

I LANGRISSE

Copyright © 1998 SoftAction (SDT)
Copyright © 1991-2001 NCS/Masaya

Translation by D Copyright © 2003

This disc is an unlicensed, unsupported unofficial
fan translation and is not for sale or rent

The Art of the Swords War
©1998 SoftAction(SDT)





CONTENTS

LANGRISSER

Prologue	02
Starting a New Game	05
Ending the Game (Save/Load)	05
Game Controls	06
Playing the Game:	
1. Before the Battle	07
2. Pre-Battle Setup	07
3. Display Information	10
Menu Commands	12
Class Change Charts	14
Magic List	16
Unit Affinity	17
Troubleshooting	18
About the Project	20
Credits	22
Codes & Tricks	24
Supporting Translations	25

Langrisser I developed by NCS/Masaya 1998. Reprogrammed by SoftAction(SDT) 1998. Translated by D 2003.

Langrisser is a copyright and trademark of NCS/Masaya.

This work is an unlicensed unofficial translation and is not for sale or rent!

*In ancient times, people had to battle in order to survive.
Their battle for an affluent kingdom became a legend.
That legend is known as... Langrisser.*

Centuries ago, the holy king Zeighart of Elthlead fought a great battle in El Sallia against the prince of darkness and his demonic hoards. Eventually, Elthlead defeated the prince and sealed him and the demons in the cursed land of Velzeria.

With the demons removed, a Elthlead established itself as the new kingdom, Baldea, who's descendants would protect Langrisser and the seal for generations to come.

PROLOGUE

However, as the months turned to years and the years to centuries, a man of great ambition arose in the countryside of El Sallia.

Seeking to quell the centuries of turmoil in the land, he sought to unify the continent through sheer might. To achieve these ends, he would take Langrisser from Baldea. Legend had it that the sword would give immense power to its wielder.

Years later as his plan came to fruition, Baldea was finally laid siege and the kingdom destroyed, but not before a lone prince and his sword master could escape into the countryside...



Ledin (Fighter)

The young prince of Baldea who quests for the sword, Langrisser, and attempts to defeat the Dalshis Empire.



Chris (Cleric)

A young girl rescued by Ledin during his flight from Baldea. She decides to follow Ledin on his quest.



Narm (Fighter)

A young warrior woman of the Baldea kingdom. She guides Ledin and Volkoff's escape from Baldea.



Volkoff (Sword Master)

Ledin's aged Sword Master and retainer to King Isacc. He is kind hearted and will follow Ledin anywhere.



Jessica (Warlock)

Baldea's court magician who knows all the secrets of Langrisser.



Albert (Fighter)

The commander of Baldea's patrol forces at fort Anzel.



Taylor (Pirate)

A great pirate who fought alongside Isacc during the Baldea siege.

LANGRISSER I



Hawking (Fighter)

The lord of Salrath. He aids Ledin with troops and later joins the fight himself. His greatest dream is for Salrath to prosper.



Thorn (Fighter)

A soldier in Salrath country who leaves his family to follow Ledin under the command of Lord Hawking.



Lance Kaixath (Royal Guard)

A powerful young knight of the Dalshis Empire devoted to his Emperor's idea. He and Ledin clash repeatedly on the battlefield.



Digos (Emperor)

The might behind the Dalshis Empire. He wants to unite El Sallia.



Zeld (Lord)

One of the most powerful generals of the Dalshis Empire.



Böser (Dark Master)

The prince of darkness who has been sealed for hundreds of years...

Starting the Game

Double click the shortcut to Langrisser I created by the installer and the game will load. After the opening movies, select "New Game" from the title screen if this is your first time playing. After a short quiz you'll begin to play.

It is strongly recommended that you either read this instruction manual in its entirety, or, at the very least, read the battle manual provided by Lushiris. If you don't understand the gameplay and tactics of Langrisser, challenging scenarios may quickly overtake you.



Ending the Game

To quit gameplay at any time, press the F10 key. You will be prompted for whether or not to quit the game.

If you would like to save first, pressing the ESC key will bring up a menu allowing you to save the game in any of four available slots. You may also load an existing saved game from this menu.

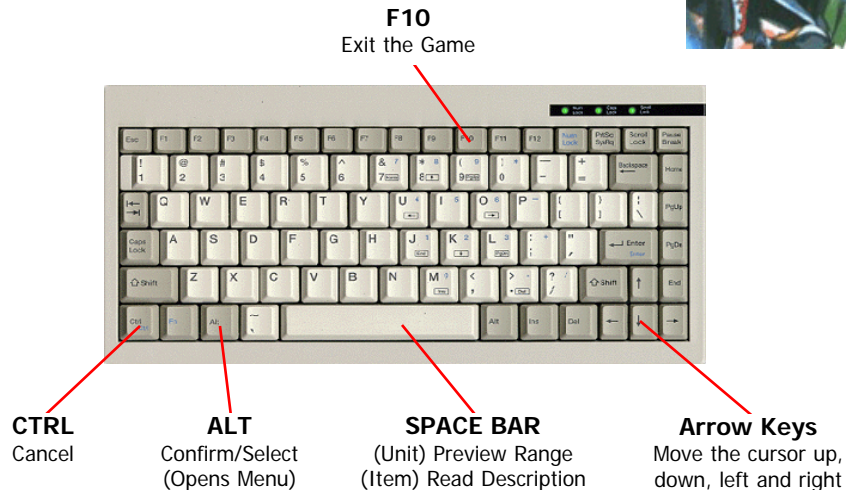


During regular gameplay you will be given multiple opportunities to save at key points. You will be prompted with an option to save your game after completing a scenario and prior to beginning a new scenario after you have completed your setup.

Game Controls

Unlike its console counterparts, Langrissier I PC is a mouse driven engine. Moving the mouse will allow you to scroll around the screen. A single click on a unit brings up its menu and/or information while a click on an unoccupied tile brings up the options menu. Right clicking will cancel out of the current menu.

If you would prefer to play with the keyboard though, the controls are mostly the same.



Before the Battle



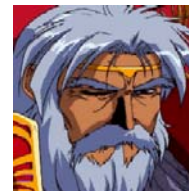
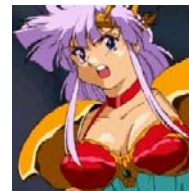
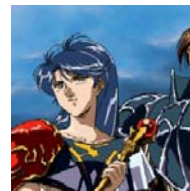
1 Scenario Prologue

The scenario prologue explains the events that have brought the characters from the previous scenario of the game to the present one. Prologues are not only critical to your enjoyment of the story, but also to completing your mission.



2 Pre-Battle Setup

When you begin a new scenario, you will have the opportunity to do a number of things including buying/selling equipment, equipping your commanders, hiring troops, and positioning your commanders on the map.

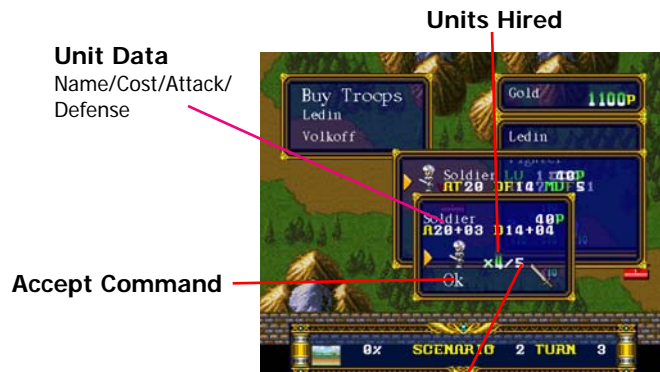


Hiring Troops

Hiring troops is the first step to preparing for a new scenario. Each commander has their own types of troops they may hire depending on which character class they are. Also depending on their class, they may be able to hire from 2~6 of any given unit. When buying troops, be careful not to underestimate your opponents.

To hire troops, select the "Hire Troops" option from the pre battle menu and select which character you would like to hire troops for. After this, select the troop type you would like to hire from the available units and click repeatedly in the box to increase the number of units purchased (right click to remove a troop).

When you are happy with your troop selection, click "Ok."



Unit Capacity

This may be between 2~6 depending on your class



Equipment

To manage your equipment, select the "Equipment" option from the pre-battle menu.



From the equipment screen, you are given three options: Equip, Buy and Sell. Selecting equip allows you to place or remove equipment from the currently selected character.

When you have chosen an option, you will be presented with a list of equipment (either for purchase, equipping, or sale). You can carry out the chosen action on each item by clicking it.



Currently equipped items

Offense/Defense adjustment

Available money

Item cost

IMPORTANT!

The equipment menu can only be accessed in pre-battle setup. It is your only opportunity to change character equipment.



When purchasing items, the price displayed to the right of the item name is its price. When selling items, it's its saleable value.

Items the currently selected character can equip are highlighted and ones they cannot are darkened.

*** Special Note: Only the descendants of light are able to equip and use Langrisser**

Positioning



The final step to completing pre-battle setup is positioning your commander. Places on the map where a commander may be placed are marked with a flag icon (shown left). You must position all your commanders in order to begin the battle.

Sortie

After all re-battle setup is complete, you may select "Sortie" to deploy your troops and begin the battle.

3 Display Information

Before beginning combat, it is important to know what all the information windows and indicators in the game mean. Take a moment to familiarize yourself with the types of icons and windows used to inform you about commander health, combat, and other aspects of the gameplay.

One of the first indicators comes from your unit itself. Every unit is surrounded by a series of icons that may disappear or appear depending on its status. The diagram below breaks down each part of the unit.

Orders Mark

The orders followed by soldiers under the unit's command



Magic Mark

Appears when enchanted

Unit Mark

Shows unit type (NPC/Enemy/Player)



End Turn Mark

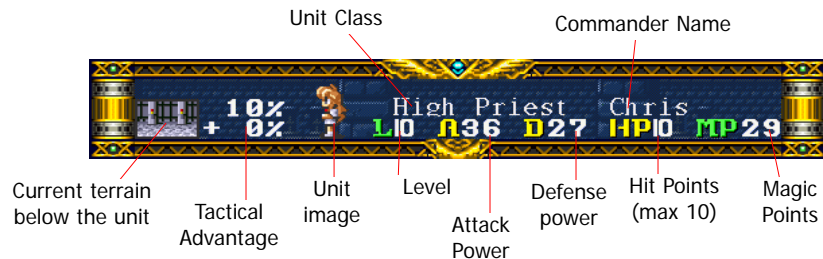
HP

Remaining HP (Max 10)



Status Bar

This bar reports the information on a unit's status.



When engaging in combat, all these elements come together. Attack and defense power are not the only determinants of battle outcome. For example, a level 9 Soldier unit attacking a level 3 one will likely crush it even if their stats are the same.

Depending on the unit class, it may have an advantage or disadvantage (see affinity, p. 17) over other units in combat. Additionally, the terrain can provide some units with a distinct, tactical advantage. Sailor units may be particularly skilled as sea, whereas cavalry will have an advantage in wide-open spaces.

When numbers are displayed beside the Attack and Defense of commanded units, this represents the bonus that troop gains for being within its commander's range. Once outside this range, the bonus drops to 0. It is dangerous to battle outside the command range and can spell quick death for a unit.

HP are also important in combat. You cannot inflict any more damage than you have HP. Because of this, a 40/36 unit with 7 HP would be unable to defeat a 20/16 unit with 10 HP. Keep a sharp eye on the health of your units in battle.

Menu Commands

Combat Window

This window is brought up after selecting a commander or a unit under your command. Depending on the unit, not all commands may be available.



Heal: Recover three HP and two MP for the commander. To recover unit HP, position them adjacent to the commander and they will recover three HP at the start of the next turn.

Orders: Select what kind of battle order for the AI to follow when auto positioning your units. Battle, Assault and Defend will auto-position units. Manual will not.

Move: Select this command to move the unit. Areas beyond your reach will be whited out.

Attack: Select this to assault another unit. For most units, you will need to be adjacent to the enemy to do this. Some units, however, may be capable of long-range attack.

Magic: Select to cast a spell.

Summon: Calls forth a magical beast to aide in combat. It can benefit from command radius.

Option Menu

These menus are brought up by selecting a free tile on the game map.



Save Game: Save your game to one of four available slots.

Load Game: Load a saved game.

Objectives: View the objectives of the current scenario.

Options: Configure your preferences for playing the game.

Exit Menu: Closes the menu and resume gameplay.

Gameplay: Select between fast and slow modes of gameplay (applies to auto-positioning speeds).

Dialogue: Select how quickly to display character dialogue.

Battles: Turn battle display on or off.

F.Battle: Activates the faster battle engine so battles play out quicker. It can greatly reduce tedium.



Class Change Paths



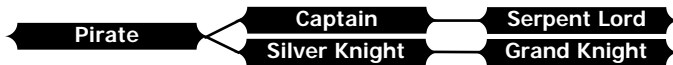
Ledin



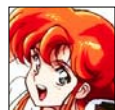
Narm



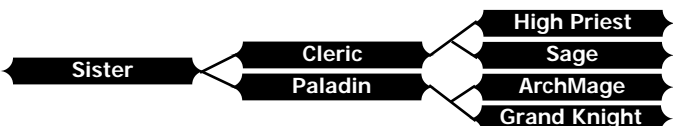
Taylor



Jessica



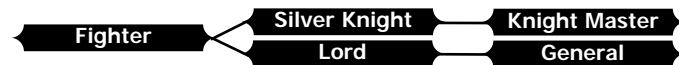
Chris



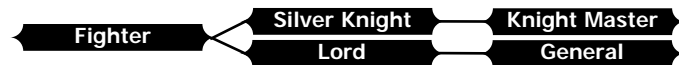
Thorn



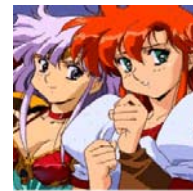
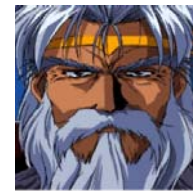
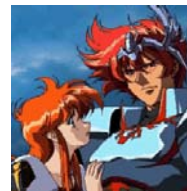
Hawking



Albert



Lance



Magic List

Spell Name	Targets	MP	Description
Magic Arrow	Single Enemy	1	A flying fireball aimed at the enemy
Blast	Single Enemy	10	A powerful bullet of pure energy
Thunder	Enemy Group	4	Sends thunder crashing down
Fireball	Enemies in Range	2	A focused explosion
Meteo	Enemies in Range	8	Smashes a meteor from the heavens
Blizzard	Enemies in Range	3	A focused snowblast
Tornado	Enemies in Range	2	Calls forth intense winds
Turn Undead	Enemies in Range	5	Destroys all undead within range
Earthquake	Enemies in Range	12	Shakes the ground violently
Heal 1	Allies in Range	2	Recovers 3 HP
Heal 2	Allies in Range	4	Recovers all HP
Force Heal 1	Single Ally	3	Recovers 3 HP
Force Heal 2	Single Ally	6	Recovers all HP
Sleep	Enemies in Range	4	Puts enemies to sleep
Mute	Enemy Commander	3	Seals the enemy's magic
Protection 1	Single Ally	2	Raises DF by 3 for one turn
Protection 2	Single Ally	4	Raises DF by 5 for one turn
Attack 1	Single Ally	2	Raises AT by 3 for one turn
Attack 2	Single Ally	4	Raises AT by 5 for one turn
Zone	Single Enemy	6	Prevents unit movement
Teleport	Single Ally	5	Teleports unit to destination
Resist	Single Ally	2	Raises MDF by 15 for one turn
Charm	Single Enemy	6	Causes enemy to attack its allies
Again	Single Ally	10	Unit who's turn ended can move again
Quick	Single Ally	5	Raises MV by 3 for one turn
Decline	Single Enemy	5	Lowers MDF by 15 for one turn

Unit Affinity

+: Advantage * : Slight Advantage ◆ : Slight Disdvantage ✕ : Disadvantage

Defense	Soldier	Monk	Pieman	Cavalry	Draagoon	Flier	Bandit	Sailor	Gel	Demon	Monster	Barbarian	Magician	Ghost	Undead	Bowman	Ballista	Dragon
Attack	Soldier	Monk	Pieman	Cavalry	Draagoon	Flier	Bandit	Sailor	Gel	Demon	Monster	Barbarian	Magician	Ghost	Undead	Bowman	Ballista	Dragon
Soldier			+	×	×	◆										*	*	
Monk			+	×	×	◆			+	+				+	+	*	*	
Pikeman	✕	✕		+	+	◆		✕				✕		✕		*	*	
Cavalry	+	+	✕			◆	+	+				+	+			*	*	
Draagoon	+	+				◆	+	+				+	+			*	*	
Flier	*	*	*	*	*		*	*				*	*			✕		
Bandit			+	×	×	◆										*	*	
Sailor			+	×	×	◆										*	*	
Gel	✕																	
Demon	✕																	
Monster																		
Barbarian				+	×	×	◆									*	*	
Magician				+	×	×	◆									*	*	
Ghost		✕																
Undead		✕																
Bowman	◆	◆	◆	◆	◆	+	◆	◆				◆	◆					
Ballista	◆	◆	◆	◆	◆		◆	◆				◆	◆					
Dragon																		

Troubleshooting

There are several known issues with this game. Some of the most common questions are answered in this section.

When I run the game, it says it cannot find my CD even though it's in the drive!

For some reason, the programmers hard-coded the drive letter into the game. You must have your Langrisser I CD-ROM inserted in drive letter "D:" to play. If you run XP and need to re-order your drive letters, simply use the Computer manager in the Administrative section of Control Panel. The Disk Management section makes changing letters easy. For Windows 98 or Me, read Microsoft Support Article #51978 for more information.

The game crashes when I run it on Windows 2000 or 2003! Help!

Unfortunately, we currently know of no way to make the game work on Windows 2000 or 2003. Even with all support packages, Windows 2000 does not support Windows 98 compatibility enough to run this game. Windows 2003 doesn't even try.

The bottoms of some lower-case letters end up chopped off in the status bar!

This is a known issue. The only solution would have been use of a shorter font which could cause large gaps in the dialogue. Due to the limited interference of this problem, we chose to just ignore it.

The game crashes at the opening movie or has corrupt video!
Somehow, your computer does not support the Indeo 5.0 video codec. You can install the codec by running iv5setup.exe, which is supplied on the CD.



Something is wrong! All my text appears blank!

There are two possible causes for this. Either the game's font has become unregistered from windows or your game is not running in Windows 98 compatibility mode. Reinstalling the game should fix both of these problems.

Why isn't the script the same as what I remember in Warsong?

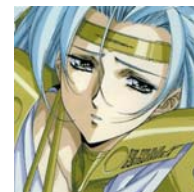
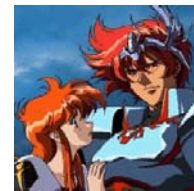
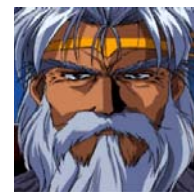
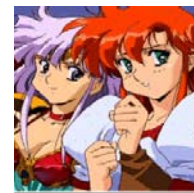
While Warsong was an excellent translation of Langrisser, Langrisser I PC was not based on the Genesis game's script. The Genesis game was recreated as Langrisser: Descendants of Light on the PC-Engine and this was further edited into Langrisser Dramatic Edition, which was the source of this game. There are many small script changes between the two most of which are simply different wordings or attempts to add more flair to the game.

Where can I get updates to this game if there are any?

Updates, should they become available, will be posted at <http://coes.the2d.com/>. If the URL ever changes, you can look for "The Clouds of El Sallia" in a search engine. Update patches will either be released as single files to be copied into your installation folder, or as a stand-alone installer.

I still have more questions, where can I reach you?

Try asking at the BBS on The Clouds of El Sallia. It is a great Langrisser forum and if one of the producers of this translation can't help you, maybe another forum member can.



About the Project

Langrisser I was a landmark title in the S-RPG genre which, despite limited international attention, revolutionized the genre. Unfortunately, the game itself was very much an adventure into the SRPG waters for Masaya. It wasn't until later titles the engine would truly be solidified.



In 1997, Masaya recreated Langrisser I utilizing their Der Langrisser engine for release on the Sony Playstation. After amazing success, it was further improved and released on Sega Saturn.

These remakes served to draw thousands of the uninitiated into the Langrisser series. So many, in fact, the game gained attention in Korea where it was licensed by SoftAction. SoftAction reprogrammed the game for PC release in Korea working off the script of Dramatic Edition (arguably the most complete version). However, their recreation was not without its faults.



During translation, we have worked to improve some of the aspects of this rewrite which we consider to be its flaws. One example is Taylor's dialogue. Japan is nowhere near as rich in pirate subculture as the Americas and as such, fails to convey such a character well. Dozens of hours of work went into carefully his text (with a copy of Treasure Island in hand) to convey his background as the terror of El Sallia's seas.

Ultimately, I feel proud to be able to present what I feel is an even better version of the game than Korea and Japan were ever able to see.

Aside from our script work, there were numerous cosmetic improvements to the game. Rather than use the menu borders created by SoftAction to sill gaps by the status bar, we created transparent sides allowing you to view more of the map unobstructed.

SoftAction forgot to handle the night-time scenarios. Because of programming issues, reordering of the palette made it very difficult to remedy this. In one early stage of our work, buildings were flashing! However, after several hours of experimentation, we have perfectly restored night-time maps to Scenarios 3 and 14.

Character and class names were expanded and customized with mono-spaced fonts were created to play into the engine's limitations with minimal difficulties.

In the aural department, the soundtrack has almost completely been redone. We selected the finest arranged tracks to replace the low quality synth used previously. Tracks with no suitable replacement were remastered and clipped to optimize looping. The video sequences also had their Japanese audio restored, replacing the Korean dub, and were stepped up to twice their original resolution to allow for cleaner subtitles.

Langrisser has long been a favorite series of all of us who contributed to this project. This project provides and enjoyable foray into the Langrisser universe for the uninitiated, and a return to the magical world of El Sallia for long term Langrisser fans and everyone who enjoyed Warsong.



KOREAN CREDITS

DIRECTOR - YANG KYOUNG SUL
 MAIN PROGRAM - WOO SEUNG KYUN
 ENGINE PROGRAM KIM POONG HO
 SUB PROGRAM MA EUN JA
 - JEON JEONG IL
 GRAPHIC - KWON TAE HYUN
 - SOHN SEUNG HYUN
 - YANG KYOUNG SUL
 PLANNER JEON SEONG YONG
 MANAGER - NAM EUNG WOO
 TEXT KUWATA KASKI
 SOUND RECORDING S. A STUDIO
 VOICE RECORDING - PLATINUM STUDIO
 VOICE CREW - PARK IL
 PARK SOO OK
 JEONG OK JOO
 PARK HEUNG SIK
 PARK JI HUN
 KANG SOO JIN
 PARK YOUNG HWA
 MOON JI HYUN
 KIM HE MI
 YOON BOK SUNG
 RECORDING ENGINEER - JEON JONG HAK
 SOUND EDIT - NAM HYUN WOO
 MARKETING - HAN IN CHEOL
 SUKIHASHI MITSUHIRO
 PRODUCER - NAM SANG KYU

JAPANESE CREDITS

STORY DIRECTOR - ARAKI HIDEKI
 EDITOR - NISIYAMA SIGERU
 MAIN PROGRAM - MITANI KAZUHISA
 SCENARIO - YATO FUMA
 PLANNING - YATO FUMA
 PLANNING ASSIST - SUZUKI MASAYUKI
 MAIN GRAPHIC - FURUNO SYUITI
 SUZUKI MASAYUKI
 GRAPHIC - OBA MASAHIRO
 OKADA SEIJI
 SAITO TAKAHIDE
 AKANE TAKEYOSI
 SOUND PRODUCER - YOSIMURA KOUJI
 IWADARE NORIYUKI
 KUSUNOKI MASAHIRO
 CHARACTER DESIGN - URUSHIHARA SATOSI
 DIRECTOR - HIDA TAIJI
 HORI HIROAKI
 PRODUCER - TAKATA SINJIRO

TRANSLATION CREDITS

TRANSLATION - D
 TeknoZX
 EDITING - Moon Knight
 D
 EricKei
 PLAYTESTING - Moon Knight
 D

Codes & Cheats

As with every other title in the Langrisser series, Langrisser I has some secret codes. Unfortunately, because virtually nobody knows about the PC edition, finding codes for this version can be a bit tougher.

We decided to provide the codes in the manual rather than send you scouring the internet. However, we advise against using these codes as it could make the game too easy and really ruin the fun of playing. They're just here for your information.

Secret Shop

While preparing for battle, enter the equipment menu and highlight "Buy." Quickly press the following key sequence: Up, Left, Right, Down, Right, Right, ALT. If done correctly, you should be in the game's secret shop which allows you to purchase Dragon Slayers among other rare items.

Movie Mania

Open up the CD-ROM and change to the "STV" folder. Copy the .stv files to your hard disk and rename them to .avi. You can now watch all the game's cut scenes in Windows Media Player or any similar software.

Scenario Select

While the programmers forgot to include an actual scenario skipping code, there's another way to skip scenarios if you're confident about your computer skills. After making a between-scenario save, exit the game and change to your installation folder. The save00.dat~save03.dat correspond to each save slot. Open that save in a hex editor and change byte \$14. The value corresponds to the scenario you're about to begin. Do NOT do this to an in-game or pre-battle save -- it will corrupt your data and make the game unplayable.

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 contribute even a few hours of their 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/Masaya, Langrisser wouldn't even exist. Without SoftAction(SDT), there wouldn't be the computer version you're playing right now.

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