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Corporation of America

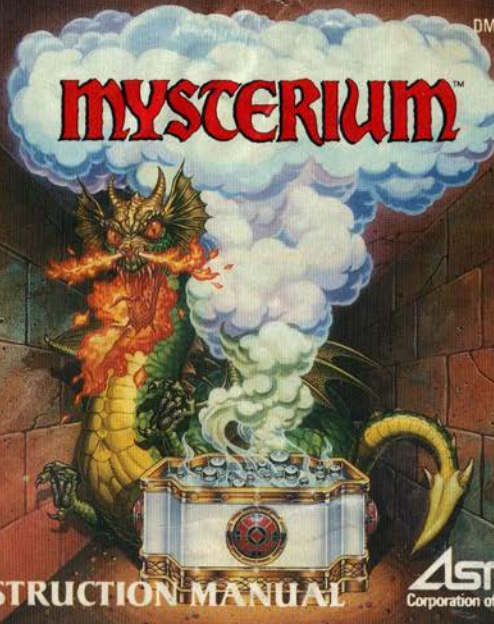
Printed in Japan

Nintendo®

GAME BOY®

DMG-MY-USA

MYSTERIUM™



INSTRUCTION MANUAL

ASMIK
Corporation of America

Thank you for purchasing the MYSTERIUM™ Game Pak for GAME BOY® created for you by Asmik Corporation of America.

Before you start to play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future reference.

Precautions:

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.

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Nintendo

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The Book of ALCHEMY

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The Story

Your life long fascination with alchemy is about to be tested. You have come to the famous alchemist Hermetrix™ and been accepted as his apprentice.

The task of an alchemist is to magically convert metals and minerals into gold and other useful items.

After a short introduction to alchemy, Hermetrix has sent you to the Mysterium™ to prove yourself. Here you must find your way through twisting halls created by the Arimasp,™ a race of giant ants who live in the Mysterium.

You must use the pools of transformation with your knowledge of alchemy to create any item you will need.

To pass the test, you must learn the nature of each metal and mineral, and the transforming powers of each process: fire, water, acid and mercury.

When you have mastered alchemy you may succeed in the final test. You must rescue the giant ant civilization and Cadmia,™ the alchemist who tried before you.

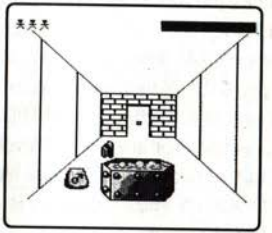
Getting Started

TO BEGIN insert THE MYSTERIUM™ Game Pak in your GAMEBOY® and turn the power ON.

The title screen will appear, press the START BUTTON now. Then press any key to read the words of Morda the Arimasp's representative.

LET'S WALK THROUGH THE FIRST HALL TOGETHER.

At the beginning of the game you are standing in a hall. In the distance you can see a few items on the floor. Walk to the first item by pressing up on the control pad. You are now standing on a "POOL OF FIRE." Press the select button and your inventory will appear. The bottom of the GameBoy screen now says "POOL OF FIRE" and "IRON," this tells you that IRON is on the floor. The item IRON which is blinking off and on can now be



added to the inventory by pressing the A button. You will now see a description of IRON.

The next item is one step forward, let's pick it up. Stand on top of the item and press the select button, now you see the inventory, press the A button adding the item to the inventory. The item is a scroll. Now, read the valuable words. The scroll says that IRON dropped into FIRE will make a glass key.

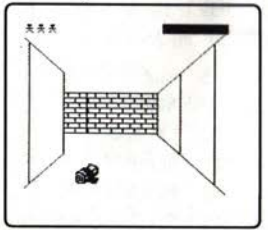
Next, using the control pad turn around and look down the hall away from the door. You will see one last item at the far side of the hall. Walk to the item and pick it up. This item is a lizard. Go to the inventory screen and select USE. Then, press the A button and the bottom of the GameBoy screen will say "USE WHICH ITEM." Now, with the control pad, select lizard and press the A button to confirm your choice. The bottom of the screen now says YOUR VISION SHARPENS. The lizard will allow you to see which key is needed for any door in level one.

Walk to the door in the first hall and "USE" the glass key you made in the "POOL OF FIRE." The door is now open and you are ready to adventure into the Mysterium.

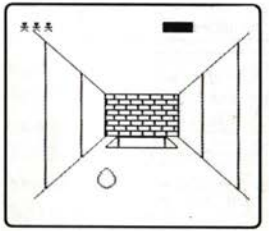
To look at or read an item that is already in your inventory press the select button to enter the inventory screen. Then select the command "LOOK" with your control pad, then select which item. If you become confused always read the bottom line on the GameBoy screen, this is a question and answer area.

READ ANY SCROLL OR CRYSTAL YOU MAY FIND

The messages will contain details and formulas for an alchemist. These items may not be transformed.

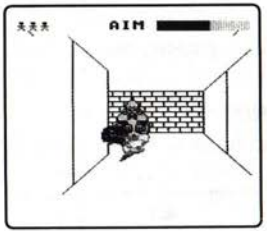


A SCROLL



A CRYSTAL

Control Features





Before playing MYSTERIUM,™ quickly review the play screen and the inventory screen.

1. Health Meter
2. Remaining Lives
3. Aim Indicator

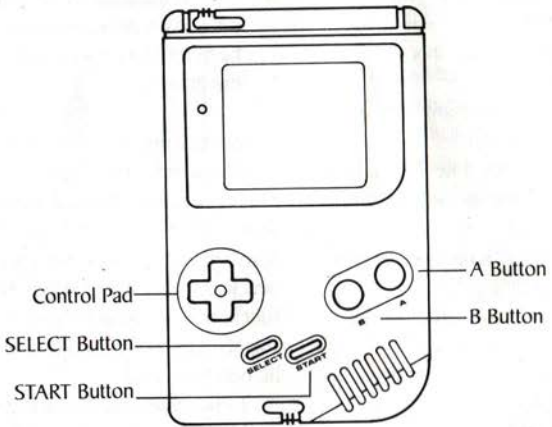
1. Items
2. Drop
3. Look
4. Use
5. Get
6. Song
7. Paus
8. Stat
9. Map
10. On floor
11. Items
12. Readied Item
13. Response Area

1. These items are in your inventory.
2. Drop items with this command.
3. Look at or read any item with this command.
4. Check to see if items you find or make are usable with this command.
5. This will pick up the item you are standing on.
6. Turn the music on or off with this command.
7. Pause the game from the inventory screen.
8. Status of the player.
9. Map of the level, this map will only reveal areas you have been to. Make sure to add the details.

When a new item is found or created select "USE" from the inventory screen to see if that new item is functional at that time. Selecting "USE" will make your new weapon or item readied or functional. All weapons and shields must be readied or they will be non-functional.

To become a master alchemist read the following instructions:

Hallway Controls



A BUTTON:
Pressing the A button will fire your weapon. During the beginning of a game your weapon is a power staff of light strength.

B BUTTON:
The B button will turn the Aim mode on or off. The Aim mode, will allow you to use the control pad to aim the fire of your weapon side to side in a single hallway. To leave the aim mode after using a weapon press the B button again. (Note: When in the aim mode, the word Aim will appear at the top of the screen.)

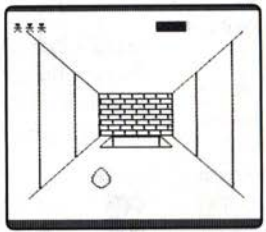
START BUTTON:
Play Screen:
Press the start button to pause the game.

SELECT BUTTON:
Pressing the select button switches you between the playing screen and the inventory screen.

CONTROL PAD:
Play Screen:
Up moves you forward, left and right turn you in the selected direction and down moves you backward.

Clearing a Level

A level will be cleared in the Mysterium when you walk on the exit chute.

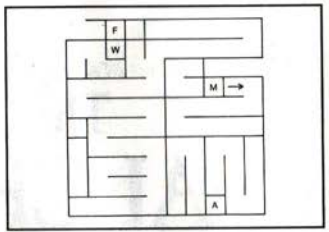


The Book of ALCHEMY

Items,
Weapons
and
Transformations.

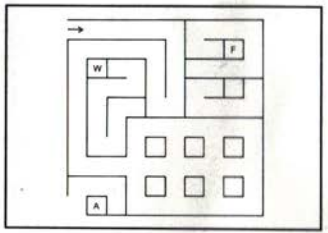
Maps

When you discover the layout of each Arimasp territory add the shape and details to these pages.

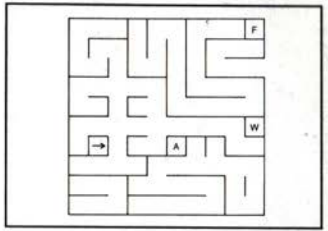


Level 1

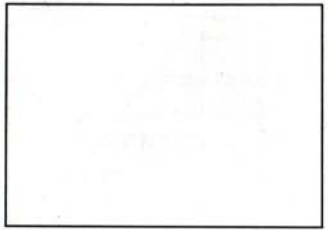
Notes



Level 2

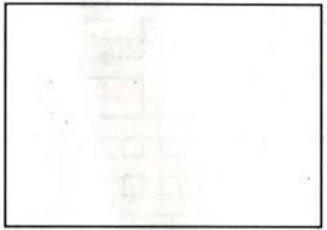


Level 3

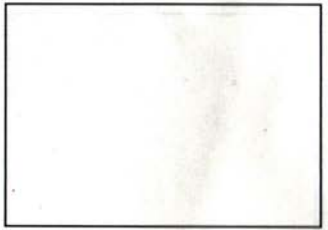


Level 4

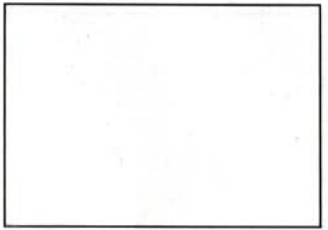
Notes



Level 5



Level 6

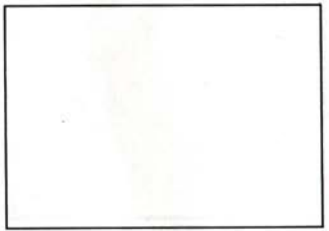


Level 7

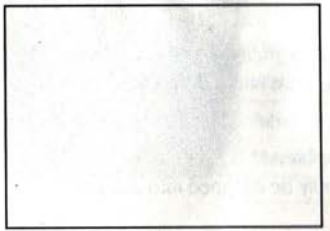


Level 8

Notes



Level 9



Level 10

More notes:

Transformations

When you locate a pool of acid, fire, water or mercury, you may choose to drop some items into the pools changing them into a different form.

TRANSFORMATION LIST:

Log the different transformations possible

150 items and four pools, each item may be dropped into any pool.

Level 1

Phase 1	Iron	Phase 2	Gl. Key	Chelidon	Ray-Sword
Fire	Gl. Key	**Fire**	Monster	Shield	Stone Key
Water	Chelidon	**Water**	Stone Key	Red Rose	Torch
Acid	Monster	**Acid**	Mirror	Glass Key	Monster
Mercury	Ray-Sword	**Mercury**	Al. Flask	Monster	Staff

Phase 3

Level 2

Phase 1	Tin	Phase 2	Arrows	Honey	Blue Key
Fire	Arrows	**Fire**	Wh. Key	Pendent	Monster
Water	Honey	**Water**	Balsam	Wh. Lily	Wh. Key
Acid	Monster	**Acid**	Monster	Blue Key	Si. Arrows
Mercury	Blue Key	**Mercury**	Staff	Monster	Wh. Lily

Phase 3

Level 3

Phase 1	Copper	Phase 2	Shield	Red Egg	Red Key
Fire	Shield	**Fire**	Red Key	Ray-Sword	Monster
Water	Red Egg	**Water**	Oil	Egg Flask	Gold Key
Acid	Red Key	**Acid**	Monster	Gold Key	Wand
Mercury	Monster	**Mercury**	Staff	Monster	Nightsha.

Phase 3

Level 4

Phase 1	Sulphur	Phase 2	Stone Key		
Fire		**Fire**		Miss. Ring	
Water	Blk. Rose	**Water**			
Acid		**Acid**	Wand	Stone Key	Monster
Mercury	Monster	**Mercury**			

Phase 3

Level 5

Phase 1		Phase 2		Wh. Key	
Fire	Monster	**Fire**	Shield		
Water		**Water**			Tartar
Acid		**Acid**		Lit. Wand	
Mercury		**Mercury**	Monster		

Phase 3

Level 6

Phase 1	Antimony	Phase 2	Red Lily		
Fire		**Fire**			
Water		**Water**			Wh. Cider
Acid	Gray Key	**Acid**	Gray Key		
Mercury		**Mercury**			

Phase 3

Level 7

Phase 1		Phase 2			
Fire		**Fire**			
Water		**Water**			
Acid		**Acid**			
Mercury		**Mercury**			

Phase 3

Level 8

Phase 1	Phase 2			
Fire	**Fire**			
Water	**Water**			
Acid	**Acid**			
Mercury	**Mercury**			

Phase 3

Level 9

Phase 1	Phase 2			
Fire	**Fire**			
Water	**Water**			
Acid	**Acid**			
Mercury	**Mercury**			

Phase 3

Level 10

Phase 1		Phase 2			
Fire		**Fire**			
Water		**Water**			
Acid		**Acid**			
Mercury		**Mercury**			

Phase 3

Items that Disintegrate

Some items will disintegrate when dropped into any pool. These items are:

1. Any Scroll
2. Any Crystal
3. Any Lizard
4. Any Torch

Transformations may be forecasted by the stability of an item before dropped. To find out how an item will transform select "look" on the inventory screen.

Stable items may be changed. Unstable items will turn to dust. Unstable keys will always turn to key dust.

Obstacles within the Mysterium

LIST OF ENEMIES
Djinn
Pink Dragon
Your Shadow
Winged Serpent
Stone Golem
Saltigrade Spider
Phoenix
An Ogre
Green Lion

SPINNERS
Areas you walk through that quickly turn the direction you are traveling in, these may confuse you unless you quickly turn in the opposite direction and proceed. By doing this you will be traveling in the right direction again.

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