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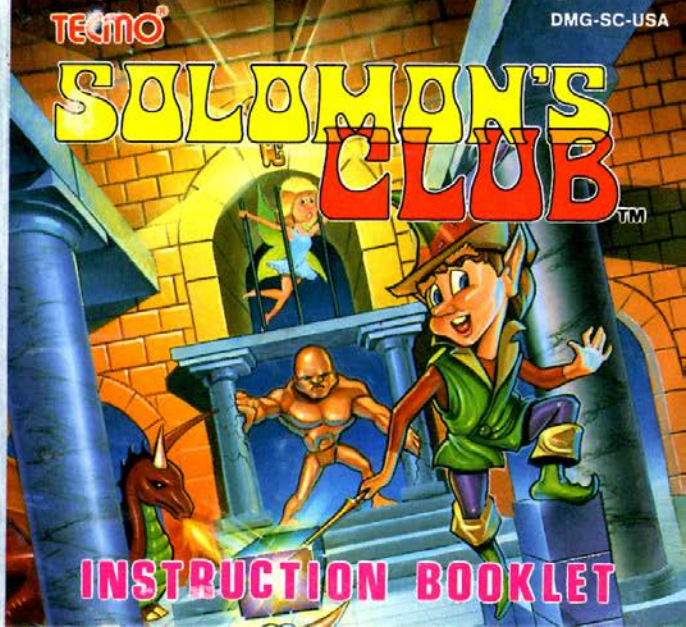
Nintendo®

GAME BOY®

TECMO®

DMG-SC-USA

SOLOMON'S CLUB™



INSTRUCTION BOOKLET

Thank you for purchasing Tecmo's "SOLOMON'S CLUB" cartridge for the Nintendo Game Boy®. Be sure to read this manual carefully before use. It will tell you how to use the cartridge properly. Also be sure to keep this manual for reference.

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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.

1. STARTING THE GAME

• FIRST, TURN ON YOUR GAME BOY.

When you set the cartridge correctly in the Game Boy and turn the power switch on, the name "NINTENDO" appears, followed by the title screen. Move the cursor to "START" on the select screen, and press the Start Button.



• STARTING FROM WHERE YOU LEFT OFF PASSWORD

The password is shown on the "room select" screen and the "game-over" screen. Be sure to write it down.

**When you begin by using your password, you keep the items you had when you left off, but the number of fairies captured and money collected become 0.*





• INPUTTING YOUR PASSWORD

The "input" screen appears when "PASSWORD" is selected on the title screen and the start button is pressed. Select the letters with the + Control Pad and input them using A Button. The cursor is advanced with the → and returned with B Button. Also, the letters can be erased as the cursor returns when you select DEL and press A Button. When the "PASSWORD" has been completely input, select "END" and press A Button.



2. HOW TO PLAY SOLOMON'S CLUB

The rooms where Dana studies Magic are divided into 5 levels. Each level has ten rooms (fifty rooms in all).

●SELECTING A LEVEL



When the screen on the right appears, choose a level with the + Control Pad. Level 1 is the easiest. Level 5 is the most challenging. After selecting a level, press A Button.

●SELECTING A ROOM

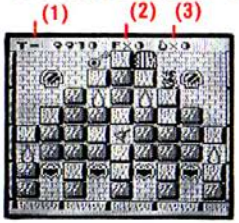


When the screen on the right appears, choose a room with the + Control Pad and then finalize your selection with A Button, when you want to change your level selection, place the cursor on "LEVEL SELECT" and press A Button.

●HOW TO CLEAR

There is a key for each room. When a key is taken and placed in the door, it is cleared and you can go on to the next room. But don't waste any time! There are limits on the amount of time Dana can spend in each room. If the timer reaches "0", Dana's strength is exhausted. If you can clear the room within the time limit, you receive a bonus (money). When a level is cleared, you receive an even bigger bonus. However, if you must use CONTINUE, your money is reduced by half.

●EXPLANATION OF THE INDICATORS

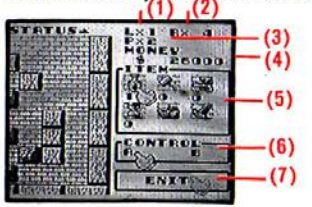




(1) Time remaining
(2) Number of fairies you have caught
(3) Remaining number of items you are now using

●EXPLANATION OF THE SUB-SCREEN

You can see the sub-screen by pausing during a game and pressing the right side of the + Control Pad. Now you can choose the item you will use and method for operating the Dana.



(1) Level of the room you are now in.
(2) The number of the room you are now in.
(3) Number of Dana lives remaining.
(4) The amount of money Dana has.
(5) The names and number of items Dana can use.
(6) Switching the mode of operating Dana.
(7) Return to the main screen.

●CHANGING ITEMS OR OPERATION MODE

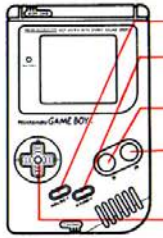
Move the blinking cursor with the + Control Pad and make your selections. The cursor which is not blinking indicates the selection already being used. When you have chosen one, press A Button. When you want to return to the main screen, set the cursor at "EXIT" and press A Button.

●GIVE UP FUNCTION

Press the Select Button when you have made a mistake in the program and cannot clear, or when you want to restart a room from the beginning. When you do, the screen shown in the photograph will appear. To give up, place the cursor at "YES" with the + Control Pad and press A Button. The number of Dana's lives will go down by one, but you will be able to start from the "room select" screen. If you decide not to give up, select "NO" and press A Button.



3. OPERATION OF THE MAIN CHARACTER "DANA"



●HOW TO OPERATE DANA

There are two ways of operating Dana. Choose the easiest one for you.

TYPE A

RUN...

Dana runs when you press the left or right side of the + Control Pad.



JUMP...

Dana jumps when A Button is pressed. A normal rock (dark colored rock) can be destroyed if a Dana jumps and strikes it with his head two times. You can also make Dana jump at an angle by pressing the + Control Pad to the upper left (or right) as you press A Button.

CROUCHING...

Dana crouches when the bottom of the + Control Pad is pressed. After Dana crouches, it is possible to make Dana walk in a crouched position by pressing the + Control Pad to the lower left (or right). This is a convenient way to move Dana while creating and destroying rocks.



USING AN ITEM...

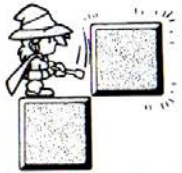
If you press B Button while pressing the + Control Pad to the upper, you can use an item.

ROCK CHANGING TECHNIQUE...

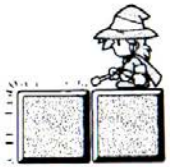
You can create or destroy rocks by using B Button. However, hard rocks (light colored ones) and moving rocks cannot be destroyed. Also, you cannot create rocks in a place where there is an item, a Ogre's seal, or a Mirror of Camirror, or where there is an enemy.

(1) While standing, Dana can create or destroy rocks in both front and back of where he is standing.
(2) Crouching, Dana can create or destroy rocks below him.
(3) Jumping, Dana can create or destroy rocks above him.

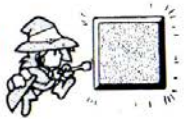
(1)



(2)



(3)





**HINT: You can make a Burn Flame weaker for a short while by using the rock changing technique on it.*

TYPE B

RUN...

Dana runs when you press the left or right side of the + Control Pad.

JUMP...

When you press the + Control Pad to the upper, Dana jumps. When you press the + Control Pad to the upper left (or right), Dana jumps at an angle.

CROUCHING...

If you press in the + Control Pad to the lower, Dana crouches. After Dana crouches, it is possible to make Dana walk in a crouched position by pressing the + Control Pad to the lower left (or right).

USING AN ITEM...

Use A Button.

ROCK CHANGING TECHNIQUE...

You can create or destroy rocks by using B Button.

●PAUSE FUNCTION...

If you press the START Button during a game, the pause signal sounds, and the game temporarily stops. It is convenient when you want to stop on a particular screen and carefully consider it. When you press the START Button again, you can continue playing.

●CONTINUE

When the game is over, the screen shown in the photograph appears. If you want to continue, use the SELECT Button to place the cursor on "CONTINUE", and press A Button. When you want to stop playing, set the cursor on "END" and press A Button, and the title screen will appear.

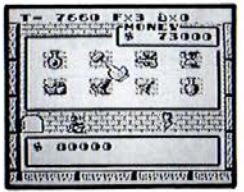


4. SHOP & ITEMS

At the shop, magical items which help Dana are sold. Select the item you want with the ✦ Control Pad, and press A Button. The number of which you can buy differs for each item. When "SOLD OUT" indicator appears, you cannot buy any more. Press B Button to leave the shop.

▼SHOP





●MAGICAL ITEMS

There are 13 different kinds of items. Some can be bought at the shop, some are hidden inside rocks, and others appear when you create and then destroy rocks. The items which you can buy at the shop have their price shown after their name.

*The next four items do not disappear even if you continue. Three of each can be carried at one time. To use them, select them on the sub-screen.

• Fire Ball ($15,000)

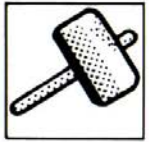


You can destroy an enemy by throwing the Fire Ball! Each Fire Ball can be used once.



[The Fire Ball moves along a rock and strikes enemies and takes them out of action.]

• Hammer ($80,000)



It can be used to break one Mirror of Camirror.

• Water Gun ($80,000)



It can be used to put out one Burn Frame.

• Hourgrass ($50,000)



The time remaining can be restored to 5,000 at one time.

*The following three items disappear if you continue.

• Hat ($25,000)



When Dana wears this hat, he can destroy rocks by striking them with his head only once instead of twice.

• Shoes ($25,000)



Dana can run fast wearing them.

• Bell ($20,000)



Faily ▶



This is a unique item which lets you call the fairies. If you capture the fairies which appear, the number you caught is shown in the indication area. Each time you capture 10, there is one more Dana. When purchased at the shop, the number of fairies immediately increases.

•1UP ($100,000)



A delightful item which gives Dana one more life.

•Wing



If you get this one, you can go to the hidden room.

•Magic Seal



It is rumored to be in the hidden room. It may be very good to hold on to. If you take it once, it will not disappear even if you continue.

•Silver coins



$3,000 bonus

•Gold coins



$5,000 bonus

•Jewels



$10,000 bonus

5. THE MONSTERS AWAITING DANA



▲Neul

Goes up and down the rooms. If there is a rock it breaks it. It is a mammoth bat.



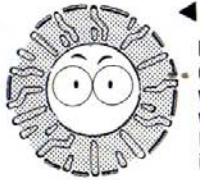
▲Ghost

A monster which paces back and forth across the floor. He can destroys rocks.



▲Lion Head

A character with a slightly frightening face, it continuously emits balls of fire at the Dana.



◀ Sparkling Ball

It moves along the edges of the rocks and walls. A strange one who can get close to Dana before you notice it.



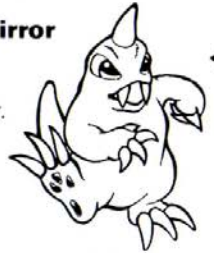
◀ Ogre's Seal

Possesses the magical power to contain the rock changing technique.



◀ Mirror of Camirror

Frightening mirrors which summon one monster after another. Sometimes they are asleep though.



◀ Salamander

They wark toward Dana, and when they are summoned by the Mirror of Camirror.

◀ Ogre's Head



They spin as they draw near, and when they strike a rock, they break it and bounce back. They disappear after a fixed period of time. They are summoned by the Mirror of Camirror.

Globula ▶



They move back and forth from left to right jumping up and down all the time. But when they see Dana, they become rocks. If the rock changing technique is used when one of them is a rock, it becomes round and rolls away.



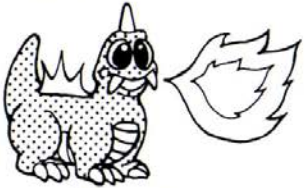
◀ Burn Flames

Flaming fires which block Dana's way. If the rock changing technique is used, they become weak for a short period of time, and Dana can jump over them.



Goblin ▲

With their superhuman strength, they crush rocks with a megaton punch. If they see Dana they attack with blinding speed. If they fall, they disappear.



▲ Dragon

Dinosaurs which blow fire at Dana. Be careful, because if they are approached from the rear, they can quickly turn around and begin to blow fire. If they fall, they disappear.



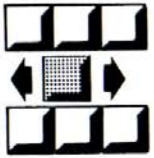
◀ Gargoyle

If a Gargoyle sees Dana in front of it, it shoots balls of fire. They are powerful enough to shatter rocks. If one falls, it disappears.

▼ Moving Rocks

Some move back and forth vertically, and others move to the left and right. Dana can move by getting on top of one. If you use them skillfully, they are useful in helping you clear the screen.







"Create a rock and surround the moving one".

6. SPECIAL TECHNIQUES FOR CLEARING THE SCREEN!

When Goblin, Gargoyle, or Dragon are on a rock, destroy the rock they are riding on. An enemy that has no place to stand, falls and is destroyed.



▲ *(1) Create a rock.*



▲ *(2) After the monster gets on, quickly destroy the rock.*



▲ *(3) Wow! You sure showed him.*

You can create a rock one position ahead by advancing Dana to the edge of the rock and using the rock changing technique as shown in Figure 1. If this technique is used, it is possible to create a rock on the opposite side of a Burn Flame.

Fig. 1

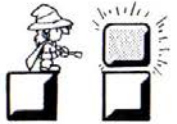
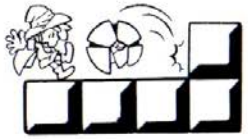


Fig. 2

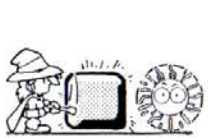


When you encounter a Globula which has transformed itself into a rock, you can destroy the rock and drive the Globula out of it using the rock changing technique. However be careful! A Globula may jump towards Dana when there is no rock.

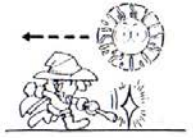




When a Sparkling Ball reaches a rock in front of Dana, if you erase the rock, Sparkling Ball, having lost a place to stand, will fly straight away just as it is.







Dana can stand on the edge of a rock where there is a Burn Flame. However, it is dangerous if he gets too close.



You can shrink a Burn Flame for a fixed period of time by using the rock changing technique on it. Dana can jump over a Burn Flame while it is small.



Repeatedly press B Button while jumping, and you can make Dana stop in mid-air for a short time (Figure 1). Also when an enemy is coming directly towards you, it is possible to pass it in mid-air by jumping as shown in Figure 2.

Fig. 1

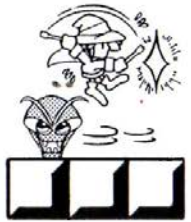


Fig. 2



Precautions to take when using the Game Boy® and "Solomon's Club" Software cartridge.

1. **Because the Game Boy® is a precision piece of equipment, make sure to use it only in places where the temperature and humidity are moderate. Also please be sure to follow the general Game Boy® Instructions.**
2. **Do not turn the power switch on and off needlessly.**
3. **Do not touch the connectors with your fingers or allow them to get wet as this may damage the unit.**
4. **Never wipe the unit with thinner, benzine, alcohol, or other volatile substances.**
5. **Never attempt to take the cassette apart.**

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) Shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Tecmo 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 Tecmo Consumer Division of the problem requiring warranty service by calling: 1-213-329-5880
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo 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 this 90-day warranty period to: Tecmo, Inc. Consumer Division: Victoria Business Park 18005 S. Adria Maru Lane Carson, CA 90746

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 problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo 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 Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo 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.

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