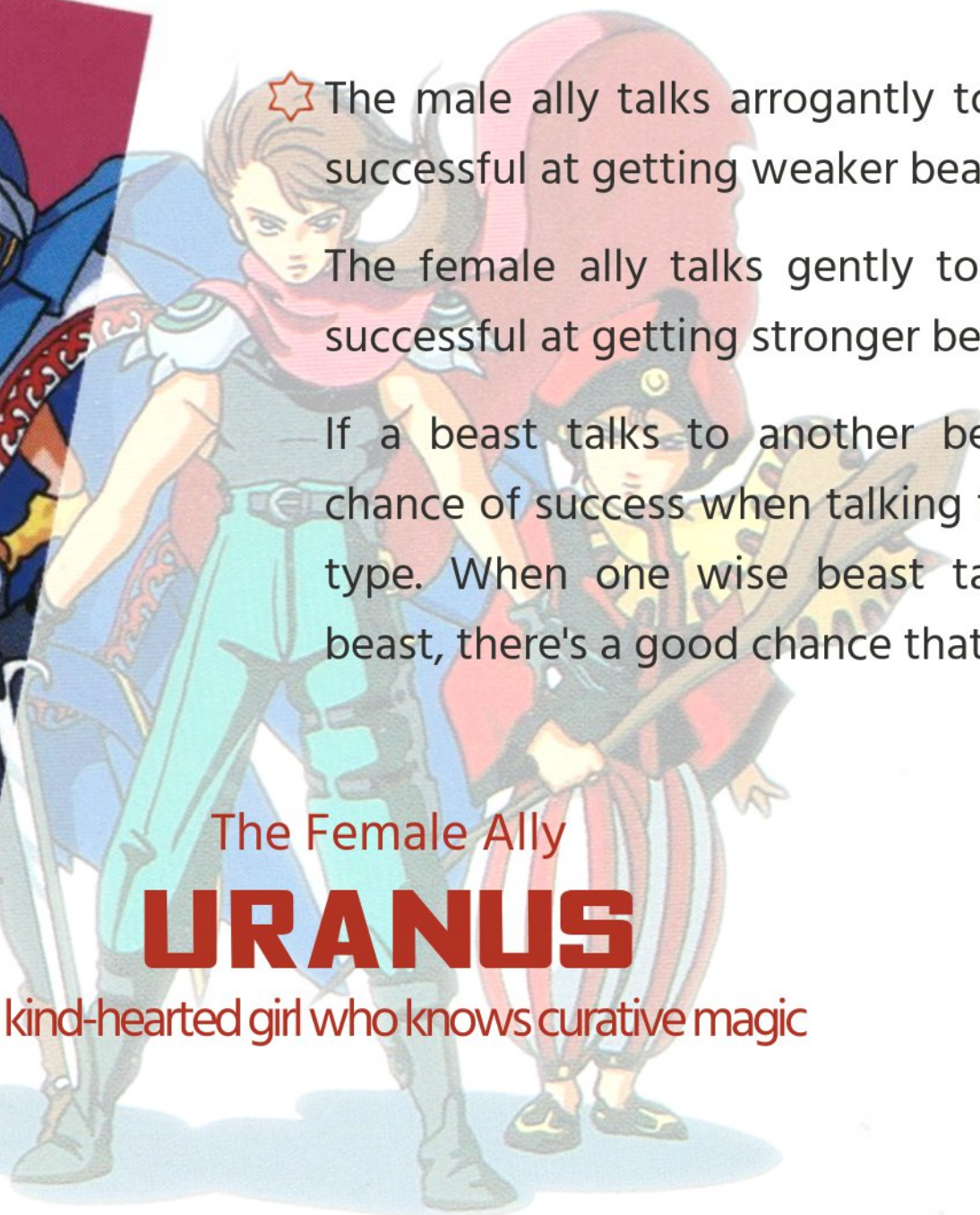
The female ally talks gently to beasts, and is most successful at getting stronger beasts to join.

If a beast talks to another beast, it has a higher chance of success when talking to a beast of a similar type. When one wise beast talks to another wise beast, there's a good chance that it will join.

The Female Ally

## URANUS

A kind-hearted girl who knows curative magic



# Caution before Usage

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- Be sure to turn the power off before removing the cartridge.
- Never try to bend or fold the cartridge.
- Never touch the port end or allow it to get wet.
- The cartridge is delicate. Do not attempt to dismantle it.  
Do not expose it to extreme temperatures.
- Do not wipe it with paint thinner or gasoline.
- Avoid playing it in dark places, and keep a good distance from the screen.  
Do not play it when you're tired or haven't got enough sleep.  
Take a ten to twenty minute break after every hour of play.

## ● ● ● Health Caution ● ● ●

There are rare instances in which strong flashes of light on television screens and the like have caused seizures or a loss of consciousness. If you have experienced this condition in the past, consult with a physician before you begin playing this game.

If you experience it for the first time while playing the game, stop the game immediately and have a check-up at the doctor.



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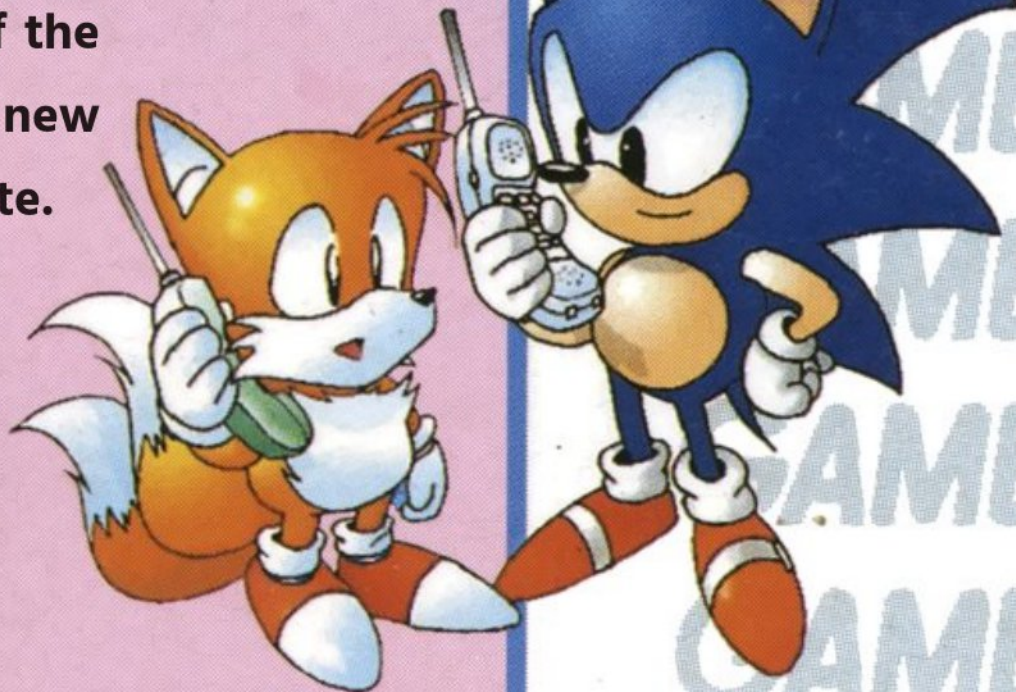
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