

# EGG

ELEMENTAL GIMMICK GEAR

  
**VATICAL**  
ENTERTAINMENT

EVERYONE



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# EGG

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# BACKGROUND STORY

## TOKION: YEAR 1218

In the undeveloped jungle, dome shaped ancient ruins were discovered. The area was hard to access because of the dense forest. For this reason, research of the ruins did not begin until 100 years after they were found.

## TOKION: YEAR 1353

When excavation of the ancient ruin began, a mysterious machine was unearthed there. In the cockpit, a man was found sleeping. After the research, scientists discovered that the ruin was over 5000 years old. The scientists analyzed the structure of the strange machine. They could not find anything. The machine appeared to have no power source. It looked spiritual. People started calling it "Elemental Gimmick Gear." Through developments in science and technology, the EGG was continuously analyzed over a long period of time. Copies of the EGG were produced and used as vehicles.

Meanwhile, the man found in the EGG's cockpit continued to sleep, no matter how hard the scientists tried to wake him. He was named "The Sleeper". He did not age.

## TOKION: YEAR 1453

The ruin suddenly became active as if it had a life. It violently extended many tentacles and tore the ground.

People ran helplessly. The tentacles destroyed buildings, streets and rich forests. It looked like they were sucking life. They never stopped breeding. They kept growing and expanding.

The ruin breathed out and a thick fog surrounded it. Then people naturally called the place "Fogna". Researchers, even pirates, tried not to step in that area because of fear.

The man found in the cockpit suddenly awoke at the same time as the ruin's breeding started. He had no memory of his past. He did not even remember his own name.

A scientist, Ms. Selen, who was with the man when he awoke released Sleeper without saying anything to the other scientists. Selen sent him to Fogna to begin searching for clues of what happened so long ago, and to stop the breeding.



# STARTING UP

## STARTING UP

After loading Elemental Gimmick Gear, turn on Sega Dreamcast. The opening movie\* will begin.

After the opening movie, the Title Screen will be displayed.

Press the Start Button.

\*To skip opening movie, press Start Button.



## NEW GAME

Before the opening movie reappears, move the cursor to **NEW GAME** and press the A Button.

## CONTINUE

Start from the location where you last saved. Move cursor to the data from the listing of the saved files and press the A Button.

# MAIN MENU

While on the MAP, you can **PAUSE** by pressing the Start Button. **STATUS/OPTION** window will be displayed on the upper-left side of the screen. Select by pressing the A Button.

## STATUS

You can check the status of EGG, such as each parameter and the items you have. Please refer the **STATUS** screen shown on page 12.

## OPTIONS

You can change the settings of the game.



**KEY CONFIGURATION:** Move the cursor to the button you want to change by using the Analog Thumb Pad or Directional Button. Decide by pressing the A Button. **DEFAULT** settings are the originals. Pressing **EXIT** takes you back to the **OPTION** screen.

**MESSAGE:** You can select either **NORMAL** or **FAST**. Move the cursor by using the Analog Thumb Pad or the Directional Button. Press the A Button to decide.

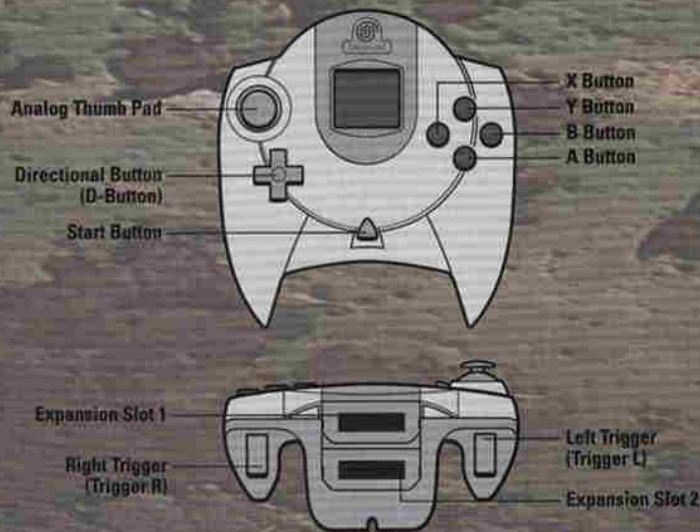


**WINDOW:** You can change the color of the window by setting the number using the Analog Thumb Pad or Directional Button. Press the A Button to decide. Decreasing the number will make the screen darker. Increasing the number will make the screen appear clearer.

**SOUND:** Select **STEREO** or **MONO** by using the Analog Thumb Pad or Directional Button and press the A Button to decide.

# OPERATION

This is a ONE Player game. Before turning on power, please make sure controller or other peripherals are all connected to the Sega Dreamcast system. The game will be reset by pressing A+B+X+Y+ Start Buttons simultaneously.



Please do not touch Analog Thumb Pad or L/R Triggers when you turn on the system. If you do, the system may not operate properly.

## SLEEPER (IN EGG)

<b>A BUTTON</b>	Punch, talk, investigate or use an Auto Item (Game Screen) Decide (Equipment Menu/Option Menu/In a Shop)
<b>B BUTTON</b>	Start spinning (Game Screen) Cancel (Equipment Menu/Option Menu/In a Shop)
<b>X BUTTON</b>	Use an Equipment Item
<b>L TRIGGER</b>	Displays Equipment Menu
<b>R TRIGGER</b>	Guard or Block
<b>ANALOG THUMB PAD</b>	Controls movement direction
<b>START BUTTON</b>	Displays the Option Menu
<b>DIRECTIONAL BUTTON</b>	Moves cursor on Menu Screen

## SLEEPER (WITHOUT EGG)

<b>A BUTTON</b>	Talk or Decide
<b>B BUTTON</b>	Cancel
<b>ANALOG THUMB PAD</b>	Move
<b>START BUTTON</b>	Pause
<b>DIRECTIONAL BUTTON</b>	Move cursor



# ACTIONS

## PUNCH

Press the A Button while standing near opponent or object.



## WIRE PUNCH

Once you have the item WIRE ARM, you may use WIRE PUNCH.

To use, press the A Button until you see a flash, then release. Use WIRE PUNCH to fight an opponent, pull an item, hook an item, or to cross a creek.



## SPIN

Press the B Button and EGG will transform to "egg shape". Press the B Button again to return to original shape. Press and hold the B Button and EGG will transform to "egg shape" and start spinning.



## SPIN DASH

Spin Dash\*: Press and hold the B Button to spin until you see a flash. While still pressing the B Button, use the Analog Thumb Pad to move. Use Spin Dash to fight opponents or to break doors. Spin Dash is only available if Energy Points (EP) are 10 or greater. Spin Dash will not work if EP are less than 10.

\*While using Spin Dash, EP are consumed. If EP fall below 10, EGG will stop Spin Dash.



## ACCESS EQUIPMENT

Press the L Trigger to display the EQUIPMENT MENU. Use the Analog Thumb Pad to move the cursor to select the item you want to use. Press the A Button to choose your selection. When you want to use an ATTACK ITEM (like Flame Stone or Freeze Stone), press and hold the X Button until you see a flash, then release.



# ACTIONS

## PUSH

To push a block, use the Analog Thumb Pad to push EGG against the block.



## CARRY

Once you have the item SKILL RDM, you can carry a block by pressing and holding the A Button. Release the block by releasing the A Button.



## CATCH

If your Skill Level is 3 or greater, you may catch objects that have been thrown at you by pressing the A Button.



## PULL

After you get a "Special Item", you can pull the blocks. Press and hold the A Button, then use Analog Thumb Pad to pull the block.



## SHOP

Use Analog Thumb Pad to navigate, the A Button to decide and the B Button to cancel.

- 1 Shows Item description
- 2 Displays the number of Items
- 3 Shows how much the Item costs





# DISPLAY

## GAME SCREEN



- 1 Shows Equipment Items
- 2 Number of Stones needed to use the Equipment Item
- 3 Shows how many Stones you have
- 4 Shows how many EP you have and maximum EP

## STATUS SCREEN

- 1 EP; current EP/maximum EP allowed
- 2 Shows how much money you have (Unit = 1 Gabaro)
- 3 Energy Tank Level
- 4 Attack Level
- 5 Defense Level
- 6 Mind Level (Experience)
- 7 Element Maximum
- 8 Displays Equipment Items in your inventory
- 9 Access Level
- 10 Skill Level



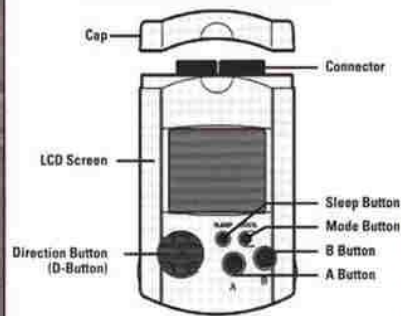
## SAVE

To save a game, you must first find one of the floating, blue Capsules in the Game.\*

- 1 Displays number of Stones
- 2 Displays EP/Maximum EP
- 3 Displays the name you saved under
- 4 Shows where the game was saved
- 5 Shows how long the game has been played



## VISUAL MEMORY UNIT (VMU)



\*To save a game, you need a Visual Memory Unit (VMU) sold separately.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.





## SLEEPER (LEON)

A man in the EGG was excavated from an ancient ruin after having slept for more than 5000 years. 100 years after the man was found, he wakes up at the same time Fogna was activated. He completely lost his memory. To regain his memory, he has to go back to Fogna where he was found and start to explore.



## LUCKIE

Since he lost his parents at Fogna's activation, he lives with his younger sister. He leads a group of kids who lost their parents at Fogna.

## SELEN

She is a scientist who was with the Sleeper when he awoke. She releases the Sleeper to start exploring without saying anything to the other scientists. She always supports the Sleeper.



## DR. YAM





He is a Doctor at YAM Ruin Laboratory which was founded by his father. Dr. Yam has been studying the Sleeper all his life.

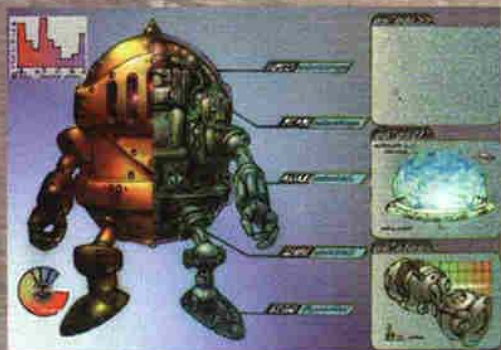
Dr. Yam takes care of Selen as if she were his daughter. He gave her the assignment of studying the Sleeper.






# ITEMS

## POWER-UP ITEMS (INCREASE ABILITY UP ONE LEVEL)

	<b>ENERGY TANK</b>	Raise the Max EP by 25 (400 max)
	<b>ATTACK CAPSULE</b>	Collect 3 to raise Attack Level up 1 (Level 7 max)
	<b>DEFENSE CAPSULE</b>	Collect 3 to raise Defense Level up 1 (Level 7 max)
	<b>MIND CAPSULE</b>	Collect 3 to raise Mind Level up 1



## POWER-UP ITEMS (SPECIAL SKILLS)

	<b>SKILL ROM</b>	Raises Skill Level up 1. Allows you to carry or catch a block. (Level 3 max).
	<b>ACCESS CHIP</b>	Raises Access Level up 1. Allows you to operate a computer. (Level 3 max).
	<b>WIRE ARM</b>	Allows you to pull a block or cross a creek.





## EQUIPMENT ITEMS (SPECIAL ATTACK AND RECOVERY)

	<b>FLAME STONE</b>	Allows you to use Flame Ball to burn an enemy or an object.
	<b>FREEZE STONE</b>	Allows you to use a Freeze Ball to freeze an opponent or water.
	<b>SUB TANK</b>	Allows you to store Recovery Items.




# ITEMS

## ELEMENT ITEMS (CONSUMABLES)

			S	M	L
	<b>RED ELEMENT</b>	To use Flame Stone	5	15	30
	<b>BLUE ELEMENT</b>	To use Freeze Stone	5	15	30
	<b>YELLOW ELEMENT</b>	To use Earthquake Stone	5	15	30
	<b>GREEN ELEMENT</b>	To use Plasma Stone	5	15	30
	<b>ENERGY STOCK</b>	To recover EP (requires a Sub Tank)			

## OTHER ITEMS

			S	M	L
	<b>MONEY</b>	Units are in Gabaro	5	10	20
	<b>ENERGY RECOVERY BALL</b>	Recover EP	5	10	20

# HINTS



# HINTS

## BEWARE OF HIGH PLACES

If EGG comes to a creek or a chasm and you fall off, your game may be over. Look to see if there is someplace to cross. If you fall, you lose 20% of EP\* and you start the game at the location where you entered the MAP.

On some areas, you can jump down without any damage. The difference is whether you can see a floor or not.

\*Elements, Stocks and Money are same as before.



## WHAT IS AN ACCESS CHIP?

To operate the computer at YAM Ruin Laboratory you do not need any items. However, at Fogna or Fog Tower, there are some computers that need an Access Chip to operate. Each computer needs a different Access Chip based on each level. After you find the Access Chip, go to the front of the computer and punch it by using the A Button. Turn on the computer and it will be fully functional to help you complete your actions (e.g. a gate will open).

## JUNK SHOPS - BUY ENERGY POINTS

The "Junk Shop" sells items that will fill you with EP. To access these items, punch the EP Recovering Machine near the counter.



## TO GET INTO A HOUSE - GET OUT OF EGG

### SHOW GOOD MANNERS

You may not enter a house while you are in the EGG. To get out of the EGG, step on the platform at the entrance of the house and press the A Button. Once you are out of the EGG, use the A Button to TALK/DECIDE, the Analog Thumb Pad to MOVE, Start Button to PAUSE and Analog Thumb Pad to move the Cursor. When you return to the EGG, use the A Button to get back into the EGG.





## HINTS

CONTINUE AT GAME OVER

If your game is over, you don't have to go back to the location you saved before. Select **CONTINUE** and start to play the game at the location you enter **MAP** before the **GAME OVER**. If you lose a fight with the Boss Character, you can start the game at the first **MAP** before the **MAP** of Boss fighting.

## MINI GAME CENTER

After you have achieved a certain level, the Mini Game Center will be open. If you find it, please try playing and have fun. If you earn a high score at the Mini Game, you could get a reward.



## PLAYER NOTES

The image displays a highly textured surface, characteristic of a book's endpaper or a decorative book cover. It features a complex, organic pattern of horizontal bands in various shades of brown, tan, and green, creating a marbled or mottled effect. The texture is uneven and grainy, with subtle variations in color and tone across the entire surface.