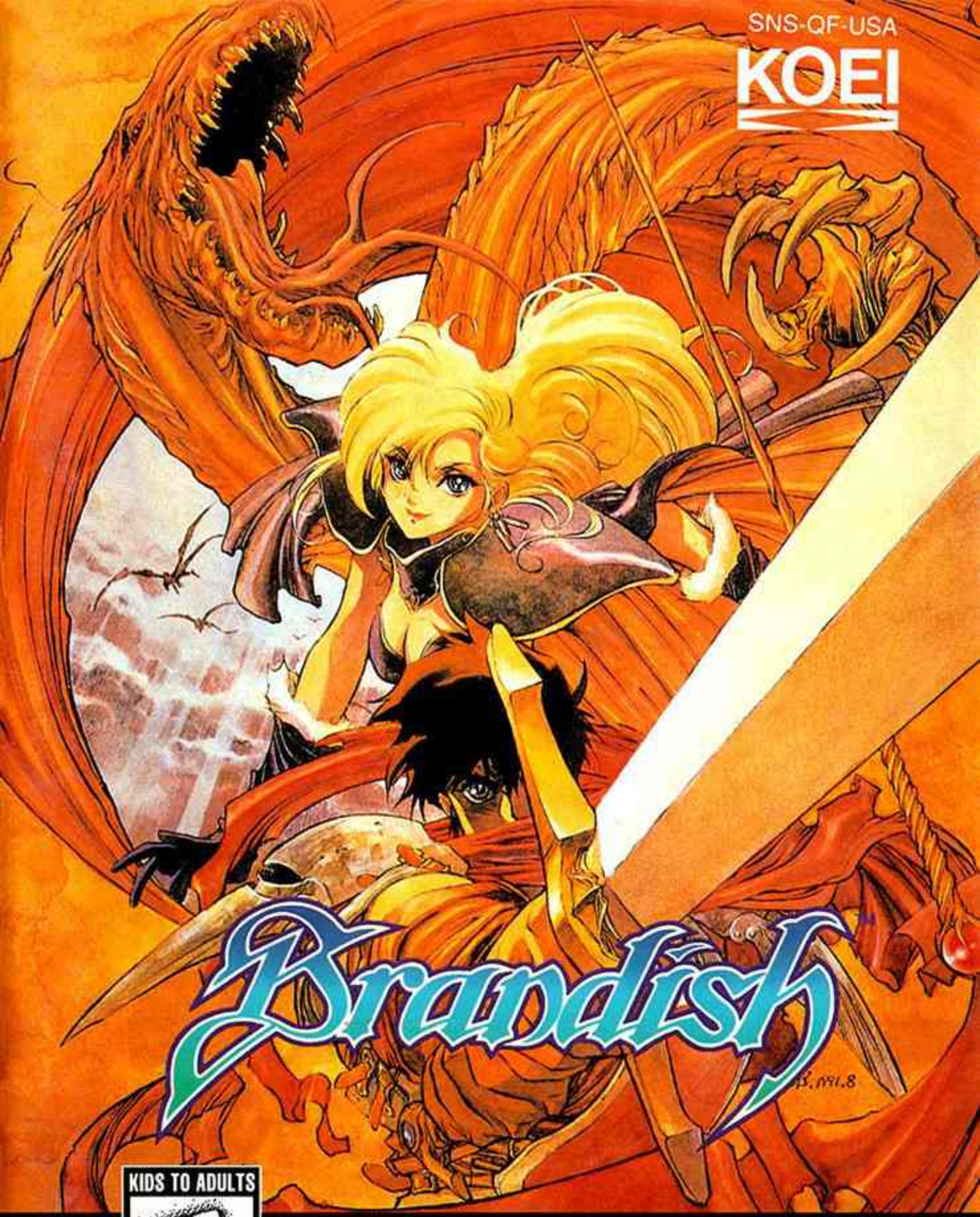


SNS-QF-USA

KOEI



Brandish

KIDS TO ADULTS



AGES 6+

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Brandish™

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INTRODUCTION

STORY OF BRANDISH



BERIMYA AND THE SECRET POWER



Many years ago, in a far, far land, stood a tower in the middle of a small kingdom called Berimya. The tower was so magnificent, it seemed to symbolize all the peace in the world. The people were happy in bustling Berimya, but this land was ruled by an evil king, named Berebus.

As kingdoms prosper, it is not uncommon that the people become greedy. Berimya was no exception. King Berebus was not content with his country's prosperity and began to dream of how he could strengthen his power. In time he caught wind of an old saying that the tower held the key to satisfying his greed.

The Berimyan saying went like this: *"There is a towering source of ultimate power that controls everything in our world."* It was said that the secret of the source was kept at the top of the sacred tower, and not even the king was allowed to enter this area. The secrets were only passed down to those of pure intent by Baltus, the king's archbishop.

The king tried very hard to pry out the secrets from the archbishop, but his vow of secrecy restricted him from telling the king. King Berebus became so desperate that he sent a spy in the guise of a priest inside the tower.

Several days later, the spy returned with an ancient book he had found in the tower. This scripture revealed information about the Secret Power that King Berebus desired. It was written, "*A dragon, the protector of Berimya, resides in the top of the tower and controls all the power of the world.*"

Under the command of the king, the Imperial Army forced their way into the sacred tower. Baltus tried to restrict the soldiers from entering the tower, but evil King Berebus sentenced him to death for obstructing his wishes.

When the soldiers finally reached the top of the tower, an enormous stone statue of a dragon stood before them. The moment King Berebus spoke, the statue lit up in a pale blue light and the dragon came to life.

The soldiers watched in horror as the statue began to move. The fearless king stood in front of the dragon and declared, "I am Berebus, King of the land Berimya. Give me the source of your power or die!"

The dragon answered directly to Berebus, "You are an evil, greedy king. Therefore, I shall curse you with an appearance that reflects your impure heart."

Suddenly, the dragon opened up its wings, and curled its long neck and body into a ball. An intense, vibrant light radiated from between its wings. Fearing for his life, King Berebus ordered the soldiers to kill the dragon. The dragon did not resist the attack and continued to radiate light. Finally it let out a great cry in pain. In exchange for its life, all of the dragon's power was released.

From this great force, the king was transformed into a grotesque monster, reflective of his evil and contaminated heart. But the curse did not stop with the king; it also affected the people of Berimya. From this day forward, the city was thrown into isolation. In one night, the sacred tower, kingdom, and all of the people of Berimya sunk deep into the ground.

One thousand years later, the forgotten past of Berimya would be unveiled in the Land of Bavalya.

BAVALYA: A DESPERATE LAND

Bavalya was a small, charming country that showed no signs of having a horrible past. From the outside it appeared to be a peaceful place to live. But in reality, Bavalya was in turmoil. Beryx, the King of Bavalya, had devised a plan to make the country a richer place. In order for the small country to become more prosperous, he placed large bounties on criminals and collected money by taxing

these rewards. This system stabilized the wealth of the country, but invited criminals to stalk each other. Bavalya had turned into a corrupt and violent place to live.

Due to these circumstances, there were few visitors who dared to enter Bavalya. The country was on the road to pure devastation.

THE WANDERING SWORDSMAN

One day, a curious man came to Bavalya. At first glance, he looked like a filthy beggar. The long, intimidating sword on his side, however, was a clue that he was a powerful swordsman with a dark, secret past. His name was **Varik**. He was the most wanted criminal, and earned his living collecting bounties.

As he walked into a local bar, Varik noticed that some men were staring at him and continued to the other side of the room. All around on the walls hung sketches of wanted criminals. A loud voice boomed from a table far away.

"I heard that there are hidden treasures in the large hole!"

"But I've heard that there are demons crawling all over the place down there!"

"Which one of you criminals has the most on your head?"

"It must be that guy over there. He must be worth a million gold pieces!" said a shrewd man pointing to Varik.

"He's a strong one. For your own sake don't bother with him. It's best not to concern ourselves with that kind of vermin..."

"The reward money we could collect from that guy would allow us to live in luxury, but it's not worth the risk."

Varik decided to ignore what they were saying and find out more about this mysterious hole from the bartender.

"Since the day they came across the hole, people suddenly began disappearing. Some say they hear strange groans, and there are even people who say they've seen monsters in Bavalya! There were rumors about how, some way or another, one of the monsters had crawled out of the hole and attacked someone. One person after another has been lured into this hole and never seen again. You may think you are tough enough to battle men here, but down there, it's a different story. I'd stay away from that cursed hole if I were you!"

Strong and fearless, Varik, decided to go see what this strange hole was all about for himself.



THE CURIOUS HOLE

Varik stood on the edge of the huge crater, and noticed a small opening at the bottom. So, he began to climb down towards it. A woman's voice suddenly came from behind him. "Varik!" He immediately recognized the woman's voice. When he looked back, the sorceress Alexis was standing on the edge of the crater with a stern expression on her face.

She twirled her magical wand, and yelled, "I've been looking for you. You're lucky they have not killed you, yet! Now I will finally have the chance to torture you after all these years!" Five years ago, Varik was falsely accused of murdering Alexis' master, Balkan, and she had been persistently following Varik to get revenge ever since.

Just at that moment, Varik and Alexis felt something strange happen. A magnetic force from the hole at the bottom of the crater began to pull them, interrupting their confrontation. Varik took one look at Alexis and began to jump. Alexis chased after him yelling, "This crater is going to become your grave! Prepare to die!"

Then Alexis stretched out her arm, and from her palm effortlessly threw a fireball at Varik. With enormous speed, the ground beneath Varik exploded as he dodged her fireball. Horrified that her shot missed had him, Alexis threw a second fireball which fell into the hole.

In no time at all, the ground began to shake and crack, and the small hole at the bottom of the crater opened wider. The crater rumbled violently as rocks and dirt showered Alexis and Varik. Varik struggled to keep a strong hold onto the walls of the crater, but lost his grip and began to fall. Alexis screamed as she was thrown into the dark hole. She could do nothing in her magical power to save herself. Down they fell, into the dark curious hole, with no idea of how to escape.

YOUR GOAL

You will role-play the main character Varik. The game begins with Varik falling down the hole to RUINS AREA 1. Your goal is to escape from the intricate underground mazes and successfully return to civilization. You must defend yourself against attacking monsters, find hidden treasures and solve several puzzles. Don't forget that Alexis is still hot on your trail for revenge!

GAME FLOW

There are five main stages in BRANDISH:

1. Ruins Area 1-10
2. Tower 1-9
3. Cave B10-B1
4. Dark Zone 1 & 2
5. Fortress 1-7

Each floor has passageways that lead to other floors. Discover the treasures, solve the puzzles and riddles, and battle the monsters to find your way out of the mazes. However, if you fall through traps, you may drop to lower floors, so watch where you step!



- ### SELECT Button

- ### Button A

- Button B**

- Button X**

- Use items (See Items and Magic, page 24).

Button Y

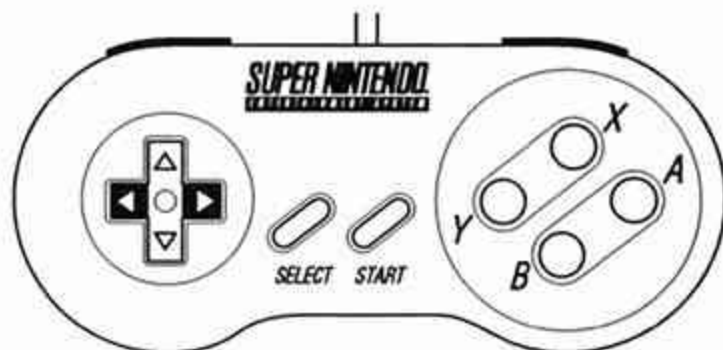
- Pick up items, open doors and chests, and toggle switches (See Action Commands, page 18).
- Dump unnecessary items (See Dump, page 19).
- While the LEFT or RIGHT Button is pressed: View an item of your selection (See View, page 20).

LEFT plus RIGHT Buttons

- Rest (See Rest, page 17).

Control Pad

- Move the cursor in windows.
- Flip through pages of information.
- UP and DOWN: Move forward / backward.
- LEFT and RIGHT: Turn ninety degrees left / right.
- While LEFT or RIGHT Button is pressed: Shift left / right.



Shift left or right

NOTE: These operations are the default settings. These settings may be changed in the Configuration Window (See page 15).

KEY TO PLAY

1. Make sure the power is turned OFF.
2. Insert the BRANDISH game pak.
3. Turn the game system on.
4. The introduction will begin. Push START to skip to game set-up.

STARTING A NEW GAME

1. Select NEW GAME in game set-up.
2. Select which game slot you would like to use. Use the Control Pad to answer YES to begin, and press Button A. Any previously saved game in the slot will be erased.

RESUMING A SAVED GAME

Select CONTINUE at game set-up to resume a previously saved game. Choose which game to load and press Button A. Answer YES to loading this game by pressing Button A. The selected game will be saved automatically.

Auto Save

Each time you advance to a higher floor, the game will automatically save. However, if you do not save periodically during the game, and you die, the treasures and rooms you discovered on that floor will be not be saved (See Save, page 15).

GAME OVER

The game ends when Varik's HP (HIT POINTS) reaches zero.

MAIN SCREEN FUNCTIONS



- ① **EQUIPMENT:** Indicates the arms you are wearing. The number next to the weapon indicates the number of times the weapon can be used (See Weapons, page 28).
- ② **MARKER:** By pushing the Button Y, you can pick up items, open doors, or toggle switches (See Action Commands, page 18).
- ③ **COMPASS:** Indicates which direction Varik is facing.
- ④ **NAME OF AREA:** Indicates room name and floor number.
- ⑤ **MONSTER:** You must defend yourself against various monsters (See Battling Monsters, page 17).
- ⑥ **VARIK:** You control Varik's actions.
- ⑦ **HP:** When you are attacked by a monster or fall through a trap or hole, your HIT POINTS decrease. HP can be increased by resting (See Rest, page 17). When this amount reaches zero, the game is over.
- ⑧ **MP:** This indicates your MAGIC POINTS. MP decreases when you use magic. Over time, your points will increase.

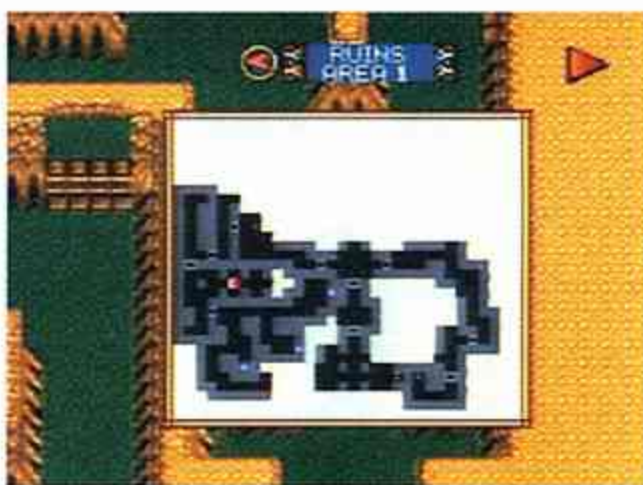
OPTIONS MENU

Press the START Button to view the Options Menu. Push the RIGHT or LEFT Button or use the Control Pad to scroll through the menu to MAP, STATUS, SAVE and CONFIGURATION. Pushing Button B or the START Button again will cancel the Options Menu.

Note: The game will pause while you view the Options Menu.

MAP

The map will help you throughout the game to determine where you are and what rooms you have discovered on that floor. Open space on the map may indicate areas you have not yet discovered.



The markers on the map indicate the following:

- **Blinking Red X:** Where you are in the maze.
- **Blinking Purple Square:** Discovered treasures.
- **Blinking Yellow and White Spots:** Staircases.
- **White Boxes:** Doorways.
- **Blue Squares with White Dots:** Shops.

Tip: More Map Hints on page 35.

STATUS



[Status]			
Varik		Level 1	
HP	20/ 20	Attack Strength	5
MP	12/ 12	Defense Strength	3
Luck	5	Arm Strength	3.20
Gold		Knowledge	5.00
1000G		Magic Endurance	5.00

LEVEL: Indicates your level of fighting ability. As your level increases, so does your HP and MP.

HP: HIT POINTS. When this number reaches zero, the game is over.

MP: MAGIC POINTS (See MP, page 12).

LUCK: Your luck fluctuates constantly. It affects the damage you can inflict when you attack monsters.

GOLD: The current amount of gold in your possession.

ATTACK STRENGTH: Indicates your arm and weapon strength.

DEFENSE STRENGTH: Indicates the defense power in your armor and shield.

ARM STRENGTH: Half of this number indicates your ability to defend yourself when you are not equipped with any weapons.

KNOWLEDGE: Your knowledge influences the effectiveness of your magic.

MAGIC ENDURANCE: Indicates your power to resist magical forces.

SAVE



Allows you to save the room you were last in, the treasures you've discovered and the organization of your items during the game. You are able to save two games. Press the UP or DOWN Button to select which areas you wish to save then press Button A. To select YES, press Button A if this is the correct area; Button B if it is not.

CONFIGURATION



The game speed, message speed, the color of Varik's armor, lateral or rotation walking pattern, and button settings can all be altered in the CONFIGURATION screen.

1. Move the cursor and press Button A to choose which function you would like to change.
2. Select the proper setting for the function by using the Control Pad and press Button A.
3. Press Button B or the START button to cancel.

GAME SPEED: Set the speed at Low, Medium, or High. The initial setting is Medium. This is useful when battling difficult monsters.

MESSAGE SPEED: Set the speed at Low, Medium, or High. The initial setting is Medium.

COLOR: Adjust the Color of Varik's Armor. The initial setting is A.

L/R KEY: Adjust the walking pattern of Varik. The initial setting is Lateral. (See Controller page 9).

BUTTON SETTINGS: When you start the game, the Button Settings are set up as follows:

Y: Take / Look

X: Use Item

B: Jump / Cancel

A: Attack / Defend / Select

Changing the Button Settings:

You can change the functions of the A, B, X, and Y Buttons.

1. Press Button A.
2. Highlight which command you would like to change by using the Control Pad. The action will be highlighted in yellow.
3. Press Button A and the command will blink.
4. Highlight the button setting you would like to transfer the command to by using the Control Pad.
5. Press Button A to switch a function.

NOTE: By changing the settings for Button A (Select), you reassign Select to a new button.

BATTLING MONSTERS

ATTACK AND DEFEND

You automatically switch to a defensive mode when you confront a monster.

- **ATTACK:** Press Button A to attack the monster with your weapon or bare hands.
- **DEFEND:** Press Button A while moving to defend with your shield.

RESTORING HP

There are two ways to revive your HP when it is reduced by monster's attacks and traps: Rest and Medicine.

- **REST**

Press LEFT and RIGHT Buttons simultaneously to Rest.

Press LEFT and RIGHT Buttons simultaneously again, or press Button B to cancel resting.

***NOTE:** The game does not pause while you are resting. If you are attacked by monsters while resting, you will suffer significantly more damages than when you are active.*

- **MEDICINE**

Use H. Potion or Heal Magic to restore HP.

ACTION COMMANDS



PICK UP/OPEN/MOVE

With this command, you can pick up items on the floor, open doors and treasure chests, and toggle switches.

Stand in front of an item or door and press Button Y.



Pick up an item.



Open an unlocked door.



Toggle a switch.



DUMP

Throw away an unnecessary item.

Open the Item Window with the SELECT Button, select the item you want to throw away, and press Button Y. To throw away an item that is in the Dimensional Box, you must first transfer it to the Item Window.



NOTE: You can only throw away an item if there is space in front of you or in an empty chest.

A trash can will be displayed to indicate you have thrown the item away. Then the dumped item will turn into a green pot. To pick it up again, close the Item Window and press Button Y.

NOTE: Green pots will be placed randomly throughout the game as items that were dropped by people before you.



VIEW

View information on your possessions or objects in front of you, such as items, treasure chests, doors, people and monsters. You are also able to check if treasure chests are locked, contents in the green pots and you may view the ground in front of you to see if it is safe or not.

To view information on your possessions, open the Item Window, select the item and press Button Y and the LEFT or RIGHT Button together. (To view an item in the Dimensional Box, you must first transfer it to the Item Window.)



Display name, value and characteristics of an item in your possession.

NOTE: You cannot display the name and value when the Dimensional Box is open.

Stand in front of the object and press Button Y and the LEFT or RIGHT Button together.



View an item



Check if a door is locked.



Display HP of a monster.

SHOPS

The labyrinth is full of Weapon shops, Tool shops, and Magic shops. In these shops, you may trade various items and get useful information. To enter a shop, stand in front of the entrance and press Button Y. To exit, press Button B.



BUYING ITEMS



Select **Buy** to view the list of available items in the shop. Use your Control Pad to select an item and press Button A. If you want to buy it, press Button A. To cancel your choice, use your Control Pad to select **No** or press Button B. To view information on a particular item, place the pointer on the item and press Button Y.

SELLING ITEMS



Select **Sell** to view the list of items you own. Select an item you want to sell and press Button A. If you want to sell for the offered price, use the Control Pad to select **Yes** or press Button A. To cancel your choice, use the Control Pad to select **No** or press Button B.

ASKING FOR INFORMATION



Select **Talk** to get information from the shop master. They will often give you tips on what to expect ahead or what might be a useful purchase.

ITEMS AND MAGIC

SELECTION OF ITEMS

You can select different items from the Item Window during the game. Press the SELECT Button to open the Item Window. Move the pointer to the desired item and press Button A. Button A and X will allow you to use the item while the Item Window is open. Press Button B to close the window.

NOTE: The game will *not* pause while the Item Window is open.

Press the LEFT or RIGHT Button plus the SELECT Button to view which item you have selected. It will appear to the right of Varik.

To get information about the item, open up the Item Window and press the LEFT or RIGHT Button and Button Y. (See View, page 20).

HOW TO USE THE ITEMS AND MAGIC



Press the SELECT Button to display the Item Window. To use an item, move the pointer and press Button A. Press Button X to use magic or switch weapons.

DESCRIPTION OF ITEMS AND MAGIC

**H. POTION**

Increases your HP.

**M. POTION**

Increases your MP.

**INVISIBILITY
POTION**

Allows you to become invisible for a brief period of time.

**RING OF LIFE**

When your HP gets down to zero this increases your HP and brings you back to life.

**SLEDGEHAMMER**

Use this to break through deteriorating walls.

**STEEL BALLS**

Check whether the space in front of you is a hole, or a pit by dropping these on the ground.

**MASTER KEYS**

Find these keys to open doors and treasure chests throughout the labyrinth.

**GOLD BAR**

Can be converted at the Shops for a 1000 or more pieces of gold.

**FIRE MAGIC**

Shoots fireballs straight ahead to attack against monsters.

**DIMENSIONAL BOX**

There are three boxes A, B, and C which you can use to store up to 12 items each.

HOW TO USE THE DIMENSIONAL BOX

The Dimensional Box is a useful item that can store up to 12 items. There are three boxes A, B, C which can be found throughout the game.



To display the items in your box, point to the Dimensional Box and press Button A.



To use the items in the Dimensional Box, you must transfer the item you want to use to the Item Window. To do this, select the item you wish to transfer and press Button A. Then select a space in the Item Window and press Button A again.

ORGANIZING THE ITEMS

If you have a Dimensional Box, you can organize items in your Items Window as you please. To organize items in the Item Window, you must open the Dimensional Box first.



COMBINING THE ITEMS

Multiple items such as medicine, gold bars, rings, steel balls and keys can be combined together in the Dimensional Box. To combine items, open the Dimensional Box, select the item with the Control Pad and press Button A until the item blinks. Point to the second item and press Button A. The items will combine into one and its value will increase. It is a good idea to combine items throughout the game to save space in the Item Window and Dimensional Box. **You must save this information after organizing or combining items** (See Save, page 15).

NOTE: Items can only be combined when the Dimensional Box is open.

WEAPONS

Select swords and weapons from the Item Window by selecting a weapon and pressing Button A. The number to the right of a sword indicates the amount of times an item can be used. Hardening Potion, however, will allow you to increase the durability of the sword being used. When this number reaches zero, the item will break or disappear.

SWORDS



SHORT SWORDS

Attack Strength: 2

About 24 inches in length and has low attacking strength. This is the sword you begin with at the start of the game.



RAPIER

Attack Strength: 4

This long sword is useful for thrusting monsters. You can find this sword in the RUINS AREA.

NOTE: There are swords in the game which can be used an infinite amount of times.



CHAIN MAIL

Defense Strength: 4

This armor is made of gold links. You can find this armor halfway through the RUINS AREA.

SHEILDS



LEATHER SHIELD

Defense Strength: 1

This shield is made of stretched leather. It is the shield you are equipped with at the start of the game.



SMALL SHIELD

Defense Strength: 3

A small gold shield. It is circular and will not be easily destroyed by swords.

ARMOR



LEATHER ARMOR

Defense Strength: 2

It is light and easy to move in leather armor. This is the armor you are equipped with at the start of the game.

MONSTERS

SMALL MONSTERS



SLIME

HP: 5 Attack Strength: 5
MP: 0 Defense Strength: 1

This monster is a blue amoebae-type creature that moves slowly and is easy to attack. Its Defense and Attack strengths are low.



IMP

HP: 10 Attack Strength: 6
MP: 0 Defense Strength: 2

The small blue body and glowing red eyes are the main characteristics of this monster. It carries a short sword and moves slowly, so it is easy to attack.



COELACANTH

HP: 15 Attack Strength: 5
MP: 20 Defense Strength: 1

This monster is a prehistoric fish that floats in mid-air. It will attack you from far away at random.



BLACK MAGIC

HP: 25 Attack Strength: 1
MP: 50 Defense Strength: 4

This monster floats in mid-air and usually attacks with Fire Magic. When you approach it, a barrier is put up in its defense. You must attack directly to defeat Black Magic.



ARCHER

HP: 26 Attack Strength: 24
MP: 0 Defense Strength: 19

This monster attacks from a distance with its bow and arrow and you can suffer severe damage.



VARSARKA

HP: 40 Attack Strength: 29
MP: 0 Defense Strength: 25

This brawny monster has fought in over a hundred wars and has sharpened his combat technique. His Attack and Defense strengths are high.



GARGOYLE

HP: 59 Attack Strength: 24
MP: 73 Defense Strength: 19

It attacks by spitting fireballs, which you can defend by using your sword or magic. This monster walks around inside the tower very slowly.



THIEF

HP: 30 Attack Strength: 21
MP: 8 Defense Strength: 18

This monster waits for you at the top of the tower and will steal your items. You will do best if you quickly run away from this monster. You can recover stolen items by destroying the Thief.



MINOTAUR

HP: 65 Attack Strength: 36
MP: 0 Defense Strength: 27

This Greek monster is half man, half bull. He is known to be the caretaker of the maze. He wields a huge axe and has a high Attack strength.



SKELETON

HP: 53 Attack Strength: 40
MP: 0 Defense Strength: 20

This monster carries a shield and a long sword. Even if you slay it, it has the ability to reappear. It has high Defense strength.



MEDUSA

HP: 78 Attack Strength: 71
MP: 123 Defense Strength: 3

This Greek monster is half woman and half snake. If you get too close to her, you will turn into stone and not be able to move. You should attack her with magic.



IRON KNIGHT

HP: 120 Attack Strength: 90
MP: 0 Defense Strength: 255

This giant is suited in strong armor and has high Defense and Attack strength. Your ordinary sword will not be enough against it, but it moves slowly. Use magic or medicine in your attack.

BOSS MONSTERS



WIZARD

HP: 50 Attack Strength: 0
MP: 100 Defense Strength: 20

This is the first Boss Monster you will fight. This monster is an old man who can disappear and reappear before you, while throwing fire. He can also divide himself into three separate parts.



GIANT CRAB

HP: 62 Attack Strength: 28
MP: 12 Defense Strength: 22

This monster crawls around laying eggs. If it is attacked and hurt, it will eat the eggs to regain strength. It is best to attack with a strong weapon and restore your HP frequently.



RAKSHAHSA

HP: *114 Attack Strength: 58
MP: 30 Defense Strength: 34

This monster has four arms and carries a machete in each hand. It has strong Attack strength an, so use Invisibility Potion in your battle.





HEADLESS MONSTER

HP: *55 Attack Strength: 40
MP: 0 Defense Strength: 30

This is an ancient Roman soldier who was beheaded in war. He has no weapons except for his strong and forceful punches. Magic will not work against this monster, try to catch him off guard and cut him with your sword.



NINJA

HP: *180 Attack Strength: 70
MP: 0 Defense Strength: 62

This Japanese Ninja can kill you with one swipe of his dagger or attack with Throwing Stars. In order to attack the Ninja you must save up your Defense strength.



GIANT LOBSTER

HP: 200 Attack Strength: 140
MP: 250 Defense Strength: 90

This monster moves slowly but resides in the highest level. You will suffer a lot of damage if you are attacked by its powerful claws.



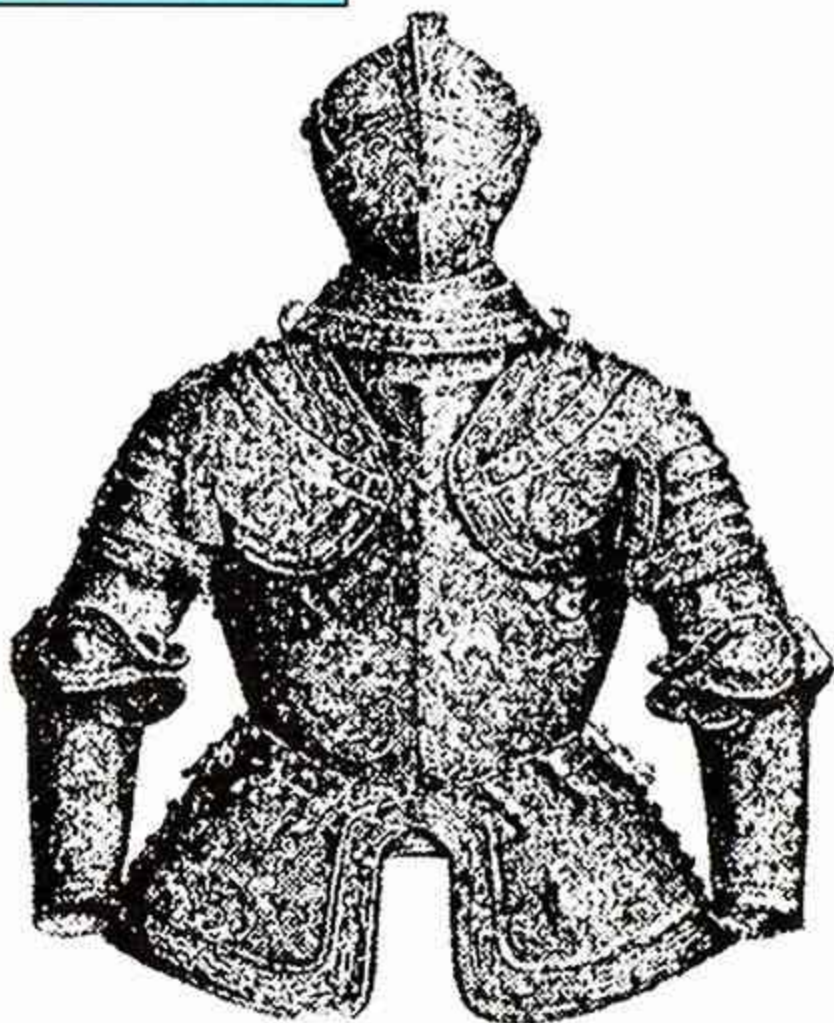


ARACHNESS

HP: 80 Attack Strength: 55
MP: 60 Defense Strength: 43

This monster is half woman and half spider. She can kill you by trapping you in her deadly web, just like a fly. Destroy her by using Invisibility Potion.

** Indicates that if the monster reappears in the game, the HP can be higher or lower.*



HINTS

1. **Floor Switches:** Walking over these switches in a certain direction will open doors.
2. **Wall Switches:** Flipping the switch up or down will open doors and make it easier to get through mazes.
3. **Broken Walls:** Use a sledgehammer to break through walls and discover more of the maze.
4. **Floor Keys:** There are special keys hidden to open doors and treasure chests.

PROBLEM SOLVING

Q: "What if I save the game in a dangerous spot and every time the game begins I die?"

A: You can move yourself to a different part of the map, by using the Emergency Escape Option. This will lower your level by one.

EMERGENCY ESCAPE

1. While pressing the LEFT and RIGHT Button, press Button A when "Which game would you like to load?" appears at game set-up.
2. "The emergency escape option will run. Is this OK?" will appear. Press Button A.
3. Next, a map of the floor with a yellow arrow will appear. Use the Control Pad to select a new location and press Button A.

MAP HINTS

WARNING! Only read this section if you need maze clues!

MAP KEY



Mystery Item



Weapons Shop



Magic Shop



Items Shop



Door



Treasure Chest



Arrow Trap

Deteriorating
Wall

Hole



Weird Wall



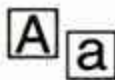
Downstairs



Uptairs



Water

Warp Zone
(one way)

Warp Zone



Wall Switch



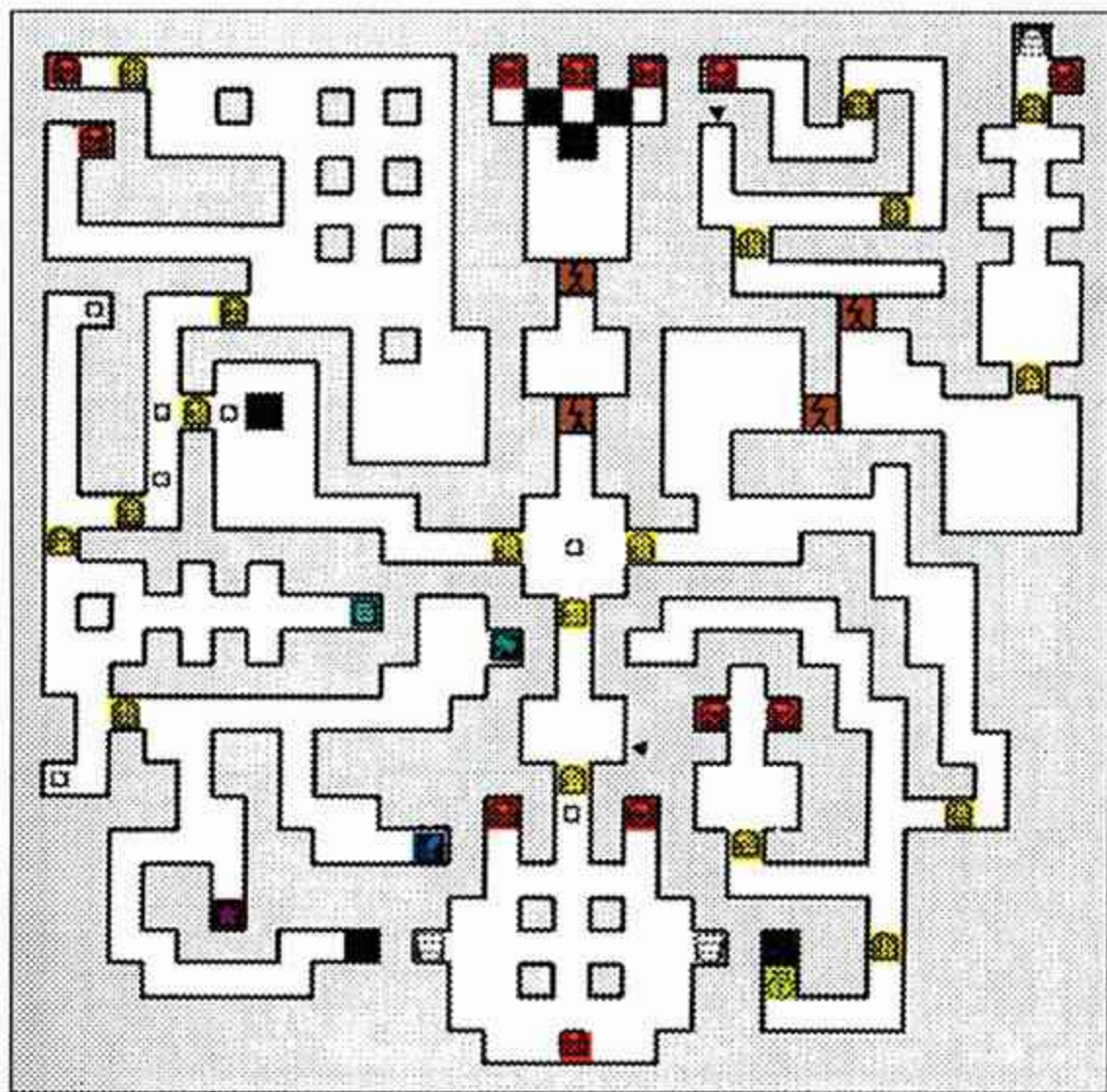
Floor Switch



Trap

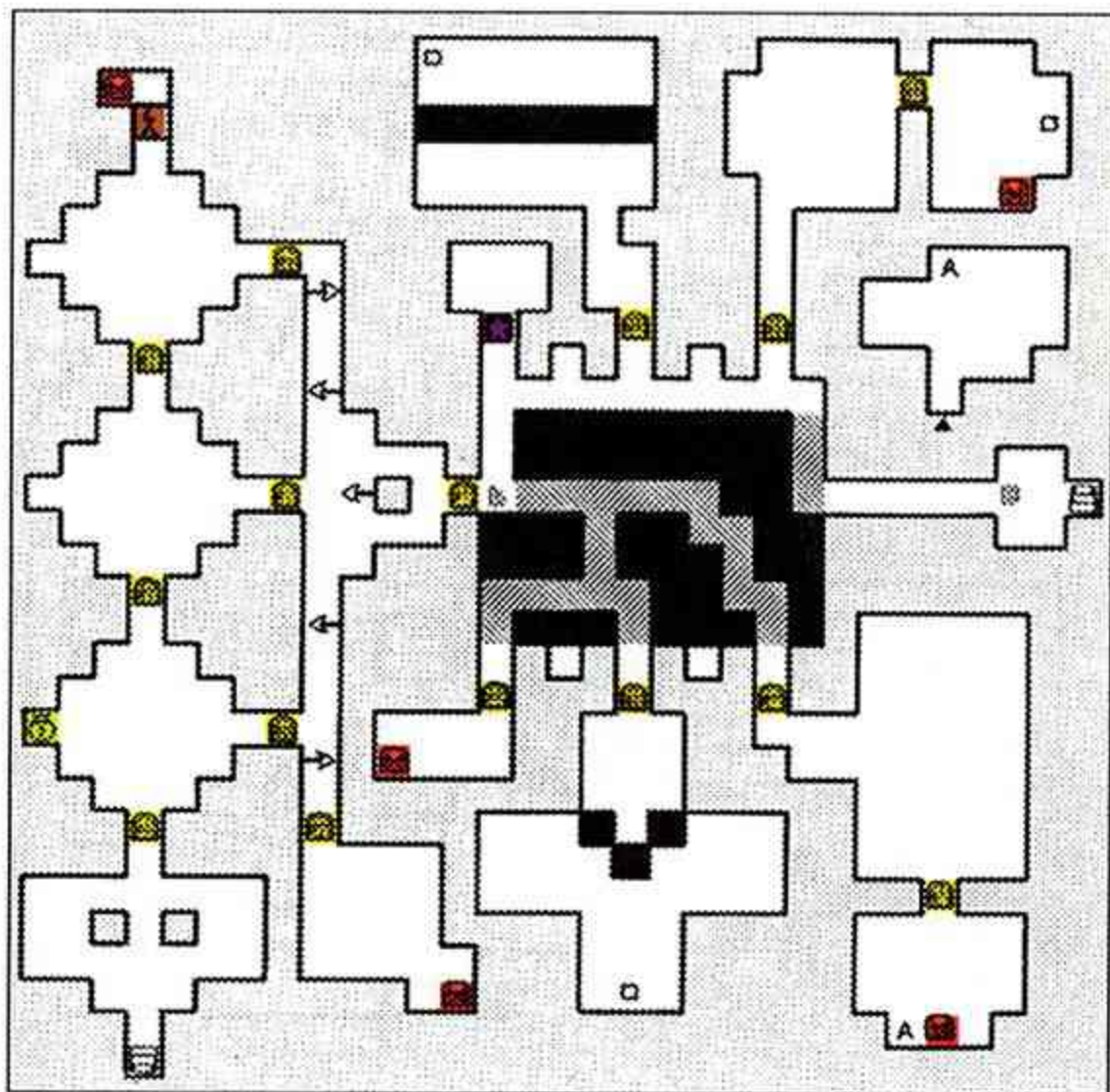


RUINS AREA 1



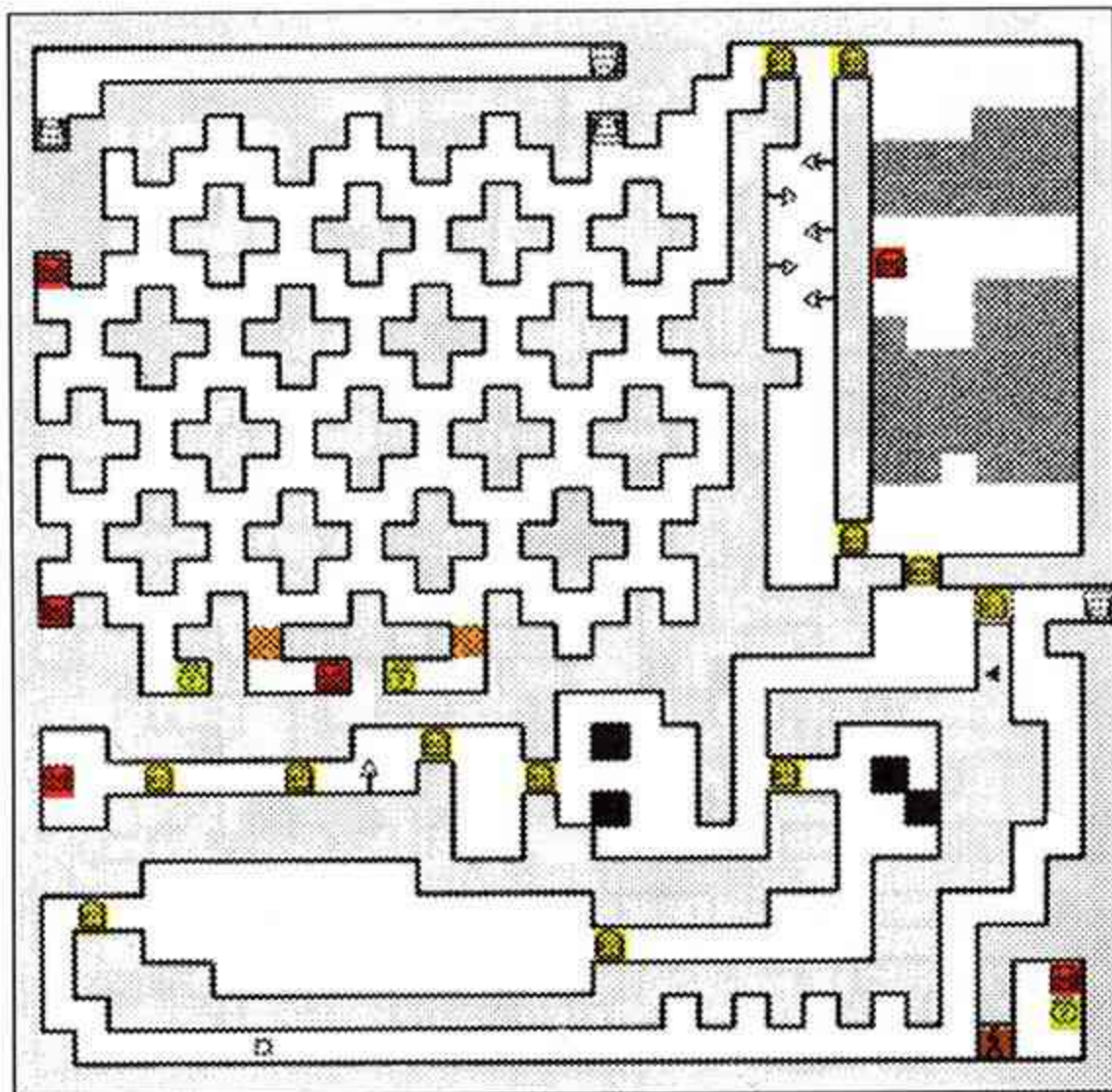
Ruins Area 1 is where you will begin the game. This level contains a Weapons shop, Magic shop, and Item shop. It is a good idea to enter these shops and talk to the shopkeepers for extra tips. On the west side of the map you will find a waterfall which will increase your HP.

TOWER 8F



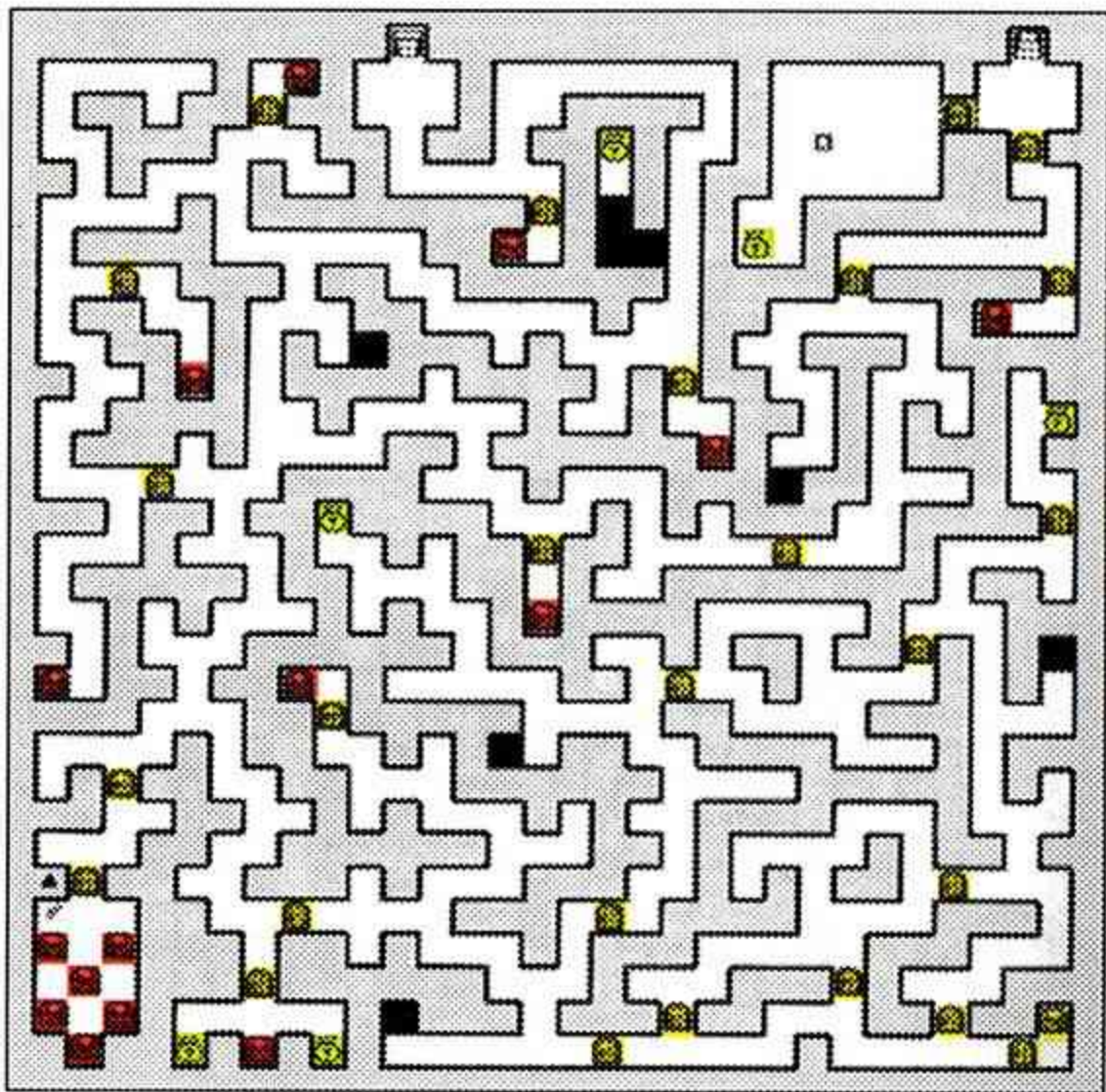
As you advance in the game, you will find more challenging monsters and mazes. The amount of treasures and traps are abundant, so good luck, Varik! Watch where you step, and fight the Gargoyles to get special keys.

CAVE B6



In this dark cave, you will have a chance to fight Medusa and the wicked Arachness! Be sure to fight Medusa from far away and when you kill three Medusas, you will find a key. There is a clue on the wall about how to escape from the rolling rock so keep your eyes peeled!

FORTRESS 2F



This maze is much trickier than the others. Be careful which switches you flip on this floor or else you'll be in for a great surprise! The plaques throughout this room will give you hints. Will you finally escape from this underground world?

WARRANTY

90-Day Limited Warranty

Koei Corporation warrants to the original consumer purchaser that this game pak 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, Koei will repair or replace the game pak, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, **indicating date of purchase**, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game pak to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales and the UPC code within the 90-day warranty period to:

**KOEI Corporation
1350 Bayshore Hwy. Ste. 540
Burlingame, CA 94010.**

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

Service After Expiration of Warranty

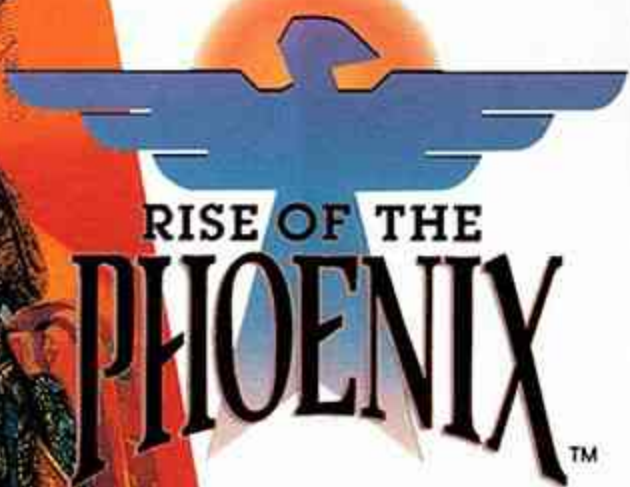
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Online Support

CompuServe: GO VIDPUB, Section 4. Send E-Mail to I.D. #76711,1455. CompuServe can be obtained by calling 1-800-524-3388 and asking for Rep. 606 in order to receive a free introductory membership, \$15 usage credit, and one month of basic services free.

NOTES:

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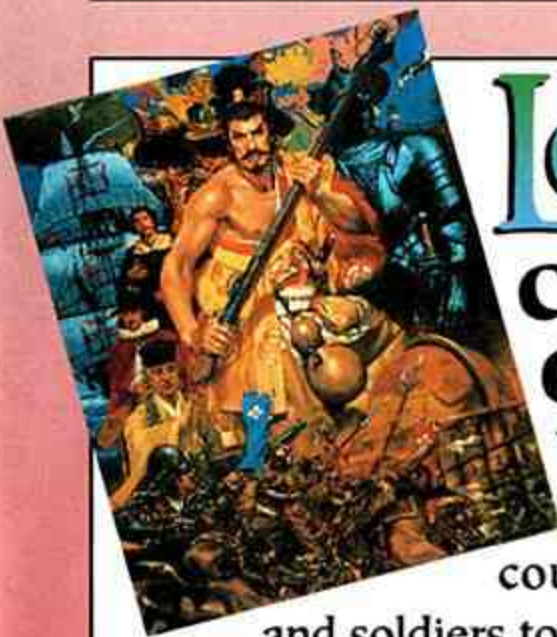
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