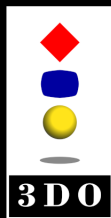


MICRO CABIN

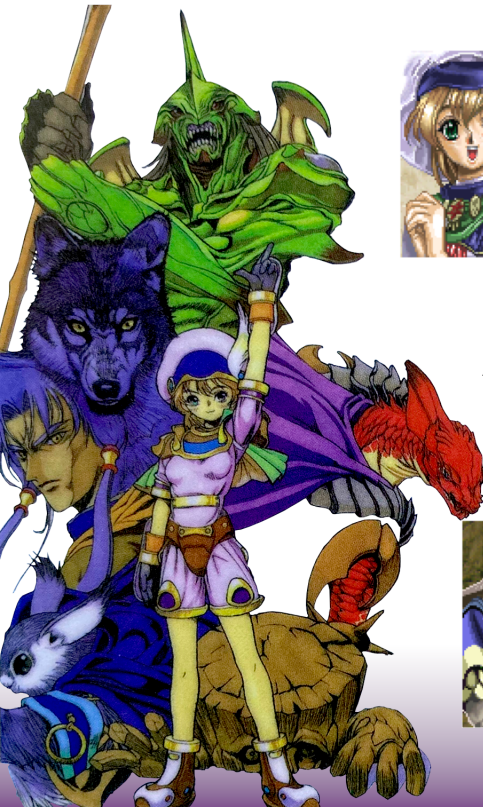
Panasonic

Lucienne's Quest



FZ-SM0251
For use with 3DO™ systems

*A legendary story from unknown
worlds beyond our time...*

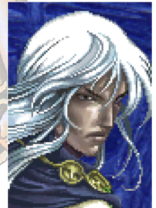


Lucienne

*The 15-year-old apprentice
of the great sorcerer
Kokindo*

Ago

*A cursed man seeking
Kokindo's help*



Miminaga

*A cowardly but strong
mole-bear whose
village is under attack*

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Golem

A magical creature
summoned by Lucienne's
magic to help her in battle



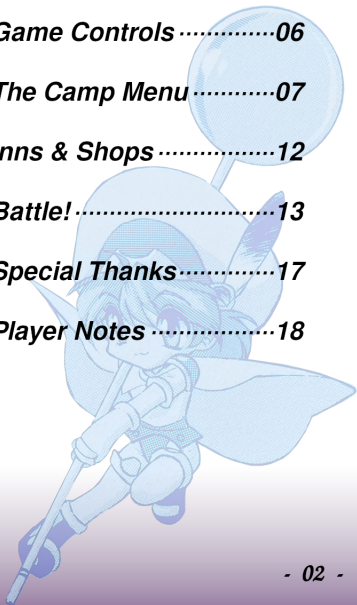
Kaneyung

A lizardman who is
urgently trying to save
the Great Lehanmel
Tree from destruction



Be-o-melda

A powerful Tramak
warrior who defies Death
Shadow at a great cost



1-1 How to Start Lucienne's Quest

- A) Power on your 3DO Interactive Multiplayer.*
- B) Open the disc tray and insert the game disc label-side up.*
- C) Close the disc tray and the game will automatically be loaded.*
- D) Press the "P" button any time during the introduction sequence to begin the game.*

1-2 Start Menu

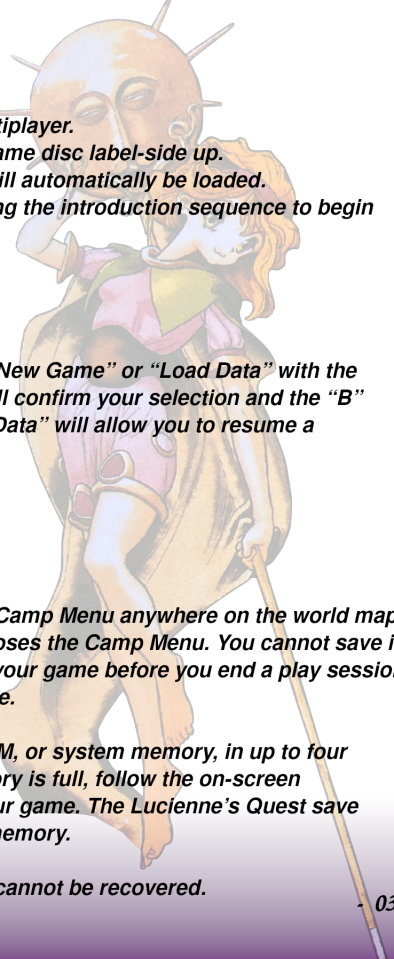
From the Start Menu, you can select "New Game" or "Load Data" with the directional buttons. The "A" button will confirm your selection and the "B" button will cancel it. Selecting "Load Data" will allow you to resume a previously saved game.

1-3 Saving Your Game

You can save your progress from the Camp Menu anywhere on the world map. Pressing the "B" button opens and closes the Camp Menu. You cannot save in towns, dungeons, or buildings. Save your game before you end a play session to continue where you left off next time.

Your game is saved to the 3DO's SRAM, or system memory, in up to four available slots. If your system's memory is full, follow the on-screen instructions to clear space to save your game. The Lucienne's Quest save data is called "MC_SS_J" in system memory.

Caution: once save data is deleted, it cannot be recovered.



1-4 *Game Over*

If Lucienne and her friends all have their HP reduced to zero, the game is over. If the party is defeated in a dungeon, the game will resume without any lost progress from the entrance of the dungeon. If the party is defeated on the world map, the game will resume without any lost progress from the entrance of the last town or dungeon you visited.

Tip:

- Miminaga feigns death (“plays possum”) when his HP is low and so enemies will not target him unless he is the only remaining party member.

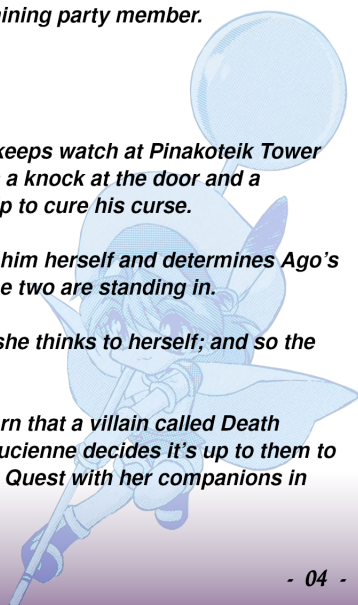
2-1 *Setting Out...*

With her master out on an errand, Lucienne keeps watch at Pinakoteik Tower where she is training as a sorceress. There’s a knock at the door and a desperate Ago enters, seeking Kokindo’s help to cure his curse.

In Kokindo’s absence, Lucienne tries to help him herself and determines Ago’s true destination is far away from the tower the two are standing in.

“Hey... I’m bored anyhow. I’ll go with him.”, she thinks to herself; and so the two depart together.

As they travel, they meet new friends and learn that a villain called Death Shadow threatens the world they all share. Lucienne decides it’s up to them to put a stop to him, and so she sets out on her Quest with her companions in tow.



2-2 The World Map

The world map is the game world at large and contains many towns and dungeons. On the world map, time passes and day turns to night. At night, Ago enters his wolfman form and becomes stronger. As you explore, you'll have to battle wild creatures, monsters, and other enemies. These encounters happen at random.



2-3 Field Maps



Towns and buildings like Pinakoteik Tower are field maps. Time does not pass in these spaces, nor do battles occur. In towns, there are shops in which to buy weapons, armor, and items. You can also converse with townspeople to learn things about your current objective and rest at inns to restore HP and MP.

2-4 Dungeon Maps

Your journey will take you to many treasure-filled dungeons across the world. Time does not pass in these spaces, and battles happen at fixed locations instead of randomly.



3-1 World, Field, & Dungeon Controls

Directional Buttons: Moves the party and navigates the Camp Menu

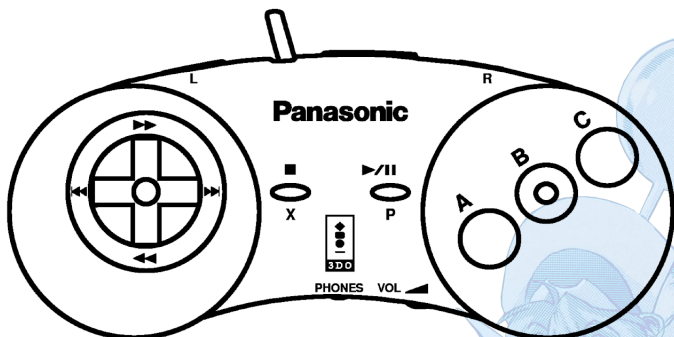
A Button: Confirms selections in the Camp Menu

B Button: Opens the Camp Menu and cancels selections within it

C Button: Destroys objects as the character with the highest Destruction Power
(Field & Dungeon only)

L & R Buttons: Turns pages in the Camp Menu and toggles camera modes

X & P Buttons: Unused



3-2 Battle Controls

Directional Buttons: Moves characters, pans the camera, and navigates the Battle Menu

A Button: Confirms selections in the Battle Menu

B Button: Cancels selections in the Battle Menu and changes the camera's zoom level

L & R Buttons: Turns pages in the Battle Menu

C, X, & P: Unused

4-1 The Camp Menu

Press the “B” button to open or close the Camp Menu on world, field, or dungeon maps. The “A” button confirms selections and the “B” button cancels them. The “L” and “R” buttons cycle between pages where applicable.

There are eight commands available in the Camp Menu:

4-2 Rest

Selecting “Rest” fully restores the party’s HP and time will pass until the morning of the following day. MP is only restored up to half of the maximum value per party member. You can restore all of your party’s MP at an inn. Rest can only be used on the world map.



Tips:

- Rest can also be used at night outside of a town as a way to pass time until morning when townspeople will become available to talk to again.
- If you are about to explore a dungeon, it is worth not resting beforehand: if you enter at night, Ago will remain in his wolfman form the entire time.

4-3 Status

Selecting “Status” allows you to then select a party member to view their current level, experience, money, HP, MP, and stats. For each character, the “A” button toggles between the “Total ability” page and the one which displays “Basic” and “Resist” abilities.



4-4 Items

Selecting “Items” will allow you to use consumable items like HP and MP Recovery. Up to ninety-nine of each type of item can be carried at once.

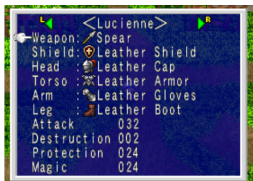


4-5 Equipment

Selecting “Equipment” allows you to then select a party member to change their weapons and armor. The “A” button selects a slot (Weapon, Shield, Head, Torso, Arm, or Leg) and brings up equipment you’re carrying that can fill it.

When selecting equipment, weapons will have “Attack” (Attack Power) and “Destroy” (Destruction Power) stats to pay attention to in this menu, whereas armor has “Protect” (Protection Power). “Attack” and “Protect” refer to damage dealt via and from attacks, and “Destroy” is the strength of a weapon as it relates to destroying objects and obstacles in field and dungeon maps and in battle.

This selection menu will also show who can use the weapon or armor highlighted, and how its stats compare to what is currently equipped in the selected slot.



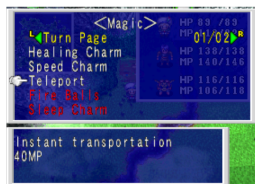
Tips:

- Kaneyung cannot use shields, nor spells from canes.
- Be-o-melda cannot wear armor.
- Lucienne's golem cannot be equipped with weapons or armor.
- Destroy as many objects in field and dungeon maps as you can – you never know what you might find in them!

4-6 *Magic*

Selecting “*Magic*” will allow you to cast certain spells as Lucienne. Outside of battle, the following spells are available:

- *Healing Charm*
- *Universal Healing Charm*
- *Speed Charm*
- *Teleport*
- *Golem*



Tips:

- *Lucienne can't learn spells from leveling up. After you've helped a village, be sure to explore it thoroughly and talk to everyone – certain townspeople who know magic may be willing to teach her spells she currently doesn't know.*
- *Summon Lucienne's golem as soon as she learns its summoning spell so you can start to level it up in battle. Recasting the spell restores the golem's HP – there is no other way to heal it. Do this before resting at an inn when your MP will be restored or if the golem is near death otherwise. If it does die, simply resummon it – it doesn't lose any experience points in the process.*
- *Cast “Speed Charm” outside of battle to walk around more quickly.*

4-7 System

Selecting “System” allows you to change the camera mode by pressing the “A” button on the first selection. It also has a “Game Over” option that returns you to the Start Menu, ending your current game.



4-8 Formation

Selecting “Formation” allows you to alter how your characters are arranged at the start of a battle. A character deals and takes more damage in the front row and can shield rear row characters directly behind them from most attacks. Only four characters can participate in battle at once.



4-9 Save

Selecting “Save” will allow you to save your current progress in one of four available slots.



5-1 Inns

Inns fully recover HP and MP, but it costs 10 gold to spend the night in one.



5-2 Armories

You can purchase weapons at an armory. You can also sell any item or equipment here.



5-3 Hardware Shops

You can purchase armor and consumable items at a hardware shop. You can also sell any item or equipment here.



While shopping, the "A" button confirms selections and the "B" button cancels them. The "L" and "R" buttons cycle between pages where applicable.



6-1 Battle!

Battles occur at random on the world map and at fixed locations in dungeons. They grant you experience points and gold, take place on a grid, are turn-based, and are all conducted from the Battle Menu. A battle is over when all enemies are defeated or escape or your entire party is defeated or escapes.

When a battle begins, one of your characters will be highlighted. Either move them anywhere within the back two rows of the battle area or keep them in place. Press “A” to bring up the Battle Menu. Or, press the “B” button to zoom the camera out to look around. The directional buttons can be used to move the camera around from there.

There are five universal commands available in the Battle Menu per character:

6-2 Attack

Selecting “Attack” will then have you select a target. Pay careful attention to the straight line path between the character and the target – if there are obstacles in between, you’ll attack them first.

Tip:

- Use weapon types to their advantage: bows and spears can pierce enemies and obstacles, while scythes swing in an arc. It’s sometimes worth it to have a weaker weapon when it hits multiple targets!



6-3 Defense

Selecting “Defense” passes the character’s turn, but reduces any damage taken from attacks between now and their next turn.

6-4 Items

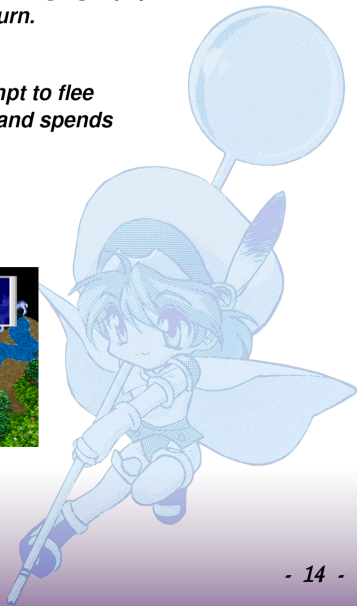
Selecting “Items” opens your inventory where you can use consumables like HP and MP Recovery.

6-5 Weapon

Selecting “Weapon” opens the equipment menu for the current character. Only weapons and shields can be changed within battle. Changing equipment does not spend the character’s turn.

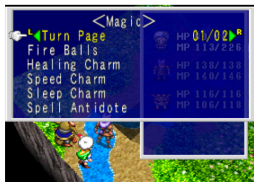
6-6 Escape

Selecting “Escape” will have your party attempt to flee the battle. They may fail to do so. This command spends the character’s turn.



6-7 *Special Skills*

Several characters have access to special skills in battle unique to them – Lucienne's is Magic. Miminaga, Kaneyung, and Be-om-melda have special attacks that don't cost MP.



6-8 *Characters with Zero HP*

Characters who lose all of their HP can still have it restored via items and spells, but at $\frac{1}{4}$ of their regular effectiveness.

When a character reaches zero HP, during their next would-be turn, they'll be automatically replaced by a character who is currently not in battle.



6-9 Status Conditions

Be wary of a number of negative status conditions that can affect your party. Each has a visual indicator and impacts a character in different ways, from not being able to move or attack to taking damage each turn. Depending on the status condition, it can be healed by Lucienne's "Spell Antidote" spell or by items and spells that restore HP.

6-10 Leveling Up

Each character gains experience when all enemies are defeated in battle. After a certain amount of experience points, their level will increase. When this happens, their max HP and MP and stats also increase.



Tips:

- If you are struggling to make progress, spend some time leveling up your characters by walking around and getting into battles.
- Party members besides Lucienne can cast spells using Spirits found in dungeons. Select them from the Items menu during battle.
- Use obstacles in battle strategically – they can block enemy attacks.



S P E C I A L T H A N K S

*Lucienne's Quest is a game near and dear to my heart. As a kid, it was a shelter from dark times. As a closeted preteen trans girl, I played it wishing I could *be* Lucienne. In my adulthood, it became a special interest.*

You name a time in my life and this cute, quirky little game has had a place in it.

This reproduction effort has been an incredible amount of both work and fun – a culmination of hundreds of hours over years of playing, collecting, preserving, and creating. I designed this manual lovingly by hand myself, alongside:

- A premium, hologram 3DO long box of the game with a protective sleeve
- A CD re-release of the game
- A clear jewel case with fun case art inside and out
- A cute Lucienne sticker and wooden keychain

Aside from Micro Cabin themselves for creating this wonderful piece of art, I want to thank all of the 3DO and Micro Cabin fans out there who give these games the love they never got at large. I also want to especially thank my loved ones, who cheered me on while I went down this rabbit hole. They even helped with the editing!

To Tessa, my loving wife. To JM & Lily, the family I never had. And to Anna, a sweetheart of a friend.

Cheers!

Erika

PLAYER NOTES





<http://luciennes.quest/>