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Nintendo

GAME BOY™

DMG-VE-USA



ROLAN'S CURSE™

INSTRUCTION BOOKLET

SAFETY PRECAUTIONS

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.

2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the life of your game pak.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

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ROLAN'S CURSE

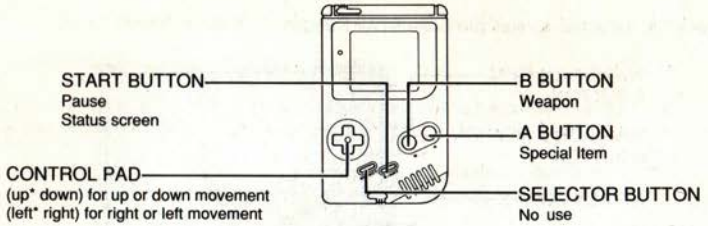
In an age of heroes and wizardry, the sinister King Barius terrorized the peaceful land of Rolan. Finally, he was defeated and imprisoned in his castle far in the forest of Rolan. A magic seal was placed upon the door with a symbol inscribed within it, as a warning to any who came too near.

One day, some weary travellers, seeking shelter from a storm, came upon the castle. They were unfamiliar with the legends and did not understand the inscription. So, they proceeded to open the castle doors and broke the seal. A great trembling began and flames shot up towards the sky - evil laughter filled the halls, causing the travellers to cower in a corner.

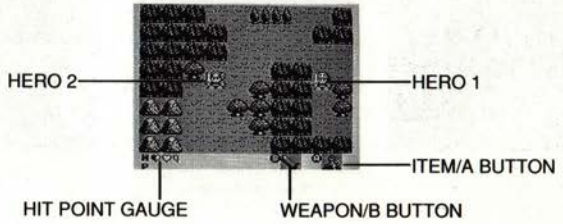
"I, King Barius, Lord of the Demons, am free at last!", he bellowed. And with a wave of his hand, he transformed the poor travellers into hideous monsters. "My curse upon this land for imprisoning me these centuries past, shall be that no happiness will dwell in this kingdom for as long as I reign!" And with that, he sent his newly-created monsters out to wreak havoc on the countryside.

The people were plunged into despair and a cry went out for some brave warriors to go forth and save Rolan from its dark fate.

CONTROLS AND INSTRUCTIONS

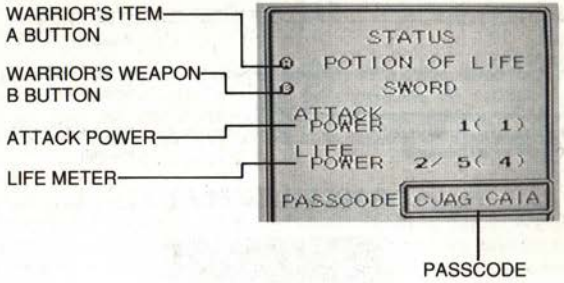


SCREEN DISPLAY



STATUS SCREEN

To switch to the status screen, press the START button.



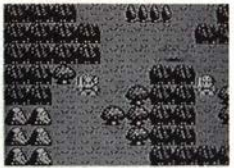
The ATTACK POWER indicates the fighting ability of your warrior.

ATTACK POWER = IMMEDIATE LEVEL (OFFENSE)

* IMMEDIATE LEVEL - The amount of fighting power you have for the current adventure. This number may change from adventure to adventure.

* OFFENSE - The total amount of fighting power you have. It dictates the IMMEDIATE LEVEL at the beginning of a adventure, and remains constant throughout the game.

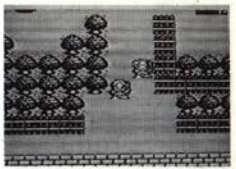
Example:



AP = 12 (8)



Exit Adventure 1
Enter Adventure 2



AP = 8 (8)

* LIFE METER indicates the amount of your warrior's endurance.

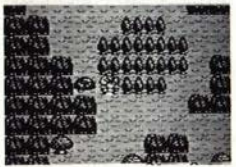
LIFE METER = ENDURANCE\ ENDURANCE CAPACITY (TOTAL HIT POINTS)
2 ENDURANCE POINT = 1 HEART

* ENDURANCE - The amount of filled hearts, or hit points.
This number is reduced by enemy attack.

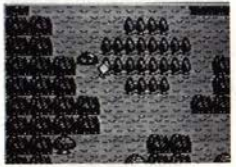
* ENDURANCE CAPACITY - The maximum amount of filled hearts you can have during any one adventure.

* TOTAL HIT POINTS - Dictates how much endurance you'll be given after you die or move to another adventure.

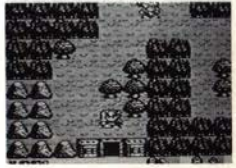
Example:



LM = 1\12 (8)



LM = 0\12 (8)

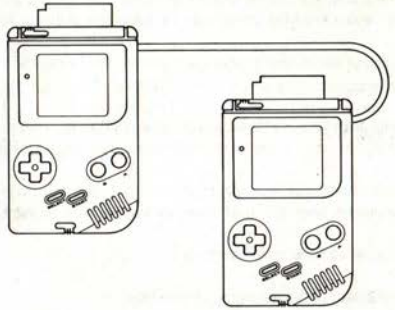


LM = 8\12 (8)

ROLAN'S CURSE WITH 2 PLAYERS

In order to play ROLAN'S CURSE with 2 players, please do the following:

1) Have 2 Gameboy units, 2 ROLAN'S CURSE cartridges, and a Game Link Cable to connect the two Gameboy units.



2) Turn both units on simultaneously and wait for the title screen.
3) Both players indicate NEW GAME or CONTINUE.
4) Place the cursor on 2 Player and press the A button.

HOW TO PLAY

The objective of Rolan's Curse is to find and destroy the monsters of Rolan and the evil King Barius. But this will not be an easy task, since the dark creations of Barius await you in the countryside, castles and caverns.

At the beginning of the game, you appear in the first village - the starting point of the quest. You will have only a sword, little life, and a few wise words from the townsfolk at this point.

If you are playing a 2 player game, both warriors will appear. The two warriors can either stay together or move independently.

Avoid being touched by any of the monsters as you seek out Barius. They are extremely dangerous, and can do significant damage to you. Some of your enemies can shoot, so watch your head!

As you travel across the countryside, attempt to find items that will aid you in your journey. Life potions, invincibility cloaks, extra weapons, and other such items await you in the countryside.

In order to exit an area, you'll have to find the gate.

After dying, you will reappear at the beginning of the stage.

For information on saving a game, see the page on SAVING YOUR GAME.

SAVING YOUR GAME



To SAVE a game, do the following:
1) Switch to the STATUS screen.
2) Record the PASSCODE at the bottom of the screen.
3) Turn the Gameboy off.



To RETURN to a saved game using the password:
1) Select CONTINUE when starting the game.
2) Input the password, select END, and resume your game.



LEFT\RIGHT A BUTTON\ENTER

You will continue at the beginning of the stage last achieved.

ITEMS

WEAPONS



SWORD-All warriors carry a good, solid sword for slaying wicked monsters.



WAND OF UZI-This wand is not only good for lighting campfires, it can also do away with evil critters at a distance!

SPECIAL ITEMS



POTION OF LIFE-Use this item to replenish all of your life when it's running low.



MAGIC AXE-A handy little axe that can break down part of the landscape to let you past. It is especially good for those "hard-to-reach" places.



POWER CRYSTAL-The holder of this prized possession is capable of destroying entire towns! To use this gem, aim in the direction you want to fire, press the A button until the gem is powered-up, and release the button to blast away!



SHIELD OF VALOR-This shield offers some protection and can repel almost anything the enemy may throw your way. Just stand in the direction you want to defend and press the A button.



CHAMELEON'S RING-Once the property of a not-so-great wizard, the Chameleon's Ring is capable of camouflaging the wearer against their enemies.

OTHER ARTICLES



CHAIN MAIL-Picking up these items will increase your hit points.



ELVENADE-This ancient sports drink will increase your endurance by one half.



GAUNTLET-The gauntlet increases your offense number.



MERLIN'S CLOAK-Find this cloak and you'll be invincible for a short time.



HEART-The heart increases your total hit points.



PASSCODE LOG

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy 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 similar proof-of-purchase within the 90-day warranty period to:
   American Sammy Corporation Consumer Division
   2421 205th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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