KWIRK

HE'S A-MAZE-ING!





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WIZARDS & WARRIORS X

Fortress Of Fear

INSTRUCTION BOOKLET

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THE CALM BEFORE THE BLACK STORM

You are Kuros.

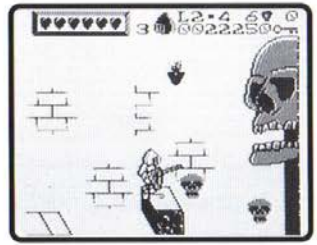
One of the bravest warriors ever to wield the IronSword. And the only one to successfully challenge the dark powers of the evil Wizard Malkil.



The black deeds of Malkil know no boundaries. The first time you encountered his wrath, he had captured the Crown Princess and entrapped her in Castle IronSpire. On another occasion (an event the Villagers still live in fear of) Malkil overtook the very forces of life itself: Earth, Wind, Fire and Water.

And yet, in every confrontation, you were able to finally overcome the forces of his deadly black magic, weakening his powers, bit by bit. But will you be able to do it again?

As of late, the Wizard Malkil has been quiet. Too quiet. No one has seen or heard from him in over ten and seven years. And the silence is deafening.



What's more, the fair Princess Elaine has disappeared. There are no clues. No indications of where she has gone.

But down in the depths of your heart, you believe that it is Malkil who has abducted her. And taken her back to the dreaded *Fortress of Fear* at the opposite end of the treacherous tangled woods of Zanifer.

It is precisely at times as quiet as this, that Malkil strikes with his darkest deeds. The calm before the storm...

But this time, Kuros, don't give him the chance to strike. Enter the Fortress and catch him before he can begin to execute his plan. But then again, brave warrior, maybe your little visit *is* his plan...

PREPARING FOR YOUR QUEST

1. Make sure the GAME BOY™ power switch is OFF.
2. Insert the *FORTRESS OF FEAR*™ cartridge as described in your Nintendo® GAME BOY™ instruction manual.
3. Turn the power switch ON.

   When you see the *FORTRESS OF FEAR* title screen, press the START BUTTON.

THE SCREENS BEFORE YOU

The Scroll of Honor

If you wait a few seconds before pressing the START BUTTON, you will first see the **Scroll of Honor**. It is here that the scores of the greatest warriors ever to enter the *Fortress of Fear* are recorded. (Once you turn your system off, these scores disappear, to give you a whole new chance at getting your name in the **Scroll Of Honor** the next time you turn it on.)

Entering Your Initials

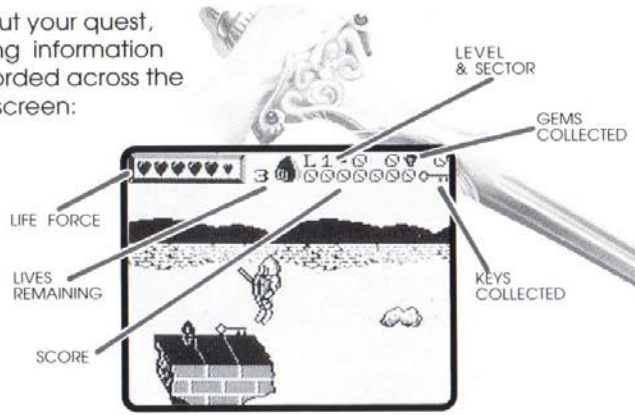
To enter your 3-digit initials on the Scroll of Honor, press the A or B BUTTON when the game is over. If you've scored high enough, you will be taken to the **Scroll Of Honor** screen.



Press the RIGHT or LEFT CONTROL PAD ARROWS to cycle through all the letters and characters for your first entry. When the letter you desire is displayed, press the A BUTTON. Then make the second and third entries in the same way. When all the characters have been correctly entered, press the A BUTTON to continue.

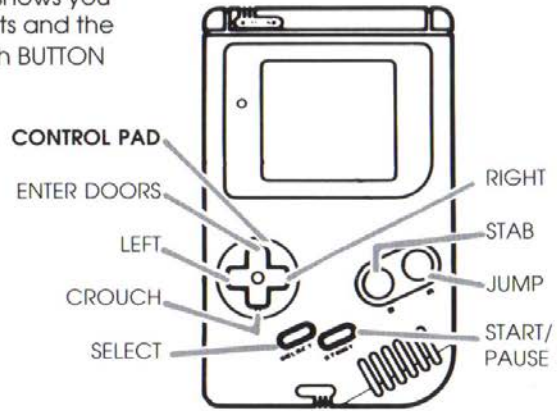
The Playing Screen

Throughout your quest, the following information will be recorded across the top of the screen:



THE CONTROLLER

The illustration shows you your control points and the actions that each BUTTON performs.



THE OBJECTS OF YOUR QUEST

There are five chapters you must conquer to complete your quest. Within each chapter are several levels (18 in all). You must complete the following deeds in each one:

Primary Objective:

1. **Search** for keys and open chests
2. **Collect** gems and magic spells
3. **Avoid** flying weaponry like arrows, fireballs, acid drops, axes etc.
4. **Combat** evil creatures (fish, bats, snakes, etc.)

Secondary Objectives:

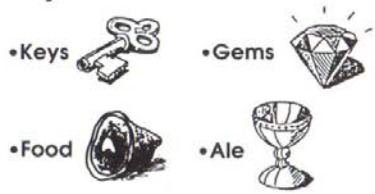
Raise your Score — by fighting the Wizard's evil henchmen.

Raise your Worth — by collecting gems.

Keep your Life Force Up—by eating and drinking.

Increase your Magic Powers — by collecting magic spells.

Objects To Collect:



INSIDE THE FORTRESS OF FEAR

Though none of the villagers know anyone who's ever *been inside* the *Fortress of Fear*, everyone has stories about it. Here is what they say about its various chapters:

The Bridge and Moat

"There are jumping fish — as big as you and me — who'll bite your head off!"

The Dungeon

"Few warriors survived the dungeon. And the bones of those who have tried are abundant."

The Armory

"Deadly axes seem to take on a life of their own."

The Parapet

"A giant bird guards the entryway — a bird who stands as tall as a man."

Malkil's Chambers

"The only way out is to defeat the Wizard and his relentless Black Magic."



YOUR MAGICAL POWERS

Hidden throughout the *Fortress of Fear* (mostly inside locked chests) are Magic Spells that give you magical powers. Like the power to heal wounds. Or the power to jump exceptionally high. You will encounter these spells along the way.



The Potion of Healing — Will make your injured parts as good as new.



Boots of Jumping — These put the unreachable within reach.



Shield of Protection — Helps protect you against enemies.



Spell of Invincibility — Makes you invincible for a limited time.

THE LIFE FORCE AND LIVES OF KUROS

You begin the game with a full amount of life energy — as indicated by the hearts in the Life Force Bar (See The Playing Screen, page 7). But your Life Force goes down every time you're injured, or fall a great distance.

When the Life Force of the energy bar has been used up, Kuros will lose a life. Other ways Kuros can lose a life include falling off the screen.

To Increase Your Life Force — Look for and pick up food and ale which are scattered randomly throughout the fortress.

To Obtain An Extra Life — Look for and pick up the miniature Kuros.



SPECIAL WARNINGS

- Sometimes, the best way to go foward is to go backward. The way up, down. And the way to advance, is to retreat. In the *Fortress of Fear*, very little is as it seems.
- There are many secret rooms in the *Fortress of Fear*. Explore them all, there may be treasures awaiting you.
- Keep an eye on your LIFE FORCE meter (the Hearts across the top of the screen). If you're running out of it, gather food or ale as soon as you can.
- Collect as many gems as you can. Because you can never have too many riches. Or, for that matter, too many keys or too much magic.
- Pick up every extra life (miniature Kuros) that you see. Don't let any of them slip away.

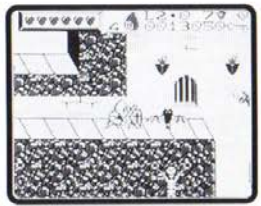


OUR FAITH LIES IN YOU

For centuries, nothing but the forces of darkness have survived the clutches of the Fortress of Fear. It has housed the vilest of creatures, the most monstrous of animals and most deadly of weaponry.

But you, Kuros, are about to change all that. For as you enter the fortress walls, you'll bring with you the strength and power of goodness and justice. Powers as pure as light. As strong as raw iron.

But remember, many have entered the *Fortress of Fear* ... But none have returned alive.



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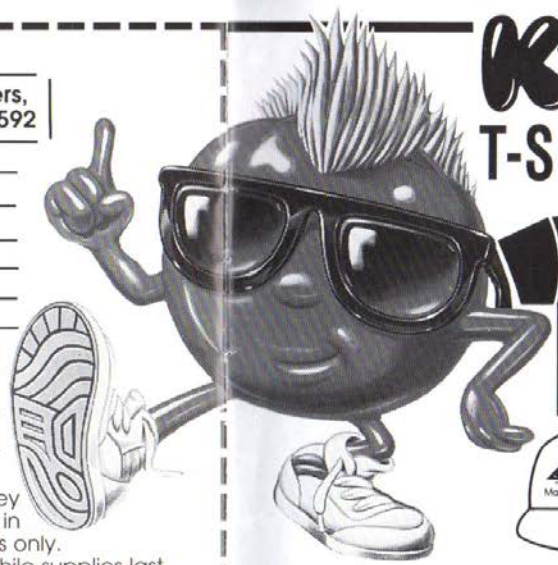
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