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FINAL FANTASY

ADVENTURE

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Thank You for purchasing the Nintendo GAMEBOY Game Pak.

FINAL FANTASY ADVENTURE

Before you start playing please read this instruction booklet carefully and follow the correct operating proocedures. Keep this instruction booklet handy for your future reference.

SQUARE

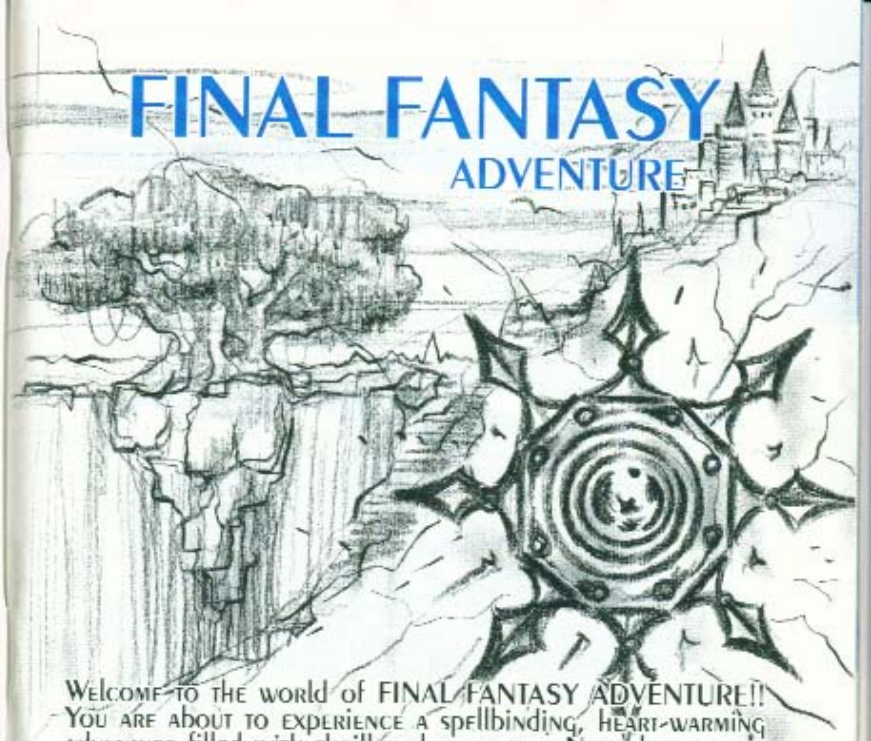
PRECAUTIONS

1) Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2) Store your Game Pak at room temperature. Avoid extremely hot or cold temperatures.
3) Do not clean with paint thinner, benzene, alcohol or other such solvents.
4) Avoid subjecting your Game Pak to shock. Never attempt to open to dismantle it.

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FINAL FANTASY ADVENTURE



Welcome to the world of FINAL FANTASY ADVENTURE!! You are about to experience a spellbinding, heart-warming adventure filled with thrill and suspense. Now, let us start our journey!

The Story of
THE FINAL FANTASY ADVENTURE

First, you should understand the story behind the adventure. A good knowledge of the story before starting the game will add to your enjoyment. It will be especially important to grasp the relationship between the Tree of Mana and the Mana Family, the Gemma Knights, and the Empire Glaive headed by Dark Lord.



High above the cloud towers Mount Illusia, and the Tree of Mana is enshrined on the top of the mountain. From the Mana Tree gushes out the Waterfall -- The source of all life in this world.

The Tree of Mana grows on the energy of will emitted by all things in this world. The Mana Tree flourishes in beauty when the spirits of the people are pure, and the water springing out from its roots purifies the minds of people even more. However, once the Mana Tree is contaminated with an evil influence, the water springing from the roots becomes tinged with evil force. The foul water turns the people's minds bad, and their evil energy returns to the Mana Tree changing it into an even more deadly existence. This vicious circle goes on and on, until the world is totally corrupted, ultimately meeting its destruction. The Mana Shrine is a sacred place where no man should tread.

However, there were people who dared to enter the sacred area. They knew that those who touch the Tree of Mana would receive a great power to last for eternity.





Once, the Emperor of Vandole used the power of Mana for evil purposes. With the mighty power in his possession, he forced people into slavery, which began his bloody rule.

But Vandole's evil purposes were stopped by the Knights of Gemma who guarded the Tree of Mana. The Gemma Knights joined hands with the Mana Family, the keepers of the Tree of Mana, to fight a long hard battle. Finally, they were able to restore peace to the world.

The Mana Family feared the power of the Mana Tree may be misused again, and sealed the way to the Shrine in the Pendant of Mana. To open the way to the shrine, the Pendant, as well as the supernatural powers of the Mana Family became necessary.

And now, an evil hand is once again at work to grab the mighty power of Mana -- The Empire of Glaive, headed by Dark Lord and his aid the sorcerer Julius. Dark Lord is the evil-loving leader of Glaive. His companion, Julius, is a man of mystery, who seems to know much about the secrets of the Mana Tree and the Pendant.

Our Hero, a courageous warrior, sneaked into the Castle Glaive one night, trying to discover their evil plans, but he was immobilized by Julius' spell, and was captured as a slave.

The slaves of Glaive were doomed to ceaseless suffering and sorrow. They were forced to fight deadly monsters every day in order to generate the energy of evil and hate, and to entertain Dark Lord with the battles he loved to watch. If they wished to survive, they had to slay the monsters. Only then would they be given their meager meals for that day. But from the poor living conditions and the countless wounds and fatigue, the slaves lost their lives one by one.

One day, our Hero returned to the slave quarters after slaying a monster to find Willy, his only friend, laying on the floor barely alive!

Willy was also a warrior who had entered the Castle Glaive, and was captured by Julius. Even after he was made a slave, he had been secretly investigating Dark Lord's plans. For the past few days, he had a look of desperation in his eyes.

"Mana is in Danger now... We must let the Knights of Gemma know about it. See Bogard at the Falls. He is a Gemma Knight. He should know what to do."

The last words Willy spoke before passing away baffled our Hero. But with his invincible spirit, he stood up. He shall avenge Willy...

With firm determination he set forth. He shall escape from this place, and find Bogard. Right now, it was the only clue he had for his perilous mission which lay ahead.

How to Play Final Fantasy Adventure

Here is some basic information on the object and progress of the game, and its features. Your adventure may be much longer and harder than you expect. It would be wise to grasp the general idea before starting. Details are explained later in the book starting on page 14.

Goal of the Challenge

The greatest object of the game is to stop Dark Lord and Julius in their evil intentions, and to restore peace to the world. But in order to do so, you must go through numerous obstacles. The dungeons and fields outside towns and villages are full of hideous monsters, with traps in unexpected places. You must conquer these obstacles one by one, and carry out your mission step by step. However, enemies are not the only things you will encounter in this world. You will meet friends who will help you in many ways. Always listen carefully to what the people have to say.



Playing the Game

Gathering information and fighting enemies are the basics of the game. Your character -- the Hero -- will grow in strength and capability battle by battle, and by gathering information he will learn what move to make next.

1 Gathering Information

Whenever you meet people, stop and listen to what they say (see pages 15 and 57). Use the information to deduce where to go and what actions to take next. You should be able to figure out your next move after you've spoken with the people of a town or village. Be sure to chat with everyone. A single character you fail to speak to may hold a crucial clue to the progress of the story.

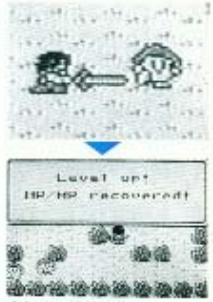


Listen to Others

2 Fighting Enemies

Once outside a town or village, you'll find yourself in a world where horrible demons roam free. But, don't just run from them. You, the Hero will gain experience by fighting enemies, and will grow stronger every time you advance to a higher level (see page 38). As the adventure progresses, the enemies you encounter will get stronger. By avoiding battles, you will eventually fall prey to a monster.

Battle Against Enemies



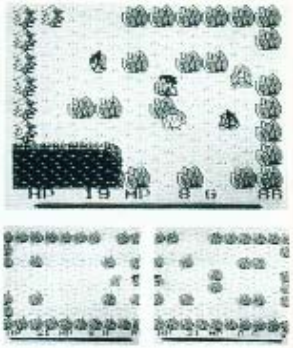
Advance in level

The World of Final Fantasy

The world can be roughly divided into three kinds of areas: The fields; the dungeons; and the towns/villages/castles. The fields and dungeons are battlegrounds, while the towns/villages/castles are places for resting and for gathering information.

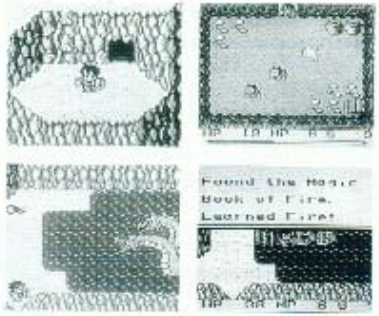
1 Fields

This is the outside world, with monsters of all kinds, crawling and roaming about. The landscape (see page 40) can roughly be classified into land and water areas. At the start of the game, you are only able to travel on land. (As the game unfolds, you will become capable of water travel also.) To travel (see page 14), move your character to the edge of the screen. Keep pressing the ✚ button in the same direction, and the screen will scroll to the next. The fields are mainly for traveling, and fighting.



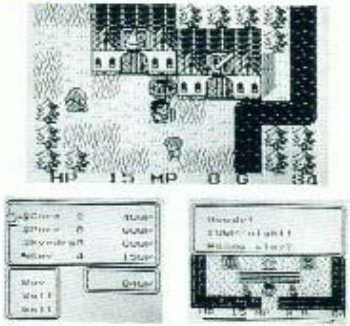
2 Dungeons

Deep inside caves, towers, castles and mansions, you will find a series of rooms surrounded by walls. There will be several monsters in each room, and somewhere in the deepest part, a powerful boss monster awaits. To make things more difficult, the dungeons are complicated mazes filled with various traps (see page 41) such as dead ends, hidden passages, and damage points. Unless you advance your character in level beforehand, you may have considerable difficulty in conquering dungeons. However, you will not make progress by avoiding them. Only by conquering dungeons, will you discover a new route to take you to the next stage of the adventure.



3 Towns, Villages, Castles

Many people live in these places. Enemies do not appear. You will find inns where you can recover your HPs, and shops which sell weapons, armor, and items. When you are wounded, take a good rest here to prepare yourself for your next battle. It is also important to talk to people to obtain information. When you put together the bits and pieces of information they offer, your next goal should be clearly visible.

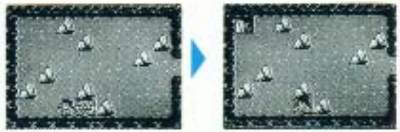


Special Features

The FINAL FANTASY ADVENTURE offers several special game features. Understanding these features will take you smoothly through the game. Detailed explanations are given later on in this book for your reference.

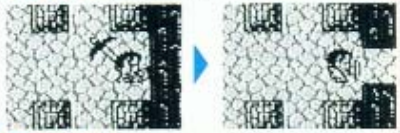
1 Puzzle Rooms (see page 44)

There are rooms in some dungeons with a switch on the floor. Placing a character or an empty treasure chest on the switch will reveal a hidden staircase or door.



2 Opening a New Route (see page 43)

Parts of the dungeon walls are weakly constructed. Use the Mattock or Morning Star to break down these walls and uncover a new route.



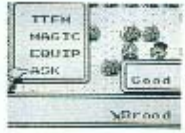
3 Special Use of Weapons (see page 49)

Some weapons have other uses besides attacking enemies. For example, the Axe swung before a tree can cut it down.



4 NPCs (Non-Player Characters) (see page 46)

These characters help the Hero during the adventure. Although you cannot control them directly, with the "ASK" command these characters give you hints or use their special powers for you.





Saving the Game

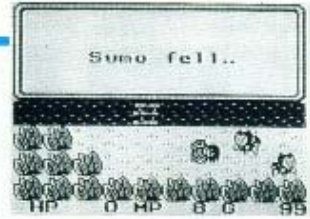
Your adventure will be much longer and perilous than you imagine, and should require days to complete. Save your game when you wish to call it a day. By selecting the "Continue" command, you can resume playing from where you left off (see page 28).





Game Over

Game is over when your character's HP drops to 0. You must start over from where you last saved the game. Constantly watch your remaining HP as you play, to avoid this as much as possible.

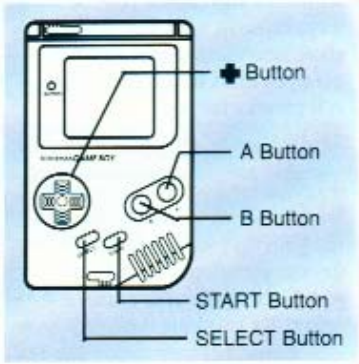


The Use of the Controller

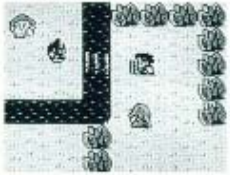
✚ The Control Pad

On the World Screen, your character can be moved by pressing up, down, left, and right on the ✚ button. Press "up" when you wish to move him up on the screen, "down" to move him down, "left" to move him left, and "right" to move him right. Keep it pressed in that direction until your character moves to the desired position.

On the Menu Screen, the ✚ button moves the cursor. Keep it pressed up/down to move the cursor up/down to the desired position. A light push will move the cursor one notch. In the same way, the cursor can be moved right or left.



Moving the Character on World Screen



Moving the Cursor Up / Down on Menu Screen



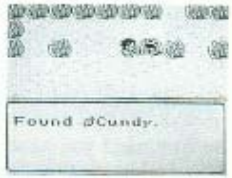
Moving the Cursor Right / Left on Menu Screen



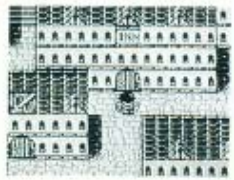
Talking to People



Opening a Chest



Opening a Door



● The A button

On the World Screen, the A button is used to make your character attack with his weapon. With the exception of the Max Attack with a sword (see Map Supplement), pressing the A button once will make your character swing his weapon.

On the Menu Screen, the A button is used to execute the command you have selected. With the ✚ button move the cursor to the command of your choice, and press the A button.

Executing a Command



Attacking an Enemy

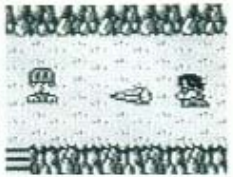


Use of the Controller

The B Button

On the World Screen, press the B button to use the item or magic you (see pages 22 and 24) are equipped with. So long as you are equipped with an item or magic, you can use it simply by pressing B.

Using Item / Weapon



Cancelling a Command



On the Menu Screen, the command you have selected can be cancelled by pressing the B button. If you press B while entering a command, the screen will return to the previous Menu Screen or World Screen.

The Start Button

The Start button opens the screens for the ITEM/MAGIC/EQUIP/ASK commands, your characters condition, and the magic and weapon he is currently equipped with (see pages 21 - 26).



The Select Button

The Select button opens the screen for the SAVE/MAP/STATUS commands. When you are finished with the screens you opened with the Start or Select button, you can resume the game from where you left off (see pages 27 - 31).



Starting the Game

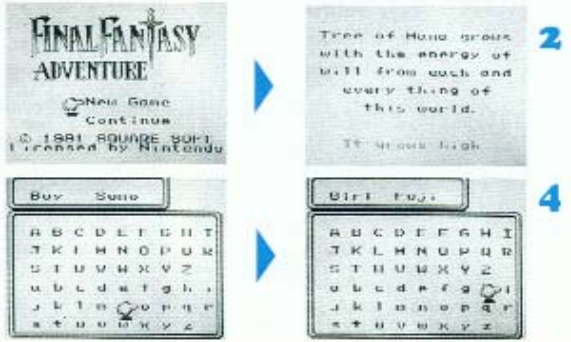
1. Turn the power ON. The title screen will appear. If you wish to continue a game from where you saved last time, move the cursor to "Continue" and press A (see page 28). If you wish to start fresh, move the cursor to "New Game" and press A..

2. If you have selected "New Game," the Story will appear on the screen. Then, the screen will switch automatically to the Name Screen. (By pressing A button during the story text, you can open the Name Screen immediately.)

3. Name the Boy (Hero). (see page 18 - 19)

4. Name the Girl (Heroine). (see pages 18 - 19)

After naming the girl, the game starts.



Naming the Characters

First, name the Boy. Press the ✚ button up, down, left, and right to move the cursor. The cursor will continue moving to the edge of the screen by keeping the button pressed in one direction. A light push in the direction of your choice will move the cursor one space. After selecting a letter (or symbol) with the cursor, press A. That letter (or symbol) will appear in the Name Slot on the top of the screen. Select the next letter in the same manner. The name can be up to 4 letters. When you have finished naming the Boy, press Start. Name the Girl in the same manner on the next screen. When you have named her, press Start. You shall now begin your adventure.

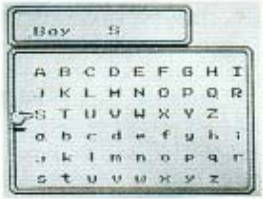
Cancel with the B button if you make a mistake.

If you change your mind after you have decided on a letter with the A button, press B. It will erase the last letter you have entered. (Keeping the B button pressed will erase all the letters.)





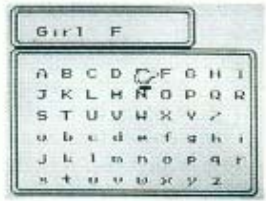
Boy







Girl









The names you have given to the characters will appear in the story.

How to Read the Menu Screen

There are three types of Menu Screens. The screen shown below the World Screen, the screen you open with the Start button, and the screen you open with the Select button. Try to master reading each type of screen.

Menu Screen 1 World Screen

Beneath the World Screen, a smaller screen is visible at all times, as in the illustration below. You should always keep an eye on this screen even during battle. Should your HP run low, an unexpected blow may be fatal and end the game unless you heal yourself quickly with an item or magic. Also, remember that an especially powerful attack is possible when the gauge at the bottom of the screen reads MAX (see pages 33 and 47).

Current HP
The HP figure shows how much life the Hero has at the moment. Game is over when his HP drops to 0.

Attack Gauge
When this gauge reads full, the Hero can use MAX Attack.



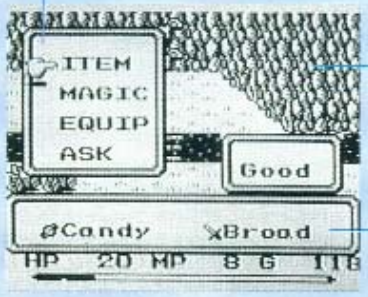
Current MP
The MP indicates how much magic power the Hero has. When his MP drops to 0, no magic can be used.

Current Money in Possession
G is the monetary unit in this world.

Menu screen 2 Opened by Pressing Start

When you press the Start button while on the World Screen, three screens will appear simultaneously: The Command Screen, the Condition Screen, and the screen to indicate what magic/item and weapon you are equipped with. The Command Screen is especially important in the progress of the game. The meaning and the use of each command is fully explained on page 22 through 26. Make sure you have mastered these commands before challenging the game.

The Commands
Use commands window to use items or magic, to equip your character with weapon and armor, and to ask advice from NPCs. Use the ✚ button to move the cursor up or down Select the command you wish to use, then press the A button.



Boy's Condition
Displays the Boy's condition: Poison, stone, Moogle, or Darkness. "Good" signifies normal condition.

Equipment of Magic, Item, and Weapon
The magic or item the Boy is currently equipped with is now indicated on the left, the weapon on the right.

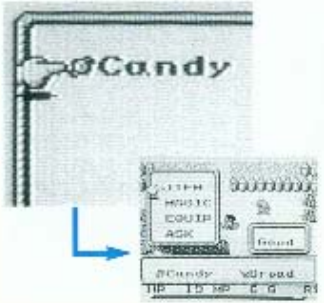
Master the Four Commands!

The four types of commands you can summon with the Start button play an extremely important part in the progress of the Game. Here, we'll analyze the function and the use of the four commands: 1 - ITEM, 2 - MAGIC, 3 - EQUIP, and 4 - ASK.



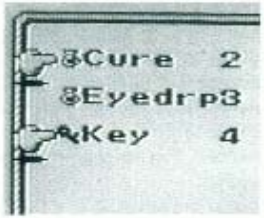
1. Item

Position the cursor on ITEM, and press A. All the items currently in your possession will be displayed on the screen. You can use, change, and discard items on this screen following the steps explained below.



Using an Item

Press the ✚ button up, down, left, or right to move the cursor to the item of your choice, then press the A button twice. (The cursor blinks after the first push, and the World Screen reappears after the second.) Now you are equipped with the item. Basically, all you have to do is to press B when you want to use the item on the World Screen. However, the key is automatically used when you pass through a locked door, but only if you are equipped with it. There are other items which are used automatically too.



Changing Items

Press the ✚ button up, down, left, or right to move the cursor to the item that you wish to change, and press the A button once. Now press the ✚ button, and a second cursor will appear. Move the second cursor to the item you want to change the first item with. Press A once, and the switch is made.



Discarding an Item

Press the ✚ button up, down, left, or right to move the cursor to the item you wish to discard, and press the A button once. Then press the ✚ button down until a second cursor appears, and points to a trash can. Press A once, and the unnecessary item disappears from the screen.

2. Magic

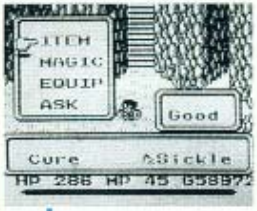
Position the cursor on MAGIC, and press A. All the magic spells you currently own will be displayed on a screen. You can use magic (only when you have sufficient MPs), or put the spell back using the ITEM screen by following the steps explained below. Note: you can only equip yourself with either an item or magic, not both.

How to Read the Menu Screen



Using Magic

Press the ✚ button up, down, left, or right to move the cursor to the magic spell of your choice and press the A button once. (This will return you to the World Screen.) Now you are equipped with magic. The B button will execute the magic on the World Screen whenever you wish. However, it will not be executed if you don't have enough MPs for that particular spell. It may be wise to save you magic powers as much as possible. You never know when you may really need it!



Putting Magic Back

The B button executes the magic you are equipped with. Therefore, if you accidentally press the B button, the magic is executed and MPs consumed. To prevent such a waste, it is recommended to put the magic back in the inventory each time you use one. The procedure is simple. Equip yourself with a Key or any other item that cannot be operated by the B button instead of the magic.



3. Equipment

Position the cursor on EQUIP and press A. The weapon and armor you are currently equipped with, and their attack and defense powers will be displayed on the screen. At the same time, a screen showing all the weapon and armor you currently own appears. Use this screen when you wish to change or discard weapons and/or armor.





Changing Weapons

Press the ✚ button up, down, left, or right to move the cursor to the weapon you wish to equip, and press the A button twice. The weapon you have been originally equipped with, and the weapon you newly chose, switch places. You are now equipped with the new weapon. When you do this, note the Attack Power rating. If the new weapon is more powerful than the former weapon, this figure will go up. Although it depends on the kind of monster you are battling, basically, the higher the attack power, the better off you are.



Discarding

Place the cursor on the weapon/armor you wish to discard, and press the A button once. Then press the ✚ button down until a second cursor appears, and points to a trash can. Press A once, and the unnecessary weapon/armor disappears from the screen. (There are some weapons you can't get rid of.)

How to Read the Menu Screen



Changing Armor

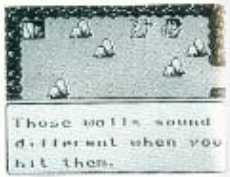
Press the ✚ button up, down, left, or right to move the cursor to the armor you wish to equip, and press the A button twice. The armor you have been originally equipped with, and the armor you newly chose, switch places. You are now equipped with the new armor. When you do this, note the Defense Power figure. If the new armor is stronger than the former armor, this figure will go up. However, since shields have no Defense Power, there would be no change in this figure even when you switch shields (see page 51).

4. Asking for Help

Position the cursor on ASK, and press the A button. If you are accompanied by an NPC, he/she will give you advice, recover your HPs or MPs, or even give you rides. NPCs can help you in many ways. Whenever you meet a new NPC, try the ASK command.







Menu Screen 3 Opened by Pressing Select

When you press Select on the World Screen, a screen appears displaying three kinds of commands: The command to save the game, the command to look at the map, and the command to check your status. The "Save" command is particularly important in playing the game. The "Map" and "Status" commands also come in handy. Study pages 28 through 31 to master the use of these commands.

1. Save

Records (saves) the game up to the current stage. Can be used any time in the game except during an event (when the game proceeds automatically).



2. Map

For checking the position of your character and the location of towns on the field, and the rooms you have passed through in a dungeon.

3. Status

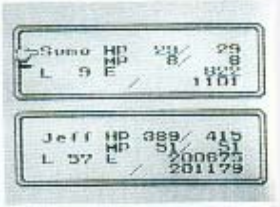
For checking various data of your character including strength, condition, etc.

1. Save

To save a game, press Select, and summon the Save/Map/Status Command Screen. Position the cursor on "Save," and press A. The Save Screen will appear. You can save up to two games. Select the top or the bottom box with the cursor, and press A again. The game has been saved. Once a game is saved, you can resume it from where you left off by selecting "Continue" on the title screen when you play next time. You can save a game any time except when an event is in progress.







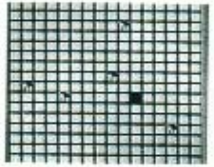
Save the Game Often to Save Trouble

The game is over when your Hero is defeated in combat. The screen switches automatically to the title screen, and by selecting "Continue", you can restart from where you last saved the game. If you make it a habit of saving the game often, you can continue with the least amount of loss.



2. Map

Press Select, and call the Command Screen. Point the cursor to "Map" and press A. The Map will appear on screen. On the field map, towns and castles are indicated by symbols. On the dungeon map, only the rooms you have passed through are shown. In either map, one grid represents one screen. A blinking grid shows your current position. Further, once you turn the power OFF or save a game, the rooms you already visited will disappear from the map.

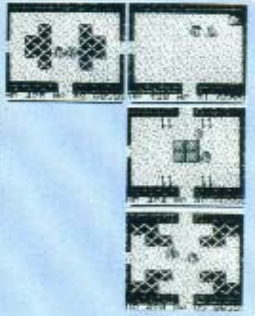




How to Read a Map



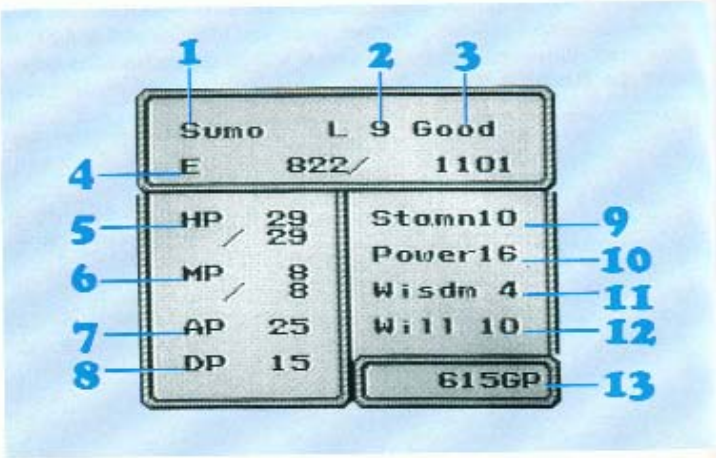
A grid on a map represents one World Screen. On a dungeon map, the entrances to each room are also shown.



3. Status

The Status Screen allows you to make comprehensive evaluation of your Hero's status. It is especially useful to know how much more experience points you need in order to advance to the next level. Refer to right-hand page for details.



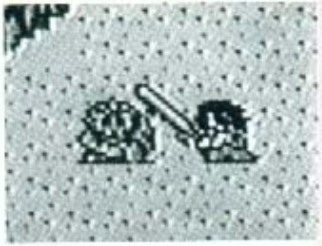


1. The name you gave to the Hero.
2. The Hero's current level.
3. The Hero's current condition. Normally, the condition is "Good." When there's disorder, the display reads "Pois," "Ston," "Dark," or "Moog."
4. On the left is the Hero's current experience points. The figure on the right is the amount of experience needed to advance to the next level.
5. The top shows the Hero's current HPs. The bottom is his maximum HP.
6. The top shows the Hero's current MPs. The bottom is his maximum MP.
7. The Hero's current Attack Power. This rates how much damage he can give to an enemy.
8. The Hero's current Defense Power. This rates how much he can defend himself from an enemy.
9. The Hero's Stamina. The higher this rating is, the greater the HP increase is at Level Up.
10. The Hero's Power. The higher this rating is, the greater the Attack Power increase is at Level Up.
11. The Hero's Wisdom. The higher this rating is, the greater the MP increase is at Level Up.
12. The Hero's Will. The higher this rating is, the faster the Attack Power gauge rises.
13. The amount of money the Hero currently has.

Battle System

Monsters exist in the fields and dungeons on the World Screen. You must move your Hero with the ✚ button, and attack the enemies with your weapon, magic, and items in an action battle. Naturally, the monsters also attack by charging into you, or with weapons and magic, damaging your character. Quick reaction on your part is the key to victory.

Weapon Attacks



The weapon attack is the very basic method of attack. It's quite simple. Just move your character close to an enemy with the ✚ button, and as soon as the monster is in the range of your weapon, press A! If you successfully hit the enemy with any part of your weapon, it receives damage. There are six different types of weapons: Sword, Axe, Spear, Sickle, Chain-Flail, and Morning Star (see page 33). Each weapon differs in its attack method and the damage it gives to the enemy. Try to use a weapon most effective against the breed of monster you confront. By attacking when the gauge at the bottom of the screen reads MAX, you can bring about much more damage than usual. This is called the MAX Attack. When used effectively, the Max Attack can put you ahead in a battle.

Sword



Slashes the enemy. MAX: By keeping the A button pressed, the Sword can be swung in a whirlwind motion. With the ✚ button and A, the character charges in the commanded direction.

Axe



Chops down the enemy. MAX: Axe is thrown in the direction your character is facing.

Spear



Pierces the enemy. MAX: Spear is thrown in the direction your character is facing.

Sickle



Attacks by spinning the Sickle. MAX: Chain stretches out farther than normal.

Chain-Flail



Strikes the enemy directly in front with the flail. MAX: Chain stretches out farther than usual.

Morning Star



Strikes the enemy directly in front with the iron ball. MAX: Chain stretches out farther than normal.

The MAX Attack is Effective Against Boss Monsters.

Make full use of the MAX Attack in battles against Boss Monsters. Try to read the Boss Monster's movement. Shift around avoiding his attacks, keeping an eye on the gauge. As soon as it reaches full, strike! You should be able to inflict considerable damage to the enemy. With some weapons, you can even MAX Attack from a distance.



Magic Attacks

There are six types of magic used for attacking enemies. Equip yourself with the magic spell of your choice, and press B to execute it on the World Screen. However, some types of magic require manipulation with the ✚ button, while others need no manipulation.



Sleep (no manipulation needed)



Just chanting this spell puts all the enemies on screen to sleep.

Mute (no manipulation needed)



Just chanting this spell blocks all attack-magic spells of all the enemies on screen.

Fire (no manipulation needed)



When chanted, a ball of fire automatically goes after a nearby enemy.

Ice (manipulate with ✚ button)



After chanting this spell, control the icicle with the ✚ button to hit an enemy.

Lit (aim at an enemy)



The lightning bolt shoots straight ahead only. Your character must face the enemy before chanting.

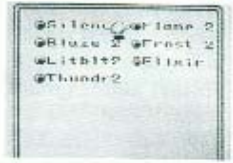
Nuke (aim at an enemy)



The bomb-blast shoots straight ahead only. Your character must face the enemy before chanting.

Item Attacks

There are altogether eight types of items used for attacking enemies. Item attacks are executed in the same way and have the same effects as magic attacks. (But not necessarily the same amount of damage.) Items don't consume MPs, and should be used when you want to save your MP. However, unlike magic, items disappear after a limited number of use.



Silence



Equivalent to the magic spell of Mute. Blocks all attack-magic spells of all the enemies on screen when used.

Pillow



Equivalent to the magic spell of Slep. Puts all the enemies on the screen to sleep when used.

Flame



Equivalent to the magic spell of Fire. A ball of fire automatically goes after an enemy.

Blizrd



Equivalent to the magic spell of Ice. Control the icicle with the ✚ button after shooting it.

Litblt



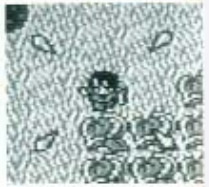
Equivalent to the magic spell of Lit. Aim the straight-shooting lightning bolt directly at the enemy.

The items Blaze, Frost, and Thunder are more powerful versions of Flame, Blizrd, and Litblt, respectively. To use, follow the same procedures of the latter three.

Status Crisis

When you press Start, the Hero's current condition is displayed on screen. In normal state, condition reads "Good," but if you have been attacked by monsters with special powers, your condition may be affected. All afflictions will disappear in time, but they will severely hinder you in battle. It is advised that you remedy any ill condition with items or magic as early as possible. However, in the state of "Moogle," you have no choice but to run from enemy attacks.





Petrified



Character is unable to move from that spot. Relieve with the magic of Heal or Soft Potion, etc.

Darkness



Character is blind in darkness. Relieve with the magic of Heal or Eyedrop, etc.

Poison



Character loses HPs rapidly. Relieve with the magic of Heal or Pure Potion, etc.

Moogle



Characters defense rating drops to 0, and you lose control of buttons A and B, disabling you to attack or recover.

Monsters and Treasure Chests

Monsters Get Stronger as the Journey Progresses

The monsters you meet in the fields and dungeons get stronger as your journey progresses. It's quite impossible to avoid combat, and furthermore, you must confront Boss Monsters, much stronger and more powerful than the common sort of monsters, at every turning-point of the story. You simply won't get ahead in your adventure if you run from enemies. Gather up your courage and fight! The Hero will advance in level (see page 38) by accumulating experience in battles on the fields and in dungeons, and acquire the more powerful weapons and magic to match his level.





Treasure Chests Left Behind by Monsters

Some monsters carry around items in treasure chests. You cannot distinguish an item-bearing monster by its appearance, but a treasure chest will be left behind when you defeat one. Help yourself to the item inside. To open them, walk your character right up to the chest with the + button.





Level Up



Every time you defeat a monster, you will gain the experience points of that monster. If you accumulate the required number of experience, your level will go up. The screen will switch to the Level Up Screen when it occurs. First, your current status will be displayed. Then Press the A button. After the message, press A again. Select your character's growth type (see page 39) by selecting "Power," "Wisdom," "Stamina," or "Will" and press A. Check your new ability rating, and if it's OK, press A. Then press any button to return to the World Screen.

Before Level Up



Level Up!



After Level Up



Create Your Own Character



As you advance higher in level, your HP, Attack Power, Defense Power, and the Gauge Speed will increase. This increase will depend on which growth type you select at Level Up. Choose a type at every Level Up to create you own character. Refer to the explanation below to design the most powerful Hero.

Growth Type

Power	Increases the Power rating the most. Raises Attack Power to your advantage in battling monsters.
Stamina	Increases the Stamina rating the most. Maximum HP and Defense rating rise, for less damage in battles.
Wisdom	Increases the Wisdom rating the most. Raises maximum MP, allowing you to use more magic.
Will	Increases the Will rating the most. Increases the speed of the gauge, allowing you to MAX attack more frequently.

How to Read Maps

This game has various landscapes and geographical features. There are areas where the character can travel, and obstructions he cannot pass through, as well as places in which he can open up a new route.

Topography of the Fields



Meadow

Low grass covers the land. You are able to travel in all directions.

Bush

Large leafy plants grow here, which cannot be cut away. Traffic not possible.

Forest

Many trees grow here. Can be cut down with an Axe, but passage is not possible where stumps remain.

Marsh

A damp, boggy area. Beware of the monsters living in the marshes who sometimes hide themselves in the mud.

Desert

A continuous stretch of sand. Monsters such as scorpions inhibit the desert. You can travel in all directions.

Oasis

A fountain in the desert. There are several oases, with one containing an important secret.

Snowfield

A region covered by a blanket of snow. Because of the extreme cold, Chocobo cannot be brought here.

Field of Floatrocks

Triangular rocks float here. The floatrocks can be smashed with a Mattock or a Morning Star.

Desert of Crystal

A desert where hard crystals grow from the ground. Crystals which make a sound when struck with a weapon may be removed with the magic of Nuke.

Rockwall (Vines)

Walls of the mountain. Plain walls cannot be climbed, but there are vines that you can climb up and down, and move sideways too.

Oceans

Oceans cannot be crossed at the beginning, but as the story progresses, water travel will become possible after you meet Chocobot.

River/Lake

Rivers can be crossed by bridges. Once Chocobot joins you, you will be able to enter rivers and lakes from the ocean.

Bridge

Log bridges over rivers. Use the bridges when you want to get to the other side of a river.



About Dungeons

Dungeons have different topographical elements from the fields. Each screen represents one room. In these rooms you will come across various devices and obstacles. Some obstacles may be removed with a weapon or item, while some will severely damage you upon contact.

Ascending Staircase



Stand on the staircase to move to the floor above.

Descending Staircase



Stand on the staircase to move to the floor below.

Rock



Can be smashed with a Mattock or a Morning Star.

Pot



Can be smashed with a Mattock or Morning Star.

Ferns



Can be cut away with a Sickle.

Thorns



Can be cut away with Axes.

Switch-Floor



Found in puzzle rooms, used to open doors.

Door



Can be opened by walking through, but some require Keys.

Lava/Barrier/Spikes



You will receive damage and lose HPs if you enter in or touch these zones.



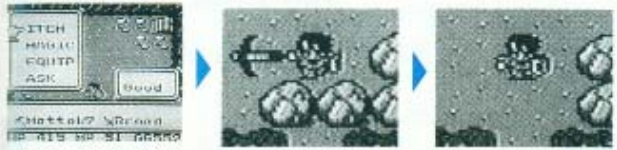


The Uses of the Mattock

The Mattock is an item used for smashing rocks and pots, and tearing down walls. It is an important item which should be carried at all times. The weapon Morning Star can be used in the same function as the Mattock. When you're stuck in an impasse, you may discover an exit by destroying rocks and pots or breaking down parts of the wall.

Breaking Rocks and Pots

When you wish to break an obstructing rock or pot, first equip yourself with the Mattock, stand in front of the object, and press B.



Tearing Down Walls

Parts of the wall which make a clinking sound when struck with a weapon are breakable. Equip yourself with a Mattock, stand in front of the spot, and press B.



Puzzle Rooms

In the dungeons, there are Puzzle Rooms which you must pass through in order to reach your destination. There are many ways to do it. Here are some basic types:

Type 1 Stand on the Switch

This is the simplest form of Puzzle Rooms. If you see a switch on the floor, make your character stand on it. A hidden staircase will be revealed somewhere in the room.


Stand on switch


Staircase appears.

Type 2 Place a Treasure Chest on the Switch

* Move the Treasure Chest

Use the ✚ button to push the treasure chest across the floor. When you successfully have it placed on the switch, a hidden staircase will be revealed.


Push chest


Staircase appears

* Turn a Monster into a Chest

If there are no chests in the room, and neither standing on it or placing a snowman on the switch works, you can turn an enemy into a chest and place it on the switch.


Attack monster


Push chest on switch

Type 3 Place a Snowman on the Switch

* Move the Snowman

The snowmen you see in the rooms can be pushed like the treasure chests using the ✚ button. Push it and place it over the switch.


A snowman.

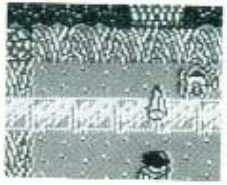

After moving it.

* Turn an Enemy into Snowman

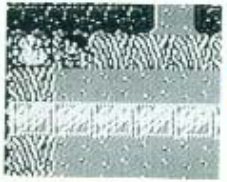
If there are no snowmen in the room, you can turn an enemy into a snowman and use it to operate the Switch-Floor. To make a snowman, it's simple. Use the magic of Ice or the items Blizrd or Frost. When you hit a monster, it will be transformed into a snowman. Then push and place it on the switch.



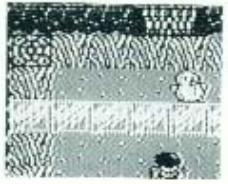
Shoot icicle



Push it on the switch



Enemy become a snowman



About NPCs (Non-Player Characters)



NPCs are characters who will accompany your Hero at various points in the story. However, they cannot actually be controlled by the player. There are altogether eight NPCs you will meet and part with in the course of your adventure. NPCs will help you in various ways when you use the ASK command. They also attack the enemies by different methods.

Girl The Heroine of the story. Will recover your HPs when you ASK.

Man Shoots fire to attack, and will teach you the uses of the Mattock when you ASK.

Watts Uses the axe to attack. Will sell you various handy item when you ASK.

Bogard Was once a Gemma Knight. Uses the sword to attack. Teaches you about the MAX Attack when you ASK.

Chocobo An enormous bird which becomes Chocobot later in the story. Gives you a ride when you ASK. ASK again to get off.

Amanda An expert with daggers. Will heal petrification when you ASK.

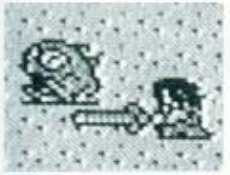
Lester Changes the music when you ASK. Skilled at throwing spears.

Marcie A robot, will recover your MPs when you ASK. Attacks with beams.

Weapons

Weapons are mainly for attacking monsters, but they have other uses too (see page 49), in exploring dungeons, etc. Weapons can be bought or found in treasure chests. As the game progresses, you will acquire more powerful weapons. Re-equip yourself with them to gain higher Attack Power. The character is equipped with a weapon at all times.

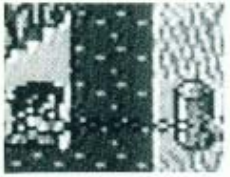
Attacking Monster



Whirlwind-Attack



Wrap chain around a post



Max Attacks Vary, Depending on Weapon

When the gauge at the bottom of the screen reads full, you can use the MAX Attack. The Max Attack differs with each kind of weapon: the character spins or charges with the sword, throws the Axe or the Spear, and gains capacity to attack in a wider range with chain-type weapons.



MAX Attack with an Axe

Weapons and Monsters

Sometimes, a weapon may have no effect on the enemy, depending on the type of monster you're dealing with. In such cases, listen for a distinctive clinking sound you will hear as you attack. For instance, you may hear clinking when you are equipped with the Broad Sword. This means the Broad Sword is ineffective against the monster you attacked. Re-equip yourself with a different weapon. If you still hear the sound, try another weapon. Experiment to find out which weapon is most effective for which monster.





Special Uses for Weapons

Besides attacking monsters, weapons have special uses. Each weapon has its own particular use, which you should fully understand in order to progress in your adventure. Whenever you are faced with an obstacle or caught in an impasse, remember the special uses of weapons. You should be able to open up a new route.

Axe (chopping)

Can be used to chop down trees and thorns in the fields and dungeons.

Sickle (cutting)

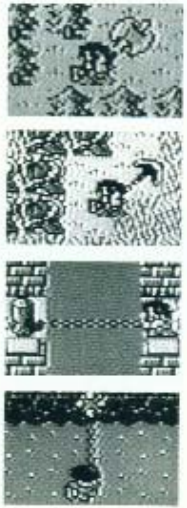
Can be used to cut away obstructing ferns in the dungeons and fields.

Chain-Flail (transporting)

Aimed at cylindrical posts, the weight of the flail wraps the chain around the post to pull you over in an instant.

Morning Star

Can break rocks, pots, and walls which make clinking sounds when struck with other weapons.



Armor

Armor is equipped to protect yourself from monster attacks. There are three types of protective gear: Helmets and Armors to guard the head and body, and Shields to intercept direct attacks. The strength of this equipment depends on the material which they are made of. The Armor has a higher defense rating than the Helmet or the Shield if they are all of the same material. Unlike weapons, they have no special functions. Be equipped with the strongest defense gear at all times.





Helmet

The Helmet not only protects the head, but the face and neck as well. Always wear one with the highest defense rating as possible.



Armor

The Armor offer the highest protection out of the three. Some types of Armor can weaken magic attacks by the enemy.



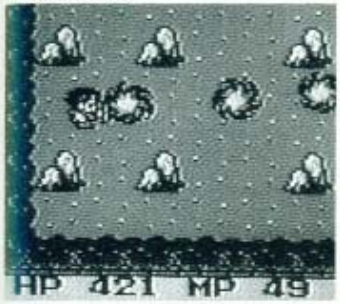
Shield

The Shield has its own unique use (see page 51). Though it doesn't raise your defense rating, re-equip yourself with a new one at every opportunity.

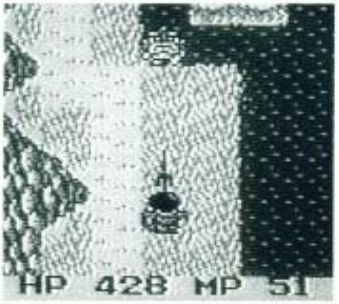
Effective Use of the Shield

The Shield does not have any Defense Power, but it can neutralize frontal weapon/magic attacks by the enemy. The type (material) of the Shield decides what kind of attack it can stifle. Shields obtained later in the course of your adventure become effective against more kinds of attacks, so re-equip yourself with a new Shield every time you come across one. Also, monsters lower in level than the Hero can be pushed with the Shield. (Stronger monsters will repulse you.)

attacks by magic



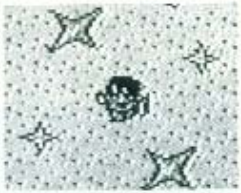
attacks

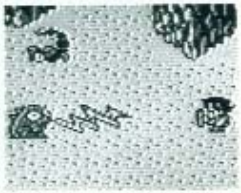


Items

Items can be very useful at times when weapons and magic alone cannot pull you out of a sticky situation. You will find many different kinds of items in this game, which fall into the following categories: Items to recover your HP/MP, items to heal your condition, items to maximize your Attack Power gauge, items to open locks and create new routes, items which can be exchanged for a good amount of money, items to attack enemies, and items which play an important part in the development of the story. Make full use of these items when you haven't yet learned the magic you need, when you don't have sufficient MPs left to use magic, when you haven't acquired a weapon you need, and to make your way through the challenges of your adventure. The Hero can carry up to 16 items. No more items can be bought or taken out of treasure chests when you are fully stocked. If you must carry a new item, discard or sell an item to make room. Some items disappear after use, and some have a limited number of uses. Check your inventory frequently, so you can refill your stock as necessary. (See Map Supplement for explanation of each item.)







The Item Symbols

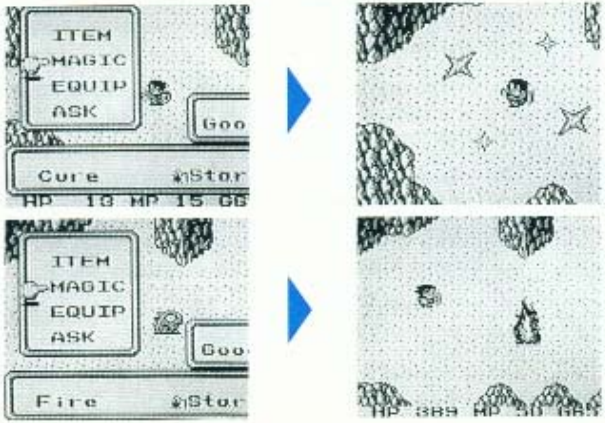
The names of items are shown abbreviated on the screen. Each item is categorized by a symbol in front of its name. These symbols help you identify the use of the items. Please refer to the following explanations for the definitions of the symbols.



	The candy symbol stands for Candy. It restores your HPs a little.
	The potion symbol signifies items for recovering your HPs, MPs, and condition. Some other items which come bottled also take this symbol.
	The crystal symbol items increase your Attack Power for a limited length of time, such as the Crystal which instantly maximizes your Attack Power gauge.
	The orb symbol stands for combat items which have the same or more destructive force than magic attacks.
	The key symbol items include regular Keys, as well as special kinds of Keys needed for the adventure.
	The pick symbol stands for the Mattock. This item is used to tear down walls and break rocks and pots.
	The money bag is the symbol for cash-in items which can be sold at a high price.

Magic

Eight kinds of magic are used in this game, chiefly for recovery and attack. Magic spells are not bought in stores or acquired by accumulating experience, but are found in treasure chests or passed along from other characters. Unlike an item, a magic spell in your possession can be used consecutively any number of times as long as you have enough MPs to perform it. Magic spells also have special effects on monsters, although some enemies are immune to certain spells. If a spell doesn't work on a monster, try using a different kind of magic.



Cure /MP consumption: 4

This is the magic to recover the Hero's HPs. More HPs can be recovered when the gauge reading is higher, and as you advance in Level.

Heal /MP consumption: 2

Use this magic when your status is in trouble by poison, petrification, or darkness. It will restore normal condition immediately.

Mute /MP consumption: 3

This magic will temporarily block magic attacks by the enemy. Effective over all monsters on screen, but some breeds of monsters are unaffected.

Slep /MP consumption: 2

This magic will put all monsters on screen to sleep for a limited length of time. However, some monsters are immune to it, and some enemies will continue to attack by weapon or magic while under the spell.

Fire /MP consumption: 1

This magic shoots a fireball at a monster. When performed, the fireball will automatically chase and hit a nearby monster.

Ice /MP consumption: 2

This magic shoots an icicle at a monster and turns it into a snowman. After shooting the icicle, control it with the ✚ button to hit the enemy.

Lit /MP consumption: 4

This magic shoots a thunderbolt at a monster. Unlike Ice, the thunderbolt can only be shot straight, so aim carefully before firing.

Nuke /MP consumption: 6

This magic has the most destructive force of all. Like Lit, it. can only be shot straight, so aim carefully before firing.

Towns

Towns and villages play an important part as stations in the course of your adventure to make the journey smooth as possible. Besides gathering valuable information from the people, you can also stay at inns to recover HPs and MPs you have lost in battle, buy more powerful weapons and armor at the weapon shops, and stock up on useful items at the item shops. You will also be involved in various events and venture into dungeons inside houses in some of the towns. As the story unfolds, you will have to return to towns you already have passed through. Also, you will find inns, weapon shops, and item shops outside towns too.





Seek Information

The first thing to do when you visit a town is to gather information. When you want to talk to a person, control your character with the ✚ button to walk right up to him/her. The message screen will appear instantly. You can speed up the message or advance to the next message screen by pressing the A, B, Start, Select, or ✚ button. But be careful not to go too fast through a message and miss a valuable piece of information.







To Enter a House or Shop

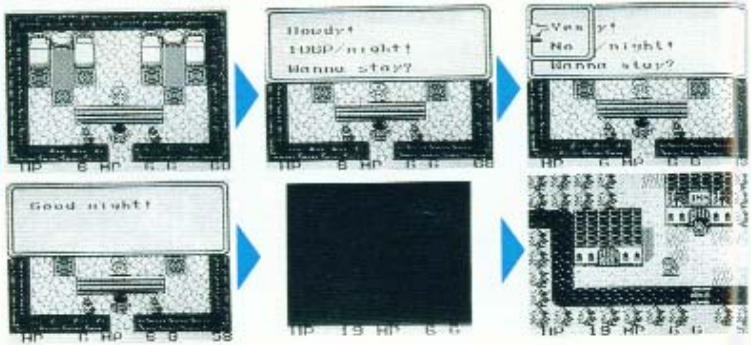
To enter into a building, stand in front of the door, and press the ✚ button "up." The screen will switch to the interior of the house. When you want to leave, stand in front of the exit and press the ✚ button "down," and you will find yourself outside again.



Using the Facilities of the Town

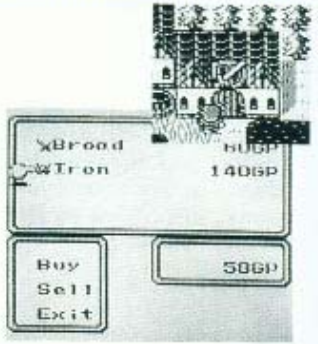
INN Inns

When your HPs/MPs are running low, take advantage of inns in towns and villages. For a charge you can stay overnight and recover your HPs/MPs to the maximum. The charge would vary depending on the inn, but it will get more expensive as the game progresses. To use an inn, enter the building and talk to the innkeeper over the counter by pressing the ✚ button "up." The charge will be displayed, and you will be asked if you want to stay or not. Press any button once, then select "Yes" and press A. The "Good night" message will come on. Press any button once again to stay the night. When morning comes, you will automatically leave the inn with your HPs/MPs fully recharged.



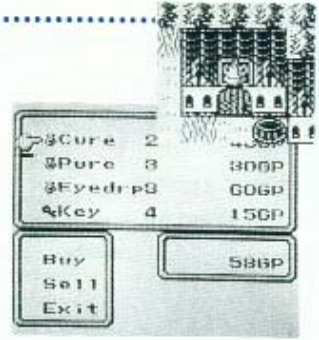
Weapon Shops

Weapon shops carry weapons, and armor as well. Each store sells different kinds of equipment, and prices vary depending on the merchandise. As you progress further into your adventure, the weapons and armor become more powerful and expensive. Don't be caught unprepared. Save up and buy yourself better arms and protection. Most weapons and armor can be sold in the weapon shops.



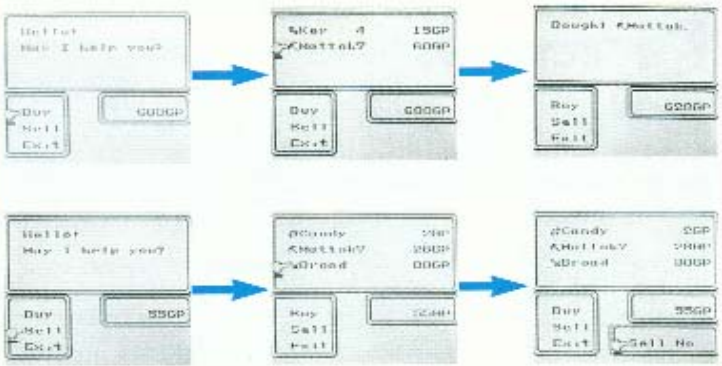
Item Shops

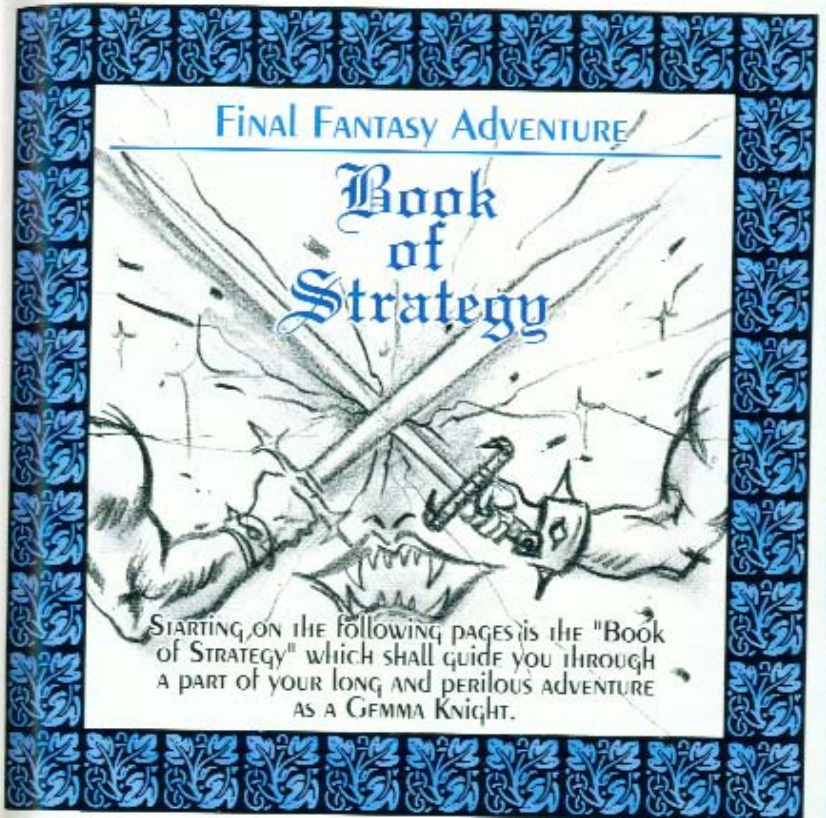
A wide variety of items needed for your adventure are sold here. Each store carries different kinds of goods, but usually, item shops specialize in either regular items or combat items. However, combat item shops are not found in towns, but exist independently in the fields. Prices are set according to the kind of item, but the pricing is the same in all the stores.



How to Buy and Sell

To buy or sell weapons, armor, or items, enter shop and talk to the shopkeeper over the counter or face to face using the ✚ button. When you want to buy, place the cursor on "Buy" and press A. The merchandise will be displayed. Use the ✚ button to select the merchandise you want, and press A. To sell, place the cursor on "Sell" and press A. The inventory of your possessions will be displayed. Select the item you want to sell and press A. The amount you will get for your item will be shown next to its name. Select "Sell" or "No" and press A. You can cancel by pressing the B button as well.

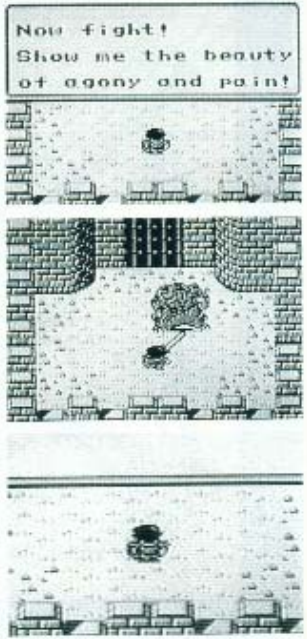




1. Escape from the Castle Glaive

Defeat Jackal!!

After the opening sequence and entering the names of the Boy and Girl, the scene changes suddenly to a battle against a monster. Our Hero is being forced to fight a monster for the entertainment of Dark Lord. The monster's name is Jackal, threateningly huge and vicious-looking. But if you observe its movements closely, you'll notice a pattern. Jackal moves up and down, left and right but it never comes below the lower half of the screen. The spot you stand when you first enter the arena is safe. Jackal can't harm you there even when it comes close. As soon as Jackal comes within the range of your sword, press A! Eight hits will finish Jackal off.



Willy Speaks of the Secret of the Mana Tree

The Hero, a slave, fought for the pleasure of Dark Lord. The fighter-slaves lost their lives one by one from injury and fatigue. Even Willy, the Hero's best friend. His last words were, "The Mana Tree is in danger now. See Bogard, a Gemma Knight at the Falls. He should know what to do."



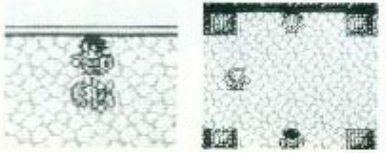






Try Other Rooms

Willy passed away. The Hero swears to avenge him. But there is no time to be wasted. The Hero decided to break out of the castle somehow, and find Bogard, the man Willy spoke of. A door is visible at the top of the room. Walk straight into it. The door will open as you walk through.



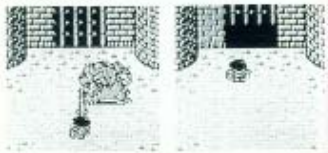
The Fighter-Slaves of Dark Lord

In the connecting room, Amanda and a man are there. They are also the fighting slaves of Dark Lord. Try talking to them. When you want to talk to a character, just walk straight up to him/her. Amanda says she misses her little brother in town. The man informs you that "the entrance for the monsters leads to the outside." Now you must go back to the arena where you fought Jackal. Go into the next room through the doorway on the right. An ascending staircase is at the upper right-hand corner. Step on the stairs to go to the floor above.



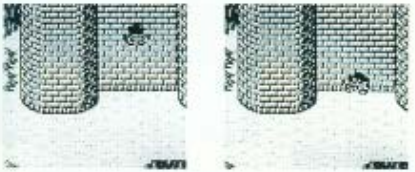
A Chance for Escape!!

Upstairs, you will find yourself in a corridor leading toward the left. Walk along the corridor, into the arena. The enemy here is Jackal again. The entrance gate of the arena won't open until you defeat Jackal. But that would be easy to do if you remember the tips from the first battle. When you finish off the monster, quickly exit through the gate.



From the Castle to the World Outside

Free at last! The Hero climbs down the castle wall to the ground. Take the passage to the right to do a little exploring. You'll see the castle entrance, which is shut tight. Further down the passage is a dead end. Next, try the road leading down from the starting point. It is also cut off by the Waterfall. The only remaining choice is the one toward the left.



Venture on, and you find two men by the lake beneath the Waterfall. It's Dark Lord and his right-hand man, Julius! What are they up to? Let's listen to what they are saying.

The Scheme of Dark Lord and Julius

Dark Lord and Julius are talking about the Tree of Mana. From what you hear, the Mana Tree is in a shrine on top of the Waterfall. Dark Lord is scheming to take possession of the power of Mana. According to Julius, a Girl holds the key to the secret of the Mana Tree.



Chased by Dark Lord, and Down the Fall...



After Julius disappears, you are seen by Dark Lord. You run for your life, but Dark Lord corners you. Behind you is the long, long Waterfall dropping to some unfathomable distance below. Because you learned about their plot, Dark Lord won't let you get away alive. He pushes you into the cascade...





The Game Progresses Automatically During an Event



During events like the one described above, the characters move automatically, and you cannot control your character. (However, you must forward messages by pressing the A button.)

Monsters Everywhere



Waking up, you find yourself in a strange land. Moving on to the right, you'll see monsters roaming about. The monsters around here can be defeated with one or two hits. The monster in the picture on the right throws daggers in the direction it is facing. Stand clear of the daggers, and attack with the A button. This kind of monster sometimes leave behind treasure chests. Inside, you'll find Candy for recovering HP.



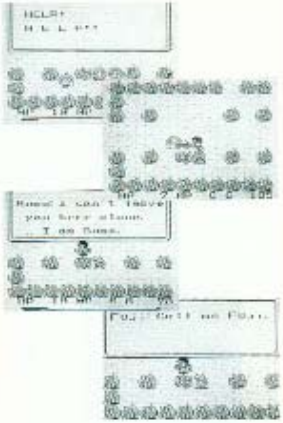
Treat Yourself to Candy

When you use Candy, your hit points are revived about 8 points. You'll soon be meeting the Girl who knows the magic spell for recovery. So if your HP runs low before you meet the Girl, don't hesitate to use Candy as often as you need it.



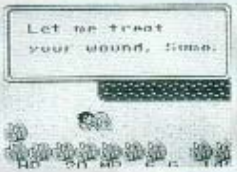
2. Rescue the Girl from Monsters

A Girl in Distress



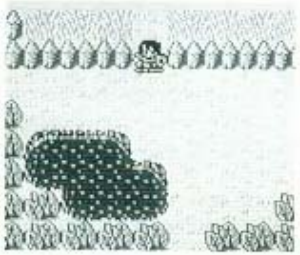
Starting from the place you woke up, move 2 screens right, 1 screen down, 2 right, and 1 down. A Girl is calling for help. She is being attacked by monsters. After defeating all the monsters, talk to the Girl. Her travelling companion, Hasim has been seriously hurt. Before passing away, Hasim asks you to take the Girl to Wendel and to see Bogard. Thus, the journey begins for the two of you.

ASK the Girl for Recovery



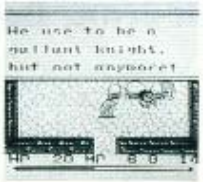
During your travels with the Girl, she will recover your HP whenever you execute the ASK command. Since your MP will not be consumed, take advantage of her power as often as needed.

The Village of Topple



The Village of Topple can be reached by moving 1 screen up, and 1 screen left from the place where you rescued the girl. The entry into the village is above the spot where the Hero is standing, in the picture on the right. Here, you'll learn that Dark Lord is looking for the Girl, and that Bogard, who lives in a cottage by the Falls is a odd old man. Villagers will also tell you about the Tree of Mana, protecting the lives of all people. Also, you'll find an inn, an item shop, and a weapon shop here. There's nothing special you must buy at the item shop. You won't need to stay at the inn, either, since the Girl can recover your HP with the ASK command. But the weapon shop carries the Iron Helmet which is one point higher in Defense Power then the Bronze Helmet you are wearing now. Get yourself one, for better protection in future battles. If you're short on funds, go fight a couple of enemies outside the village to raise quick cash.





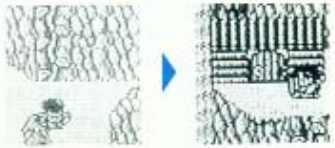


2. Rescue the Girl from Monsters

3. A Visit to Bogard's

Bogard is a Queer Old Man

Bogard's cottage can be reached by walking some distance toward the left, on the bank across the river near Topple. If a rockwall obstructs you along the way, climb a vine, and just keep heading left. The cottage is on top of a climb up the vine by the Waterfall. Bogard is stubborn, he'll turn his back on you once or twice, but on the third try, he'll finally talk.



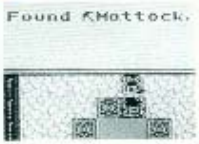






Get a Mattock from Bogard

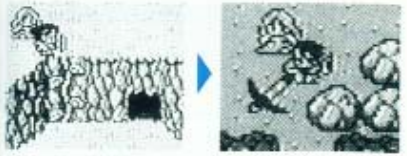
Bogard will advise you to take the Mattock in the other room to open a new route in the East Cave. The door in the rear will open when he finishes talking. You'll find a treasure chest there, with a Mattock inside.



On to the East Cave!

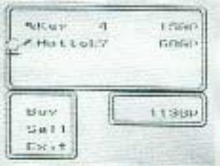
Bogard will give you two valuable pieces of advice. One is to smash the obstructing rocks in the East Cave with the Mattock to go through, and two, to see Cibba in the Town of Wendel, who will tell you of the secret of the Pendant. The East Cave can be reached by traveling to the right, using vines. Inside the cave, obstructing rocks hinder your way. Stand in front of the two rocks in front of the passage, and use the Mattock as Bogard told you to. Use it once, and the route will be cleared. Move down 2 screens, to find an up staircase leading outside.





Mattocks Can Be Purchased in Item Shops Too.

As Bogard said, you can buy Mattocks at Item Shops too. However, not all shops carry them. Some monsters also carry Mattocks in the treasure chests they leave behind.



Buy a Battle Axe at the Item Shop by the Marshes

After coming out from the cave, move right. The cottage you will see is an item shop that sells the Battle Axe - the only one of its kind in the world. Make sure you buy it.





Beware of Venomous Monsters!

As the shopkeeper said, from here on is marsh land. Most all of the monsters inhabiting this area have poison. If you get poisoned, you gradually lose HPs. Use Pure Potion as soon as possible. If you don't have it, go back and get some at the item shop near the entrance to the marshes. However, the monsters here sometimes leave behind Pure Potion in their treasure chests, so one or two should be sufficient stock.







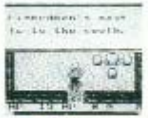
4. Get Hold of the Key to the Cave

Kett's Rooms

Down the marsh land and to the left, you'll come across a large mansion. Inside, you'll meet a man. Two travellers are staying in the upper connecting room. You'll obtain two pieces of information here. First, about the Mirror that reflects the truth of things. This mirror seems to have been discarded somewhere in the Cave of Marsh by the man at the entrance. The second info is on the Lizardmen who live in the south. They own the Key to the Cave of Marsh. Also, you can stay here free of charge in the room on the upper left-hand corner, by laying down on the bed on the right. At this time, the Girl will teach you the magic spell of Cure.





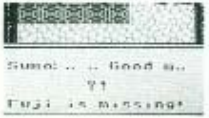




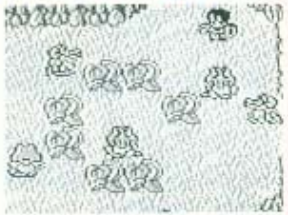


She's Gone!?

When you wake up in the morning, the Girl in the other bed is gone. The man at the entrance says he doesn't know anything about it. Where has she disappeared to?

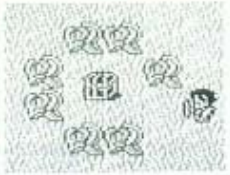


South, to the Lizardmen's Hangout



There's something suspicious about that man who discarded the Mirror of true reflection. You will have to find out his true identity by getting your hands on the Mirror. But first, you need the Key to the Cave of Marsh guarded by the Lizardmen. They live 2 screens right, 1 down from the mansion. When you've defeated all the Lizardmen, a treasure chest will appear. Inside, you will discover the Bronze Key to the Cave of Marsh.

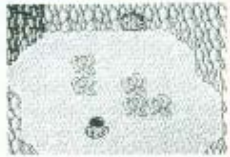






Heading for the Cave of Marsh

The Cave of Marsh is 1 screen up, 1 right, and 1 up again from the Lizardmen's habitat. Use the ITEM command to equip yourself with the Bronze Key, and the door will open when you walk into it.

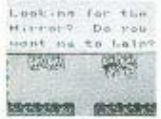


5. Finding the Mirror

The Man in the Cave

Inside the cave, you will meet a Man. According to him, many young girls have disappeared from the mansion. He believes they are imprisoned in caskets in the basement. The Man will offer to help you find her.





Technique 1 Switch-Floors

There are rooms inside the cave with square tiles on the floor shown in the photographs on the right. These are called switch-floors, a device that reveals hidden staircases and doorways when a weight is placed on it. The type shown in the photograph will reveal a hidden staircase when the Hero steps on it once. When there is an empty treasure chest in a room with a switch-floor, the device will work only when something is on the switch. In such cases, push the treasure chest and place it on the switch.





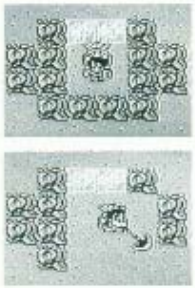
ASK the Man for Advice

He will tell you about walls you can break down. When you hear a special sound as you strike the walls with your weapon, that part of the wall can be torn down with a Mattock or Morning Star.

Technique 2

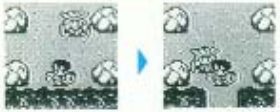
Sickle

In one of the rooms beneath the cave, you will find a treasure chest surrounded by ferns. Walk on the Slippery Floor to get to the chest, to discover a Sickle inside!! But you are unable to get out. The Slippery Floor only allows you to go in one direction. But stay cool. The Sickle can cut away ferns. Equip yourself with it and try it out. You'll find a safe way out.



Technique 3

Mattock



Like the Man said, there are parts of the walls in the cave which you can tear down. If you come to a point where you can't go any further, experiment by striking the walls with your weapon. If the section of the wall is breakable, you will hear a metallic clinking sound. Try it out in different rooms. (Hint: There are two places where the wall is breakable in this cave.)

Technique 4

Finding the Iron Shield

In one of the rooms in the cave, the door will close behind you, locking you in. It doesn't open with a Key, though it seems like an ordinary door. Stay calm and defeat all the monsters in the room. A treasure chest will appear, and the door will open too. You'll find an Iron Shield in the chest.

Technique 5

Suspicious Rocks



The room in the photo has no other exits, and no breakable walls. The secret is in the rocks. Smash the rocks with your Mattock, and you will discover a staircase leading down.

Technique 6

Slippery Floors

You can only move one way on a Slippery Floor. In the room shown in the photo, move right at the top part. Stand on the Switch-Floor there, smash the rock with your Mattock and get on the Switch-Floor below. A descending staircase will be revealed.

Slay Hydra and Discover the Mirror!!

You will find Hydra at the end of the passage after you've descended the staircase in the room illustrated in "Technique 6 Slippery Floors." You can still turn back if you've come down here unprepared. Hydra is an enormous, two-headed serpentine monster that spits balls of fire. Move up and down dodging the fireballs as you attack. Stand as close to the water as you can, and strike Hydra as it advances toward you. When you have won the battle, you will discover the Mirror, and acquire the magic spell of Fire. Open the treasure chest closer to you first, and destroy it with your weapon to get to the second chest.

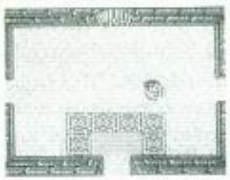
Rescuing the Girl

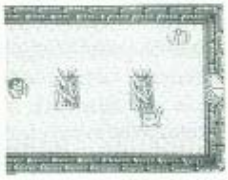
When You Show the Mirror to the Man at Kett's...



After you find the Mirror in the Cave of Marsh, you are automatically transported outside. Parting with the Man here, go back to Kett's. Equip yourself with the Mirror using the ITEM command, and talk to the man at the entrance. His true identity will be revealed. Yes, he was a monster after all -- a Vampire!! His attack rating is high, so avoid contact and strike him with the Sickle. The door on the right will be opened after you defeat him. Beyond the door is a vast dungeon, where the Girl awaits your rescue....







From here on, the adventure is in your hands...
Good Luck!!

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