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Nintendo®

GAME BOY®

KEMCO ▲ SEIKA

DMG-SE-USA

THE SWORD OF HOPE™

INSTRUCTIONS



This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accesssories to ensure complete compatibility with your Game Boy system.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Game Boy system is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. This could cause damage.
3. Do not clean the case with solvents of any kind,such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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"Good luck, Prince Theo!"

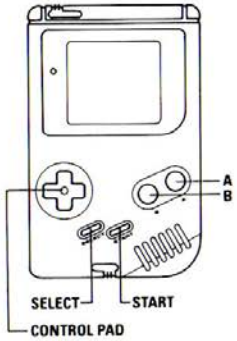
The words of the Old Man resounded in your head Indeed, you will have need of luck. For an evil darkness has crippled the land and held its people in bondage. The fate of the kingdom now rests in your hands! Legend tells of a once good and mighty king who ruled the country of Riccar, and of an evil dragon who was imprisoned by a powerful hex. The Sword of Hope was thrust into an ancient painting of the dragon which held the beast captive. In a moment of unguarded vigilance the dragon was able to compel the king to remove the sword from the painting. Thus the hex was removed and the dragon was free to summon the evil god Mammon, who, with a single utterance, turned the king's loyal subjects into trees.

There remains one ray of hope for the land. A prophecy speaks of one of royal blood, born with the mark of a dagger upon his left arm, who could defeat the evil menace. You are the one of which the prophecy spoke. When still an infant, the possessed king tried to kill you, but a brave knight named Pascal intervened, saving your life. Pascal fled to the forest to hide you. He is the Old Man that raised you and now stands before you.

Meanwhile, three powerful magicians of the forest, fearing the spread of evil, conspired to transport the possessed king and his castle underground. One of the magicians retrieved the Sword of Hope and all three retreated to the safety of their gated domains. The magicians tried to send you the keys to their gates by carrier pigeon, but they were intercepted by evil minions of the dragon. As a result, the keys are scattered in the forest.

Your quest is to find the scattered keys, retrieve the Sword of Hope, save the possessed king, and end the darkness that has ruled the land.
Go forth Prince Theo! Thy destiny awaits!

USING THE CONTROLS



Control Pad:
Used to move the selection cursor.

SELECT Button:
Used to toggle between Manual and Automatic battle mode during battle. The default is Manual battle which means you must press the A Button after messages and chose your next plan of action. By choosing Automatic battle, you do not have to press the A Button to go to the next message and also, the game will determine your next method of attack.

START Button:
Same as SELECT Button.

A Button:
Used to make a selection.

B Button:
Used to cancel a selection.

HOW TO PLAY

Starting the Game
Insert the Sword of Hope Game Pak into the GAME BOY and turn on the power. The "Nintendo" message will be displayed, followed by the Sword of Hope title screen. When the title screen appears, the leaf cursor will be next to the NEW GAME option. Press the A Button to begin a new game.



The Prologue then presents the story of the game. To see the next part of the prologue, press the A Button. At the end of the prologue, you will find yourself listening to the Old Man. Press the A Button to listen to the next part of his message. When the Old Man's message is done, you will see the main game screen:



The Objective

Your objective is to retrieve the Sword of Hope and end the reign of darkness. To do so, you must first visit the three magicians and then locate the entrance to the now underground castle. On your quest, you will be confronted by many creatures. From some you will be able to escape, but others you must defeat in battle. Only by gaining battle experience will you be strong enough to complete your quest. You must guard your health carefully! If you lose all your health points, you must begin your quest again. Fortunately, you have an array of magic spells and weapons available. As you progress, your arsenal will increase. Only you can save the kingdom of Riccar!

MAIN GAME SCREEN

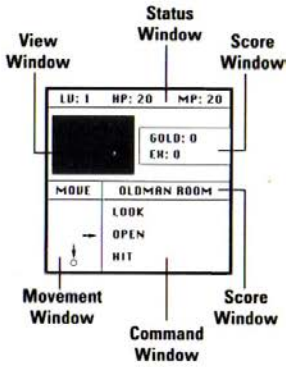
The main game screen is made up of several parts:

Status Window

The Status Window shows your current level (LV:), your health points (HP:), and your magic points (MP:).

When you start the game, you have 20 health points. You lose health points in battle but can gain them back by consuming wheat or barley, using certain magic spells, or by visiting the Shaman. The greater your experience, the greater your maximum health points can be.

Similarly, you start the game with 20 magic points. As you cast magic spells, your magic points are decreased. Your magic points can be increased by consuming herb, using certain magic spells, or by visiting the Shaman. The greater your experience, the greater your maximum magic points can be.



View Window

The View Window shows you what you can see in your current location. At the start of the game, you see a picture of the Old Man.

Score Window

The Score Window shows the number of gold ingots you are carrying (GOLD:) and the number of experience points you have acquired (EX:). When you start the game, you do not have any gold ingots or experience points. As you are victorious in battle, you will gain both gold and experience. If you fail in your quest and must start the game over, you will retain the gold ingots and experience you had acquired.

Movement Window

The Movement Window shows the available exits from your current location. To move, use the Control Pad to position the circle cursor next to the arrow pointing to your desired exit and press the A Button.

Location Window

The Location Window shows the name of your current location.

Command Window

The Command Window lists the 6 available commands. To execute a command, use the Control Pad to position the circle cursor next to the desired command and press the A Button.

LOOK: The LOOK command will bring up a list of the items you can examine. Choose an item from the list using the Control Pad and press the A Button. A description of the chosen item will then appear. This command is a valuable tool for inspecting your surroundings. You may find things of value in the most ordinary places!

OPEN: The OPEN command will bring up a list of the items which you might be able to open. Choose the item you want to open using the Control Pad and press the A Button. A description of the result will then appear.

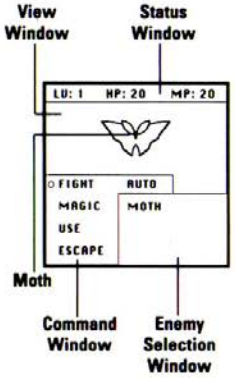
HIT: The HIT command will bring up a list of the items which can be hit. Choose the item you want to hit using the Control Pad and press the A Button. A description of the result will then appear.

USE: The USE command will bring up a list of the items you can use and the quantity available. Choose an item from the list using the Control Pad and press the A Button. A description of the result will then appear. If there are more items available than will fit on screen, a small arrow will appear above the list of items. Move the circle cursor to the arrow and press the A Button to view the next part of the list of items.

When you begin your quest, you have 1 wheat, 1 herb, and the Book of Magitext. If you read the Book of Magitext, it will tell you which spells are at your command.

MAGIC: The MAGIC command will bring up a list of the available spells you can use. There are two types of magic; Normal and Battle. The MAGIC command only shows you the Normal magic spells available. When you start the game, only the Teleport spell is available. The Teleport spell allows you to magically move to another location, like the Old Man's house or Shaman's house. As your experience grows, you will remember other magic spells that will aid you in your quest.

POWER: The POWER command gives you a detailed report showing your weapon, armor, dexterity, stamina, agility, and the maximum number of health and magic points that you can have. In addition, you are told the number of experience points needed to rise to the next level.



DOING BATTLE

In your quest, you will encounter many enemies which you must overcome. When you come upon an enemy, you will be shown the battle screen:

View Window

The View Window shows you what your enemy looks like. If you face more than one enemy, each will be shown in the View Window.

Command Window

The Command Window lists the 5 available commands. You can execute a command by positioning the circle cursor next to the desired command and pressing the A Button. Battle takes place in turns. With each turn, you can choose a different command.

FIGHT: Choose this command to strike a blow against your opponent.

MAGIC: Choosing the MAGIC command will bring up a list of the available spells. The list will only contain the spells of Battle magic. Use the Control Pad to select a spell and press the A Button. When you first start the game, you will not have any Battle magic spells available. As you gain experience, you will acquire Battle spells.

USE: Choose this command to use an item you are carrying. For example, if your health points are low, you can consume wheat to improve your health.

ESCAPE: Choose this command to attempt to escape from your opponent. This command is more effective against certain types of creatures than others. In time, you will learn which you can successfully escape.

AUTO: The AUTO command tells the computer to choose actions for you automatically. If you choose this command, the computer will not pause between turns unless you press the B Button to cancel the AUTO mode.

Enemy Selection Window

If you are confronted with more than one enemy, it will be necessary to direct your attack at one particular enemy. For example, if you face two Moths and choose the FIGHT command, the circle cursor will move to the Enemy Selection Window where you must choose which enemy to attack. Use the Control Pad to move the cursor to the desired enemy and press the A Button to execute the attack.

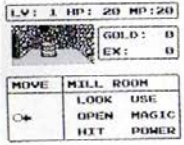
STARTING YOUR QUEST

The instructions that follow will lead you to the key to Martel's gate, the first of the three magicians, and into his domain. Along the way, you will encounter enemies which you must defeat. If you lose all your health points, retrace your steps and pick up the trail where you left off.

1. 

1.You begin the game in the Old Man's house.

From the Old Man's room, go to the right. To do this, use the Control Pad to move the circle cursor to the arrow pointing to the right in the Movement Window and press the A Button.

2. 

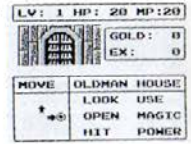
2.You are now in the Mill Room. Use the LOOK command to inspect your surroundings. To do this, position the circle cursor next to the LOOK command using the Control Pad and press the A Button. You will see two items you can inspect; the wall and the millstone. Choose the wall by pressing the A Button and read the description of the wall. Hmm... could this be important later? The LOOK command can reward the curious.

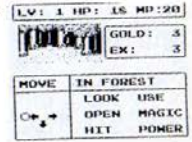
Now let's try moving the millstone. Choose the OPEN command from the Command Window. You will then see a list showing the wall and the millstone. Choose the millstone from the list. You will find that it is too heavy to move. If only you were a little stronger, perhaps then...Oh well, back to the adventure! Exit the Mill Room back to the Old Man's room. From the Old Man's room, exit down.

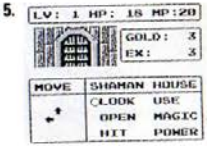
3.You will now find yourself outside the Old Man's house looking at his front door. From this point on, you may notice a solid dot at the tip of the arrows in the Movement Window. This indicates that an enemy lurks in that direction. In fact, he may well move towards you if you stay in one place too long! From the Old Man's house, move right.

4.You are now in the forest. Go to the right from here.

5.You are now in front of Shaman's house. As the Old Man told you, Shaman's powers are special. By visiting him, you can replenish your health and magic points, and gain the password that will allow you to resume your quest at a later date.

3. 

4. 

5. 

6. 

7. 

6.Go up to enter the Shaman's house. Use the LOOK command and examine the Shaman. If you have enough gold, he will offer to restore your health and magic points for a small fee. This is the fastest way to regain your strength during your quest, particularly if you use the Teleport spell to get to the Shaman's house. Next, use the LOOK command and examine the crystal ball. The Shaman will speak and give you a four word message. Entering this message at the beginning of the game will allow you to resume your quest at a later date.

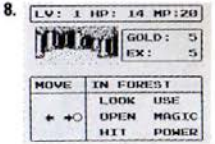
Go down to leave the Shaman's house. You will once again be outside the Shaman's house looking at his front door. Go left back to the forest. To the left is the Old Man's house. To the right lies the Shaman. Let's explore further by exiting down.

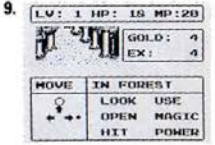
7.You are now in another part of the forest. To the left lies the gate to Martel's domain, but we must first find the key to his gate. Go to the right.

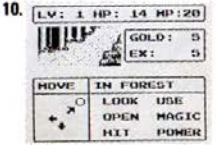
8.Go to the right again.

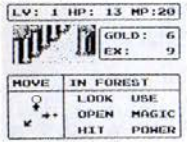
9.To the right from here lies the gate to the magician Shabow's domain. Go up from here.

10.To the left lies the Forest Shop where armor and supplies can be purchased. We will visit the shop later when we have acquired more gold. Take the path that leads diagonally to the upper right

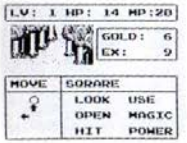
8. 

9. 

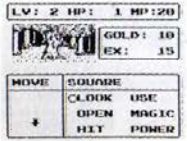
10. 

11. 

11.The path up from here leads to the gate to the magician Camu's domain. Take the path to the right.

12. 

12.You are now at the entrance to the Town Square. Take the path up into the Square.

13. 

13.Before you lies a large tree. Use the LOOK command to examine the Square and the Tree. Perhaps the key to Martel's gate lies in the branches of this tall tree. Use the HIT command to try and shake the key loose.

What's this? The key is being guarded by Treant! You must defeat him to get the key to Martel's gate. Treant is a tough opponent and you will need Battle magic to defeat him. When you succeed in defeating him, he will give you the key.

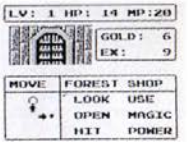
Once you have the key to Martel's gate, leave the Square by moving down to the entrance to the Square. We will retrace our steps and visit the Forest Shop.

From the entrance to the Square, move left. You will find exits up, right, and diagonally to the lower left. The path up leads to the gate to Camu's domain. Take the path that leads diagonally to the lower left. Next take the path to the left.

14.You are at the entrance to the Forest Shop. Go up to enter the shop.

15.You are now inside the Forest Shop. Use the LOOK command to inspect the goods for sale. You find that Barley and Wheat will improve your health and Herb will increase your magic points.

Use the LOOK command again and choose the MISTRESS. She will ask you if you want to buy something. By choosing YES, you will be given a list of the items available for sale and their prices.

14. 

15. 

To purchase an item, use the Control Pad to select the item and press the A Button. If you change your mind and do not want to purchase anything, press the B Button. When you are done shopping, exit the shop by moving down.

You will once again find yourself outside the Forest Shop. Now, enter the shop once more and use the LOOK command to once again speak with the MISTRESS.

Well, she remembered you and this time her message was different! You will now have an additional exit available. Go up to get to hidden room in the back of the shop.

Before you is a chest. Use the OPEN command to open the chest. In it you will find a scroll which gives you the GRACE spell which tells you how to pray. This will be useful later in your quest.

Exit the hidden room by moving down. Exit the Forest Shop by moving down. As you have just learned, things are not always as they seem. You may need to visit places more than once to learn all that you need to know!

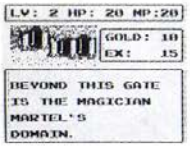
You are now in front of the door to the Forest Shop. We will now travel to the gate to Martel's domain by retracing our steps.

Go right from here. You will now have exits available to the left, upper right, and down. Take the path down.

You will now have exits to the left, right, and up. To the right from here is the gate to Shabow's domain. Take the path to the left. Take the path to the left again.

You will now have exits up, left, and right. The path up from here leads back to the Old Man's house and the Shaman's house. Take the path to the left.

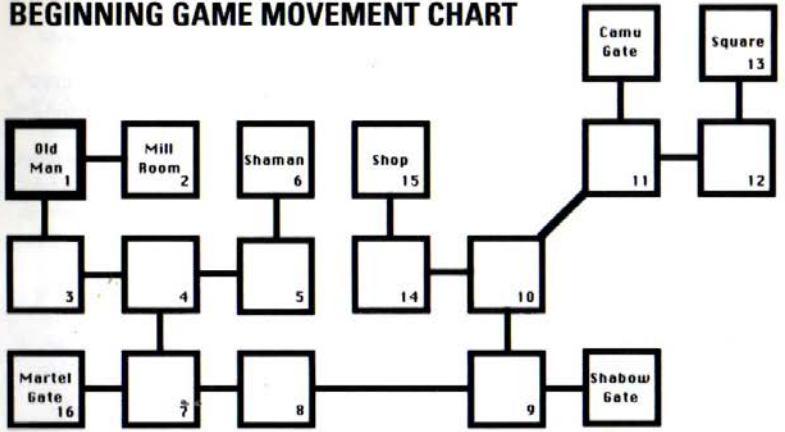
16.



16.You are now at the gate to Martel's domain. Use the USE command and select KEY M from the item list to unlock the gate. You will now have a new exit available to the upper left. Take this path to enter Martel's domain.

What lies beyond this gate? Where are the keys to the gates of Shabow and Camu? And how do you get to the underground castle? Go forth, brave Theo!

BEGINNING GAME MOVEMENT CHART



RESUMING A GAME

You may resume a game by choosing the CONTINUE option from the Title Screen. You will then be prompted to input the password which you received from the Shaman's crystal ball. Use the Control Pad to choose from the available letters and symbols. The arrows on the right side of the screen will let you go backwards and forwards to change an letter you have already entered. When you have finished entering your password, choose the END command.

HINTS FOR THE ADVENTURER

Remember that there is no substitute for experience. As you gain experience, you will acquire new magic spells. You must learn the purpose of each of these spells and which ones are effective against each enemy. The following hints may also help you:

1. Learn which enemies you can escape from. This will save you from unnecessary battle.

2. Use the LOOK command often. Useful items and even new paths can be found by careful inspection.

3. Some things that seem impossible can be accomplished by one who has gained more experience.

4. Do not forget that the Teleport spell can take you back to the Shaman who can replenish your health and magic points. The Shaman's crystal ball also holds the password that will allow you to resume your quest at another time.

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Game Boy 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 this 90-day warranty period, SEIKA 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 SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040 or in California 213-373-8127. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Seika Service Representative 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 ofyour defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

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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.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and 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 merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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