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DMG-SI-USA

Sword of Hope II™

KIDS TO ADULTS

K-A™

AGES 6+

INSTRUCTION BOOKLET

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Please refer to poster insert for a map of the area near Riccar Castle

Sword of Hope II™

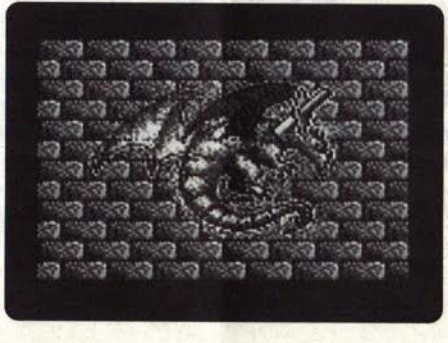
Thank you for purchasing Kemco America's *SWORD OF HOPE II* Game Boy Game Pak. Please read this User's Manual carefully to fully enjoy the game. Keep this manual in a safe place for future reference.

THE PROPHECY

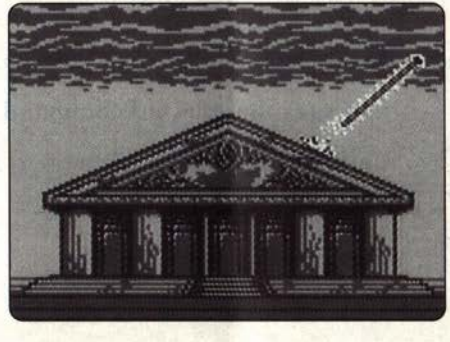
Buried deep in the cold, cold ground beneath the tranquil Kingdom of Riccar lies the painting of a monstrous dragon. Lodged in the fearsome dragon's scaly chest and piercing its cold black heart, a magnificent sword shines in the darkness. Five years ago, brave Prince Theo swung the mighty Sword of Hope and sealed the Dragon of Darkness away in this mural, presumably for all eternity. Suddenly, from an ancient temple guarded for centuries by a noble family of sorcerers, an eerie bolt of red light shoots out toward the sky...

The prophecy reads:

An arrow of red pierces the sky,
And darkness awakens from eternal sleep.

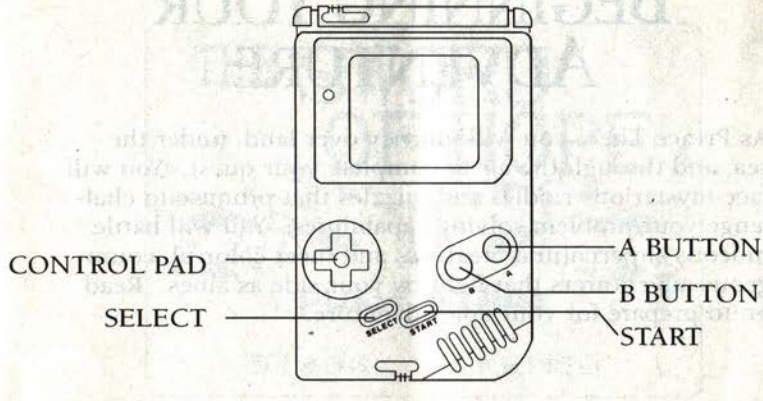


A wave of terror-filled hysteria swept the Riccar Kingdom, as the ancient prophecy foretelling death and doom called itself to the forefront of the frightened citizens' minds. To calm his loyal subjects, Prince Theo set out to solve the mystery of the ominous Red Light.



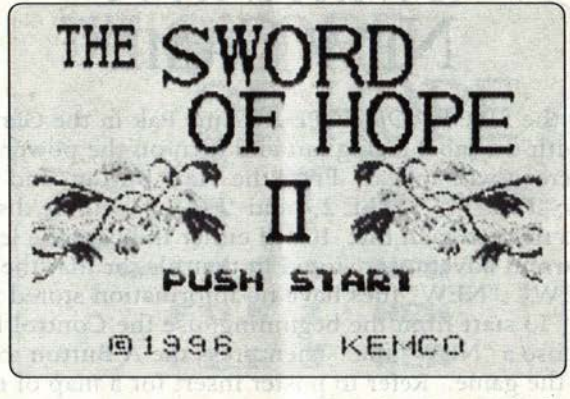
CONTROLLER FUNCTIONS

Control Pad	Moves cursor to desired command
A Button	Executes the selected command
B Button	Cancels a command



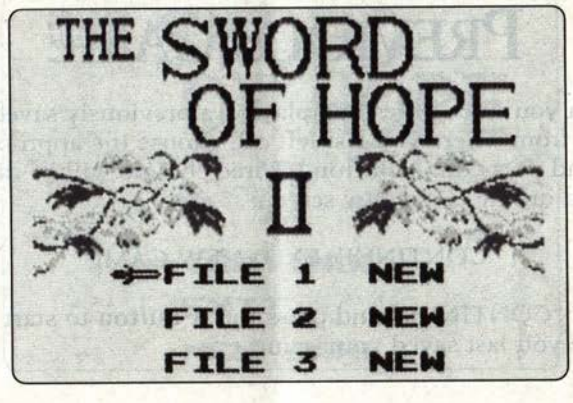
BEGINNING YOUR ADVENTURE

As Prince Theo, you will journey over land, under the sea, and through the air to complete your quest. You will face mysterious riddles and puzzles that promise to challenge your problem solving capabilities. You will battle hideous supernatural creatures and meet colorful, courageous adventurers that fight by your side as allies. Read on to prepare for your epic adventure.



STARTING A NEW GAME

Insert the *SWORD OF HOPE II* Game Pak in the Game Boy with the label facing out and turn on the power. The title screen will appear. Press the **Start Button**, and the words; "FILE 1," "FILE 2," and "FILE 3" will be displayed next to each file. It will either indicate the level of the current adventurer stored in that file, or that the file is "NEW." "NEW" files have no information stored in them. To start from the beginning, use the Control Pad to choose a "NEW" file. Then press the **A Button** to begin the game. Refer to poster insert for a map of the area near Riccar Castle.



RESUMING A PREVIOUS GAME

When you wish to resume playing a previously saved game from where you last left off, choose the appropriate file and press the **A Button**. Three choices will be displayed on the Game Boy screen:

CONTINUE, EXIT, NEW GAME

Select "CONTINUE" and press the **A Button** to start where you last saved your game.



SAVING THE GAME

Press the **Start Button** during the game, and the message "SAVE GAME?" will be displayed. Select "YES" and press the **A Button** to save the game in your file.

SWORD OF HOPE II allows you to save the game easily whenever you desire. Save the game frequently, especially before you enter a dungeon or face a powerful enemy.

NOTE: Be sure to save your game before turning off the power or all that you've accomplished since you last saved will be lost.



BACKING UP MEMORY FILES

SWORD OF HOPE II offers three files. This allows the storage of 3 different adventures on the same Game Pak. If there is information in one of the files that you do not wish to erase, use the Control Pad to choose one of the other files when beginning a new game.

DELETING FILES

When you wish to delete a file and restart from the beginning of the game, select the file that you want to delete and press the **A Button**. Three choices will be displayed on the Game Boy Screen:

CONTINUE, EXIT, NEW GAME

Choose "NEW GAME" to erase all the information stored in that file. Be careful when using this option as ALL the information in that file will be lost, permanently.

PLAY SCREEN DETAILS

VIEW WINDOW
This window shows what Prince Theo sees in a particular area. LOOK closely at the items, objects, and people in this window.

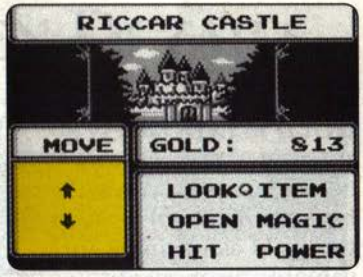


GOLD WINDOW
When you successfully defeat enemies, you will be rewarded GOLD. Use this gold as payment for valuable weapons, protective gear, armor and items you can purchase at various shops you will find throughout your travels.



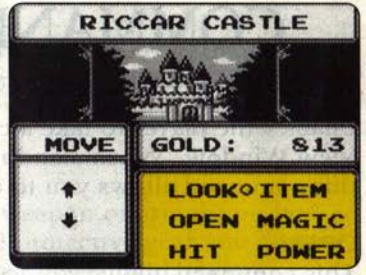
MOVE WINDOW

Used to move Theo and his companions through their surroundings. Using the Control Pad, bring the selection cursor to the arrow that points in the direction you want to move the party, and press the **A Button** to execute the move.



COMMANDS WINDOW

Listed in this window are the main commands used to control Theo and his friends during their quest. This window displays any messages or other text as well.



COMMAND DETAILS

LOOK
Enables the player to take a closer look at objects in the View Window. When standing face to face with a person, this command allows you to converse with him or her.

OPEN
This command allows you to open doors, treasure boxes, and other closed objects.

HIT
This command allows you to hit, tap, touch, press or knock on objects pictured in the View Window.

ITEMS
This allows party members to utilize items in their inventory. There are 3 sub-commands under ITEM:

Use:
Uses an item.

Arm:
Arm yourself with any weapon or armor you possess. Any weapons and protective gear you acquire are useless unless you are armed with them.

Rid:
Discard items. When you are overloaded with items, rid yourself of items you do not find useful. Warning: once you discard an item, it is lost forever!

MAGIC
Use this to cast Magic Spells. After choosing this command, you'll need to specify which character will cast the spell, then a window will open displaying spells that are available.

POWER
Shows the current condition of Theo and his companions by listing the following attributes:

Attack Power:
The higher the number, the more damage a character can inflict with an attack.

Defense Power:
The higher the number, the less damage a character will receive from an enemy attack.

Agility:
The higher the number, the quicker a character will attack (determining the order of battle), and the more likely a character will dodge an enemy attack completely.

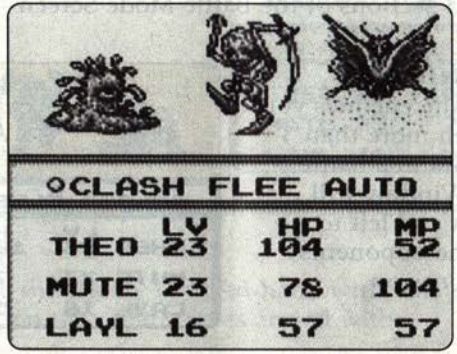
EXPERIENCE SCORE

Points accumulate as you successfully defeat enemy monsters. When the Experience Score reaches a certain number, the player advances a level. As a character's level increases, all of his or her powers increase, and new spells may be learned.

BATTLING ENEMY CHARACTERS

Brave Prince Theo battles numerous vile monsters during his journey. As he defeats them, he progressively gains experience, power, and physical strength, all of which he needs in order to recover the "Sword of Hope."

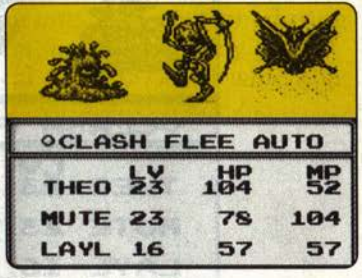
BATTLE MODE DETAILS



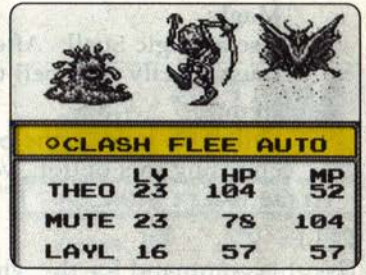
When you encounter an enemy, the screen switches to the Battle Mode.

There are 3 sections of the Battle Mode Screen

VIEW WINDOW:
Shows all the enemies you face. When more than 3 enemies join in a battle, the View Window will scroll right and left to show all the opponents that confront you.



COMMAND LINE:
The following Battle Commands are displayed on this line.



CLASH:
This command allows you to fight the enemy. After selecting this command, additional options are displayed that allow you to tell each character what to do.

Fight:
Battle the enemy hand-to-hand with whatever Weapon that character is armed with.

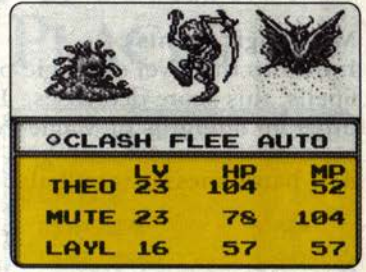
Magk:
Use a Magic Spell. After choosing this option, you must specify the Spell to use.

Item:
Utilize an item in the party's possession. After choosing this option, you must specify the Item to use.

FLEE:
Use this command for the whole party to attempt to escape the battle. If successful, the battle ends; if not...you'll be at the mercy of the monsters.

AUTO:
Instructs the computer to automatically control your characters during the battle. Use this only when fighting monsters considerably weaker than your party.

CONDITIONS/MESSAGE WINDOW:
Important character information is displayed here.



LV (Level):
Indicates overall general ability. As you gain experience, this level rises accordingly.

HP (Hit Points):
Indicates physical strength. When the HP score reaches zero, characters become too incapacitated to fight. In the case that the HP scores of Theo and all his companions

are reduced to zero, the spell cast by good King Hennesy transports them back to Riccar Castle.

MP (Magic Points):
Indicates the level of Magic power. When using Magic Spells, this score decreases. Different Magic Spells use different amounts of Magic Points.

Any battle messages will also be displayed in this window.

SHOPS & OTHER USEFUL PLACES

There are a variety of shops throughout the realm. It's crucial to the success of your adventure that you earn enough gold to take advantage of the various wares that these shops offer.



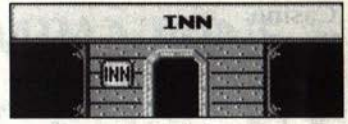
Weapons Shop:
They sell what you will need in battle, particularly weapons and protective gear. They can also buy back items you do not find useful anymore.



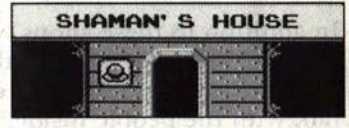
Tool Shop:
They sell a variety of items. They can also buy back items you don't find useful anymore.



Inn:
Rest your wounded or battle-weary body here to recover lost HP and MP.



Shaman's House:
Pay a visit to the Shaman when you must revive a companion or when you want an evil magic spell removed.



Casino:
You may make wagers with the coins you won during battle. Valuable prize items can be acquired here, if you're lucky.



In addition to these shops, you will come across Cafés, Fortune Tellers' tents, and the houses of the Citizens of Riccar. It is a good idea to enter any places you find to talk with the people inside. They may have useful information or items required to complete your quest.

YOUR COMPANIONS

During his journey, Prince Theo will meet several other adventurers who, by choice or necessity, will join Prince Theo's quest. No more than two people will travel with Theo at any point of the story.

Bogi: A professional thrill seeker, fond of monster-hunting and practical jokes. He has lightning-fast reflexes and a quick wit. Bogi expertly saves Prince Theo from an attacking beast and joins the Prince's quest when he finds that the Prince may be able to help him fulfill a life-long dream.



Layl: Like Bogi, she too is a monster-hunter. Layl voyages by submarine in pursuit of underwater demons. Underneath her tough exterior is a heart capable of great compassion. Layl joins the team after she rescues Theo and his companions from a watery grave.



Mute: A youthful disciple of magic and sorcery. He is a young man of great mystic power who has lost his entire family to the Dark King's evil. Bent on revenge, Mute may get himself (and his companions) into hot water.



Nina: A young girl searching for her missing father. Unfortunately, the dangers of the desert may be more than she can handle alone....Can Theo help her find her father?



WEAPONS & PROTECTIVE GEAR

The following are some items you will find in the game, though there are many more items than just those listed here.

Knife: This is the weapon that Theo has in his possession at the beginning of his journey. It is fairly weak.

Copper Sword: This utilitarian sword is more powerful than the knife.

Steel Sword: Quite useful at the beginning, but its weight is its ultimate drawback...

Steel Spear: Steel spears are the product of a superbly skilled craftsman. It will put weaker enemy monsters to rout quite handily.

Crystal Sword: Made of special crystal, the exceptional sharpness of this blade is unequaled.

Sword of Wind: A legendary sword that you can obtain in the Winder Castle.

Sword of Earth: The sheer power of the very earth itself seethes within this weapon.

Sword of Sky: The power carried in this blade exceeds the vastness of the open sky.

Sword of Comfort: Its effects are unknown...try it yourself to discover its secret power...

Sword of Spirit: Spirits forged into the metal of this sword's blade will terrify enemy monsters into fearful submission.

Wooden Shield: Theo's initial protective gear.

Charm Ring: Sealed in this ring is an incantation to ward off evil spirits.

Leather Shield: This lightweight shield may not be durable enough for a long journey.

Steel Shield: The most reliable shield, highly effective in defense.

Shield of Spirits: Ghost-like illusion defies enemies' attacks.

Shield of Dragon Scales: If you acquire this ultimate shield, you will be the envy of all.

Clothes: The clothes that Theo wears at the beginning of his journey.

Dress: Will Prince Theo wear a dress?

Leather Clothes: Leather is light and supple, and will not hamper movement, but better protection is available.

Iron Armor: You are a true warrior when you can don this armor with ease.

Armor of Breath: The breath of life shines within its enchanted steel.

Armor of Spirits: Like a wraith, you'll dance out of harm's way.

ITEMS

Prepare fully before you set off on your arduous journey. Aside from weapons and protective gear, you must acquire food, medicine, and other every day essentials, without which you'll not be able to venture far from town.

Wheat: When your HP score dwindles, this will recover 30 HP points.

Blue Medicine: This concoction removes the evil petrifying spell.

Herb: Recovers 30 MP.

Barley: More nutritious than wheat, it recovers 80 HP points.

Red Medicine: Recovers 80 MP points.

Miracle Nut: Recovers maximum MP.

Black Pearl: Recovers maximum HP.

Fruit of Trent: Recovers maximum HP and MP.

Water of Life: Restores fighting strength to a defeated companion.

Coin: Use this coin to place a bet in the Casino to win items many times more valuable!

Kikanzou: This mystical herb prevents an enemy from casting spells.

Gem Stone: Sell the rare stones you find for cash.

Cane of Shooting Star: Rains meteors upon an enemy.

Cane of Blizzard: Attacks the enemy with a blast of freezing cold air.

Cane of Chill: More powerful than the Cane of Blizzard, its burst of cold envelops an entire enemy group.

Cane of Lightning: A lightning bolt streaks from its tip to fry an attacking enemy.

Cane of Thunder: Lightning bolts rip through an enemy group.

Cane of Destruction: A blast of energy obliterates one enemy.

Wooden Boomerang: An ancient throwing weapon that allows you to attack from a safe distance.

Copper Boomerang: This boomerang is made of copper.

Iron Boomerang: It is more powerful than the copper boomerang.

Silver Boomerang: The ultimate boomerang you can possess.

MAGIC SPELLS

As you travel throughout the land, your powers and those of your comrades develop and mature. You'll find that powerful Magic will be yours to command. The most powerful of these Magic Spells will have even the vilest creature kneeling before you.

Magic Spell	Effect	MP
Fire	Flame surrounds one enemy.	1
Flame	A sheet of fire tears through a group of enemies.	3
Blaze	Flame leaps to destroy all it touches.	5
Ice	Freeze an enemy's blood in its veins.	2

Frost	Chill penetrates a group of enemies.	4
Blizzard	Icy death permeates your foes.	6
Bolt	Lightning reaches out towards an opponent.	4
Storm	Thunderheads strike out at a group of enemies.	6
Tempest	Vicious bolts lance out at all your enemies.	8
Blast	Explosions savage one enemy.	5
Rage	Detonations rip through an enemy group.	7
Destroy	Powerful blasts ravage all enemies.	9
Atomize	Enemies are torn asunder.	20
Dark	Psionic energy interferes with an enemy's vision.	2
Blind	Blindness pervades an enemy group.	3

Blackout	Disrupts all sight, affects all enemies.	4
De-Spell	Strips an enemy of his magic powers.	2
AntiMagk	Strips all enemies of any magic powers.	3
Snooze	Lulls an enemy to sleep.	1
Slumber	All enemies collapse from exhaustion.	2
Medic	Treats light wounds with 30 HP.	3
Heal	Wounds are closed, 80 HP gained.	6
Cure	Battle Scars disappear, maximum HP restored.	9
Recover	Everyone recovers 80 HP.	12
Miracle	All party members are fully restored.	15
Melt	Melts stone back to flesh.	2

Motion	Restores motion to paralyzed limbs.	1
Revive	Revives an incapacitated member of your party.	20
StealHP	Steals 20 HP from an enemy.	3
StealMP	Robs an enemy of 20 MP.	3
Pillage	20 HP and 20 MP are stolen from an enemy	5
Weaken	Reduces the enemy's defense power, attack power and agility.	1
Drain	Reduces the defense power, attack power and agility of a group of enemy monsters.	2
Enfeeble	Reduces the defense power, attack power and agility of all the enemy monsters.	3
Fortify	Increases a party member's defense power, attack power and agility.	1

Empower	Increases the defense power, attack power and agility of all the allies	2
Teleport	Allows instant transfer to another location	3
Exit	Escape from a dungeon.	4
Stone	Petrifies an enemy.	1
Granite	Petrifies all the enemies	2

HINTS FOR A SUCCESSFUL ADVENTURE

Use this essential information to help bring about success in your quest!

Constantly save the game: Save often, particularly in dangerous areas, to avoid the careless loss of that which you've accomplished.

Arm yourself: No matter how mighty your weapon, it is useless sitting in your backpack. Don't forget to arm yourself and your comrades with weapons and armor.

Know Your Magic Spells: Remember which spells work the most effectively against certain monsters. If you learn your enemies' weaknesses, you'll inflict devastating damage.

Be curious, look around: Hidden throughout the realm, in the most unobtrusive of places, are valuable items. Look in every nook and cranny to find unexpected treasure and information.

Draw Maps: As any experienced traveler will tell you, "It is easier to find your way forward if you know where you've been." Draw maps to keep Theo from wandering in dazed circles as he explores the vast kingdom that he will someday rule. To help you get started, refer to poster insert for a map of the area near Riccar Castle.

NOW GO FORTH, PRINCE THEO, AND BEGIN YOUR EPIC QUEST.

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