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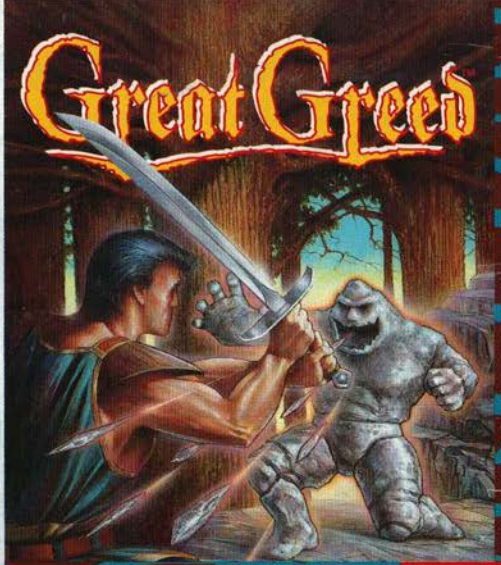
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PRINTED IN JAPAN

Nintendo

GAME BOY

Great Greed



DMG-B6-USA

INSTRUCTION BOOKLET

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INTRODUCTION

This is not one of those "Long, long ago once upon a time" fufu role-playing games. This is a tale that begins in a forest somewhere in our world today! You, the hero, are checking the acid rain levels with your buddy, when...BOOM, out of nowhere pops a strange old bag who calls herself Microwave. She's attacked by a psycho mutant dude called the Hunter, and before you know it, you're being sucked into some kind of vortex. And you thought you hated Mondays.

Thus begins your epic tale of heroism, adventure, and monster mashing known as **Great Greed**. What is **Great Greed**? Start playing, and figure it out!

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SAFETY PRECAUTIONS

Follow the suggestions below to keep your Game Boy and Game Pak in top operating condition:

1. Always make sure the Game Boy's power is off before inserting or removing the Game Pak.
2. Don't try to take your Game Pak apart.
3. Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it, crush it, or let it get wet. Store in its protective package at room temperature when you are not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents which can damage the Game Pak.

ADVISORY
READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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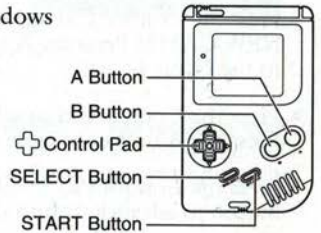
CONTROL

This is not a run of the mill menu-driven RPG. When the fighting starts, you'll be going sword to claw and blasting off spells with a touch of the button. Check out the following section to learn how.

Control Pad **Press** to move your character.
Press up/down to move up/down on menu windows.
Press to cast spells during combat.

A-button **Press** to jump through text windows during conversations.
Press to select options from menu windows.
Press to attack during combat.

B-button **Press** to return to previous menu window.
Press to exit menu windows.
Press to dodge during combat.



Start button **Press** to enter menu windows.

Select button **Press** to save your game.

GETTING STARTED

Now that you've read the basics, here's a quick start section to get into the action.

- Plug the Great Greed Game Pak into your Nintendo Game Boy.
- Turn on your Game Boy. In a few moments, the Great Greed Title screen appears.



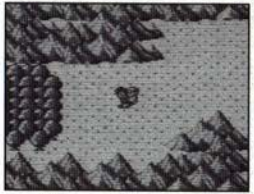
- Press the Control Pad up/down to select NEW GAME. Press the A button to advance to the Name screen.
- Press the Control Pad to select letters for your name. Press the A button to enter selected letters.

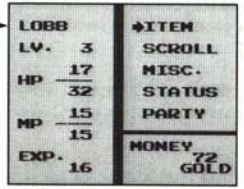


- Press the Control Pad to select END. Press the A button to advance to Introduction.

GAME SCREEN

The world of Great Greed is different from the world we live in. Check out this section to learn about your surroundings. Keep your eyes open and your hand on your sword.





Main Menu screen

Character name ►Your name.
LV-Your current level.

HP-Hit points. The number on top indicates your current number of hit points. The number on the bottom shows the maximum number of hit points for your current level.

GAME SCREEN cont.

MP-Magic points. The top number shows your current number of hit points and the bottom number shows the maximum for your current level.

Exp.-Indicates your current number of experience points.

Money-The amount of gold you have.

Item-Selecting item and pushing the A button will advance you to the Item screen. The Item screen shows your current inventory.

Scroll-Selecting Scroll and pushing the A button will advance you to the Scroll screen. The Scroll screen shows the magic spells that you know. Equipped spells are marked with asterisk.

Misc.-Selecting Misc. and pushing the A button will advance you to the Misc. screen.This screen shows your current inventory of miscellaneous goods.

Status-Select Status and press the A button to advance to the Status screen.

GAME SCREEN cont.

Party-Select Party and press the A button to get advice from your companions and to find out how many experience points you need to advance to the next level.



Status Screen

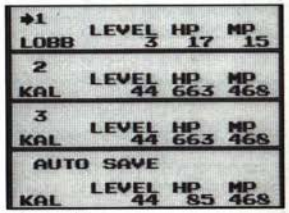
WPN-Indicates weapon currently equipped.
HLM-Indicates helm currently equipped.
ARM-Indicates armor currently equipped.
SLD-Indicates shield currently equipped.
SPELL-Indicates placement of spells equipped for battle.
PWR-Indicates current attack power.
DEF-Indicates current defense strength.
SPD-Indicates current speed.

SAVED GAMES

Great Greed has a SAVE feature.This will allow you to continue play from the place you left off last game. To start a saved game, follow the instructions below.

SAVED GAMES

- From the Title screen press the Control Pad to select LOAD DATA. Press the A button to advance to the Data screen.
- Press the Control Pad to select your continue point.
- Press the A button to load the data and continue your quest.



Data Screen

SAVED GAMES cont.

Auto Save
Great Greed will automatically save your game periodically. Don't depend on the Auto Save! It may not save the game exactly where you want.

Saving Games
Great Greed allows you to save three different banks of data. To save a game follow the procedure below.

- **Press** the Select button to advance to the Save window.
- **Press** the Control Pad to select YES.
- **Press** the A button to advance to the Load Data screen.
- **Press** the Control Pad to select the bank to store data.
- **Press** any button to return to the game.

WEAPONS

You start out with a weak weapon, armor, helm and no shield. During the game you will find weapons and have the chance to buy them. Always try to have the best weapons! To get weapons out of a treasure chest, stand in front of the chest and press the A button. Once you get the weapons out of the chests you'll have to equip them. Weapons in your backpack are no help in a fight!

ITEMS

There is a small symbol next to the top four items. These represent armor/weapon items.





These symbols will help you to distinguish between different types of items. For example: one store may sell chrome swords, chrome shields, and chrome helms. These symbols will help you to know what you are buying or what you've found.

WEAPONS

Type	Power	Price
KNIFE	AT +5	10
DAGGER	AT +10	20
SWORD	AT +20	150
SCIMTAR	AT +30	700
FOIL	AT +40	900
KATANA	AT +50	1500
HOTCUT	AT +70	2000
CUTTER	AT +80	3500
BIGCUT	AT +90	5000
BADCUT	AT +100	9800
RAPIER	AT +110	17000
KNIGHTS	AT +130	-
GOLD	AT +115	10000
PLATNUM	AT +135	22000
EPEE	AT +55	1800
SKEWER	AT +70	2300
SLASHER	AT +65	2000
STABBER	AT +5	2200
SUNCUT	AT +120	20000
RADCUT	AT +105	22800
HACKER	AT +170	45000

HELMS

Type	Power	Price
HAT	DF +1	3
HELM	DF +2	5
HELMET	DF +7	100
TIN	DF +10	350
COPPER	DF +15	500
BRONZE	DF +20	700
IRON	DF +25	1000
CERAMIC	DF +30	2400
STEEL	DF +35	5100
SILVER	DF +40	11800
KNIGHTS	DF +50	-
GOLD	DF +45	4400
PLATNUM	DF +52	9500
ALLOY	DF +25	1200
CARBON	DF +30	2500
CHROME	DF +34	3500
DURAMET	DF +70	16800

AT=Attack
DF=Defense

SHIELDS		
Type	Power	Price
WOOD	DF +1	5
LEATHER	DF +7	100
TIN	DF +15	400
COPPER	DF +20	900
BRONZE	DF +25	1200
IRON	DF +30	2000
CERAMIC	DF +35	4200
STEEL	DF +40	8500
SILVER	DF +50	15000
KNIGHTS	DF +60	-
GOLD	DF +55	5200
PLATNUM	DF +63	10800
PLATE	DF +25	1600
ALLOY	DF +45	6000
CHROME	DF +50	7300
CARBON	DF +55	8000
DURAMET	DF +80	19800

DF=Defense

ARMOR		
Type	Power	Price
CLOTH	DF +1	5
PADDED	DF +3	10
WOOD	DF +10	150
LEATHER	DF +15	500
TIN	DF +20	900
COPPER	DF +25	1500
BRONZE	DF +30	3300
IRON	DF +40	6000
CERAMIC	DF +70	10000
STEEL	DF +60	15000
SILVER	DF +70	24000
KNIGHTS	DF +80	-
GOLD	DF +75	5200
PLATNUM	DF +85	14500
PLATE	DF +35	3900
CHAIN	DF +80	4500
DURAMET	DF +100	37800
CHROME	DF +55	4500
ALLOY	DF +52	7000
DRESS	DF +5	20000

WEAPONS cont.

Equipping Items

- Press Start to advance to the Main Menu.
- Press the Control Pad to select ITEM. Press the A button to advance to the Item Menu.
- Press the Control Pad to select the item you wish to equip. Press the A button to advance to the Function window.
- Press the Control Pad to select EQP (equip). Press the A button to equip your selected item.
- The Confirmation window will appear to allow you to check your choice.
- Press the B button to return to the game. It's important to check your ratings before and after you equip an item. You want to be sure that you always have the best weapons, and armor gold will buy, and you want them equipped!!

MAGIC

In the room with the chests on the first floor of the Royal Refuge castle, you'll find a magic called HEAL 1. You can use spells without equipping them, but they must be equipped to use during the battle! To equip a spell for use in battle, do the following:



Placement Screen

MAGIC Cont.

- Press Start to advance to the Main menu.
- Press the Control Pad to select SCROLL. Press the A button to advance to the Spell window.
- Press the Control Pad to select the spell to be equipped. Press the A button to advance to the Function window.
- Press the Control Pad to select EQP (equip.) Press the A button to advance to the Placement window.
- Press the Control Pad in the direction (up/down/left/right) you wish to place the spell. While pressing the Control Pad in the desired direction, press the A button. The spell name will appear in that direction.
- Pressing the Control Pad in that direction during combat will cast the entered spell.

Note: Only heal magic can be placed in the down position. To use magic when you are not in battle, select "USE" from the Function window instead of selecting "EQP."

HINTS

1. Great Greed requires you to power up your character. The more battles you win the stronger your character becomes.
2. Talk to everyone you meet, and remember what they say. More importantly, remember who the people are and where they live. You'll have to talk to some people more than once. If you forget where that person is, you'll have to search every town in the country to find them.
3. Buy the best magic and weapons that you can. Sell your old supplies when you level up.
4. Certain enemies are susceptible to certain attacks. Experiment to see which attacks are effective and use them!
5. Mix up your attacks. Don't always use your sword. Try different combinations for devastating results!
6. Buy lots of Medicine and get heal magic as soon as possible.
7. Save often. Whenever you've slept or gained a level, you should save.
8. When in doubt, use the PARTY option. If you have a companion, they'll know what to do!

SUPERHINTS

Read this section only if you're really stuck! But read it before you call for help. This section is here to save your sanity and phone bill!!!!!

Level 1... The Royal Refuge:
First talk to the King. When the enemy attacks, fight! After the fight, go see the King again and you'll be on your way. Listen to EVERYONE!!!

Level 2... The Empire of Sushi:
Start at Port Village. It's right in front of you when you start the level. Find out where to go next. Shiskaburg is to the west, through the valley. It's the only way you can go. In Shiskaburg, talk to every one until you meet Cup Cake Greene. Agree to help her and she'll join you. After finding out that defeating monsters for Cabbage Head won't win the election, see the old man in the big tree. He's in the forest to the east of town. In the record factory ride the arm on the giant record player. The rest is up to you!

Level 3... The Nation of Chow Mein:
Go to the Docs house in Herbal Village. Talk to the woman about fixing the Law Machine. Fix the machine. Change the laws. Be sure that "TALK TO THE GUARD" is not on the list. Go to the jail and talk to everyone. Go to the house by Dragon Jail. Go to the Kim-Chee tribe. Go back to the Town of Tuna, and get Lolly Pop to join you. Go back to the Kim-Chee Tribe. Go to the Oasis Castle and fight NIKNINJA. Go back to the Kim-Chee Tribe and get the Pepper. Go back to the Dragon Jail. You figure out the rest!! I've given away too much already!!

Level 4... The Curry Nation:
Go to the Cinnamon Village. At the Inn, meet Truffle Greene, she's upstairs. After going to Nutmeg Village, go to the Hot Hot Village and talk to ALL of the runners. Go to the forest and get the Ultrahot flower. Try catching a ride from a few birds to find the flower. Go back to the Nutmeg Village and talk to Truffle. The rest of this country is up to you. Nibbling the flower makes the fight later easier!

Level 5... Spaghetti:
Join the Resistance. To stop the thieves from stealing your fruit; Freeze them. Defeat the thieves with magic. If you've made it this far, the rest of this level is easy!!

Level 6... The Country of Escargot:
Get the Cool Mint leaves from Cadmium in the southwest. Go get Microwave in Torte Village. Torte Village is the middle of the desert. Find the spell Zap 1 in the storehouse located in the northeast of the town. The maze is really tough! To exit a warp room in a desired direction, keep going into the warp until you see a door going the correct way. O.K., here's the path: start from the entrance, go down the hall, up the ladder, right, right, up, right, down, right, up, up the ladder. You figure out the rest. ZAP 1 is what you need; it's somewhere on this floor!

SUPERHINTS cont.

Level 7... Burger:
I'm not giving anything away in the last two levels, you'll have to figure these out yourself. However, the forest before the Spa is the best place in the game to power up.

Level 8...???
To defeat the final boss, you should be at least at level 41. If you're at level 45, you'll have no problems. Fight the final boss when you are within 8000EP of the next level when you fight him the first time. If you are within 8000, you'll go to the next level, and your HP and MP will fill up for the very difficult final battle.

GOOD LUCK!!!

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