Sure! Here’s a summary of **Beyond Oasis** (known as *The Story of Thor* in Europe and Japan), a Sega Genesis action-adventure game:

**🎮 General Info**

* **Platform:** Sega Genesis / Mega Drive
* **Release:** 1994 (Japan), 1995 (North America, Europe)
* **Genre:** Action RPG / Adventure
* **Developer:** Ancient (founded by composer Yuzo Koshiro)
* **Publisher:** Sega

**🗡️ Story**

You play as **Prince Ali**, a young adventurer in the kingdom of Oasis. Ali discovers a **golden armlet**, which grants him the power to summon elemental spirits. His quest is to stop the evil wielder of the **silver armlet**, who seeks to plunge the world into chaos.

**🔑 Gameplay**

* **Combat Focused:** Real-time action, using a dagger, swords, and special weapons.
* **Spirit Summoning:** Ali can summon four elemental spirits once discovered:
  1. **Dytto** – water spirit (healing and water attacks)
  2. **Efreet** – fire spirit (powerful melee and fire attacks)
  3. **Shade** – shadow spirit (defense, protection, teleportation)
  4. **Bow** – plant spirit (nature powers, ranged thorn attacks)
* **Exploration:** Mix of overworld travel, dungeons, puzzles, and boss fights.
* **Items:** Collect food, bombs, and other tools to restore health or attack enemies.

**🌍 Features**

* **Large world map** with towns, caves, ruins, and fortresses.
* **Environmental puzzles** often require the right spirit (e.g., summoning Dytto near water).
* **Big bosses** that need both combat skill and puzzle solving.
* **Fast, fluid combat system** for its time, with combos and special moves.

**🎵 Legacy**

* Widely praised for **graphics, music (by Yuzo Koshiro)**, and gameplay depth.
* Considered a **hidden gem** of the Sega Genesis library.
* A **sequel, The Legend of Oasis**, was released for Sega Saturn in 1996.

👉 Would you like me to also give you a **timeline-style breakdown of the game’s main story events**, so it’s easier to follow like a walkthrough summary?

Great! Here’s a **timeline-style breakdown** of Beyond Oasis’s main story events (no tiny details, but enough to follow the full plot flow):

## 📖 Beyond Oasis – Story Timeline

### 🌟 Prologue

* Prince **Ali** discovers the **Golden Armlet** in ancient ruins.
* The armlet chooses him as its wielder and reveals his mission:  
  Defeat the bearer of the **Silver Armlet**, who seeks to dominate Oasis with evil powers.

### 🏞️ Early Journey

1. **Return to Oasis:** Ali goes home to the palace. Soon, monsters attack Oasis, confirming the evil armlet’s influence.
2. **First Spirit – Dytto (Water):** Ali explores the **Cave of Waterfall** and gains control of Dytto.
   * Dytto heals Ali and manipulates water, helping in puzzles and combat.

### 🔥 Fire and Shadow

1. **Second Spirit – Efreet (Fire):** Ali travels to a volcano and defeats its guardian to gain Efreet.
   * Efreet uses fire attacks and deals heavy melee damage.
2. **Third Spirit – Shade (Shadow):** Deep inside shadowy ruins, Ali discovers Shade.
   * Shade protects Ali with barriers, absorbs damage, and allows teleportation.

### 🌿 The Final Spirit

1. **Fourth Spirit – Bow (Plant):** In a dangerous forest temple, Ali acquires Bow.
   * Bow’s vines and thorns attack from afar, and he can interact with plants in the environment.

### ⚔️ Showdown with the Silver Armlet

1. With all four spirits, Ali is strong enough to challenge the Silver Armlet wielder.
2. The villain summons powerful monsters and wreaks havoc across Oasis.
3. Ali enters the **final fortress**, defeats giant bosses, and eventually battles the **evil armlet’s master** directly.

### 🌅 Ending

* Ali triumphs, breaking the Silver Armlet’s power.
* Peace returns to Oasis, and the Golden Armlet’s purpose is fulfilled.
* Ali is remembered as the hero who saved the kingdom from ruin.

✅ That’s the **main story flow** — discover armlet, awaken spirits, confront evil armlet, save Oasis.

Would you like me to also make a **visual timeline infographic (like a retro-styled quest map)** that shows Ali’s progression through the spirits and final battle?

Beyond Oasis (known as The Story of Thor in some regions) featured **five major distinct location maps** that players could explore, each with its own style and challenges:

1. **The Main Overworld (Oasis Continent)** – The large outdoor hub connecting all areas, with forests, plains, rivers, caves, and villages.
2. **Earth Spirit’s Dungeon** – Rocky, underground areas tied to the Earth Spirit Dytto.
3. **Fire Spirit’s Volcano/Lava Region** – Fiery caverns and volcanic maps where Efreet is found.
4. **Shadow Spirit’s Dark Fortress** – Shadowy, gothic-style ruins linked to Shade.
5. **Water/Ice Spirit’s Frozen Area** – Snowy, icy dungeons where Bow is discovered.

In addition, there were **smaller sub-areas** like caves, shrines, and side quest zones scattered across the overworld.

👉 Do you want me to make you a **complete map list (main + optional areas)** so you can see how the world is structured?

Perfect 👍 I’ll break down Beyond Oasis into a **full location list** so you get the structure of its world.

## 🌍 Main Overworld

* **Oasis Continent (Overworld Map)** – The hub area connecting all regions, with forests, plains, lakes, rivers, mountains, caves, and the main **Oasis village** (Ali’s home base).
* **Caves and Shrines** scattered across the overworld (often small areas with treasures or spirit-related puzzles).

## 🟢 Spirit-Linked Main Dungeons

Each spirit is tied to a major dungeon or themed region:

1. **Dytto’s Water Shrine** (Cave/Underground Lake) – First spirit, puzzles based on water flow.
2. **Efreet’s Volcano Caverns** – Lava pits, flame traps, fire-themed enemies.
3. **Shade’s Dark Fortress** – Gothic ruins, enemies tied to shadows and dark magic.
4. **Bow’s Ice Cavern / Frozen Mountain** – Snow/ice puzzles, slippery floors, ice enemies.

## 🔑 Major Set-Piece Locations

* **Palace of the Oasis (Ali’s Castle)** – The central home and story hub.
* **Ancient Ruins/Temples** – Key story beats, often short dungeon-like areas.
* **Final Fortress (Agito’s Stronghold)** – The last dungeon with the toughest puzzles and boss fight.

## 🐲 Optional & Side Areas

* **Secret caves** that hold treasure or powerful weapons.
* **Hidden shrines** where you can test spirit combinations.
* **Mini-boss lairs** scattered across the overworld.

✅ In total, the game has about **5 distinct themed “main maps”** (Overworld + 4 spirit regions), plus **the palace, the final fortress, and numerous sub-areas/caves**.  
So you can think of it as **~8–10 core locations** with **many smaller maps** embedded.

Would you like me to **draw a diagram-style world map layout** (showing how these areas connect, like an overworld flowchart)? That might help you visualize how Beyond Oasis is structured.