

SEGA™

CD  
ROM  
AD  
VENTURE  
S

MAGICAL  
**POPPFUL MAIL™**  
FANTASY ADVENTURE



Action/RPG

*Working Designs Ultra Series*



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FOR PLAY ON THE SEGA CD™ SYSTEM







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- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure



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**WORKING DESIGNS**  
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Redding, CA 96001

# MAGICAL POPFUL MAIL™ FANTASY ADVENTURE

Cast of Characters	2
Starting the Game	6
Sega CD™ Backup Ram	7
Opening Menu	8
Game Menus	10
Check out the Status Bar	13
Meet the Monsters	14
Level Jumping	16
Shops	18
Weapons	19
Armor	20
Items	21
Translation Notes	22
Song Lyrics	23
Hint Book	24
Warranty Information	25



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## Cast of Characters

Cast of Characters

Mail



Mail is a spindly, good-natured tomboy-elf who's more interested in getting filthy rich than trying to find a nice elf to settle down with. She's hoping to make her fortune as a bounty hunter. Unfortunately, her bounty hunting skills suck. Since beginning her bounty-hunting career, she has not captured even one fugitive!

But Mail's a scrappy little crappy bounty hunter, and she's not about to give up her dream just because she can't seem to catch any criminals. Rumor has it that Nuts Cracker and the Gingerbread Grifter Gang are in the area. And, the Deviant Depot has just posted a cool 500,000 Gold bounty for their capture!

So, with sword in hand, Mail is set to search for Nuts and his cronies. It looks like her luck is about to change...but then again, only you can tell for sure...



2



This budding magician studied under the world-famous watch of Muttonhead. That is, until Muttonhead turned to evil and abandoned him.

Since he didn't finish his studies, Tatt's magic skills leave a bit to be desired. Armed only with a simple staff, sharp mind, and a polite manner, he's determined to find his wayward mentor.

Tatt



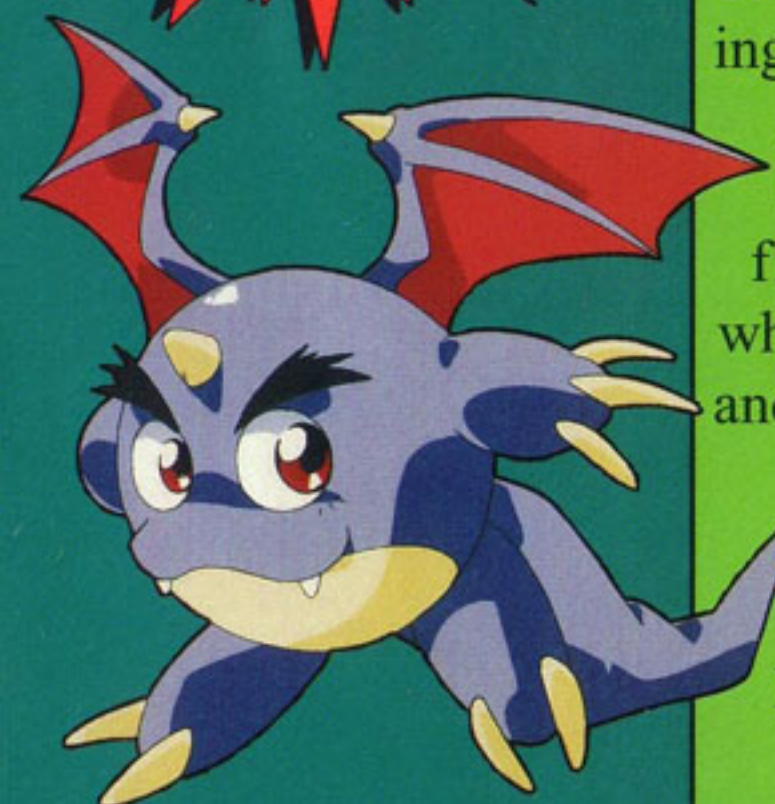
Cast of Characters



This freaky little blob lives in the caves just beyond

Treesun, where strange goings-on have the locals scared.

Although he's armed with sharp claws and can breathe fire in a pinch, Gaw is somewhat of a baby, and he slips in and out of referring to himself in third person. Although he has wings, they're not useful for much more than helping him jump high.



3



## Cast of Characters



This gutless wonder seems to have no problem finding new ways to get into trouble. But, that's all part of his single-minded goal of having adventures at any cost. Grandpa Slick taught him how to build bombs from common household items, and Slick wastes no time putting the knowledge to use!

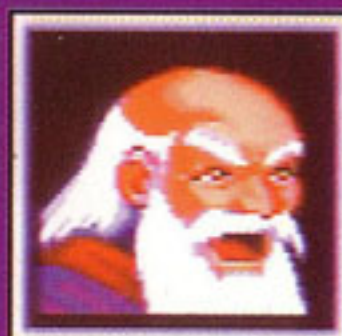


**Slick**

**Glug**



Glug is a trendsetting dwarf that lives near the mine sanctuary, crafting trinkets from precious Mythril. He has a heart of gold, but is a little dull in the cranial department, as evidenced by the fact that Slick is his best friend. But, shortcomings aside, you might find him quite useful in the course of your quest.



Though once a law-abiding, well-respected magician, he's now a fugitive with a huge bounty on his head. Don't be fooled by his appearance! He's chock full of dangerous surprises. His current goal is to avoid Tatt, as well as any reminders that he was once a good-guy. *But, his master plan remains a mystery...*



**Muttonhead**



Nuts Cracker is the leader of the infamous Gingerbread Grifter Gang. He is nimble, modular, and quick to flee if a fight is going badly. Don't judge him by his goofy accent. This is one dangerous criminal, as evidenced by the large bounty offered for his capture. *Get ready for a big surprise!*



**Nuts**



## Starting The Game

Before you turn on your Sega CD™, make sure it is properly connected according to the Sega CD™ instructions. Insert the Popful Mail CD into the CD tray (label facing up) and then close the CD compartment. Next, press the START button at the title screen (or, choose CD-ROM from the menu screen) and you'll then be able to begin your game. If the unit fails to function correctly, turn it off. Check to see if the Sega CD™ is connected properly and then try again.

When you have finished playing, select SAVE before turning your Sega CD™ off. Always make sure you turn off your Sega CD™ before you remove the Popful Mail CD.

### SEGA CD™ System



Power Switch

CD Compartment



## Know Your Controller



### Direction Key

- ★ Moves characters.
- ★ Moves cursor on menu items and in boxes that require a response.
- ★ Push up to talk to other characters, enter doors, read signs, or open chests.

### Start Button

- ★ Pauses the Game.
- ★ Stops the game timer.

### C Button

- ★ Activates the MENU.

### B Button

- ★ Makes character jump. (The longer you hold down the button the higher they will jump.)
- ★ Repeated pressing also allows character to swim in water.
- ★ Cancels menus.

### A Button

- ★ Initiates all character attacks.
- ★ Selects menu items and commands.



## Sega CD™ Backup Ram

Since you cannot save games directly on the CD, the Sega CD² is equipped with internal backup RAM. Most CD games (especially RPG's) have a save feature that uses it. If you are having difficulty in saving your games, you may need to format your backup RAM or delete some of your previously saved games. Remember, when you first purchase a Sega CD² system, the RAM *must* be formatted before you can save a game correctly. If your memory is full, you will need to make room by deleting save data from other games.



Sega-CD² MEMORY



Sega-CD OPTION

## Formatting your Backup RAM



To format your backup RAM you need to use the MEMORY feature (Or, OPTION on the original Sega-CD).

Insert a game CD in the SEGA CD². When you turn on the Sega CD², press Button C on the control pad to cause the Sega CD² Control Panel to appear. Next, select the MEMORY command (OPTION for Sega CD). The Data Storage Information screen appears, press the START button or Button A, B, or C to continue. From this menu you can now select the FORMAT option and the backup RAM will be erased and prepared to store files. **Formatting RAM will ERASE any existing files permanently!**

## Deleting Backup RAM Data

When you turn on the Sega CD², press Button C on the control pad to cause the SEGA CD² Control Panel to appear. Next, you'll need to select the MEMORY feature (OPTION for Sega CD), after the Data Storage Information screen appears, press the START button or Button A, B, or C to go on to the next menu. From this menu select the ERASE ITEM option. Next you'll need to select which game save you wish to delete. Then, select the EXIT option and start the game. **Warning: Deleted save data cannot be recovered...ever!**



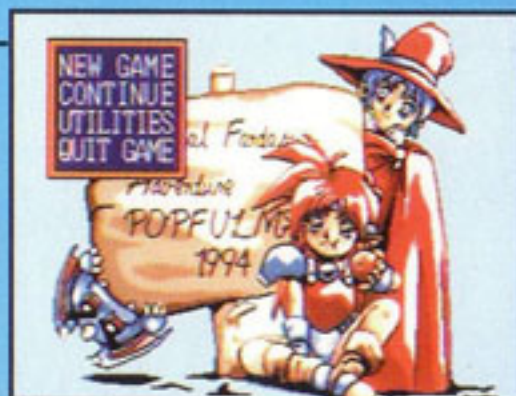


## Opening Menu

After you press START at the title screen, one of two things will happen. If this is your first time playing Popful Mail, the game will begin automatically. If you have Popful Mail save data already, you'll get the Opening Menu screen.

### NEW GAME

To begin a new game of Popful Mail, select this option.



### CONTINUE

Allows you to continue from a previously saved location. Once selected, use the direction pad to choose a data file to load and press the "A" button. If "UNAVAILABLE" is listed under options 1-3, this means your Backup RAM is full or unformatted. (See page 7).

LOAD GAME		
1FORT FRYGHT	1:10	
2PANIC PEAK	1:00	
3NO SAVE DATA!	0:00	

### UTILITIES

Allows you to change OPTIONS or DELETE all Popful Mail save data from your Backup RAM.

OPTIONS  
DELETE DATA

### UTILITIES

### OPTIONS

The following options can be modified:

#### OPTIONS

#### STEREO

Toggle music between **MONO** or **STEREO** modes.

#### OPTIONS

#### VOLUME 1

Increase or decrease the volume of the game music.

#### OPTIONS

#### BGM ON

Toggle background music.



8

### UTILITIES

### DELETE DATA



Deletes all the save data for Popful Mail. *Use this command with caution, since deleted SAVE data cannot be recovered!*

THIS WILL ERASE ALL POPFUL MAIL SAVE DATA! OKAY?

YES  
NO

### QUIT GAME

Ends the game. If you select this command from the opening menu, you'll be returned to control panel of the Sega CD™ system.

Are you SURE you want to quit?

YES  
NO

## Using the Backup RAM Cartridge



Popful Mail directly supports the use of SEGA's Backup RAM Cartridge.

To use the Backup RAM cartridge, make sure the cartridge is inserted into the cartridge slot of the Genesis base unit before you turn on your system.



Popful Mail will automatically detect the presence of the cartridge and ask you if the cartridge should be used to SAVE/LOAD your games.

### YES

If you choose "YES", the save files will be written directly onto the Backup RAM cartridge, and you'll be able to load games from it as well for that session only! To use that save data the next time you play, you'll have to have the same Backup RAM cartridge inserted to retrieve your saves.

Save data will be written to backup RAM cartridge.

### NO

If you choose "NO", the save files will be written directly to the internal Backup RAM of the Sega CD. If there is no room to save on the internal Backup RAM, you will need to delete some files to make room for the Popful Mail save data. (To delete game files in the internal Backup RAM, see page 7)

Internal backup RAM will be used for SAVE data.



9



# Game Menus

During the *Action* mode, pressing the "C" button will call up the *Action Menu*. In *Map* mode, pressing the "C" button will call up the *Map Menu*. The items on each menu are described in detail below.



Action Menu



Map Menu



## ITEM

This selection allows you to equip weapons and armor, or use items you have collected.

To equip weapons or armor, place the cursor on the item you wish to equip and press the "A" button. A yellow frame will then be displayed around the equipped item.

To use an item, select the item you wish to use and press the "A" button. Pressing the "C" button here will display the status of the character you are playing.



## STATUS

Current condition of the character.

Vitality	100
Off Power	20
Def Power	10
Time	07:07:59

### Vitality

This is a numeric representation of your character's strength. When the number reaches 0, the game is over.

### Off Power

Offensive Power is a numeric representation of the blast and slash capabilities of your character. It is affected by the things you equip.

### Def Power

Defensive power is the amount of protection your character receives from enemy blows. It changes, depending on what you've equipped.

### Time

This shows you the amount of time you have spent playing the game in hours, minutes, and seconds. You can stop the game timer by pressing the START button.

## PLAYER

This Option is only available after another character has joined your party. It allows you to select which party member you wish to control on-screen.

To change characters, move the cursor to the name of the character you wish to play, and press button "A."

MAIL



TATT



GAW



## LOAD

This feature allows you to load a previously saved game at almost any time. The time you've spent in an area is displayed next to the save location. This helps differentiate save data with the same name. To load, select the game you wish to restore by using the direction pad, then press button "A."

LOAD

1MANIAC MAZES	0:07
2FREAKY FOYER	1:00
3ORB TOWER	1:10



## Game Menus

### SAVE

Allows you to save the game. After selecting this command, choose the data slot you wish to use and press the "A" button. The area that you are in will be saved in the slot you've chosen, along with your play time.

### SAVE

1MANIAC MAZES	0:07
2FREAKY FOYER	1:00
3ORB TOWER	1:10

There are three data slots in which to save your game. You can basically save anywhere during the game. However, *you cannot save during battles against certain main Boss characters, and during some key events.* Remember, save frequently to avoid any unnecessary setbacks.

### OPTIONS

You can change certain system settings.

**OPTIONS BGM** Changes STEREO/VOLUME/BGM.

**OPTIONS VOICE** During the game, important characters actually speak to you from the disc! If you do not want to hear the dialogue, you may turn it off here. If "OFF" is selected here, only the dialogue boxes will be displayed in the game.

**OPTIONS QUIT** Selecting QUIT from the OPTIONS menu will return you to the opening menu screen.

Are you SURE you want to quit?  
YES  
NO

### STAGE

#### REVISITING A STAGE

This option is only available on the Map Menu. It allows you to return to areas that you've already cleared.

Select "STAGE" from the Map Menu to get to the map screen. Select the stage you want using the direction pad on your controller, then press "A". Move the cursor through the area list for that stage to the place you wish to re-visit, then press button "A".



## Check out the Status Bar



Popful Mail is a combination of action and Role-Playing. It requires a quick wit and an even quicker trigger finger. Understanding the layout and function of the status bar will help you advance in the game faster. Take a second to check this out:

Indicates the status of expendable weapons. Every time you shoot one, this bar decreases. When the bar is gone, you can no longer use that weapon. The bar will regenerate if you wait patiently.

The name of the character you are currently playing.

Alternates between displaying the amount of Gold and enemy hit points. Gold is displayed until you contact an enemy.



Current weapon.

This number is the amount of hit points (or health) your character has remaining. It will decrease whenever you touch an enemy or are hit by their weapon. You can restore HP by using healing items. When your HP reaches 0 the game is over!

Alternates between the number of door keys you currently have in your possession and the status of expendable items. Once you have equipped an item, the bar will decrease as time progresses. When the bar is gone, the item is used up.



## Meet the Monsters



### Badger Bandit

This pesky little creep is a member of the Badger Gang. They've been terrorizing the inhabitants of Elf Woods from their super-secret base. No one has ever seen their leader and lived to tell about it.

### Spider



This sneaky foe makes a web in the trees, then drops onto unsuspecting prey as they cross beneath it. Hitting it while it's near the ground will only cause it to swing into you, so be careful. If you do manage to kill one, you may be rewarded with a healing herb.



### Illusionist

This treacherous trickster floats through the air waiting to blast unsuspecting adventurers with his electro beam. Shields up!

### Robo Guard



The Badger Gang has stolen the technology to build these pesky devices and scattered them throughout the cliffs around Elf Woods. When someone passes directly below one, it attacks by hurling rocks at them.

### Log Jammer



The minions of the Overlord have installed these mechanical devices all over Treesun. Belching streams of logs continually, their purpose is to make passage through the area difficult.



### Mad Bomber

This diabolical device, controlled by an Illusionist, is blocking the exit from Elf Woods. In order to advance, Mail must defeat it. Unfortunately, it's lightweight, agile, and has a seemingly endless supply of bombs. Finding a pattern to its movements, and timing your attacks well, is key to your success here.

### Thrashmaster+

Yet another Illusionist creation, designed to give a punishing workout to whatever hapless adventurer stumbles upon it.



In addition to being able to spew bombs, it can also create quick seismic bursts that cause considerable damage to anyone standing on the ground when they hit.



### Wood Golem

This is the first really difficult boss on Mail's quest. Using a combination of power slides and rocket punches, it can wear down your power meter rapidly. And, to make matters worse, the only way to defeat it is to destroy the head, which only separates after you've destroyed the body. If you're not quick enough, it will regenerate another body and come at you again!



## Level Jumping



MINE STAGE



WOODS STAGE



???



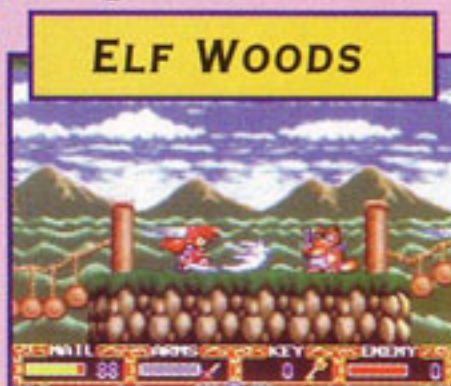
CHILLY STAGE



CAVE STAGE

## WOODS

This is the place where Mail begins her quest. Since the monsters here are weak, it is advisable that you take the time to defeat as many as you can, using the gold you earn to buy better weapons, armor, and neat-o gadgets.



ELF WOODS



TREESUN



GOLEM TOWER

There are a lot of weak monsters in this area. You'll need to find Elf Village. But, be very careful, the badger gang is on the prowl!

Take your time as you advance through this level. It is a good idea to stock up on supplies in Elf Village before coming here.

Golem Tower is named after the lord of this illegitimate "manor." Unfortunately, you're gonna have to deal with him to advance!

## CAVE

The latest supermarket rumor is that Elvis was sighted guarding ancient ancestral treasures buried deep within these tunnels. But, Elvis is the least of your worries in here....you'll find these monsters are tough!

WIND CAVE



FOSSIL ROCK



PANIC PEAK



You'll need to watch your step in here, or risk getting lost. There are two exits from this cave, and only one leads to your immediate goal...but where is the key to the door?

Since the caves were designed by an ancestor of Nuts Cracker, you'll need to pay special attention to the path you choose, or risk becoming a fossil yourself!

This lizard is not as stupid as he looks. But, if you watch your step, time your attacks, and use an amulet, you'll have no trouble wasting him.

## MINE

The adventure takes a detour here, so you'll need to complete this stage in a hurry. Be wary of smooth talking strangers that promise the world and deliver damnation. The mine stage is crawlin' with 'em!

MINE



ZOTH SHRINE



FORT FRYGHT



The mine stage won't be a piece of cake. Take your time and make sure you look for all the treasure chests hidden in this level.

A cool head and a steady hand is the secret of success here. If the enemies sense you're weak, they'll lay you to rest faster than a disgruntled postal worker.

The final leg of the mine stage will also be the most challenging, as you struggle with a morphing madman who's out to stop you at any cost.



## Shops

In each of the Villages that you encounter, there are Shops in which you can buy and sell weapons, armor, and items. Weapons are specific to each character, but the same items can be used by all characters.



### Shop Commands

**BUY**

Select this command to buy weapons, armor, and items.

**SELL**

Allows you to sell the belongings of the character you are playing. Press down on the **DIRECTION PAD** to scroll through your inventory item by item. The list includes the weapon and armor you are currently equipped with, so be careful not to sell important items.

**HEAL**

Allows you to recover your character's HP. It costs 1 Gold to regain 1 HP.

**EXIT**

This command allows you to exit the shop.

## Weapons

Throughout your quest you will find many different weapons, armor, and items to aid you in your quest. The following list is a brief overview of what you'll find in the game.

### Mail's Weapons



**SHORT SWORD**  
Just a plain, old sword.



**BOOMERANG**  
Deadly, with good range.



**DAGGER**  
Distance attack weapon.



**FLAME SWORD**  
Incinerates enemies.

### Tatt's Weapons



**FIRE CANE**  
Magic cane that shoots fireballs.



**ELECTRO CANE**  
Cane that harnesses electricity.



**DYNO CANE**  
Magic staff that sprays fireballs.



**STAR CANE**  
Fire enemy-seeking bolts.

### Gaw's Weapons



**FIRE BALL**  
Gaw can breathe deadly fireballs.



**IRON CLAW**  
Shreds enemies to pieces.



**TAIL ATTACK**  
Special tail attack weapon.



**FIRE BREATH**  
Allows you to control the fire.



## Armor









### Mail's Armor

	<b>LEATHER MAIL</b> Plain, leather armor.		<b>WOOD SHIELD</b> A plain wooden shield.
	<b>CHAIN MAIL</b> Very sturdy chain-braided armor.		<b>ROUND SHIELD</b> Small shield made of metal.
	<b>PLATE MAIL</b> Heavy breastplate made of metal.		<b>LARGE SHIELD</b> Provides total body protection.
	<b>SILVER MAIL</b> Breastplate made of Mythril.		<b>SILVER SHIELD</b> Strong and easy to wield.

### Tatt's Armor







	<b>FLAME ROBE</b> Robe blessed by the Fire Spirit.		<b>FLAME CHARM</b> Sacred Flame Elemental charm.
	<b>EARTH ROBE</b> Robe guarded by the Earth Spirit.		<b>EARTH CHARM</b> Sacred Earth Elemental charm.
	<b>GALE ROBE</b> Robe guarded by the Wind Spirit.		<b>GALE CHARM</b> Sacred Wind Elemental charm.
	<b>MOON ROBE</b> Robe guarded by the Moon Spirit.		<b>MOON CHARM</b> Charm filled with moonbeams.

### Gaw's Armor










	<b>LEATHER MAIL</b> Lame leather armor.		<b>LEATHER BAND</b> A cheap-o-friendship bracelet.
	<b>SCALE MAIL</b> Made from hard, smelly scales.		<b>IRON BAND</b> Good for claw-to-claw battles.
	<b>PLATE MAIL</b> Has good defensive power.		<b>STEEL BAND</b> Stronger than the iron band.
	<b>SILVER MAIL</b> Light, sturdy, and....SASSY!		<b>SILVER BAND</b> Attractive, yet extremely strong.

## Items






### Healing Items

	<b>HERB</b> Recovers 5 HP when picked up.		<b>APPLE</b> Recovers 60 hit points.
	<b>ORANGE</b> Recovers 20 hit points.		<b>BANANA</b> Recovers 80 hit points.
	<b>CHERRY</b> Recovers 40 hit points.		<b>MELON</b> Recovers 100 hit points.

### Special Items

	<b>WEDDING RING</b> Someone lost this. Can you find it?		<b>BLACK ORB</b> ??????????
	<b>GOLD BULLION</b> Sell this for quick cash.		<b>RED ORB</b> ??????????
	<b>PRISON KEY</b> Opens locked doors.		<b>BLUE ORB</b> ??????????
	<b>ELIXIR</b> Revival medicine.		<b>YELLOW ORB</b> ??????????
	<b>DRAGON STONE</b> ??????????		

### Items for the Quest

	<b>AMULET</b> Invincibility - at what cost?		<b>HELMET</b> Increases defensive power.
	<b>ICE SHOES</b> Provides protection from fire.		<b>STONE SHOES</b> Provides protection from spikes.
	<b>SPIKED BOOTS</b> Provides traction on ice.		



## Translation Notes



Well, we made it. For a while there, I wasn't entirely certain we would. Popful Mail is, without a doubt, the largest conversion task we've ever undertaken. As you probably know by now, the game features almost three hours of audio and 39 speaking parts. For that reason, with two teams working, it took us about four months to complete this project instead of the usual two to three.

In order to fit three hours of spoken dialogue and animation audio on a CD that's only designed to hold a bit over 60 minutes, and still have room for all the program data, the audio had to be compressed. In the case of Popful Mail, two kinds of compression were used.

For the game dialogue, where the characters pop up on-screen and talk, the 44.1 KHz CD audio was reduced to mono. Then, the sampling rate was cut in half to 22.05 KHz, which is about 40% better than telephone line quality (assuming you have a good connection). This reduced the amount of data space to 1/4 the size it would have been if we had used full stereo CD audio, (which is kind of pointless for dialogue-only anyway).

For the animation scenes, a higher sampling rate was necessary to accurately reproduce voice, music and sound effects that were present in each scene (usually all at the same time). First of all, the audio was again reduced to mono, cutting the sound data in half. Then, a dynamic (or flexible) sampling algorithm was used that sampled at a frequency that varied from 24KHz to 38KHz, depending on the density of the signal it was fed. Using this method for approximately 20 minutes of animation audio reduced the space required for it to about 1/3 of full 44.1 KHz Stereo audio.

Another thing that helped make this difficult conversion a bit easier was the fact that the dialogue in the game portion did not have to be lip-synced. Instead, the program actually analyzes the waveform passing through it and adjusts the mouth of the character on the screen based on the density of the signal. It works pretty well about 85% of the time. I'm sure you've noticed a few cases of the 15% of the time where it gets confused and looks like a bad version of a Sunday afternoon Kung-fu movie. But, it's an evolving technology, and we'll keep working to make it better. Without it, this project would have been nearly impossible. All the animation scenes, however, were done the old-fashioned way. Actors lip-synced their new dialogue to the characters on the screen, with the usual excellent results.

This time around, we made the usual gaggle of changes to make the game better than it's Japanese incarnation. The clouds in the Elf Woods stage were made to scroll lazily by to enhance the 3-D effect of the level. A game timer was added so that you, the player, could keep track of your best time beating the game. Monster difficulties were adjusted and re-balanced to make the game more challenging. And, there were a number of audio events added that were text-only in the Japanese version, in addition to other smaller changes too numerous to mention.

We hope you've noticed by now that this manual is in color, a first for the SEGA-CD. We fully intend for all our future manuals to be in glorious color. This was the only area of our packaging that we really felt needed improving to match the quality of our foil-stamped covers and full-color CD labels. Hopefully, you like the change.

Finally, I'd like to thank all the people who've sent in their Gamer's Scorecards for LUNAR and VAY. Because we've been soooooo busy, our bi-annual newsletter's been on hold for about the last year., and I'm certain it feels like a bi-decade newsletter to you. We're working to get it out ASAP, because it has all sorts of cool info and special promotional offers like T-Shirts, Hats, and Posters of all our games! Keep sending in your cards...we will get it out!

At Working Designs, we want to give you, the gamer, nothing but the best! It's pretty simple, really. Regardless of what other publishers do, if we keep giving you cool games with great packaging and manuals that don't read like a marketing department's afterthought, we're sure you'll keep your end of the bargain by buying our stuff. We never lose sight of the fact that we're nothing without you. Thanks!

## Song Lyrics

### English Lyrics

There's a land, beyond,  
the floating clouds, so very calm.  
If you wish upon the farthest star,  
In a flash, you'll find that you are there.

The signs now, at hand  
bode war, throughout a peaceful land.  
Winds of change are blowing stronger now,  
Hold your ground, or you'll be swept away.

Don't worry with strength,  
and dashes of luck,  
you'll get to that place  
within your dreams.

Unlock the door and step outside.  
All restraint has been stripped away.

With the courage, resolve,  
and love within your heart.  
You can be anything you dream.  
Um hmmm....

It's the start of the end,  
and only you can see,  
all that you can be...  
go take the chance.



The dream's now at hand.  
A battle rages for the land.  
Bonds forged in the fire of tempest  
will hold true, regardless of the pain.

With dauntless resolve  
and strength of heart  
you'll make your advance  
toward destiny.

Unlock the door, and step outside.  
All restraint has been stripped away.

With the courage, resolve,  
and love within your heart.  
You will be anything you dream.  
Um hmmm....

It's the start of the end,  
and only you can see,  
all that you will be...  
go take the chance.

All you can dream, in your grasp.  
But the true choice, lies with you.  
There's only one, only one that can see  
what you've dreamed, make it all  
come true.

### Japanese Lyrics

Toward the world beyond the floating clouds.  
You continue to gaze at the sky  
so your thoughts can reach there,

Renewed strength is leading  
and undefiled world afar,

Though you sometimes lose your heart  
to trust others and stand still in burnt  
yesterdays.

Make your dreams fly toward a future world  
that's beginning to unfold. Fmmmm.

Do not forget love  
that always watches over you.

The unending battle marks  
the prelude toward eternal peace.

You wish to encounter  
a forgiving heart tomorrow.

Work a miracle  
in this vast land.

Cherish your wishes  
with a future world in mind  
that's beginning to unfold.

Do not forget Love  
that will surely be awaiting you.

Until the "day of dawn"  
go on loving  
with your dreams  
reflected in your shining eyes.



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