Der LANGRISSER

C O N T E N T S

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 … Lang**r**isser.*

Since the dawn of time, the men and women of El Sallia have grappled with the ever-present threat of darkness …

Long ago, in ancient times, there was a battle among several kingdoms in the land. It was a time when chaos and intrigue ruled human hearts. In the flames of war, the Holy King Sieghart forged Langrisser, a sword to vanquish evil, and banished the darkness to the desolate land of Velzeria.

The descendants of Lewin, first king of Baldea, were charged with guarding the sword for all time.

Hundreds of years later, the greed of a would-be Kaiser wrested the blade from Baldea's safe-keeping and unleashed darkness upon the land once more. The surviving prince of the fallen kingdom and his comrades defeated the darkness and put to rest an evil god.

Centuries of peace reigned in the land, and eventually, Baldea's role was forgotten. The castle fell into ruin and its heir escaped with his swordsmanship instructor …

Years passed, and a new nation has risen to power in El Sallia. The Rayguard Empire founded by Kaiser Bernhardt, a former mercenary bent on uniting the lands no matter the means or the cost. To fulfil his ambition, he has claimed Alhazard, Chaos's Might, the sword of the demon tribe.

PROLOGUE

An unknown magician supports him and his Four Heavenly Dragons from the shadows in their campaign. The quest has been long and bloody, and few nations dare to stand against the imperial powers aside from Kalxath, a kingdom only a few centuries old.

It was in these times that Erwin, a young swordsman, was roaming the lands of El Sallia with his friend Hein, a young magician. The two friends had travelled to many towns on their journeys and known the people's bitterness.

The two journeyed to a small village on the outskirts of Salrath, a territory once allied with Baldea.

One day, General Leon of the Imperial Blue Dragon Knights rode into town seeking Liana, a young village girl and shrine maiden whom Hein had known since childhood. As the chaos of battle engulfed the village, the two men set out to stop the Imperial forces.

Unfortunately, capturing Liana was only the beginning of the Empire's ambitions …

Why were the most honourable knights in the land now petty kidnappers, and why was Liana a target at all? None could say for certain, and the quest for an answer would be more than Erwin could ever have imagined.

And so, the two set off from the village inn …

Introduction to the Cast

In *Der Langrisser*, you take the role of Erwin, a wandering swordsman who is roaming the countryside on a quest to avenge his instructor who was murdered several years prior.

Depending on how you play the game, there are 16 other heroes who can join Erwin's entourage. Each choice—even one as simple as which enemies to defeat and which to let live—will push Erwin's fate in one direction or another.

The only character guaranteed to stand by his side, come what may, is Hein, a young mage he befriended on his journey.

Each character has his own motivations for fighting in the continental war, and depending on whether their ideals and Erwin's align, they may choose to fight beside him.

And his ideals are just as apt to change.

During the war, he will continually learn more about himself and why he chooses to fight for the shattered lands.

These pages are intended to provide the player with an introduction to each character, as well as the character's basic class change paths (see Page 21). Each branch will present two new options. Some paths can lead to a secret "Fifth Class," but you will have to discover those on your own.
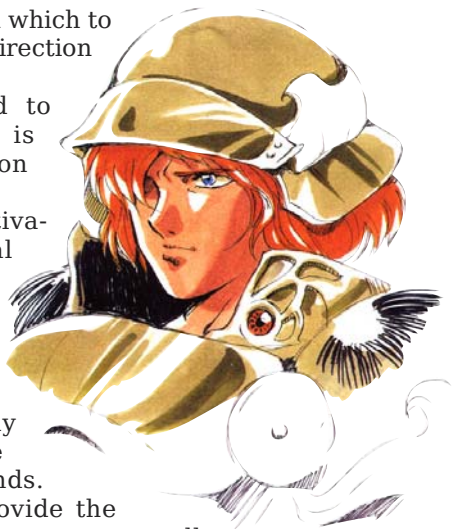
Lone Heroes

Erwin
A wandering swordsman searching for his instructor's murderer.

- ???
- Lord
- Silver Knight
- High Lord
- Swordsman
- Highlander
- Sage
- General
- Sword Master
- Knight Master

Hein
A young magician in training that Erwin met on his journeys.

- Warlock
- Sorcerer
- Paladin
- Mage
- Saint
- Priest
- Archmage
- Sage
- Sword Master
- High Priest

Rohga
A powerful mercenary willing to sell his blade to the highest bidder.

- Gladiator
- Silver Knight
- Assassin
- Highlander
- Swordsman
- High Lord
- Knight Master
- Sword Master
- General
- Ranger

Army of Light

Liana
A maiden from the shrine of light who lost her parents at birth.

Sister → Cleric, Paladin → Priest, Saint, Mage → High Priest, Sage, Archmage, Sword Master

Cherie
The rebellious princess of Kalxath Kingdom who wants to see the world.

Hawk Knight → Hawk Lord, Silver Knight → Swordsman, Dragon Knight, Unicorn Knight → Ranger, Sage, Dragon Lord, Knight Master

Keith
The retainer of Kalxath and commander of its famous aerial knights.

Hawk Knight → Hawk Lord, Lord → Serpent Knight, Dragon Knight, High Lord → Serpent Lord, Dragon Lord, Knight Master, General

Lester
A former pirate who has devoted himself to protecting a sorceress.

Pirate → Captain, Assassin → Dragon Knight, Serpent Knight, Swordsman → Dragon Lord, Serpent Lord, Knight Master, Sword Master

Scott
The adopted son, student and heir to the Lord of Salrath Country.

Knight → Lord, Silver Knight → High Lord, Swordsman, Highlander → General, Sword Master, Knight Master, Dragon Lord

Aaron
An old swordsman who has been watching the world for too long …

Fighter → Lord, Paladin → High Lord, Swordsman, Saint → Ranger, Sword Master, Sage, Dragon Lord

Lána
The long-lost twin of Liana who was mysteriously kidnapped after birth.

Sister → Cleric, Sorcerer → Saint, Priest, Mage → Dragon Lord, Sage, High Priest, Archmage

Imperial Generals

Leon
A young idealistic knight who commands the Blue Dragon Knights.

Knight	Lord	High Lord	General
	Silver Knight	Swordsman	Sword Master
		Highlander	Knight Master
			Dragon Lotd

Imelda
The cold, narcissistic lady commander of the Water Dragon Navy.

Warlock	Sorcerer	Mage	Zauberer
	Assassin	Saint	Archmage
		Swordsman	Sage
			Sword Master

Vargas
Strong as a bear and the General of the Blazing Dragon Army.

Fighter	Lord	High Lord	Archmage
	Assassin	Swordsman	General
		Serpent Knight	Sword Master
			Serpent Lord

Egbert
The General of the Dark Dragon Sorcerers and Kaiser's counsel.

Warlock	Sorcerer	Saint	General
	Necromancer	Mage	Sage
		Summoner	Archmage
			Zauberer

Army of Darkness
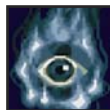
Esto
A parasitic monster loyal to the Prince of Darkness, Böser.

Scylla	Serpent	Phoenix	Great Dragon
	Lich	Kraken	Jörmungandr
		Succubus	Vampire Lord
			Stone Golem

Osto
A minion of darkness with an insatiable urge for human flesh.

Werewolf	Kerberos	Phoenix	Great Dragon
	Dullahan	Minotaur	Master Dino
		Living Armour	Stone Golem
			Vampire Lord

Sonya
A half-human half-demon girl who has an axe to grind with all humanity.

Knight	Assassin	Swordsman	General
	Silver Knight	Mage	Sword Master
		Highlander	Archmage
			Knight Master

Lána (Dark Princess)
The long-lost twin of Liana who was mysteriously kidnapped after birth.

Shaman	Necromancer	Saint	Dragon Lord
	Sorcerer	Summoner	Sage
		Mage	Zauberer
			Archmage

Beginning a New Game

When you first load your *Der Langrisser* cartridge, you will be prompted to press START at the title screen. After you have an existing game save, you will be given options to START or LOAD. Selecting START allows you to begin a new game.

At the start of a new game, the player is taken to the Holy Realm, where Lushiris, the goddess of Light, will explain the hero's mission and ask a series of questions to determine a player's most appropriate type and alignment.

You will be prompted to rename the main character, Erwin. He is the only character in the game whose name you are allowed to choose.

Following naming, the player will be asked ethical questions with three possible answers each. Each answer leads to new questions which balance your character's class, statistics and number of hireable troops, and which sometimes award items.

At the end of the quiz, you will be asked to confirm your character choice. You may repeat the quiz if you do not like the results.

Once a character has been accepted, Lushiris will explain the basics of battle in El Sallia: unit affinities, healing, command range and other important gameplay concepts.

Game Controls

Der Langrisser uses all of the buttons available on the Super Nintendo Entertainment System control pad except for the L Trigger.

Table of Buttons

•Directional Pad – Moves the game's cursor up, down, left or right.
•SELECT Button – Display unit's move range
•START Button – Open scenario menus
•B Button – Cancel action / close menu
•A Button – Confirm action / open menu
•Y Button – Move cursor to next available commander
•X Button – Speed up scrolling of the screen
•L Trigger – Unused
•R Trigger – Toggle display of unit HP and attributes
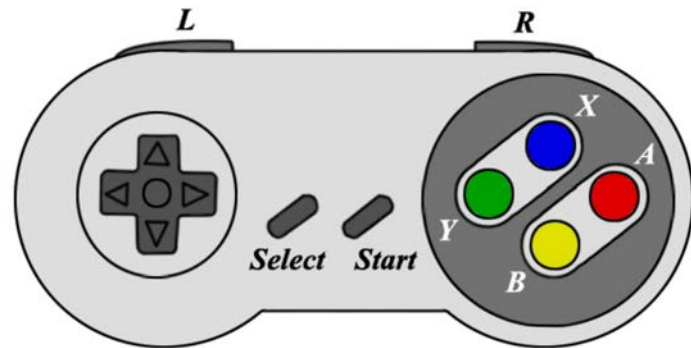
Preparing for Battle

At the beginning of a scenario, the prologue information is displayed on the world map screen. Erwin's stationary position indicates where on the El Sallian map the battle is taking place.

Following the introduction, players will be notified of the victory and failure conditions for the battle. Be advised — there are conditions for some battles which are not revealed to you on this screen.

At the start of actual scenario play, you will enter a menu system on the current scenario map. Using this menu, you can preview what type of terrain exists in this scenario, who the enemy commanders are and which units they posess and make your own preparations.

You will be shown a list of commanders currently in your entourage. Commanders will have three actions available: Hire Troops, Equipment and Placement.

Selecting the Hire Troops option allows you to pick which subunits to assign a commander. It is covered in depth on Pages 16 – 17.

The Equipment menu allows you to purchase and sell equipment, and change the commander's current equipment. It is explained in detail on Page 15.

Selecting Position allows you to choose where to place a commander and his troops. You may place any commander on any flag marker on the map.
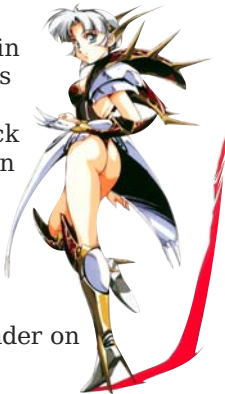
Managing Equipment

The second step of preparing for battle is to purchase and equip new items. Selecting the Equipment option will bring you to this screen.

The menu presents the player with three options: Equip, Buy and Sell. Selecting Equip allows a commander to equip new items from the main inventory. If an item is incompatible with the commander's class, it will be darkened. Selecting No Change will allow the commander to keep one item equipped while changing another. For example, if Erwin has the Long Bow equipped, but you only want to change his armour, you would select No Change for the first option, and the new armour for the second.

Selecting Buy allows characters to purchase items. Each scenario's shop has different items available, and some can only be purchased in certain scenarios. Equipment is impressively expensive, so only shell out P to equip the character most in need of a status boost.

Commanders who are unable to equip a given item will be darkened when you move the cursor over it. Characters who can equip it will have the item's potential benefits reflected in their AT and DF properties.

Pressing SELECT while highlighting an item will bring up a window explaining its finer details. Some items offer more bonuses to their wearer than the numbers alone can show ...

The last option is Sell, which allows you to sell your inventory for P. Since you can only carry a limited number of items, it is a good idea to sell off anything no one will ever use. The game will prevent you from selling certain key items.

Hiring Troops

The last step in preparing for battle is hiring troops. It is a good idea to take advantage of the Position command to scroll the scenario map and see what guns the enemies are bringing to the fight.

If the scenario has a lot of water, consider Sailor units. If the enemy is using cavalry, then spearmen will be the choice of the day. If you are fighting undead monsters, then monk-type units will be the most useful.

In the most basic sense, unit types operate like rock, paper, scissors. However, it does get more complicated when taking terrain into account. For a full chart of unit affinities, please refer to the next page.

Unlike *Langrisser* and *Langrisser II*, commanders can only hire one type of unit in this game. There is no opportunity for your commanders to mix and match troops—even though your opponents can.

After selecting a troop unit from you list, a box will pop up allowing you to choose how many units to hire. The high costs of stronger troops may be a major factor in determining how many you can hire.

Select Confirm to hire your troops and exit.

Chart of Troop Affinity

+Advantage ✱Slight Advantage ◆Slight Disadvantage ✖Disadvantage

Attack \ Defense	Soldier	Monk	Spearmen	Cavalry	Dragoon	Flier	Bandit	Sailor	Gel	Demon	Monster	Barbarian	Magician	Ghost	Undead	Bowman	Ballista	Dragon
Soldier			+	✖	✖	◆										✱	✱	
Monk			+	✖	✖	◆				+	+			+	+	✱	✱	
Spearmen	✖	✖		+	+	◆		✖				✖		✖		✱	✱	
Cavalry	+	+	✖			◆	+	+				+	+			✱	✱	
Dragoon	+	+				◆	+	+				+	+			✱	✱	
Flier	✱	✱	✱	✱	✱		✱	✱				✱	✱			✖		
Bandit			+	✖	✖	◆										✱	✱	
Sailor			+	✖	✖	◆										✱	✱	
Gel		✖																
Demon		✖																
Monster																		
Barbarian			+	✖	✖	◆										✱	✱	
Magician			+	✖	✖	◆										✱	✱	
Ghost		✖																
Undead		✖																
Bowman	◆	◆	◆	◆	◆	+	◆	◆				◆	◆					
Ballista	◆	◆	◆	◆	◆		◆	◆				◆	◆					
Dragon																		

Combat System

After starting the battle, you will have a movable cursor. Selecting enemy units will display their information; selecting your own units will allow you to assign them actions.

Most troops have only two options: Move and Attack. A few troops have Magic.

Commanders have a few more: Rally and Orders, which expands to show Battle, Charge, Defend and Manual. Rally allows a commander to sacrifice his turn and re-cover 3HP and 2MP, and Orders control how the commander's unmoved units will behave when you end your turn.

Some classes will also have options for Magic and Summon. Magic allows you to cast spells, and Summon will allow you to bring in a monster that you control. Summoned monsters behave like normal units and also recieve a bonus for being within its commander's flashing command range.

After selecting an option, you will be presented with a new animated cursor indicating your action: Boots for move, a Sword for attack, a Wand for magic. Move the cursor to the target tile you want to act on and press A Button to confirm the action.

A Move action will present an Attack cursor if there are targets to attack near where the unit's movement ended.

Magic List

Spell Name	Targets	MP	Description
Magic Arrow	Single Enemy	1	A fireball aimed at the enemy
Blast	Single Enemy	10	A powerful ball of pure energy
Thunder	Enemy Group	4	Sends thunder crashing down
Fireball	Enemies in Range	2	A focused explosion
Meteo	Enemies in Range	8	Rains meteors 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	Ally Group	3	Recovers 3 HP
Force Heal 2	Ally Group	6	Recovers all HP
Sleep	Enemies in Range	4	Puts enemies to sleep
Mute	Enemy Commander	3	Seals the enemy's magic
Protection 1	Ally Group	2	Raises DF by 3 for one turn
Protection 2	Ally Group	4	Raises DF by 5 for one turn
Attack 1	Ally Group	2	Raises AT by 3 for one turn
Attack 2	Ally Group	4	Raises AT by 5 for one turn
Zone	Single Enemy	6	Prevents unit movement
Teleport	Ally Group	5	Teleports unit to destination
Resist	Ally Group	2	Raises MDF by 15 for one turn
Charm	Enemy Group	6	Causes enemy to attack its allies
Again	Single Ally	10	Restores a unit's turn
Quick	Ally Group	5	Raises MV by 3 for one turn
Decline	Enemy Group	5	Lowers MDF by 15 for one turn

Icons & Status Bars

When battling in El Sallia, it's especially important to pay attention to the icons and prompts places on the screen. With a little practice, one glance at a unit will be all you need to learn everything about it.

The first unit detail is the character's icon itself. The icon can show you what type of unit it is: commander or troop, and possibly what kind of commander.

The four corners bordering the unit are also key indicators of unit attributes. The top-left icon shows what kind of command the unit is under. Units with the Battle icon will spread out. Units with the Charge icon will be more likely to attack—even to their own peril. Units with a Defend icon will not attack unless conditions favour them. The Manual setting disables automatic movement

Battle Defend HP

Charge Manual

The bottom-right icon shows how many HP a unit has, with 10 being the maximum for any unit. For troops, this is how many are still able to fight in the unit. An enchanted commander and his troops will have a magic staff appear at the top-right of the character block.

If you move the cursor over a commander or troop, the bottom window will display all even more specific details about it as diagrammed below:

Terrain Bonus Unit Name Class

Combat Bonus Level Attack Defence HP MP

Class Changing

Commanders gain EXP by battling and defeating other units, or through casting spells. As a commander levels, he will learn new magic and gain status bonuses.

When a commander reaches Level 10, he will have an opportunity to change his class to one of two options. The class branches for each character are explained on Pages 7 – 11 of this instruction manual.

Carefully review the benefits of each class before confirming a change. The class window will inform you which bonuses will be gained during this class.

After a class change, the only immediately available bonuses are increased command range, troop count and available unit types. Any spells listed will be gained during Level Ups on this class.

Also, try to think about how enemy commanders of this class have fought. Different classes have different types of attacks. For example, Sorcerers cannot strike until the end of combat, which leaves them open to attack. Swordsmen, on the other hand, are guaranteed first strike.

The class system makes for an infinite number of play variations.
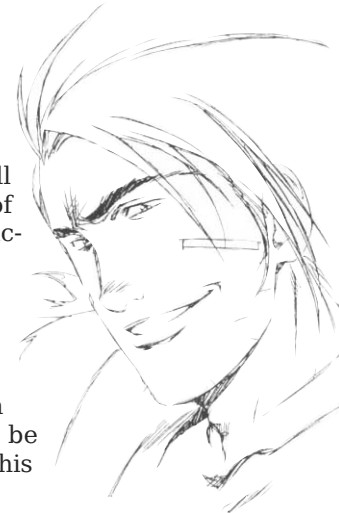
Road to Victory

At any point during gameplay, you can review the victory conditions for the current scenario by pressing START, then selecting Objectives from the menu.

The Objectives window explains the conditions to ensure your victory, as well as the ones that can spell doom for Erwin and his entourage.

Pay special attention to scenarios which have a turn limit. Some scenarios must be completed within a specific number of turns; otherwise, you will automatically lose. When nearing the last five turns, you will have to move fast—even if it means sacrificing EXP.

Some scenarios have multiple endings which can lead you in new directions in the game, depending on how you complete them. Often you will be faced with choosing to defeat one enemy or another, or to defeat all enemies or trigger an event with one opponent.

Never underestimate the small decisions in El Sallia. Killing one extra commander could close the door on one possible future.

After clearing a scenario, you will be assigned extra EXP before continuing to to the Spoils of War assignments.

Ending a Scenario

When a scenario is completed, the End Scenario sequence of events begins.

The first part of a scenario end is the Spoils of War calculation. Your present commanders will be listed along with their hired unit types. For each single unit which survived combat, you will be awarded +1 to a running total. Whenever you earn 15 points, the second value increases by one.

Try to preserve as many of your units as possible. During this screen, your men will pay you back. Each time the right value increases, you will be awarded an extra A+1 D+1 to your command bonus.

How is that for gratitude?

During the next phase, each enemy commander and unit is displayed—even ones which may have lain hidden due to un-triggered events.

Defeated units will explode, awarding you El Sallia's favourite currency: P.

You will be prompted to press a button and continue on to the Save screen. This screen allows you to make a Scenario Save, unlike the mid-scenario save which is only one temporary slot. It may be a good idea to save in multiple slots when a key scenario comes up.

Select "Next scenario" to continue with the game.

About the Translation

The *Der Langrisser* translation project was founded on the ruins of No-Life Translations, a group formed in 2000 to carry on the work of Warui Toransu from 1998. Despite this history, no work created by Warui Toransu is contained in this translation.

Derrick Sobodash and John Grathwohl met in 2001 through their work in the English-language Langrisser community. After the former group fell apart, Sobodash carried on the translation effort with the help of byuu, author of the bsnes Super Nintendo Entertainment System (SNES) emulator and an expert in programming for the system's hardware.

With byuu's help, the translation was able to achieve what had been deemed impossible by other prominent translators: full proportional fonts.

Der Langrisser is one of the more sloppily-programmed SNES titles—frequent glitches that cause character graphics to corrupt during gameplay are a testament to its multitude of problems. However, the team has remedied many known glitches for the English translation. Several blocks of dialogue where the Japanese game showed the wrong character portrait were corrected and the game's math engine was updated to show negative numbers in all menus. Perhaps the oddest glitch was one which prevented your selected name for Erwin from being used during the ending dialogue.

But were that all the improvements, this wouldn't be a Sobodash and byuu translation project.

The number of colors used in the game fonts was tripled, and Sobodash designed seven new typefaces for the game using a SNES, an NTSC television and a Mario Paint mouse. The fonts look perfect on an actual TV screen—something emulation technology has only just this year begun to support.

byuu hacked, repositioned and scaled every single window in the game to make the English version use less screen space than even the Japanese original, making for a much cleaner game.

Sobodash also hacked new dialogue window colors based on later Langrisser remakes, and byuu altered the Text Speed game option to allow toggling the new and classic colors. Every single window of dialogue in the game was manually formatted using custom tools. The windows are formatted so that connecting the line endings will form a smooth arc.

This translation has been seven years in the making, and for most of the team, it is their *magnum opus* in the field.

Das Ende

Designed in QuarkXpress 7.0. Set in the Bitstream Vera font family.
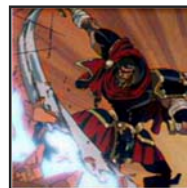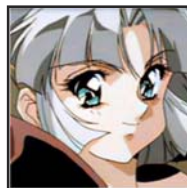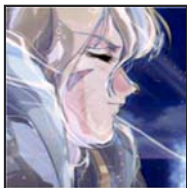
Credits

Japanese Development Credits
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Programmers ... Kazuhisa Mitani; Kouichi Fujiwara
Planning & Scenario ... Fuuma Yatou; Masayuki Suzuki; Hiroaki Hori; Akira Hazuki
Graphics ... Masayuki Suzuki; Shuuichi Kono; Takeyoshi Akane; Noriko Tasaki; Takahide Saitou
Sound Producer ... Isao Mizoguchi
Composition & Programming ... Noriyuki Iwadare
Sound Operator ... Kouji Yoshimura; Kouen Shibuya; Sanae Kasahara
Sound Programmer ... Dougen Shibuya
Character Design ... Satoshi Urushihara
Industry ... Toshiyuki Komori; Kouichirou Terada
Public Relations ... Hiroaki Satou
Technical Advisers ... Toshihiko Matsuda; Nobuya Takayoshi
Producer and Director ... Shinjiro Kouda
Assistant Director ... Hiroaki Hori

English Translation Credits
Programming ... byuu
Translation ... Derrick Sobodash; Eddie Stemkowski; Hsing Chen; Benjamin Whitting; ElfShadow; Haruka
Editing ... John "MK" Grathwohl; Derrick Sobodash; Tyson Anderson; Eric H. Krieger
Graphics & Typefaces ... Derrick Sobodash
Instruction Manual ... Derrick Sobodash