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Nintendo®

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DMG-FW-USA

Knight Quest





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TAKING CARE OF YOUR GAME

1) If you play for long periods, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
3) Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Don't wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
5) Store the Game Pak in its protective case when not in use.

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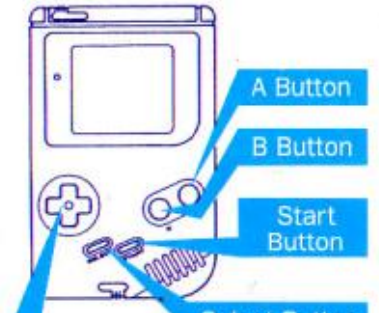
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WILL'S QUESTS

Look you now, through the mists of time, to an age when our world was threatened by dread beasts and eternal darkness. Then, indeed, was the land of Avalot sore beset, and her brave King Mobray sent forth all the bold Knights to defend his innocent people. Yet they were too few. Came at last a dauntless young lad, and he did train every hour, every day, to become a Knight. Mobray and all of Avalot watched with great hope as this youth, called Will, grew in might and wisdom, until the day he faced the Challenge and became a true Knight — one of the last. Now did the King summon Will, and name him a list of quests facing wizards, beasts, and perilous adventure. And so it was that Avalot's future depended entirely upon this one young Knight.



QUEST CONTROLS



Controller Pad — Use the Control Pad to move Will through the land, or to shift the cursor around in menus.

A Button — Press A to scroll through the opening screens and later execute a selection.

B Button — To return to the previous menu, or undo a choice, press the B Button.

Start Button — Pressing Start displays the Avalot Map. Also use Start to pause the game.

Select Button — To access the Quest Items or pause the game, push Select.

TITLE SCREEN

After you do insert the gamepak into your Game Boy and then turn on the power, a Title Screen shall appear. Here, then, are three choices offered to you. Make your decision whether to begin the game at the very start, as a newly Knighted man, or to continue from the place where you were when last you played. Also, you may even choose to change the actual rules of the game, selecting modes that will help you as a beginner, or those that do indeed offer a greater challenge.

START

And if it be that you wish to begin play, or that you desire to start over from the beginning, select Start.



PASSWORD

If you have no Password, do go and see your King. Yet if you have already visited the King and received a Password, select the Password option here. Then shall you be able to enter this Password and continue a previously started game.



MODE SELECT

Or else, if it will be your will, choose this option and change the very laws of the land, such as: message speed, the rapidity of battle action, and how much money with which to begin.

MESSAGE: SLOW, NORMAL, FAST
FIGHT: NORMAL, FAST
MONEY: NORMAL, MANY



QUESTING SCREENS

That you may witness Will's many conquests and adventures, the screen displays him and his realm. However, when a dread beast does approach, the window then transforms to Battle Screen. As you wish, bring up either the Avalot Map or the Quest Items with the Start and Select Buttoms.

KNIGHT SCREEN

Herein shall you observe Will and the land perilous through which he now journeys. And also shall his current status be shown to you.

AVALOT MAP

To study a map of this once gallant kingdom, and find Will's location, do press Start. The game is paused while you look and ponder where to journey.

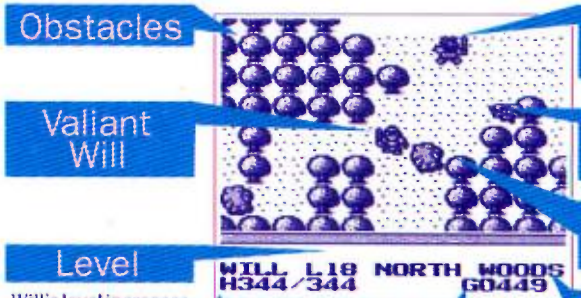
QUEST ITEMS

Will, the bold and mighty, can indeed carry up to eight magic items and eight healing potions. To choose one that he does have from this screen, press Select.

BATTLE SCREEN

When a foul beast does attack, Will moves into Battle Screen. Now may he bravely attack with his dire sword, cast magical spells or medicines, or rightly flee to spare his life.

Knight Screen



Will's level increases as he quests.

The first number shows Will's current points, the second his maximum.

Will needs many gold pieces!

Study the Map to find Will's location.

Avalot Map



Dark Lord's Castle

Haunted Mansion

Harbor Town

Tabasa's Mountain

West Town

North Cave

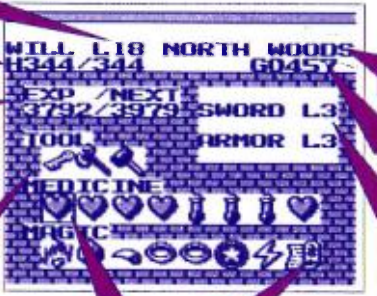
North Cape

Royal City

Knight's Shield

Will's location in Avalot is revealed by this shield.

Quest Items



Level

Hit Points

Experience

When Will does defeat the foe, he wins new experience levels and hit points.

Will's Tools

Here shall you find his tools.

Region

Gold

Equipment

During these quests Will shall earn the gold needed to buy better weaponry.

Medicine Window

Those potions belonging to Will shall be displayed here. Do move the cursor to the one you desire and press A.

Magic Window

The wondrous and ancient magic spells Will does truly know may be seen in this window. Select one and press A.

Battle Screen

In his arduous training, Will has indeed learned many bold fighting methods. Once he faces a dread monster, you may then choose the most valorous and brave reaction.



Fight:

To attack any foul beast with trusty sword, select Fight.

Magic:

Will can cast a fierce spell if you do now choose Magic.

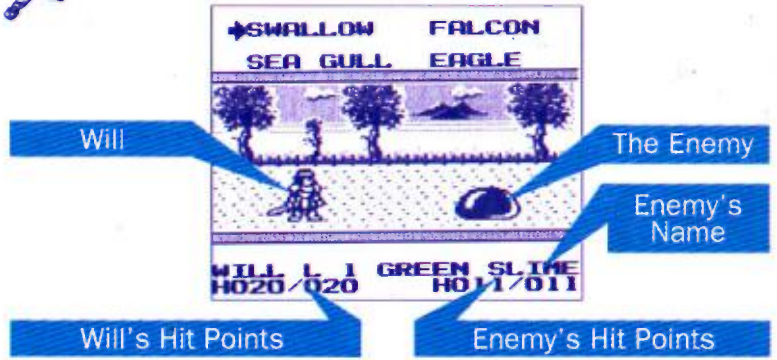
Escape:

When the monster is too powerful, then must Will escape.

Medi:

Will can here use a medicine potion, but the enemy may charge.

Selecting Fight shall indeed allow you to study the battle methods available and to choose one.

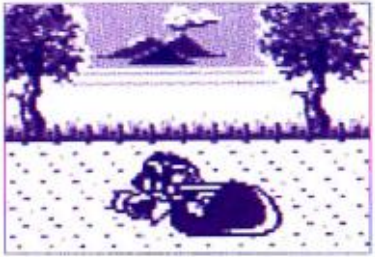


When it is that Will's Hit Points do reach zero, then he be defeated.

To rightly destroy his perilous foe, Will must drop its Points to zero.

Swallow Attack

Will does boldly charge and drive a short thrust at the foe's most foul heart.

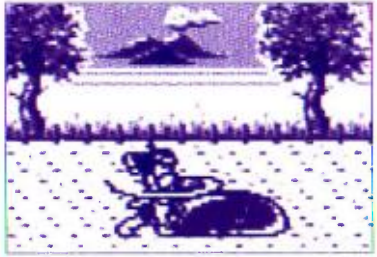


Usage:

Consider well when facing Mush Dads and Fire Souls, then attempt the Swallow.

SeaGull Attack

In this style, Will mightily slashes his trusty blade across the beast's belly.

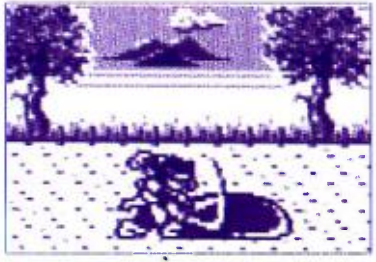


Usage:

As Will did once learn, this method is effective on Mush Boys and Hard Shells.

Falcon Attack

Now shall Will boldly raise high his keen sword and bring it down on the foe's head!

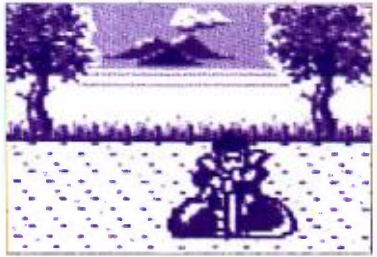


Usage:

Imps and Harpies are most easily vanquished with this brave attack.

Eagle Attack

Will does take a flying leap, so to throw his body weight behind his sword thrust.

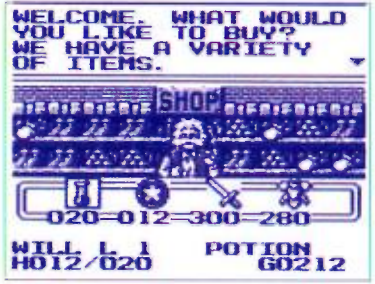


Usage:

The ancients truly say to try this attack on Green Slimes and Gray Oozes.

SHOPS

Though the people of Avalot live in constant peril, many shops are still in business and do sell those things that questing Knights rightly need. Because of the troubled times, each shop can only manage to keep a few special items in stock. And to hide themselves from thieves and villains, the shopkeepers do build their little shops in unusual or out-of-the-way places. Sir Will must try to find each shop, or else he shall miss many necessary and powerful items, such as Sword 4. To begin, the young Knight should visit those two shops located right in the Royal City and buy the various things a Knight needs to successfully go a-questing.



Like all good Knights, Will buys only those weapons and items for which he has enough gold. Do you use the cursor to select what you wish to purchase, and then press A. Your purchase is added to Will's Quest Items, and his gold reduced.

Price List

Items	Price
THUNDER	28G
FANG	44G
ANGLE	20G
STAR	12G
SCROLL	36G
FIRE	68G
CRYSTAL	164G
POTION	20G
POTION2	60G
HEART	160G

Items	Price
SWORD2	300G
SWORD3	560G
SWORD4	760G
ARMOR2	280G
ARMOR3	520G
ARMOR4	720G

Be Ye Aware: Some shops do not carry all of these items.

MAGIC AND WEAPONS



THUNDER

EGAD—an electric storm shall sweep away Will's enemy!



FANG

With this, a fierce firestorm does fry the foulest foe!



ANGEL

Like an avenger, Will moves at a very high speed.



STAR

Blazing fireballs do indeed fly out in five directions!



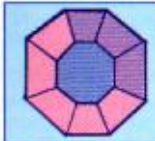
SCROLL

Scroll causes a true volcano to burst at the foe's very feet!



FIRE

Now shall a vast ball of flame fly at the mean enemy.



CRYSTAL

This magic is truly the most powerful known to any Knight.



POTION

It does restore up to 20 HP to Sir Will.



POTION2

Will may regain as many as 50 Hit Points.



HEART

Indeed, Will may win 150 HP's with this.



SWORD2

A worthy blade.



ARMOR2

Hammered bronze.



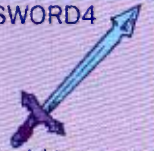
SWORD3

Keenly edged.



ARMOR 3

Forged iron.



SWORD4

A mighty weapon.



ARMOR 4

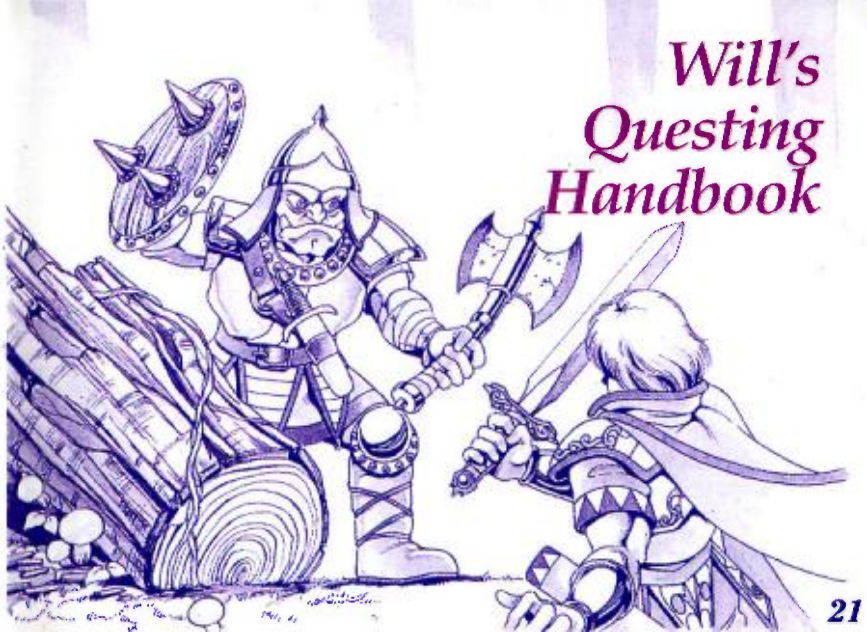
Links of steel.

INNS

As with all Knights striving mightily to hold off the doom that threatens fair Avalot, Will must needs rest upon occasion and restore his Hit Points. The Inns still remain open to all good people, offering food and drink, sleeping rooms, and protection from the wicked beasts that wander the land. And indeed, the Innkeepers are always happy to see a Knight come visiting. That means better business for them, because people like to share company with a Knight and hear his tales of valor and bold deeds. Therefore, and also to do their part in saving Avalot, all the Innkeepers have rightly deceided to charge Mobray's Knights the same low price.



Will is ever welcome to spend the night at any Inn for only 10 pieces of gold. Then do you press A. Or he may simply wish to stop for a brief rest and a snack, and to share good company with the other visitors. So then press B.





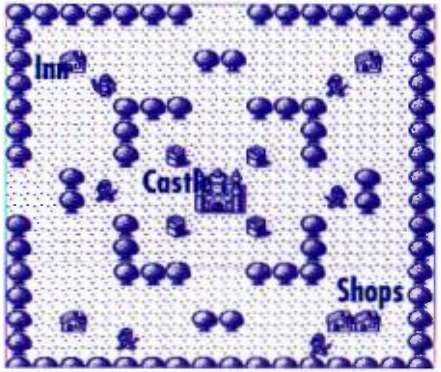
Sir Will's First Quest is to Defeat the Wild Goblin King . . .

The Royal City

Indeed, the wise Will knows that before questing, a Knight should go shopping. If he has chosen to have "many" gold pieces, he can buy good weaponry. He should also talk to the citizens of the Royal City to learn what they know, and even visit an Inn.

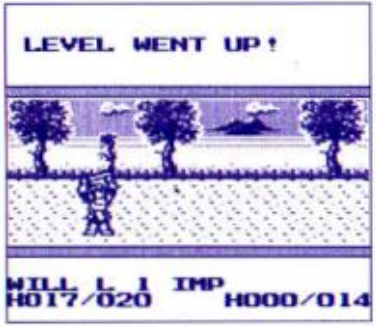
Avoid the West until Will can gain new levels.

To North Woods



1ST STEP

That they may earn higher experience levels, the new Knights go even up to the North Woods to practice, and so sharpen their skills by defeating live beasties.



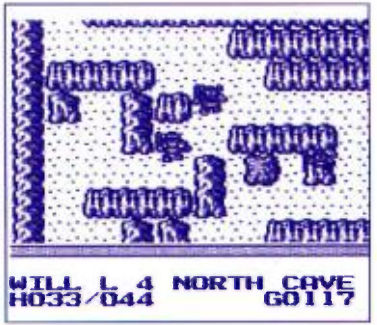
2ND STEP

The bridge guardian of the north is indeed a perilous foe. Yet Will must truly pass him, either through battle brave or careful avoidance.



3RD STEP

Will must needs find and explore the great and dread North Cave. Therein shall he face foul monsters and dangerous pathways that have confused many a more experienced Knight.



4TH STEP

To complete his brave quest, Will must now hunt down and defeat the Wild Goblin King. He should first, though, be at level 5 and have much magic or medicine at his command.





Will's Second Quest is to Investigate the North Cape . . .

For lo! A vast Tower has now suddenly appeared at the North Cape, as Will can plainly see on his Avalot Map. King Mobray is deeply concerned, as indeed he knows that magic most wicked must have been involved. It is Will's solemn duty to discover who built the Tower and carry this information to his worried King. Avalot's fate seems only to grow darker.

Vast Tower



1ST STEP

Will must take the bridge that leads to the North Cave, and then go west to reach the North Cape. And he should ever speak to the people he meets, explore, and add to his experience.



2ND STEP

By speaking in a kind and chivalrous manner to the right people, Will can indeed learn how and where to find the key that will let him into the Tower. He should get it first.



3RD STEP

As Will does struggle mightily toward the top of the Tower, as truly he should, he must beware of the very holes in the floor. If he steps on one, he shall be sent back to the front door.



4TH STEP

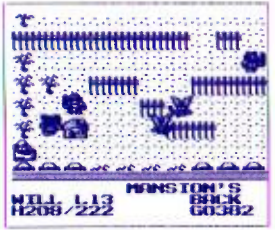
When Will does find the builder of this vast Tower, Pierre, he learns that the fiend plans to fight King Mobray! Before Pierre grows too strong, Will must attack with SeaGull.



Will's Third Quest is to Get Help From Tabasa . . .

Tabasa is a mysterious, powerful woman, perhaps the last member of an ancient race of wizards. Mobray does need her help if he is truly to save Avalot. Will must soon find her, but she lives at the foot of the Great Mountains. He shall visit new regions, and fight his way through a haunted mansion.





A most important shop is hidden somewhere in the grim depths of this graveyard. Will should search for it.

Will's Fourth Quest is to Rescue the Princess . . .

King Mobray is filled with despair. Avalot's enemies have stolen his fair daughter away, leaving him a broken man. That he might save Avalot and her King, Will must rescue the Princess.





Password		

Monster	Attack

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