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GARGOYLE'S™ Q·U·E·S·T

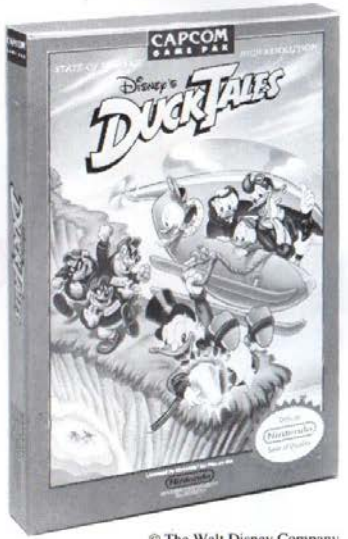
INSTRUCTION BOOKLET

COMING SOON!

Ducktales for Game Boy
from CAPCOM.

Join Scrooge McDuck on his greatest challenge ever! You can help him discover the legendary Five Lost Treasures and become the "Richest Duck in the World!"

CAPCOM USA



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A special message from CAPCOM

Thank you for selecting GARGOYLE'S QUEST for your Game Boy system. We are proud to offer you this action-packed adventure, Capcom's first contribution to the Game Boy!

GARGOYLE'S QUEST offers the finest graphics and stereo sound available for the Game Boy. We hope you enjoy the excitement and challenges that await you in GARGOYLE'S QUEST!

Very truly yours,

Joe Morici
Vice President
CAPCOM, U.S.A.

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Now... the Major Motion Picture Willow is available for your Nintendo Entertainment System!

Travel back to a time of sorcery and magic when the evil queen Bavmorda ruled the land under a reign of terror. You must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army.



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GETTING STARTED

Insert the Gargoyle's Quest cartridge into your Game Boy. Turn the machine on. The story of the game will slowly move up the screen. After it dissappears, (or if you press START), you will see the start option page. You can either choose to begin a new game by pressing START, or continue a previous one by selecting the password.

There are two vantage points within the game. The first one you will see is an "above-view" of the hero, Firebrand. This view is used when the character needs to discover important information. This is used for interior and exterior scenes. There is no combat in this mode.

The second vantage point is a close-up side view of the character. This is the view point of all battle sequences. When you complete your search or battles in these areas, you'll be sent to the above-view area.

CONTROLLING FIREBRAND

The controls for Firebrand are simple, but true mastery will take both practice and skill.

When in the above-view areas of the game, **UP, DOWN, LEFT** and **RIGHT** moves Firebrand in those directions. In most areas, pressing the **A** button brings a small menu on the screen. The menu has four catagories.

TALK - Converse with other on screen characters by using this selection. To continue the dialogue, press **A** button.

USE - Operate a Magic item by using this selection.

LVL - (Level) See the current status of your character and the items he possesses by using this selection.

CHK - (Check) Examine/obtain items found by using this selection.

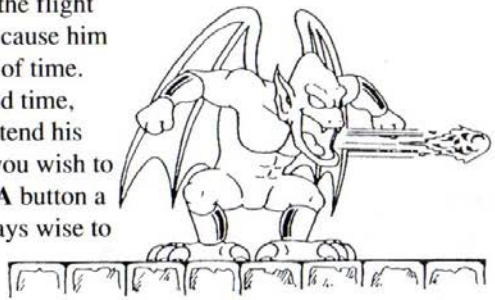
To cancel any screen, press the **B** button. This will return you to the scrolling above-view mode. **START** and **SELECT** do nothing in this mode.

CONTROLLING FIREBRAND (cont.)

In the close-up side view areas of the game, (combat areas), the controls are slightly different.

Pressing the **B** button makes Firebrand use his weapon. He starts the game with a fire-breathing projectile. some enemies require more than one fireball to be destroyed.

Pressing the **A** button begins the flight process. Pressing it once will cause him to jump/fly for a short period of time. Pressing the **A** button a second time, (while he's in midair), will extend his flight for its full duration. If you wish to cut his flight short, press the **A** button a third time. Note, it is not always wise to use the full flying time.



CONTROLLING FIREBRAND (cont.)

Pressing **LEFT** and **RIGHT** moves Firebrand in those directions. **UP** and **DOWN** do not work in this area.

Pressing **START** brings up a screen that shows the characters current statistics. The stats shown are:

L - Life force. Each character has two life forces.

W - Wing power. This guage shows how much time Firebrand can fly. **J** - Jumping power.

VIALS - How many vials have been collected. Use these to purchase items

ICON - How many characters are available to the player.

As you pass through the above-view areas, you may encounter several hidden combat zones. You must defeat the enemies in these areas to get back to the above-view area. You will also encounter several creatures in the above-view mode. Talk with them to find out secret information and discover if they are friend or foe.

THE GARGOYLE'S QUEST STORY



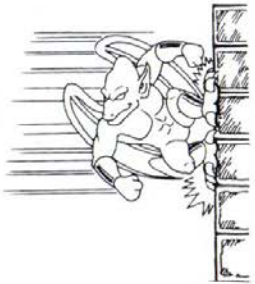
Ages ago the friendly Ghoul Realm was invaded by an alien force known only as the Destroyers. The Destroyers almost succeeded in capturing the Ghoul Realm when an incredible fire came out of the sky and eliminated them. The secret of that powerful fire was lost through the ages, and the Destroyers are back for a rematch.

The only clue to the survival of the Ghoul Realm lies in the hint that the sole heir to the "Red Gargoyle" can bring back the magic flame. As Firebrand, guardian Gargoyle of the Realm, you must discover this heir to the magic flame and bring peace to the kingdom once again.

GAME PLAY AND HINTS

Firebrand can use his powerful claws to cling to walls and other surfaces on a verticle plane. When he is connected to a wall in this manner, he will be able to fire his breath weapon in the opposite direction.

The character can move rapidly up a flat wall by pressing **A** and **UP** on the control pad.

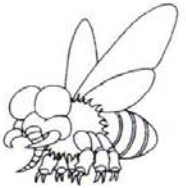


Whenever Firebrand is clinging to a wall (or other vertical surface), he will jump upwards a little bit when the **A** button is pressed. Remember this! You will want to gauge how far up a wall you want to place the character to avoid the numerous hazards.

ENEMY CHARACTERS



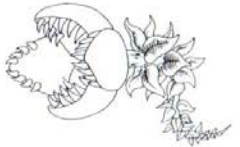
GORILLAR



DREADWING



MALGOR



MAN-EATING PLANT

ENEMY CHARACTERS



GLOOM EYE



BONE SNAPPER



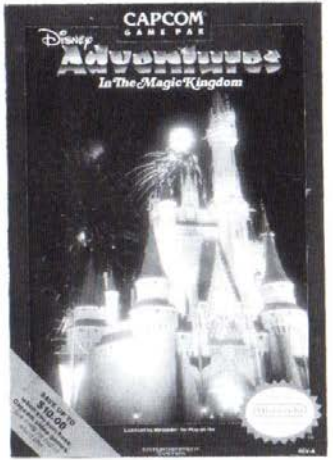
BELLZEMOS



TWIN MARR

Adventures in The Magic Kingdom

Help Mickey Mouse find the six silver keys to the Enchanted Castle. They can be found on the wildest rides in the Magic Kingdom! Take off on Space Mountain, explore the Haunted Mansion, and challenge the Pirates of the Caribbean in this action-packed adventure from Disney!



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90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

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To receive this warranty service:

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2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling: Outside California State (800) 843-4632, or inside California State call (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

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Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

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