HE system

PC Engine

THE Crest of Gaia

HuCARD

PC Engine

The world of Gaia…
A land of fantasy ruled by the powers of sword and sorcery…

Since days when the world was still young, the land has been guided by great gods of light and dark. Presently, those forces have begun to manipulate the land once again.

Two great kingdoms of El Sallia, Elthlead and Velzeria, have maintained peace in the land for many years. But now, such times are lost.

Böser, prince of darkness and king of Velzeria, has again unleashed the powers of evil in the land, forcing King Sieghart of Elthlead to call on the power of Light once more.

Böser's army of darkness began its full scale invasion of the El Sallia countryside. Pillaging, plundering, and leaving a wake of death on its march for a direct attack on the Castle Elthlead. Already, border towns have fallen to his army of darkness.

The peace lost, King Sieghart rallied the knights of Elthlead for a counter-offensive against Böser. If victory is not swift, all that will remain are a kingdom of corpses…

Gaia is once again doomed to be shaken by a clash of light and dark.

Game Controls

Scenario play, the player can select and play any of the 25 battles against Boser Sieghart must win on his campaign, along with 5 bonus stages.

Directional Pad - Move the cursor and change numbers
Button I - Confirm selection and increase units (on unit hire screen)
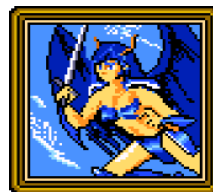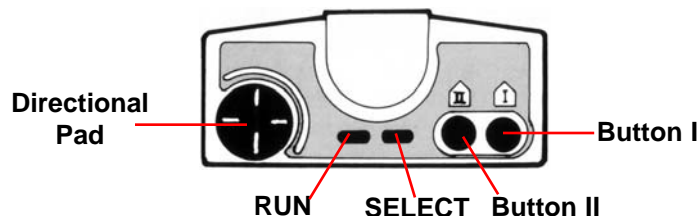**Button II** - Cancel or decrease units (on the unit hire screen)
RUN - Confirm (when on the unit hire screen)
SELECT - Show the next page (in scenario select) or bring up the options menu (in gameplay)

Quick Reset
Hold RUN, then press SELECT at any time during gameplay to reset the game.

Directional Pad — **RUN** **SELECT** **Button II** — **Button I**

The Map of Gaia

The Crest of Gaia is set in the Baldea region of El Sallia during the reign of King Sieghart. This is a map of the Baldea region during his reign.

1. Castle Elthlead
2. Roxes Fortress
3. Roleck Plains
4. Roleck River
5. Roxes Town
6. Roxes Forest
7. Dora
8. Rall Region
9. Daltis Region
10. Riggs Forest
11. Ruins of Rall Tower
12. The Golden Desert
13. The East Tower
14. Diehl
15. The North Tower
16. Castle Velzeria
17. Laethdik Sea
18. Rall River
19. Resty Mountain Range
20. Laethdik Straits
21. Lurveck Mountains

Starting the Game

After the logo, the player will be presented with a series of gameplay modes for Sieghart's campaign against Böser. While the storyline is similar to Elthlead, the game-play is anything but.

In Scenario play, the player can select and play any of the 25 battles against Böser Sieghart must win on his campaign, along with 5 bonus stages.

In Construction mode, the player can create his or her own battles against the army of darkness, freely selecting any terrain, army, or magic for the battleground.

In Campaign mode, the player must complete all 25 battles in a row to save the land. Units hirable will be determined by their perform-ance in battle. A password option is available for when the player tires.

If Scenario mode is chosen, the player's units will be automatically selected by the computer, the player only needs to choose their magic. Scenarios are displayed on the screen 10 per page. Pressing SELECT will advance to the next page.

Scenarios 1 - 25 are the regular scenarios played in Campaign mode. 26 - 30 are secret scenarios that take place after the normal 25. Scenario mode is the only mode containing prologue stories.
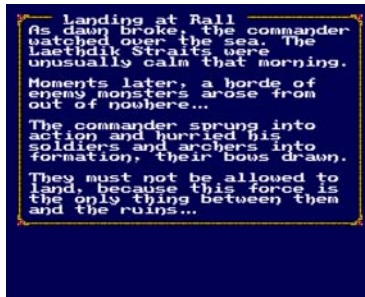
Hiring Soldiers

Excluding Scenario mode, at the outset of battle, players will be required to hire up to 20 units for the upcoming battle. Depending on the mode, 15 - 23 units will be avail-able to the player.

In Construction mode, the player may select any units he desires without having to worry about cost -- it is, after all, a fantasy battle mode. Campaign mode, however, is a little different.

Players begin the game with 14 points to invest in his or her units for the initial battle in Diehl -- a rather limited number. Depending on performance in battle, players can earn more points to purchase units in later scenarios. One method of earning points is finishing the scenario within the turn limit.

Points can also be obtained by defeating enemy soldiers, though they will be deducted points when one of the player's soldiers is defeated. To avoid losing points, more expen-sive units should retreat when their defense falls to 1.

It's important to consider the terrain of a scenario when hiring units. For example, if a battle is occurring in the ocean, Fighters would be a poor selection since they cannot move in the water. Likewise, hiring a Galley Ship for combat on land would be a bad choice. Water units in a landlocked scenario could end up trapped in the corner and unable to battle.

Units will be positioned on whichever terrain is best suited to them.

◆ *The Crest of Gaia* ◆

The Army of Light

The Army of Light is led by King Sieghart of Castle Elthlead.

Name	ATK	DEF	RNG	MOV	P	C	Air	Castle	Land	Water
Light Lord	3	8	4	2	17	◆			◆	
Grand Dino	3	8	2	2	8				◆	
Falcon Knight	2	2	1	5	2		◆			
Light Knight	2	4	1	3	2				◆	
Fighter	1	2	1	2	1	◆			◆	
Archer	1	1	3	2	1			◆	◆	
White Dragon	12	40	2	4	255	◆	◆			
Armor Knight	2	6	1	2	3	◆			◆	
Dragon Knight	2	5	2	5	5		◆			
Crossbow	2	1	5	1	3				◆	
Aqua Fighter	1	1	1	2	1	◆			◆	◆
Turtle Knight	1	10	1	1	2				◆	◆
Aqua Knight	2	4	1	3	2				◆	◆
Galley Ship	2	6	4	5	5					◆
Civilian	0	1	1	2	3	◆			◆	
Type-74 Tank	5	9	7	3	13				◆	
Low-Rank Soldier	2	1	4	2	3			◆	◆	
AH-1 Cobra	7	5	5	7	17		◆			
Jeep	3	2	4	4	5				◆	
Foot Soldier	1	1	1	2	1	◆			◆	
Cavalry	2	2	1	3	2	◆			◆	
Gunman	2	1	4	2	2				◆	
Shinobi	3	2	1	2	1	◆			◆	

The Army of Darkness

The Army of Darkness is led by Böser of Castle Velzeria.

Name	ATK	DEF	RNG	MOV	P	C	Air	Castle	Land	Water
Dark Lord	3	10	4	2	17	◆			◆	
Horn Dino	3	9	2	2	8				◆	
Wing Knight	2	3	1	5	2		◆			
Dark Knight	2	4	1	3	2				◆	
Berserker	1	2	1	2	1	◆			◆	
Gunner Wolf	1	1	3	2	1			◆	◆	
Dark Dragon	12	40	2	4	255	◆	◆			
Dark Armor	2	7	1	2	3	◆			◆	
Wyvern	2	6	2	5	5		◆			
Catapult	2	1	5	1	3				◆	
Merman	1	1	1	2	1	◆			◆	◆
King Lobster	2	4	1	2	2				◆	◆
Kraken	3	12	1	2	5				◆	◆
Great Eel	2	4	1	5	2				◆	◆
Zombie	1	1	1	1	1				◆	
T-72 Tank	5	10	7	3	13				◆	
Low-Rank Soldier	2	1	4	2	3			◆	◆	
MI-24 HIND	6	6	5	7	17		◆			
Jeep	3	2	4	4	5				◆	
Foot Soldier	1	1	1	2	1	◆			◆	
Cavalry	2	2	1	3	2	◆			◆	
Gunman	2	1	4	2	2				◆	
Shinobi	3	2	1	2	1	◆			◆	

KEY: Attack Power, Defense Power, Range, Movement, Points, Counterattack Ability, Advantage in Air, Castle, Land or Water

Magic Selection

Before setting out for battle, the player will be given an opportunity to select a spell for use in combat. Selection of a good spell could make or break the outcome of a battle.

Spells in Gaia are odd, in that they are not manually cast. When a player chooses a spell, it will randomly be activated in battle. Because of this, sorcery alone can't carry a player through battle. Below is a list of all spells, their chance of happening, and their effect in battle.

Spell Name	Chance	Effect Desctiption
Power	100%	On an attack, 50% chance for 1 extra damage
Sword	44%	Attack frequency +1
Tech	30%	Hit ratio +20%
Armor	100%	When attacked, 30% of blocking the attack
Steel	44%	Defense +2
Speed	50%	Player's troop movement radius is doubled
Slow	63%	Enemy movement radius is halved
Haze	100%	Both armies have attack range halved
Mist	40%	Both armies have range reduce to 1
Wind	100%	Player's troops become immune to fog
Bolt	30%	Attack all enemied twice at the start of battle
Clap	100%	20% of enemy units attacked for 1 damage
Squall	100%	15% chance of killing players units, 20% for enemy's
Time	50%	Player's troops ignore all topographical effects
Coerce	100%	Each turn, the enemy has a 10% chance of passing

Engaging in Combat

Once battle begins, the computer will randomly decide which side will get the initiative in a turn, light or dark. When the player's turn comes up, he or she will have control of the flashing cursor.

Move the cursor over any of your units and press Button I to bring up the menu. In a turn, one unit can move once and attack once, provided another unit is within range. The "Flee" command will only become available to a unit positioned along their edge of the map.

When moving a unit, the range that unit can move within will become highlighted, and the remaining area of the screen will darken. The player will be able to control a flashing, yellow tile to mark the destination for the unit. When the desired tile of the map is highlighted, press Button I to confirm it, and the unit will make their move.

After movement, if any enemies are within range, the unit will still be able to attack. Units within range will stay visible while others will be grayed out. Some units have a longer attack range than others. For example, a Light Lord will have a range of 4 tiles, but cannot attack through walls. A Dragon Knight will have a range of 3. With grounded units, the range may be shortened depending on the terrain between the unit and the target.

After all units have been moved, highlight a unit and select "Done" to end your turn.

Battle Tactics

Combat in Gaia is mostly straight-forward. Hwoever, there are a few oddities that players should be aware of before engaging the forces of Darkness.

◆ Combat order is decided entirely by the computer. There is nothing the player can do to influence its order. When a new turn begins, the computer will randomly choose who will have the initial move that turn.

◆ The effects of magic will occur randomly in battle. However, some spells have a greater chance of happening than others. Study the magic list before making a final choice.

◆ Units with one defense point left sometimes seem invincible. In rare cases, they may stand through five attacks before ever being brought down. This can happen with both enemy and ally units.

◆ The enemy unit's defensive points are invisible to the player. Players should study the enemy unit list as well ass the ally list so they can have some guess as to how much damage an enemy unit has left.
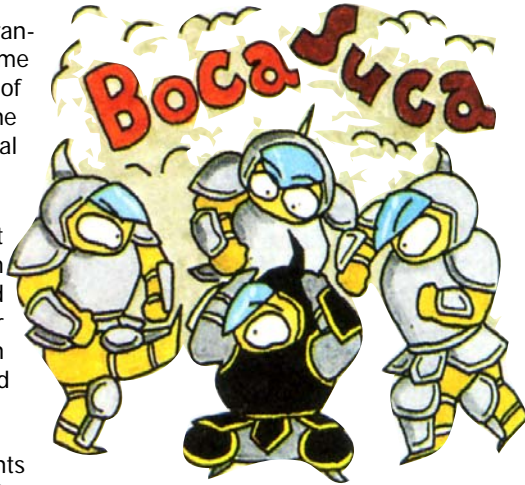
Oddities aside, there are a few tips that will help when setting out to beat down Böser.

◆ Flying units have the highest evasion rating of all units in the game. Attacking a flying unit from land is very rash.

◆ While defeating enemies may earn you points toward the end of battle, loss of allies will take them away. Make sure your weakened allies retreat.

◆ The computer doesn't play fair and will chase after weakened units. A wise player can use this to their advantage to trap the computer...

◆ Terrain plays a large part in the effectiveness of a unit. Not just in how far they can move, but in their attack and defense. Try to keep units on terrain that is advantageous to their class.

◆ Always write down the password to each Scenario and don't be afraid to reset!
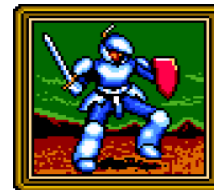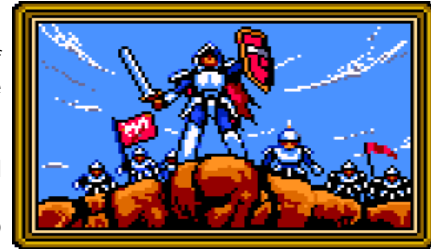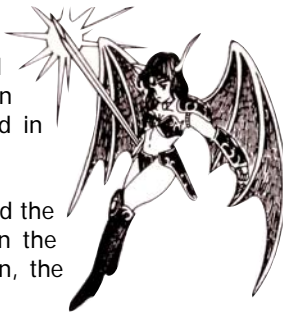
About the Translation

After finishing Langrisser I in August, it seemed only natural to go back and do its predecessor -- if for no other reason than to answer the question many players may have had in Scenario 15, "What in tarnation is an Elthlead?!"

Elthlead was the original series of strategy games that paved the way for Masaya's future Langrisser universe. Developed in the days before NCS even created its Masaya software division, the game was released only under the NCS label.

The series was moderately successful and saw ports to the MSX2, Sharp X1, NEC PC-8801, NEC PC-9801 and Sharp X68000 personal computers. In 1988, it was ported to the NEC PC-Engine home console, also known as the TurboGrafx 16.

The port was fairly straightforward. While the graphics were sharper and more colorful, the game's music took a drastic blow. However, because of the sparse use of personal computers in Japan at the time, it was a monumental step in NCS entertainment software, and a successful one.

The Crest of Gaia is a remake of the first game, *Elthlead*, and shares the same story. Gaia, brings this story into a scenario structured play engine with more units and plot behind the war. The text of Gaia greatly contributed to the geography of El Sallia in the Langrisser series.

While for the most part, this translation is entirely faithful the original text, there were a few changes made for clarity.

At the time of publication, Lushiris was not an established figure in the game universe. The game simply refers to the "God of Light." This reference was changed to "goddess" to keep with the remainder of the Langrisser series. Secondly, the window borders in the game were changed to those used in *Langrisser I: The Descendants of Light*. While cosmetic, I hope it brings back warm memories for long time fans of the series.

With the Langrisser series finished, Masaya terminated, and no chance of another true Langrisser title, now is the time for fans to look back and sort out the timeline and events of the series. *The Crest of Gaia* fills an important gap in that timeline between *Langrisser III* and *I*.

While the game has been called "too old school for some," I sincerely hope everyone gives it a chance, because when you look past its age, in some ways, its deep strategy gameplay offers something no other Langrisser cannon game ever came close to.

Thanks for everyone who offered support for seeing this project to completion. Without you, a final release probably would never have seen the light of day. Though by a small crowd, virtually every Langrisser related project has had a warm reception. I think I speak for most of the people who have been involved in these projects when I say I look forward to working on other related titles in the future.

--Mr. D

Credits

Unfortunately, because of the age of *The Crest of Gaia*, it was not yet regular practice to list the full staff of a game and the staff positions in the instruction manual or in a "Staff Roll" after finishing the game.

Because of this, we will likely never know the full names of everyone involved in the development of the game. However, the Gaia team did add an Easter Egg to the game that lets you see a few names of the staff. For more information on that, see page 18.

Translation Credits

                TRANSLATION - **D**
                              Oogami
                    EDITING - **EricKei**
                              D
                    HACKING - **D**
                              Byuu
                PLAYTESTING - **Heythere**
                              Arina
                              Talbain
            SPECIAL THANKS - **Dave Shadoff**

Secrets of Gaia

Calculating Campaign Points
The game uses a very simple formula to find out how many points the player receives in campaign play. The formula is: (enemy*points)/2-(player*points). For each enemy defeated, it is multiplied by its point value, then multiplied with all other enemies defeated, then divided by two. This is how many points the player earned in battle.

The same math is then done to see how many men the player lost, except it is NOT divided by two. The player's loss is subtracted from the gain and the end result is one scenario's points.

Terrain for All Units
While most units have some terrain they alone have a distinct advantage on, there are a few terrains that will benefit all units. One of them is the forest.

When a unit is on a forest tile, their evasion rating is increased. These are especially good tiles to place weak units like Archers on when a stage lacks a castle, since they can attack over a distance but benefit from the evasion bonus should the enemy attack.

Beware the Dragon
When battling the dragons, a player must be extremely careful. As an incarnation of the gods' power, the dragons have, by far, the highest attack power of any unit in the game. Therefore try to hire units who have a high defense power. They can be used as a wall to hold back the dragon while your long range units attack from behind…

Codes & Easter Eggs

Since most of these codes wouldn't constitute cheating, they'd be probably be better considered "Easter Eggs" left by the programmers.

Change Unit Poses to Battle Poses
On the unit selection screen, press and release LEFT+SELECT+I+II on the Player 1 controller. All units will do their battle pose.

Show Units' battle Animations
On the unit selection screen, press and release RIGHT+SELECT+I+II on the Player 1 controller. All units will do their battle animations. Note: this may lag the game!

Make All Units Selectable
This is really only useful for Campaign mode. On the unit selection screen, press and release DOWN+SELECT+I+II on the Player 1 controller. Move over the blank tiles to select units from the secret scenarios.

Change Unit Names to NCS Staff
For the full effect, do this in Creation mode with both the Light and Dark soldiers. On the unit selection screen, press and release UP+SELECT+I+II on the Player 1 controller. Units will now be named after the NCS staff. Some units are just given humorous names based on how the graphic looks.

Sound Test
On the Magic select screen in Campaign mode, press and release DOWN+SELECT+I on the Player 1 controller. The background music will change to another song. Repeat to cycle through the whole soundtrack!

Supporting Translations

In recent years, donations have become a popular method to support free and open-source projects. It is almost rare to see a page today that does not advertise its acceptance of donations via PayPal. Now, some open-source projects even openly complain when donations slow down -- as if they believe they're entitled to them.

While money may make the world go 'round, the internet isn't a giant rock orbiting the sun. Information makes the internet go 'round. Everyone has a skill or service they can offer to the world -- find your own.

I would much rather everyone who enjoys this game contributes even a few hours of his or her time to something everyone can enjoy. If your talent is music, let the world enjoy one of your songs. Maybe start a (*good*) web comic or author short stories if that suits you, or contribute to an open-source project.

The internet survives on information. The more people that are willing to donate their time and give, the more there will be for everyone to enjoy.

If you feel you absolutely must donate money -- send it where it belongs. Without NCS, neither The Crest of Gaia nor the Langrisser series it spawned would even exist.

Purchase their products and the products of other companies who produce great games. They need your money more than any of us do. Thanks!