SQUARE

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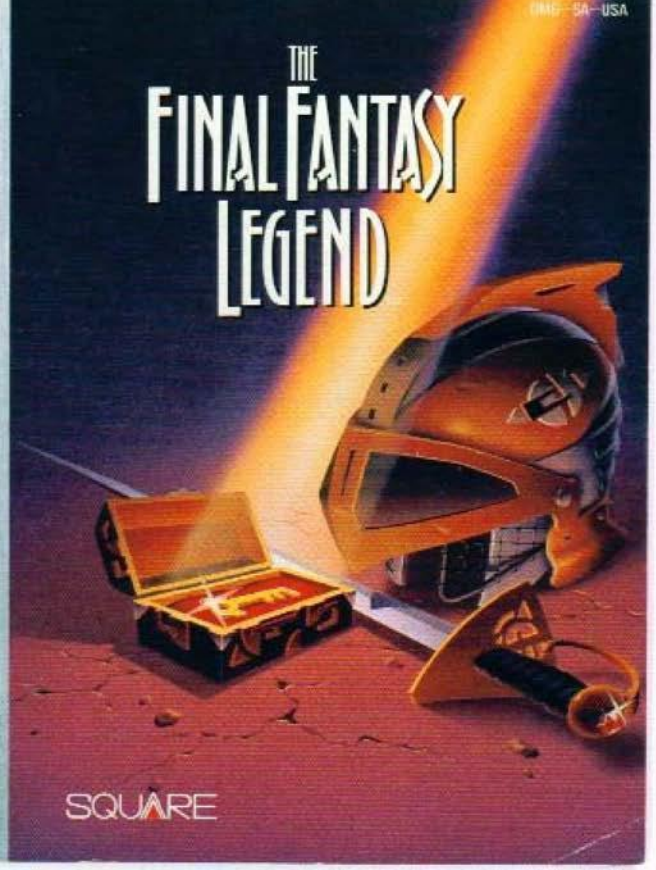
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Nintendo

GAME BOY™

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THE FINAL FANTASY LEGEND



SQUARE

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Thank You for purchasing the Nintendo GAMEBOY Game Pak.

FINAL FANTASY LEGEND

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

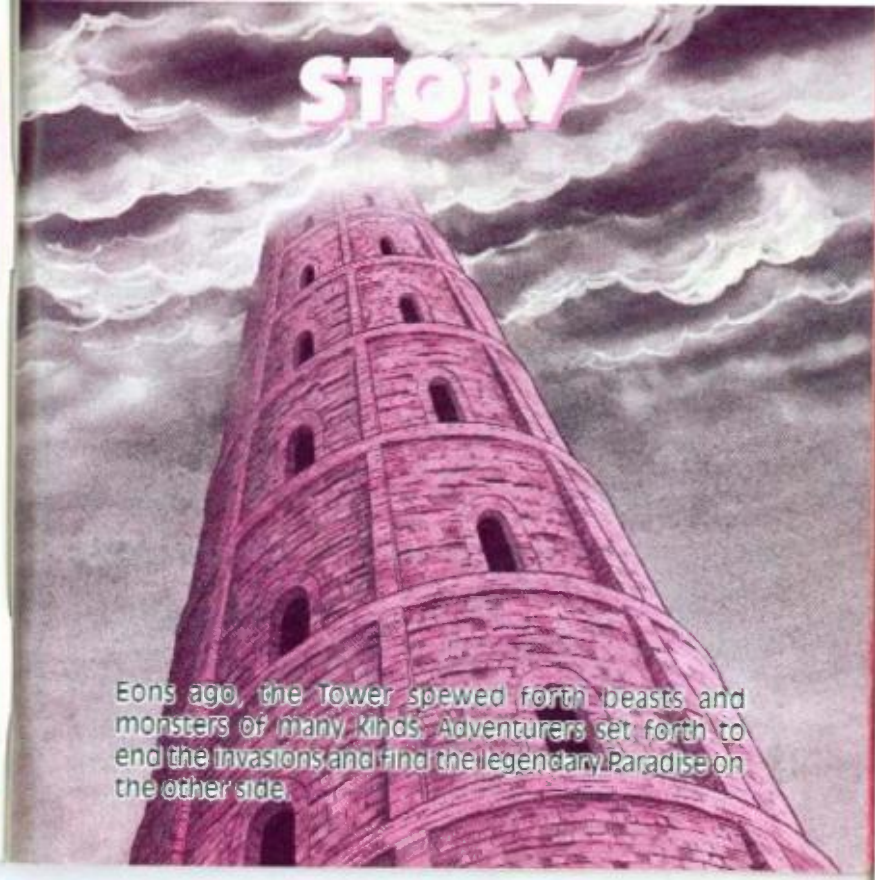
SQUARE

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, benzine, alcohol, or other such solvents.
4) Avoid subjecting your Game Pak to shock. Never attempt to open to disassemble it.

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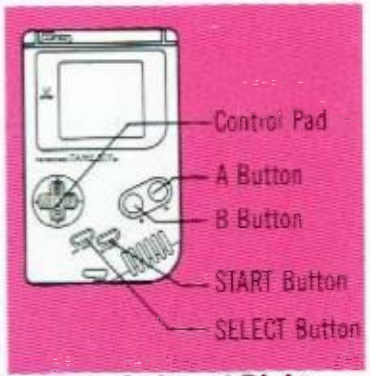


Eons ago, the Tower spewed forth beasts and monsters of many kinds. Adventurers set forth to end the invasions and find the legendary Paradise on the other side.

I Use of the Controller

The Control Pad

The Control Pad moves the player's character around on the World Screen and moves the hand on the Sub-Screen. "Up" will move the hand or character up, "down" will move it down, "left" will move left, and "right" to the right. On the Sub-Screen, you can move the hand completely around the menu by moving in just one direction.



Moving in the World Screen



Up and Down Sub-Screen



Left and Right Sub-Screen



A Button

The A Button is used to search in front of the character while travelling on the World Screen. It is also used to initiate conversation with other characters you meet in the game. The A Button will execute menu choices, advance text to the next screen, and end a conversation or a battle. When making a selection, make sure that you have the correct selection before pressing the A Button.

Talking to Character



Searching A Door

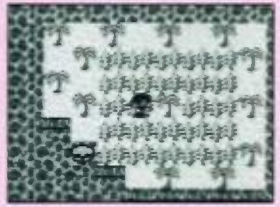


Executing A Selection



Many Places To Search

When you travel about, remember to press the A Button to search the area in front of the character. You can find many things if you search very well.



B Button

By pressing the B Button, you can make several things happen. You can cancel a selection. You can speed up a conversation between characters. You can exit a Sub-Screen Window, and end a conversation or battle resolution screen. You can see that the B button gives you the kind of control you need to play a winning game.

START Button

The START Button starts the game, and brings up the Function Sub- Screen. You can check your abilities, use an item, equip a character, or save your game. Also indicated is the amount of Gold you carry, your current floor number, and highest position achieved.



SELECT Button

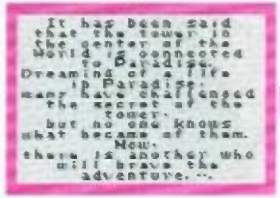
Pressing Select during play brings up the Status Sub-Screen. You can check the party's Hit Point levels, and Hearts. You can set the message speed to speed up or slow down the text. One is the fastest, eight the slowest. It is important to note that Sub-Screens cannot be activated during a battle.



II STARTING THE GAME

1. Place your cartridge in the GameBoy properly.
2. Turn on the power, and press START.
3. After the Introduction, move the hand to the desired race of your party leader.
4. Select the race of your party leader by pressing the A Button.

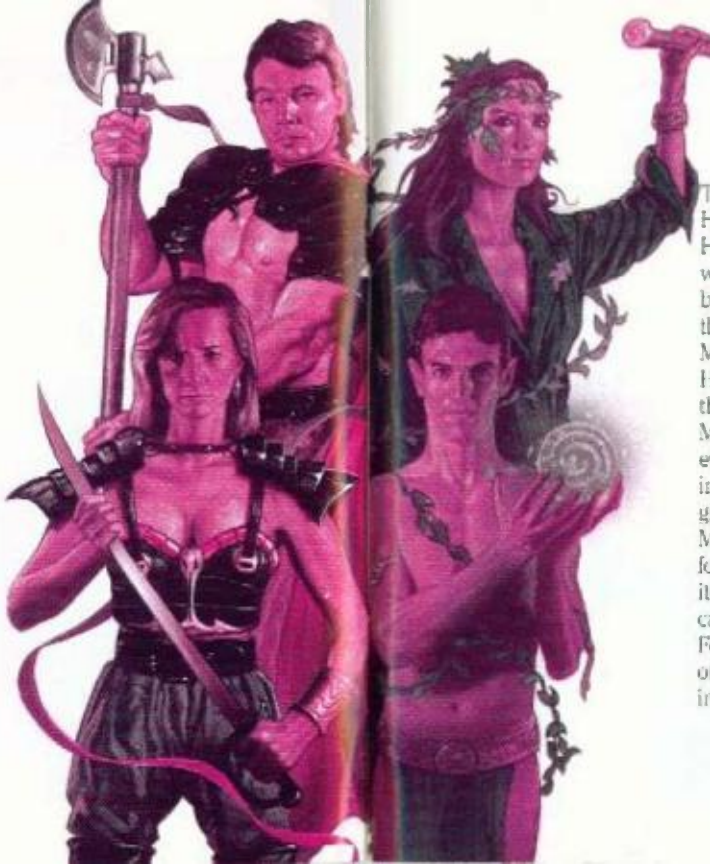






HUMANS

Humans are the most well-rounded characters in the game. Their starting Hit Point levels (HP Levels) are high in comparison to the other races. Humans can use most all equipment and armor. They can carry up to eight items of your choice. Humans do not rise in strength and level like the other player races. They must "buy" their increases in the form of the HP200 or the HP400. Strength and Agility can be raised by purchasing STRONG. and AGILITY. Humans are the most common of the races found on the Continent. Their numbers have been increasing due to their strength of arms. With this ability, they have been able to wrestle most of the land back from the invading monsters, but as of yet, have still been unable to discern the secrets of the Tower.



MUTANTS

The Mutants are an interesting off-shoot of the Human race consisting of a cross between Humans and some of the older races of the world of the Continent. As players, they tend to be physically weaker, possessing fewer HP's than their pure blooded Human counterparts. Mutants do not raise their abilities like the Humans. Mutant powers "mature" only through the rigors of questing. At a point the Mutant evolves into a more powerful form. This evolution triggers latent powers locked deep inside the Mutant's genetic code. Suddenly gifted with new powers, and more HPs, the Mutant character becomes a more dominant force in the party. Mutants can carry up to four items, and once their powers are activated, they can no longer use their store-bought weapons. For all these reasons and more, the Mutant offers many opportunities for achieving success in the games.

MONSTERS

Monsters come in many shapes and sizes. Some are creatures from the Continent's past, and some are newcomers from the Tower who have proven to be friendly. All have mastered the ability to communicate with the man-like races and have even begun to co-exist with them. As players, the monster character also has an individual method of growing stronger. The monster character gains strength by eating the specially seasoned meats carried by most creatures. When a monster character eats meat, he may transform into a beast of another form. He will have all the HPs and powers of the beast. This means he could transform into a beast weaker than himself should he eat the meat of a weaker enemy. And of course, if he eats the meat of a more powerful monster, he thus becomes more powerful. Monsters start with low HPs, but some have strong attacks. Monsters cannot use items.



Naming The Character

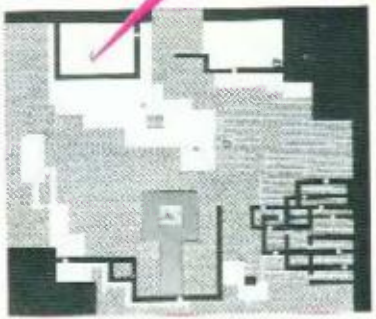
The name slot for each character will hold up to four letters. Use the cross key to move the hand to the letter that you wish to use. By pressing the A Button, you will enter the letter that is to the right of the pointing finger of the hand. The positions of letters will work from left to right across the screen so to skip a space you will have to select the blank space to the right of the upper case Z. Should you make a mistake in your letter choice, pressing the B Button will erase the last letter entered. If you keep pressing B, you can erase all the letters. When you are finished naming a character, press the START Button. Once you have picked a name and officially named your character, the character's name cannot be changed. So be sure to pick a name you like! After all, you and the character have many challenges ahead, so you might as well get off to the best start!



III BEGINNING THE ADVENTURE

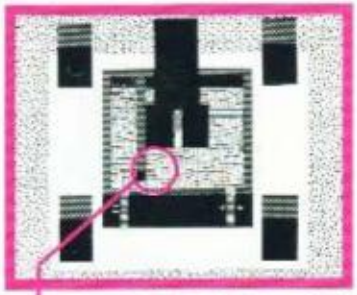






The adventure starts on the world of Continent in the village of Base Town. Base Town is located in the north western section of Continent. You start standing at the southern edge of Base Town. You are armed with a hammer and here you can recruit some companions to help in this quest. You should proceed into the village and go to the Guild to recruit additional party members.

Recruiting Characters



Member's Guild



The Guild Master asks you where you want to put the new member by saying "Who?". Using the Up and Down Arrow of the Control Pad, you can point to the empty slots in your party. Press the A Button: when the hand points to an empty slot, the Character Creation Screen will appear. When you finish with one character press START. The game returns to the Guild Screen. Point to the next slot, repeating the process until your party is full. When the party is complete, press the B Button to return to the game. Take four characters or less or you will not go forth in the quest. You may retire dead characters at the Guild by pointing to them and pressing the A Button.



Once A Member, Always A Member

Once a character has been introduced into a party he cannot be removed unless he is dead. A party leader cannot be removed under any circumstances. The party leader is the character that is located in the first slot of any party. You may change the leader of a party from the Status Sub-Screen by changing their order. A character labeled as Dead may be restored at a House of Life if he still has at least one Heart. Characters with no Hearts must be retired.



HIGHER LEVEL COMPANIONS

As you progress through the game you may lose a character to more powerful enemies. The strength of the Guild members will increase as the levels you are playing on get harder. With this, you can get one closer to your party's abilities, should you have to replace a lost party member. But, try to save your members. The replacement members are not as strong as the ones you have been working on through the game. New members will need armor, perhaps some weapons, and possibly attribute increases which will slow you down.

Recommended Parties

4 HUMANS



This is an expensive party to raise in levels, but an extremely versatile group. Humans can use all items, and they will rise in levels as quickly as you can get the money. Another advantage is in the large number of HPs the Humans start with.

2 HUMANS, 2 MUTANTS



This is a difficult party to start with but it is cheaper to raise levels than the 4 Humans. The Mutants will prove useful in higher levels. Humans have to carry the brunt of lower levels due to Mutants low HP total. Armor is a must.

2 HUMANS, 1 MUTANT, 1 MONSTER



The Humans will have to provide strength until the Mutant and the Monster have developed. Some Monsters have powerful attacks for beginning level characters. With the right chemistry, this could be a very powerful group.

WE DO NOT RECOMMEND THESE PARTIES

4 MUTANTS



4 MONSTERS



Both of these parties have serious disadvantages in HP Levels. The 4 Monster party cannot wear armor, and suffers from a severely limited amount of attacks. Without armor, they are highly vulnerable. The 4 Mutant party can carry up to four items each, but will find themselves in trouble when their powers begin to develop and they become short of offensive attacks. Both of these parties cannot use most of the treasures that are to be found in the world of The Continent. And ultimately, treasure is most important to your success, if not survival! Balance in a party is essential. Parties should be designed to make use of as much of the potential items as possible. It takes skillful play and clear thinking to accomplish this. Humans can use items but Monsters and Mutants cannot. Unless played with extreme guile, these parties would rarely survive their first few encounters.

Gathering Information

As you progress through the twists, turns and challenges of the game, you should seek to gain as much information as possible. In the quaint and bustling village of Base Town, the player will gain valuable information about happenings and solutions to problems by talking to other characters. Be sure to stop and chat. You may speak to other characters by moving up to them, facing them and pressing the A Button. Continue to advance the conversation by pressing the A Button. By gathering all the necessary information, you will know what you should do. There is much wisdom to be gained from townspeople. It may be difficult to get them to talk, but they do.

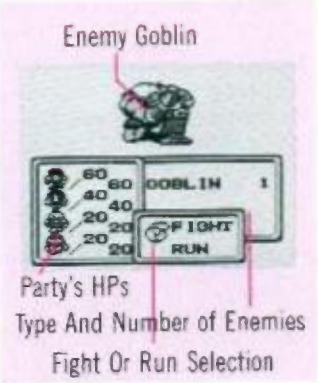






Encountering Enemies

The Continent is inhabited by dangerous creatures. They attack with claws, fangs, and other gruesome appendages! As you wander around the world of the Continent you may be attacked by one or more of these creatures. In this instance, the valiant party is ferociously attacked by a lone Goblin with an extremely nasty temper. With the Fight or Run Selection the party can decide to attack or retreat. If one party member retreats, all members must retreat.



To Fight Or To Run?

It will not take many encounters before the party is able to recognize the power of some enemies. If the fight lasts more than one round, will the party survive? These are the questions that must be considered. Even if you try to run, you may not get away.



A Battle Begins

A Weapon To Match The Enemy

When you give the command to fight, it will start with the first character in the party. The game will ask which of your weapons you wish to use. By pointing the hand at the desired Weapon and pressing the A Button, you will attack with that weapon on the indicated enemy. As you finish with one character, the game will continue onto the next. When all of the characters have selected their weapons, the game will resolve one combat round.



Multiple Enemy Groups

The party may be attacked by more than one group of enemies at a time. If this happens you will need to indicate which group the attack will go against by moving the hand left to right and pressing A. Remember some attacks affect a whole enemy group.



Combat Resolution



After all the commands are in, the game will take off the appropriate damage from the characters and enemies. If both sides survive the first round, it will continue until one side is eliminated. If the party wins, they will receive a Gold Piece amount for their victory.

Sometimes There Is Meat

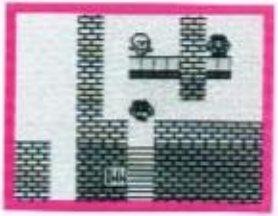
Occasionally, a chunk of Meat is left behind by one of the enemies. If this Meat is eaten it may bring a change to the Monster character. The Meat will have no effect on the Human or Mutant character. Remember the type of enemy you defeated. If it is a stronger character, you may get stronger, if not, you may get weaker.





Recovering HPs

You must heal the entire party. If there are not enough GPs, you may use other methods of Healing. (pages 40,41). Enter your command by pressing the A Button. After being in a few horrendous scrapes, the party may want to return to the nearest town to receive Healing at the local Inn. It will cost 1 Gold Piece for every HP you need to recover to full health. If you don't have enough to pay for the full amount, then you will not be able to receive any Healing. You may not heal only one member.



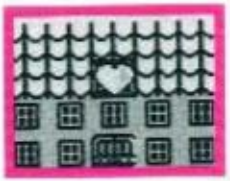




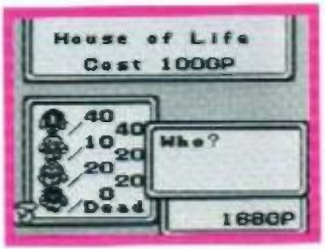


Insufficient Gold Pieces

The House Of Life



If a companion has been killed, you can restore him at the House Of Life. Each time a character is restored, he will lose one of his Hearts. He will be restored, but will be badly in need of Healing after being revived. Once spent, the money to restore characters cannot be returned. Point the hand to the character you wish to revive and press the A Button. If all goes well, your companion will return to your party in fine health.



IF YOU RUN OUT OF HEARTS

Once your character has run out of Hearts he will no longer be able to be restored. You will need to take him to the Guild to receive a new party member. If you have lost a character that you really don't want to lose, you can shut off the power to the GameBoy and turn it back on. When you select Continue, your party will restart at the last point you saved the game. Make sure you check to see if any party members are dead before you save the game.

Weapons And Items Shops



When you enter these shops, indicate whether you wish to buy or sell by pressing the A Button with the hand pointing to the appropriate selection. A list of the items (or weapons) in the shop will appear. By moving up and down you can scroll through the items. When the hand points to an item you wish, press the A Button, and you will have purchased it. You cannot cancel once an item has been bought or sold. Hopefully, upon closer examination of the item, you will discover that it has great value to your party.

Buying



Selling



IV READING THE MAP

The map of the Continent uses symbols to show the differences in the types of terrain travelled in by the characters. Here is a list of terrain features and how they affect travel.



TOWER

The Tower marks the location of Base Town and the only spot where you change levels. The Tower is the ultimate quest and holds many secrets.



TOWN

This symbol represents a place where you may buy or sell items. A town is a place where you may be healed, or fallen comrades may be revived.



CASTLE

This is the residence of a King of Continent. You can also learn information and find great treasures. Many of these Castles are dangerous places.



MOUNTAINS

The mountains of Continent represent obstacles that must be rounded. Look around. There are many passes that will let you go through the mountains.



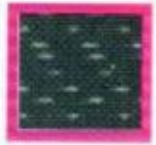
CAVE

The Caves hold mysteries. Some connect to other places, some hold hordes of enemies with treasures. Explore all you can find. You may be surprised.



OCEAN/RIVER

The Rivers and Oceans cannot be crossed by the characters. You may cross a River by a bridge, but you must find other ways to cross an Ocean.



BRIDGE

Many of Continent's bridges are still intact, well constructed and numerous. If you travel along a river, you're certain to find a bridge soon.



FOREST

Player is apt to encounter the stronger enemies in the Forest. Player can move through the Forest without penalty. Use your A Button to search.



V THE FUNCTION SUB-SCREEN

The Function Sub-Screen is for using items, checking current ability levels, equipping characters, checking your position in the game's overall sense, checking your GP level, and Saving your game. To select a particular function, point the hand to it and press the A Button.



The position indicator shows the floor you are on. At the start it reads 1F, (first floor). The number in the maximum column shows highest level party has reached.

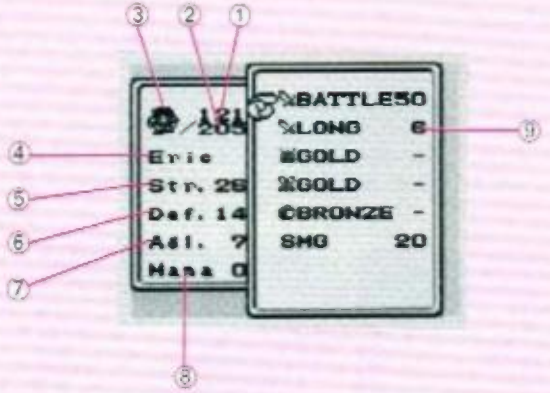
The GP or Gold Piece figure indicates the total amount of money your party has. It is the sum of the entire party's money. You cannot divide the money amongst the different party members.

Select commands by using the Control Pad to move hand to desired function and press A Button. When finished, exit by pressing B.

Ability

You can evaluate your character's ability on a scale of one to one hundred. To look at an individual character, move the hand to the character, and press the A Button. You will then see the character's abilities and equipment. Press the B Button to leave this mode.





① Character's Current HP Level

② Character's Current Max HP Level

③ Figure Of Your Character

④ Your Character's Name



⑤ The character's strength is based on a scale of 1-100. The higher the number, the mightier the character. The stronger your character, the more damage he will do with one hit.

⑥ Defense Rating determines the amount of damage taken from an enemy attack. The higher the Rating, the less damage taken. Armor raises the Rating in Humans and Mutants.

⑦ Agility influences how often your character is hit, and how well he will do with Ranged Weapons and Skills. The higher this value, the better your character.

⑧ Mana indicates the power level that the character has when using magic. The higher this value, the more powerful the magic thrown by the brave character.

⑨ This list shows the equipment being carried by the character. The item at the top is an "in-hand item" and will always be the first selection on the battle screens.

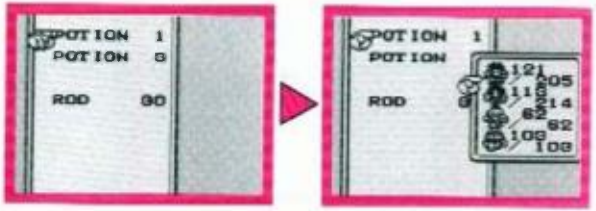
Items

This screen shows items that are carried by the party. These items are not in a character's inventory and can be used from the Item Screen. To see an individual's equipment list, use the Ability Function.



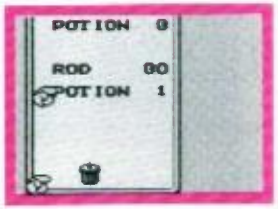
Using The Item

To use an Item, point the hand to the Item you wish to use and press the A Button. A second hand will appear that you can move around with the Control Pad. Move this second hand to the person you wish to use this Item on. When the hand points to that person, press A again. Until you press A for the final time, you can cancel by pressing the B Button. If an Item cannot be used by a character, a message will appear saying so.



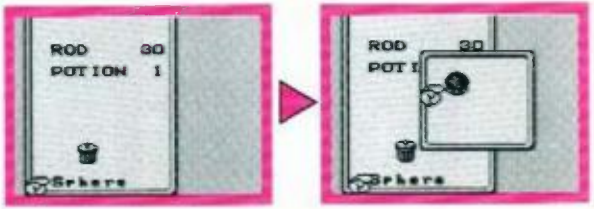
More About Items

You may wish to rearrange the Items on your list so the Items used most often are on the top. To do this, when the second hand appears, move it to an empty slot. Should you want to get rid of or drop an item, point the second hand to the trash can. Press Button A to execute the command.



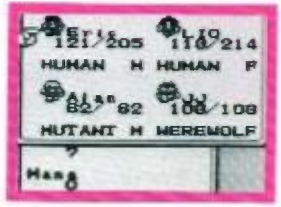
Using The Crystals

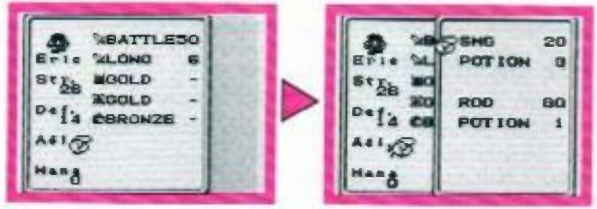
To use the Crystals on the Item Sub-Screen, go to the Item marked Sphere. Press A and a second menu screen will appear with the Crystals on it. Point to the Crystal you want to use, and press the A Button again and you will have used the Crystal.



Equipping Characters

When you see armor and weapons in the party Item menu, it doesn't necessarily mean that the characters can use them. Each character using an item must Equip it so it will be in his individual inventory. Once deposited in the inventory, the character can use it at whim as needed. Remember, characters can only carry so many items. So be sure to get the most helpful ones!

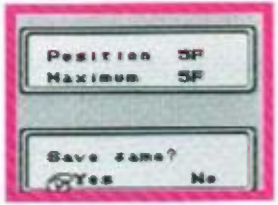




LIMITS

Mutants can only carry four items and Humans eight. Monsters can carry no Items. With these limitations, one must think carefully on what items each one of his party members will carry. Try to balance the list between armor, weapons and spells.

Saving The Game



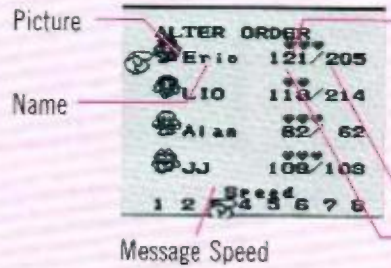
To Save the game, press the START Button. When the Function Sub-Screen comes up, point the hand to Save and Press the A Button. It will ask you if you want to save or not. Think carefully. Be sure you really want to before you do. The information of the previous save is lost once you save. A hasty move here can mean the loss of information which you might regret losing later in the game.

SAVE THE GAME OFTEN

It is a good idea to save the game often. Saving the game often protects you from losing a great deal of information should the game be accidentally turned off or the batteries wear down. It is also helpful if you need to erase a mistake in game play. If the player has his whole party eliminated, he can turn off the GameBoy and turn it on again. When you turn it back on again and continue, the party will be restored to the last time you saved the game. Thus, if you are attentive to saving the game you have played with skill and determination, you will be able to return to it where you left off rather than having to backtrack!

VI THE STATUS SUB-SCREEN

This Sub-Screen is used for checking the HP Level of your characters, changing the marching orders of your characters, and setting the message speed. These functions can minimize the amount of damage given to certain characters. These functions, therefore, become an important part of your game strategy. The characters in the first two slots are the most likely to be hit as they are at the front of the party.



Status Sub-Screen shows the Hearts remaining. If you run out of Hearts, and your character dies, it can be revived.

The message speed indicates how fast the display types out information. To see messages faster, lower the message speed. To slow it down, raise the number.

Changing Order

To change the order of your party, point to the character you wish to move. You can press the A Button and a second hand will appear. Move the second hand to the slot you want the character to occupy. Press A Button again. The game will then ask you if you want to change. By pressing the A Button, you will change the order of the characters. It may not seem apparent to you at first as to why someone would move characters around. The characters in the front of the party are the most vulnerable and most likely to get hit. If one becomes badly wounded and no healing is available, you may want to move that party member to the back to try to protect him from further damage until you can make it to a town. In a town, your character can receive Healing at the Local Inn. However, it will cost the Player 1 Gold Piece for every HP point needed to recover full health. Remember, you must heal entire party or none. See pages 40, 41 for other healing methods.



Message Speed

If you want to change the speed of the Message, you can press the A Button so the second hand will appear. You can move the second hand to the desired speed and press the A Button. You may wish to change the speed many times during the course of play depending on where the party is and what they're doing. After some familiarity with the game, you will be able to decide which speed is needed.



Individual Status

You can also check your characters' Status, just like using the Ability Function on the Function Sub-Screen. To check individual Status, point the hand to indicate the character. You can then press the A Button. When the second hand appears, leave it on the character you want the information status for, and press A again. It will then progress the status screen. In this manner, you can check individual status for all your characters.



VII WEAPONS AND SKILLS

Weapons (with the exception of certain magical items) have a limited number of uses. Great care must be taken to make sure that the party has enough weapons to make it through an entire excursion away from town. There is no way to re-arm in the middle of a fight.

Melee Weapons

Melee weapons represent the hand-to-hand style of weapons such as swords, axes, and hammers. The amount of damage that can be done by these weapons is directly related to the characters strength. This type of weapon inflicts physical damage on an opponent. The player can greatly enhance his chances of success if plenty of weapons are carried in case of an emergency. You never know when you leave a town just how long it will be until you return again. Therefore, melee weapons can be useful throughout the game and your journeys. Stock up on a good supply when you are in a town.





Ranged Weapons

This type of weapon is the fired type of weapon such as a Bow, a Missile and an SMG. These weapons hit on a combination of your characters' Agility and what is known as a Rate of Success. The Rate of Success is based on the number of times that the character actually uses the weapon. In such cases the more you use an item, the more likely you are to succeed with it. A Missile and an SMG are multiple strike weapons.



Skills

Your skills represent forms of combat that must be learned and mastered. Such Skills are Punch, Kick, and Head Butt. These will eventually become more powerful skills as the characters progress. Like all weapons so far, these Skills can have only limited uses. You can use them to strike multiple times, but they will do little damage unless they are mastered through constant use. To master such skills, you must practice throughout the game. A good knowledge of them can be helpful even if they are not lethal. Skills can help you get out of certain situations.

VIII ARMOR

Limited Use

Some Armor pieces such as Shields have limited uses. A number to the right of any item indicates how many uses are left before it is gone and needs to be replaced. Keep a very close eye on the numbers. You could easily find yourself thinking you still have a few uses left when you don't.

Unlimited Use

You will find some pieces of Armor such as Helmets, Breastplates, and Gauntlets, along with several magic items that have no number to the right of them on the equipment display. These items have no limit to their usage. They will not wear out and will continue to work for the character until he discards them. These items are the most useful in the game so try to find them.



IX MAGIC SPELLS



Spells are either combative or non-combative and work against groups of enemies rather than individual enemies. Combative spells do damage to the enemy. Non-combative spells incapacitate enemies without doing physical damage. Both are equally effective, so try to carry as many of these spell books with you as you can.

Attack Spells

Fire, Chill, and Elec are Attack Spells. Through the use of Elemental Magic they do physical damage by drawing elements to attack their opponent.

Non-Combative Spells

Sleep is an example of a non-combative spell. These spells do no physical damage, yet they incapacitate the enemy, making opponents defenseless.

Healing Spells

Cure is a healing spell. This spell helps replace the lost HPs of the party members. They come in handy when you are running or out of potions.

X ITEMS

Most of the work that is needed to be done cannot be completed without the aid of items. They come in many forms whether weapons, potions, or strange objects that normally wouldn't be perceived as important. Look them over carefully. Purchase some, and try them to see what they do. You never know which ones will really benefit your particular party. Remember, Humans can carry eight items, Mutants only four, and Monsters none. Choose well.

Recovering HPs

Potion, Potion 3, and the Elixir are items of powerful healing magic. They come in handy if an Inn is far away and a party member needs help immediately. They have multiple uses and will work for all the party members. Keep a couple at all times.

Human Strength And Agility

Humans, unlike Monsters and Mutants, gain their strength and agility through the use of the potions Strong and Agility. Each use of one of these potions will raise their abilities by a variable amount. It may take several potions to raise one Human to the strength level of another.

Healing Items

Many of the items help counter the effects of special attacks made by the enemy. They will cancel the effects of the enemy attack and allow your party to better defend itself. It's a good idea to spend some time working up the money to buy a few of these items before going on a lengthy journey such as into the Tower.

The Rod - for healing.
The Antidote - for curing poison.
The Golden Needle - for curing Petrification.
The Cross - removes curses.
Eyedropper - cures blindness.
The Bell - awakens sleepers.
Pan - clears confusion.
Shocker - cures Paralysis.
Arcane - replenishes a limited use item. (One time only)
Revive - restores one dead character.
Heart - replaces one lost Heart to character, (3 Maximum)

Other Items

Door The door has a special spot so you can teleport to a specific location whenever you wish.

XI SPECIAL SKILLS AND ABILITY

Through the trials of questing, the Mutant character gains strength. As his strength grows, certain latent powers begin to show. They work like the more magical powers of the Human characters. You can recharge them at an Inn just like the Monster character does. You just never know when these skills and abilities will develop.

Monster Ups and Downs

When you look at the Monster's Sub-Screen, you will find some type of attack listed there. To the right of this attack you will find an "X" or an "O." The "X" means your character will be more vulnerable and "O" means it is immune to this attack. For example, the Wererat character is protected well against Weapon attacks. He will take less damage from them. The Lizard is susceptible to Ice attacks and will take more damage from them.





Unusual Attacks

The Monster character has attacks unlike those of Human characters. They use very unusual weapons and even their bodies to defend their opponents. Attacks such as Nail, Tusk, Horn, Fin, Tail, Bone, Nose, Beak and 8 Legs can sometimes do more damage than the more commonly used weapons like swords and magic spells. However, the weakness in these attacks is they can only hit one enemy at a time. The fight can go on. Attack Type Depends On Character Type.

Ranged Attacks

Some attacks such as Flame, Ice, Thunder, Gas, Acid, Quake, Tornado, Whirl, will work on groups of opponents at a time. These attacks have a great deal of power and they get things for your party in a fix. Long battles can therefore be settled in just one blow by using one of these attack strategies. This would be advantageous over one hit at a time. Use this power when needed.

Enhance Party Abilities

Mirror, Power and Armor work for the caster to raise his defensive abilities and greatly reduce the chance of his getting damaged in a fight. The Power Barrier will raise the defensive values of the entire party, thereby giving them the strength to fill many a foe.

Affecting Enemy Abilities

Powers like Drain, Stench, Electro, Web and Sand will do no physical damage to the enemy. They will, however, reduce their abilities (predominantly Agility), so they will not be able to launch such powerful attacks against your party.

Mystical Attacks

Some powers can affect the enemies in different ways. Powers like Poison, P-Fangs, SI-Gaze, Sleep and Flash, will damage or incapacitate the enemy characters. A blinding Flash, or magical sleep will leave the enemy open for you to run or strike a mighty blow. After some play you can decide when and where to use your different powers. Different situations will call for different strategies. Instead of a damaging blow, a magical sleep might be called for, to enable your escape.

Lethal Attacks

As your party's strength builds, you will eventually develop powers like Gaze, D-Fangs, and Petrify. These very powerful attacks can fell an enemy in a single blow turning him to stone or infecting him with a deadly poison.

Risky Powers

Some Abilities have double sided effects. Powers like S-Skin, P-Skin, and Burn will damage your enemies, but may also damage you in the process. It may seem like an undesirable trade, but it can save your life!.

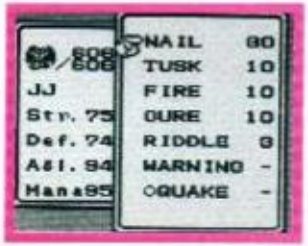
Parasite Attacks

These parasite attacks drain life and valuable energy from your characters. Touch, Kiss, Leech, Drink, and Melt are powers that will pull the strength from a character and leave him unable to defend himself—or dead. They can leave you weak and open to more powerful enemy attacks to your whole band. Death can also occur to any of the characters, but they can be revived using certain healing powers. Try to avoid any of these attacks, because it can weaken your whole defense. Healing can only be done in towns.

Healing

The powers of Heal and Honey will heal the the caster. The power of Cure will heal the whole party. Revive will bring one character back from the dead. Care will return most characters back to their original state after being hit by other powers like Paralysis.

Care - return to normal state.
Cure, Healing - recover a member's HP.
Honey, Revive - recover the creator's HP.
Raise - restore a dead member back to life.



Self Defense

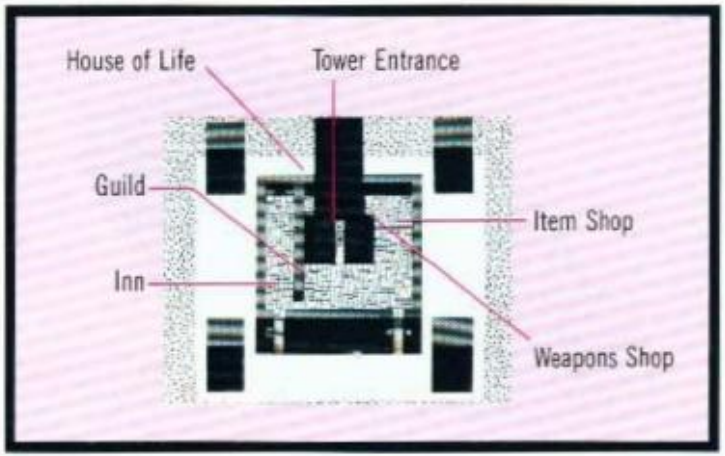
Humans rely on Armor to keep their defenses up, but powers like Shell and ESP will help your gifted character with any defense he may need. You can use the power of Mirror to cast the attack of an enemy back at him.

ADVENTURER'S LOG



Young and strong, they were uncertain. Eric knew the curse upon the land needed to be lifted. Only one was brave enough to challenge the Tower. Eric...

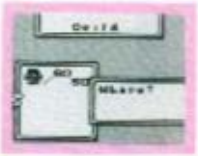
1 BASE TOWN



As the tale unfolds, we find our brave hero in Base Town, the ominous village around the entrance to the great, silent, sinister Tower. Here amidst the mystery of the speechless giant, he would find companions of a metal strong enough to brave his mighty quest. He must recruit a party from his village to challenge the powerful curse the Tower held over the land.

Making a Party

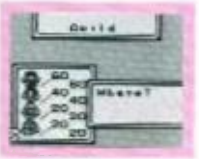
Eric knew of the Guild as any one who had a feeling for adventure did. It was a gathering place, where those strong of heart exchanged tales and rumors of distant treasures and glory. Passing on others, he would find LIO, a woman of great strength, and Alan, the mysterious man of the mutant species. Also to join the group was J.J., a Wererat, who seemed to understand the speech of men quite well. So began a tale of glory.

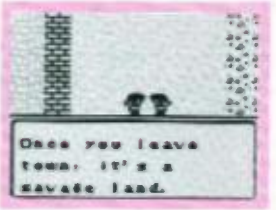




So stories unfold...

At times, the most valuable information is found in the most unlikely places. Eric knew that the people at the base of the Tower would certainly know more than a passing traveller. Here they would learn of a town to the southeast and a caution to guard their hearts well. They would also see the great locked door of the Tower and a warning, that all on the world of the Continent was not well.





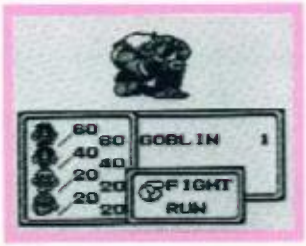
2 THE JOURNEY BEGINS...

The Townsman had said...



To the southeast there lay another village. It was agreed that the party would travel in search of this place with the hope that some clue might be found to help them solve the riddle of the locked door. They checked their equipment and item supplies, and set out into a new world. Not knowing what lay ahead of them, they wanted to be fully prepared for any circumstance that could occur on the journey.

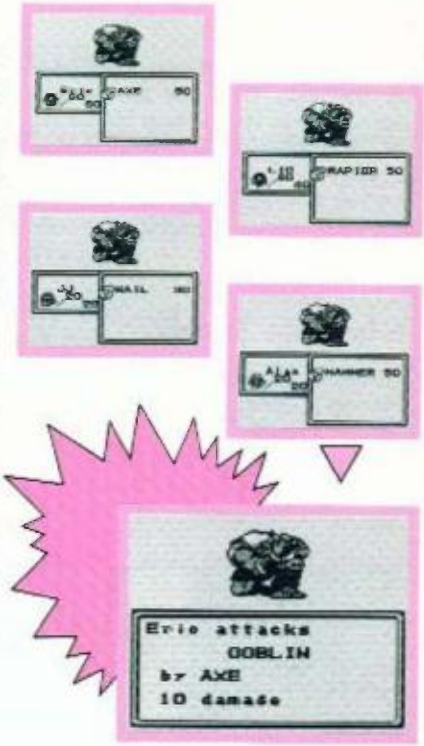
Waylaid and Attacked!



Sensing their youth and inexperience, a lone Goblin attacked the party. Unfortunately, he underestimates their courage and the might of their weapons. They would not run from this fight. Only one side would remain. The party prepares for attack! The Goblin would soon find out their true strength and might.

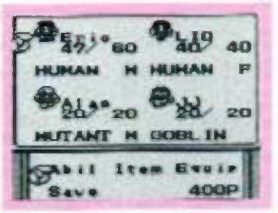
The Battle

The battle was joined and all four companions launched their best attacks. J.J. made a good show of himself with his mighty tusk and the Goblin was soon overwhelmed. Alan searched through the Goblin's belongings and finds 40 pieces of gold! Surely this bandit had struck travellers before to have such money. Continent would have one less villain in its borders now. So it was, again and again. Continent had been so overrun with villainy that the party was attacked everywhere they travelled. Each time, through strength and determination, the party vanquished their foes. Soon their pouches were full of the criminals' money. Money they can put to good use when they reached the village.



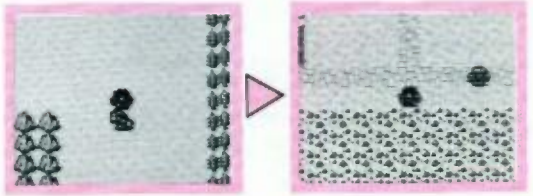
HP Levels.

After one of the many battles, Eric looked over the party. He knew that without keeping a close eye on their HP Levels, they could lose someone. With most of the party members hurt they knew they must find the town soon! They must reach the town to purchase Healing to continue the quest.

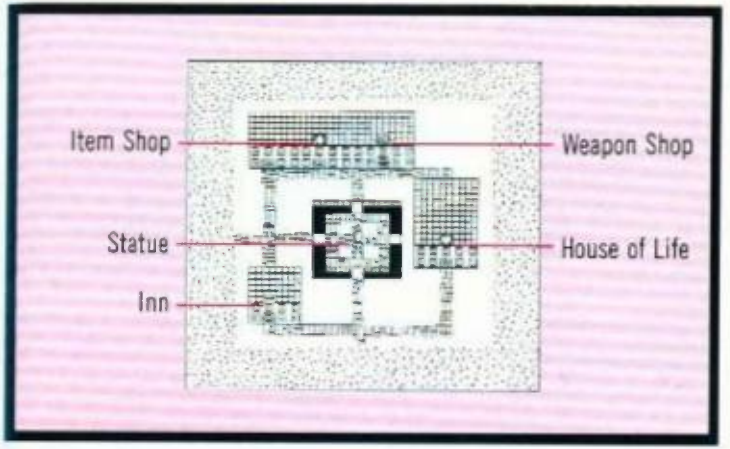


At last, the Town!

The townsman had spoken true. After several days of travel, the Town of Hero was spotted to the South. The party was attacked again as they attempted to make it to the village, but they fled from the fight. Weakened by their previous ordeals, surviving to reach the safety of the town had become their only goal. Just in time they reach the Town of Hero. Now they will be able to recover and put to use their hard earned money. The Town of Hero could hold the answer to the Tower, after a period of rest. They may also find more.



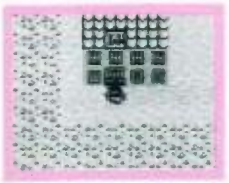
3 THE TOWN OF HERO



The Town of Hero was not very different from the village of Base Town. Although it did not have a Guild, it did have a place for an adventurer to relax and share a few stories with other adventurers. There were some new items in the weapons shop and a statue in the center of town. They shared stories of Goblin attacks on the road outside the village and the long journey so far.

Recover HP at the Inn.

The first thing the weakened party decided to do was to go to the Village of Hero's Inn to rest and heal. Their stay would cost them several gold pieces for food, and care. After paying the proper amount, the party rested until they were ready to travel again. Yes, the booty from their adventuresome travel had been put to good use. It was hard earned money.







HEALING

It occurred to Eric that he had seen healing done in many fashions, most often in an Inn such as this. But he had also seen people healed by potion or a mystic spell. Once after a fight, where J.J. sustained injury, he had seen J.J. eat a piece of meat and suddenly recover his strength. Such a strange and wonderful land is Continent. A land he must see returned to its former freedom and out from under the secret hidden in the silent Tower.

The Friendly People of Hero.

The villagers of Hero told the recovered party of the three Kings and their war for power over Continent. They spoke of a statue, and the magic Shield, Armor, and Sword it once carried. And they also told of a time when the now locked door to the Tower remained open, and the pathway to Paradise awaited the worthy. The names of the three Kings and the names of the missing treasures were too coincidental. The thought of those treasures being used by man in his hunger for power, rather than justice, overwhelmed them. They would recover the three treasures and reopen the doorway to Paradise. The treasures belonged here. They belonged to the people of Continent, not the Kings. They would right the things these men had wronged! Armed with new determination, they searched out more information to continue their quest.









4 THE CASTLE OF SHIELD







LIO said she thought she had seen a castle to the east of Hero while the party was heading south. After setting out it was discovered that she was right. Upon entry, it was discovered that it was the castle of The King of Shield. The party was then promptly thrown out. The party attempted to sneak back into the castle, but the guards attacked! The party wasn't prepared for this battle. After much thought it was decided that better equipment and information was needed. Most of their Gold Pieces were spent in healing, food and rest at Hero. This could not deter their quest. They decided to return to Hero.





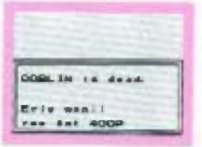


5 THE NEED TO IMPROVE

Earn Gold

In need of funds which the party would use to purchase new equipment, the group decided to return to hunting bandits and beasts that threatened the countryside. On the journey to Hero, it was for survival, now to acquire necessary funds. Their direction defined, they set about their dangerous task.





New Weapons and Armor

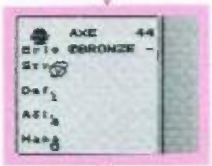
Hammers were traded for more battle worthy axes and swords. Helmets, and breastplates with gauntlets of bronze were outfitted to those who could use them. Potions of healing and more HP's for Eric were also purchased. Using their experience to brave the unknown perils ahead, the party speculated on what items they may need to add. After they had spent their money wisely, the party prepared to set out again.



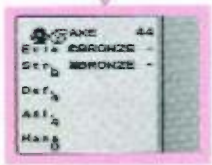


Equipping the Party



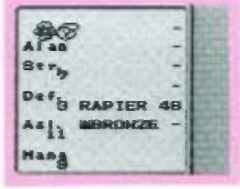






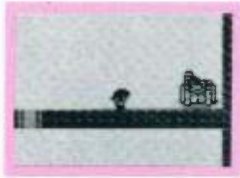
Eric and LIO headed the party and needed the most armor. Those in the front were twice as likely to get hit in a battle. At the top of their list is the weapon they have in their hand. The next three positions he left open for weapons. Next came armor for hands, body, and head, in any order. They double checked the equipment to be sure everything was in the proper place. Once in battle, there would be no opportunity to correct a mistake. Since Eric had the most HPs and the best Defense, it was decided that he would lead. LIO followed with Alan and J.J. behind her. The equipment had helped every one except J.J. The little monster still had a powerful attack and no one would have traded him for anyone in the world. Something would come up.





6 THE CASTLE OF ARMOR

After re-outfitting the party, they decided to check further northeast for the castle of Armor. After some time, they reached a shore. By following it to the north they saw the castle. The Castle of Armor was on the other side of the river. It still took days to find the bridge across the river to reach the castle.





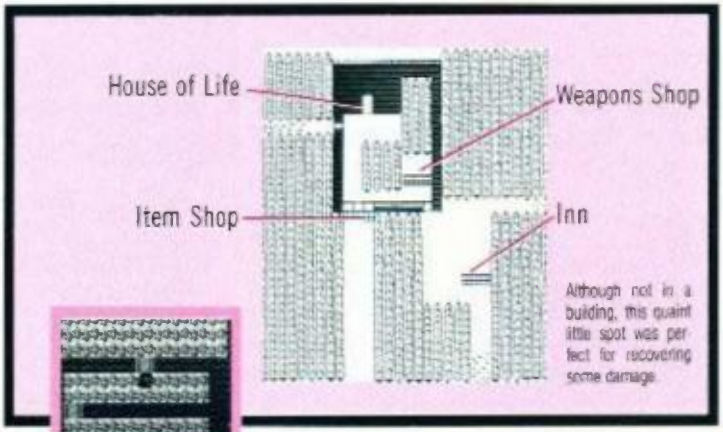
The King has troubles...

The King of Armor told them a tale of sorrow. The girl of his dreams lay in a village to the south and she would not be his. Heart broken he asked for the party's help. "Would you be willing...?" the party asked. "Yes! Anything," replied the King. So the party decided to go south in search of the girl and why she would not marry the King. They must find this girl and bring her back.





7 THE SOUTH VILLAGE





They decided that following the shoreline to the south was the best way to find the village. After several days travel through the forest, they found a bridge that crossed over to an island with the village of South Town. Here they stopped for rest and to get answers to some questions.

Still more of the plot unfolds...

South Town was built with open space as its number one priority. Most residents lived outdoors all of the time. The people told the company of the King's Armor and how it once belonged to the statue. Here they also learned of the Bandit King and how he is to marry the girl instead of the King. With little thought the party decides that they must confront the Bandit King and get him to release the girl so she can marry the King. "There may be still more to learn".

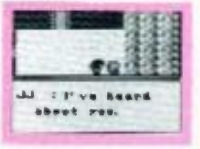




Hers is also a tale of sorrow...

The girl had no love for the Bandit and wished to be free. Still she thought of her village and gave in to the Bandit for their protection. The hearts of the band of adventurers were swoon with her dedication.She must be freed. The Bandit King must be defeated so his threat will never be heard again. Re-equipping and healing up at the Inn, the party set out to the southwest in search of the Bandit King's lair. A little nervous, Eric wondered if they brought enough potions.





8 A TEMPORARY SETBACK

Three days after leaving, the party was attacked by a set of Zombies. Badly wounded, the group returned to South Town to heal and resupply with weapons and potions. After paying for the Inn, Alan informed the party that they will need to get more money before they can continue. They returned to cleaning up the countryside.



The party's first loss.

In a battle with Goblins, one was cut down. The group fought on and was victorious. But victory held a hollow feeling in light of their loss. In a world of magic anything can happen, and they remembered the House of Life. Lio still had Hearts remaining, so she could be saved. Rushing back to the village, the party paid the 100 gold pieces and she was returned to the group.











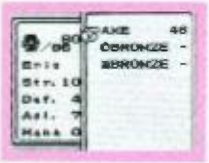
9 MORE POWER IS NEEDED



The band decided that they should focus on one member of the group to become the champion. It was decided that since Eric had progressed the fastest, he should be the one focused upon. With their newly won funds, they began to buy potions of strength and agility for him. Also purchased was ointment of protection that would allow him to take more damage. Once they had raised his ability to a level they thought would be strong enough, they decided that it was time to work on building some of the others.







10 PERFECT PREPARATION



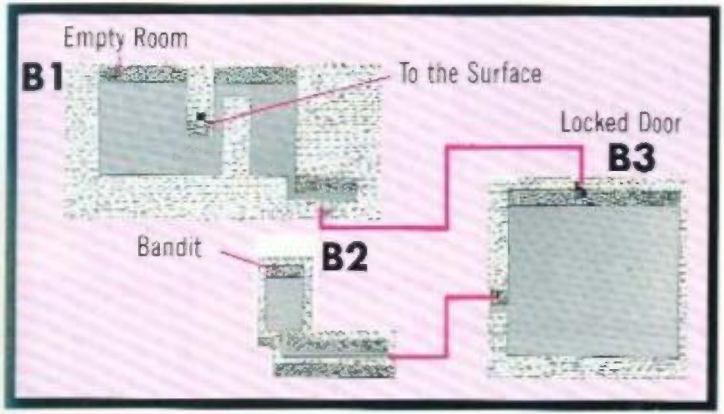
Next the party began working on improving fighting skills of the others. They began to get Strong and Agility for LIO. Both of these skills help build the powers necessary for vanquishing the most challenging of enemies! They also began to learn Skills like "Kick". The Skills were difficult to learn but with practice they became very effective. They also gained more Ranged Attacks for Alan. With the addition of some protection spells, he would be ready for more front line action. The party was still perplexed as to what to do about LI. He still seemed to show no improvement. After eating some meat he had changed into a Goblin. Eating again returned him to a Wererat. The party decided it was time to try the Bandit King once again.

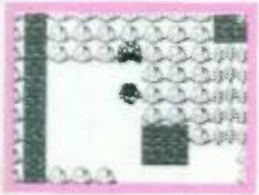






11 THE BANDITS' LAIR





A dark hole was the Bandit's stronghold. Within the twisting halls, waited the Bandit King.When they found the passage from B2 to B3, they knew they were close. Following the Western wall they found a door leading into the Hall of the Bandit King!

Beasts and Enemies Abound!



At every step they were attacked. Many of the creatures had never been seen by the party. They were mightier than the foes they had faced before. Eric was uncertain as to whether they became powerful from living underground, or because they lived close to the Bandit King. When he met the King in battle, the truth would be known.



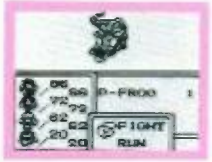
A Quick Status Check

Eric had been hurt badly in a battle with a Redbull. Rather than chance him through another fight, Alan broke out a potion. A quick look at the dosage and he pointed to Eric who needed healing. Eric drank and recovered his strength up to maximum. LIO was also hurt, but not badly enough to warrant a full dose from the potion. Eric thanked his companions for their assistance. It was decided that these checks on everyone's condition should happen often to ensure their safety.

The Bandit King!

The party came upon a giant Poisonous Frog who challenged them. It struck terror in the hearts of the band, but they prepared for battle. Alan thought, "The amphibian will be weakened by things that are cold." He prepared as did the others and the battle was joined.

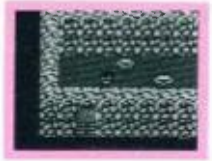






The Bandit has other Treasures.

Eric was very pleased. They had bested the Bandit King far more easily than they ever thought possible. They now had the key to his stronghold. The Bandit's Lair had other treasures. With the key they unlocked the Locked Door and before them lay chests filled with potions of healing and strength. It had been a good day, the girl was now free to marry the King of Armor and the courageous party had done very well in treasures.





12 NOW TO GO FOR THE ARMOR

To deliver a message of love...

The party set out for South Town and the girl of King of Armor's dreams. The potion of strength had made LIO much stronger and perhaps she should become the new leader. But Eric had led them well, and he continued. With the news of the Bandit Kings defeat, the lady was ready to depart for Armor.



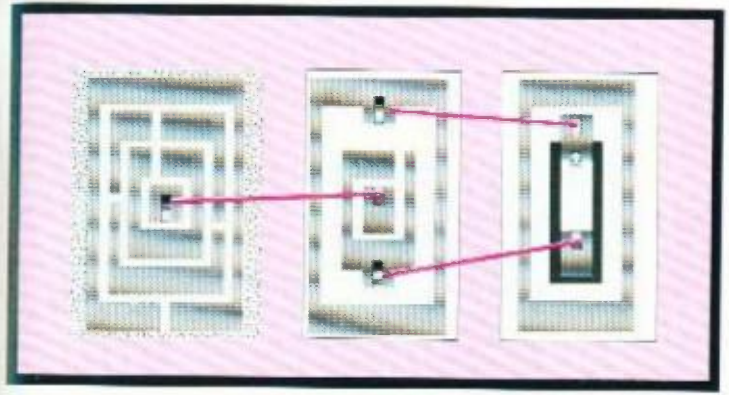
Payment for Service Rendered.

The party was greeted with great joy. The King honored his agreement, and gave Eric the Armor. With the Armor the party knew that the Sword and Shield were just a few days away. Re-equipping themselves, they prepared to leave. Love had conquered in this story, even if it did have a little help from Eric and his friends. The King had been an honorable man: perhaps things were already better in the land of Continent.





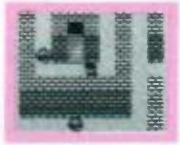
13 TO THE WEST LAY THE SWORD



The party decided to go for the Sword next. They travelled west until they found a small forested path through the mountains. It turned south and then East to the bridge to the Castle of the King of Sword.



The Stronghold is prepared!



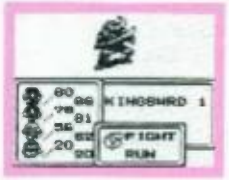
Word must have travelled far and fast for the King knew that one day someone would come for the Sword. The enemies here are as mighty if not more so than those of the Bandit King. The enemies kept attacking in increasing numbers. Donning the King's Armor, Eric became nearly invulnerable to their attacks. He was well prepared for battle.



The King of Sword is ready.

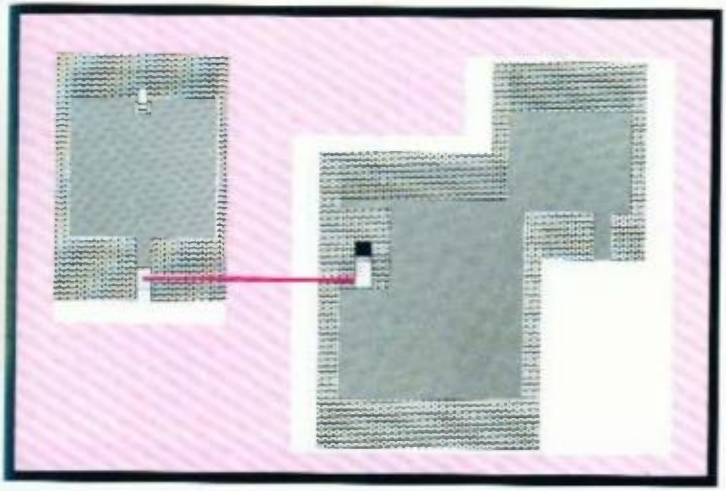
Unlike the Armor or the Shield, the Sword is a weapon of great strength. He made quick work of Alan, and severely injured LJO. Only Eric in the Armor of the King had a chance. Blow after blow was exchanged and by a miracle the party was victorious. With the Sword of the King now in hand, the group was confident that the King of Shield will be a little more receptive.







14 RETURN TO THE CASTLE OF SHIELD



As would be expected, the King kept himself as far from the entrance as possible. Guards were surprisingly hostile, until they felt the bite of the Sword of Kings! By avoiding the visible guards and keeping to the west, the Hall of the King was soon found.

The King lies in state.

The party was shocked by the news that the King of Shield had passed on. What complication in their quest for the door way to Paradise would this all pose? It was then that the treacherous Steward exposed himself as the culprit by having his henchmen ambush the group in the throne room. Little did he know of the other treasures powers.



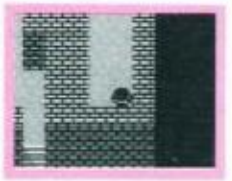


Watch the Steward!

With mighty blows from the King's Sword, the henchmen of the Steward were quickly dispatched. The job was not complete, however, for more trouble was straight ahead. Alan's keen eyes spotted the Steward going through a secret passage that looked just like an ordinary wall. How did the steward do it? JJ's sense of smell allowed the brave band of adventurers to find the secret passage. The chase continues!

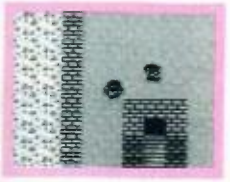


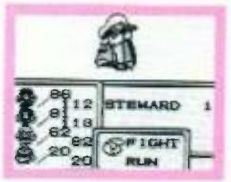




Defeat the Steward.

The Steward would have preferred to run, but when he was cornered he decided to fight for what he had worked to achieve. Eric stepped forward and lowered the unearthly blade upon the Steward. The work is quick, and the Steward joins the others who have opposed the quest. The final component is now theirs.







The three are again one.

The cost had been high. Many of the party members had lost Hearts in the midst of gathering these mystical weapons. With the Shield now united with the Armor, and the Sword, the party checked their HP levels and prepared to set for Hero. One more task to open the door to Paradise. But considering the size of the task ahead, it's not surprising that some were scared.



15 TO THE VICTOR, THE SPOILS

The rightful bearer receives his treasures.

As the precious items are placed in the party's list. All wonder at what they may be able to do, should they keep the treasures. One at a time the items are placed on the statue. As the last one is placed something begins to appear...







Guardian of the Sphere.

Gen-Bu is guardian of the Sphere. He appears to stop the party from using the Sphere to break the seal on the Tower door. Knowing flight is impossible, the companions fight like caged tigers and Gen-Bu is defeated. The door to Paradise is open.

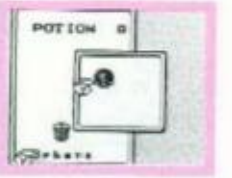


16 WHAT LIES AHEAD?

Time to return to Base Town

With the Sphere safely in their hands, it is time for the party to return to the village where it all started. Once in front of the ominous door the Sphere is pulled out and activated with the press of a button. The door swings wide open and a new adventure begins.







The path leads up.

Inside the Tower, darkened corridors lead off from the stairs that proceed upward at a sharp angle. A few steps forward and Alan stopped. He pointed to an empty helmet with a large bite mark on it. Knowing that danger was present, the party pressed on.



17 THE MYSTERY OF THE TOWER

The Magnificent Fountain

One of the discoveries in the Tower was a fountain. A pool where one drank of its waters and instantly was refreshed. Wounds healed at speeds never before seen except by magic. The pool saved the party many times.



Strange Adventures Lie Ahead

Through some of the doors, strange, new and exciting lands were to be found. Some claimed that they were living in Paradise for they did not work. But without work, there were no stores to be found, and all they could do was eat and sleep. The information contained was worth its weight in gold, but it did not answer the burning question to the secret of the Tower. Uncertain of what they had found and badly in need of supplies, the party decided to press on. They went higher into the Great Tower.





18 THE WORLD OF OCEAN

Another sealed door.

Upon reaching the fifth floor, the party encountered another sealed door. Guessing from experience, they decided to search about for what may have sealed the door.



Before them lay a mighty sea.

After passing through a doorway to the west the party came to a world almost completely covered with water. Here beasts of greater size and strength than anything the intrepid warriors had seen before, roamed about in abundance. Surely this new world was in need of a champion. Perhaps the answer to the locked door could be found in this aquatic Paradise?







Another world to learn the legend of...

Again the party was beset by Pirates and Bandits. In need of supplies and healing, the party decided to search for a village and more knowledge about this new land. With luck a village was found to the southeast. The party would be able to resupply and go investigate a strange cave opening they had spotted to the north of the town.





Information and the Cave.

The villagers told of a floating island and exiled people. They spoke of other islands and distant places. Further investigation of the caves proved the party could travel from island to island. There were other ways to travel, and places to travel, but that is a story yet to be told.



Pages of history remain to be written by you,

Good Luck!

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