

PALADIN'S QUEST™



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

THANK YOU FOR SELECTING

PALADIN'S QUEST™

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CONTENTS

SO BEGINS THE PALADIN'S QUEST ----	4
LENNUS WORLD MAP -----	6
QUEST CONTROL -----	8
BEGINNING THE GAME -----	10
THE SCREEN -----	12
IMPROVING BATTLE SKILLS -----	16
TOWNS AND VILLAGES -----	17
SOLDIERS OF FORTUNE -----	18
QUEST CLUES -----	20
ROUTE -----	22
WARRANTY -----	23

SO BEGINS THE PALADIN'S QUEST

In ancient times, the highly advanced society of Reiyold mysteriously disappeared. Bizarre forms of machinery were all that remained of this great city. Since then, eight wise and mystic Spirits were discovered among the rubble. Upon these ruins, a Magic School was constructed. Here, great wizards study the Spirits, trying to unlock the secrets of their magic, the key to power remaining just out of reach.





Nearby, in the small town of Reiyold, great magic potential was found within the mind of a small child named Chezni. With much joy and some sadness, Chezni's mother sent him to attend the Magic School. Having a natural talent for magic, Chezni quickly became one of the school's top students. However, he will soon learn that having a "special gift" may sometimes do more harm than good.

Far away, on the southern continent of Lennus, the evil dictator Zaygos has finally completed his plan for overtaking the northern continent, home of the Magic School. Unknowingly, Chezni embarks on a dare that will bring about the demise of all life as he knows it.



LENNUS WORLD MAP

The land masses of Lennus are split in two by the mighty Equator Rivers. The continent of Naskuot lies to the north, and Saskuot to the south. Ten tribes dwell in these lands, and they meet in peaceful trade as often as they meet in violent battle. Naskuot is a rich farming country, while Saskuot has only poor soil. Born in Naskuot, Chezni will sometimes face antagonism in the south.

1 LAGON



2 JURAYN



3 MAGIC SCHOOL



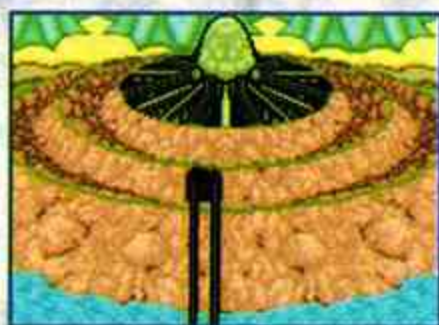
4 MISUTO



5 The Island of Daphne



6 THE THRONE of THE MASTERS



7 CONSHIUTO



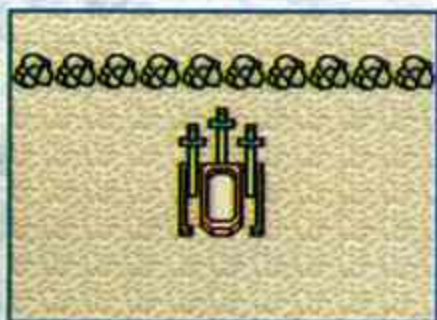
8 KARON



9 Roki

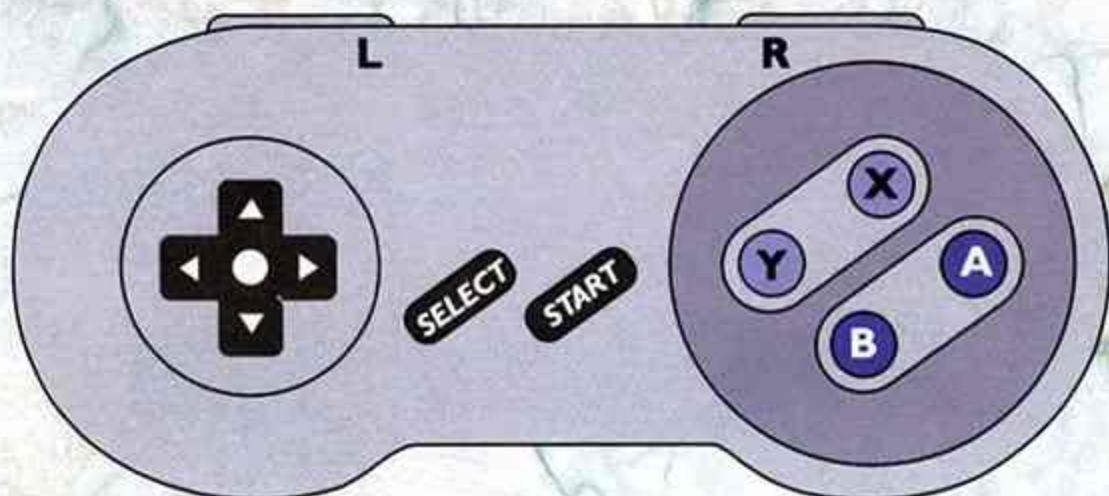


10 The Temple of Zaygos



QUEST CONTROL

During the game, you will mainly play in two screens, the Field Screen and the Battle Screen. The controls work differently in each one.



— Field SCREEN CONTROLLER —

In the Field Screen, use the controller as described here and on Page 9. To change a button's function, see "SYS" on page 13. The buttons are described here in their default setting.



A BUTTON

In the Field Screen, to talk, land the spaceship, examine places and objects, or take other actions, push A Button.



B BUTTON

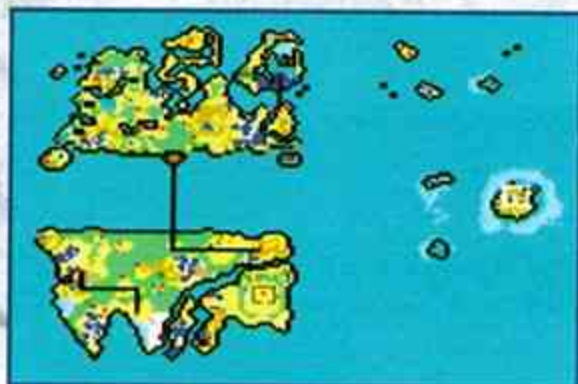
To cancel a command, you must push B Button. Pressing B to answer a yes-no question, automatically means "No."

X BUTTON

When you want to enter the Command Window, push X Button.

Y BUTTON

To check maps when you are in the Field Screen, press Y Button.



- BATTLE SCREEN CONTROLLER -

On the Battle Screen, you will primarily use Control Pad to take action. Below is an explanation of how the Controller works.

CONTROL PAD

In battle, use Control Pad like this: Push up for option #1. Push right for option #2. Push both down and right for #3. Push down for option #4. Push both down and left for option #5. Push left for option #6.



The L, R, Start, and Select Buttons will not be used in this game.

A BUTTON

To choose the option to the right of the cursor, push A Button.

B BUTTON

Press B Button to cancel a command and return to the previous one.

BEGINNING THE GAME

At the start of PALADIN'S QUEST, you can watch a demo about the characters or return to an earlier game.

Mode Selection

To begin play, insert the Game Pak into the control deck and turn on the power. When the screen appears, select one of the modes.



NEW GAME
CONTINUE
DEMO

NEW GAME

If you are playing for the first time, or want to begin a new game, select New Game. To do this, move the cursor to that mode with Control Pad and push A Button. You can then choose to change the names of the main characters, Chezni and Midia.

CHANGE NAME

Use Control Pad to move the cursor to a letter, then push A Button. Push B Button to cancel.



CONTINUE

You can save up to four games. To return to one of them, select Continue mode. A list of the saved games will appear. Move the cursor to your game with Control Pad and push A Button. You will begin the game from the point where it was last saved.



1 Chezni LV: 1
2 Chezni LV: 3
3 Chezni LV: 4
4 -----

DEMO

If you do not select any of the three modes, or if you choose Demo, you can watch the story of Lennus unfold and see the main characters.



GAME OVER

When you lose all the members of your party, the game will end. The Select Mode screen will then appear, and you can choose one of the three modes: New Game, Continue, or Demo. If you have saved your game, or if you want to return to a previous game, select Continue. The game chosen will open at the place where you last saved it. Or, if you want to start over from the beginning and try a different strategy, choose New Game.



SAVE GAME

You can always save your game at a Hotel. You can save in other places throughout the game, such as in caves or laboratories, but this happens randomly--don't count on it.



THE SCREEN

You will automatically switch between Field Screen and Battle Screen as you travel and meet enemies.

The Field Screen

Press X Button while you are in the Field Screen to bring up the Command Window. In this window, you can choose one of six options: EQP, STR, RANK, EXIT, MGC, and SYS.



EQP

When you select EQP, four more options appear. Move the cursor to the one you want, then press A Button.

USE

Select characters to use their equipped items. If the item you want is not equipped, choose Item Bag. You can use items directly from the Item Bag.

EQUIP

To use Weapons, Armor and Items in combat, choose them here. You can only do this for Chezni and Midia.

ABNDN

Sell or throw away the items you do not need.

ORDER

Put the cursor on an item, push A Button, use Control Pad to move that item, then push A Button again.

STR

Choose this option, then pick a character and push A. Two new options appear: ABILT and MAGIC.

ABILT

This shows you the weaponry and items of a character, as well as his or her status.

MAGIC

Select this to check a character's Spirit Meter and spells. Pick a spell and push A Button to see its effects.

RANK

The front member of your party faces the worst of enemy attacks. Use this option to move the person with the most HP to the head of the group.

EXIT

To send away a mercenary, select this command. Use Control Pad to pick that person, then press A Button or the button you have chosen.

MGC

Select Use to cast spells or choose Order to rearrange them. You cannot rearrange spells when you are in the Battle Screen.

USE

Select this option, then the person who's spell you want to use, then the spell.

ORDER

Rearrange the spells by using Control Pad and A Button.

SYS

Select this option to change message speed; 1 is the fastest. Also choose System to change the functions of buttons. What this means is that you can change what each button does. For example, you can make B or X or Y the button you use to perform the activities normally done by A Button. Modify the buttons according to the options provided.



—The BATTLE SCREEN—

When an enemy approaches, the Field Screen is replaced by the Battle Screen, as shown in the photos below. Now you will mainly use Control Pad.

The Field Screen



The Battle Screen



ACTION WINDOW

Before any action occurs, you must decide what you will do. Four options are offered: SPELL, DEFEND, WEAPON, and RUN. Choose one.

SPELL

This presents the list of spells available. The ones with green letters are useless for attacking.

DEFEND

The character will concentrate more on defense than offence, to reduce damage by half.

WEAPON

Select the weapon or item you want. It can't be used unless it was chosen under EQP.

RUN

Use this option if your party has low HP or an injured member. Escape is not guaranteed.

Enter battle commands for all characters. When finished, you must confirm your choices. Pick No to make changes. Answering Yes begins the fight, and you can't change anything until a round ends.

IDENTIFYING SYMBOL

The HP count for each character appears at the bottom of the Battle Screen. Getting wounded or casting spells uses up HP. When someone is affected in the following ways, a symbol identifying the injury replaces the HP count.

POISONED

When a character has been poisoned, he or she will lose some HP for each step taken after a battle.



CONFUSED

This is a dangerous malady that causes a character to brutally attack friends as well as enemies.



PARALYZED

You can restore a person who has been paralyzed only by using a special item or by casting a spell.



SWALLOWED

A swallowed character can only be freed when the responsible enemy is defeated.



FROZEN

Only magic inflicts this damage. Recovery comes naturally, but slowly. Remedy the condition.



UNCONSCIOUS

This injury takes all of a character's HP. You cannot restore that person until the battle is over.



IMPROVING BATTLE SKILLS

To defeat the monster, and then challenge Zaygos and win, Chezni and Midia must develop their skills.

Ability

As a character defeats enemies, his or her experience points increase. Once the points reach a certain number, he or she will Level Up to a greater degree of skill.

The Level Up improves a character's abilities (described below). Chezni and Midia must fight often to Level Up.

POWER

This measures a character's Attack Power without counting any Weapons or Items.

SP

Here you see the natural speed of a character. This also doesn't include either Weapons or Items.

ENDUR

This indicates a party member's defensive capabilities without Armor or Shield.

LUCK

Having a lot of Luck helps a character avoid enemy attacks, improving the chances for survival.

POWER	90
SP	130
ENDUR	87
LUCK	140
ATTCK	112
DEFENSE	116
ATTCK SP	134

ATTCK

This is the measure of a party member's Attack Power including weaponry.

DEFENSE

Look here to see a person's defense ability with Armor and Shield.

ATTCK SP

This demonstrates the character's agility with Items or Weapons.

Spirits

By combining the eight Spirits, you can create 37 different spells. You can't use a Spirit to cast spells unless you have the proper book. The power of a spell will increase each time it is cast. The Spirits are: **E**=Earth, **W**=Water, **F**=Fire, **Sk**=Sky, **L**=Light, **A**=Air, **H**=Heart, and **Sp**=Sphere.



TOWNS AND VILLAGES

Visit every town and talk to the inhabitants to learn the latest news. Each town has the following establishments:

HOTEL

One way to recover from injuries or save the game is to stay at a Hotel. The amount charged differs at each Hotel, but it's worth the cost. Everyone in your party will fully recover their HP.



TOOL HOUSE

The proprietors don't accept trades, but they will buy items you no longer need. You must pay for new items.



LEARNING CENTER

In these shops you can purchase the Books of Spirits. Each store offers two books.



WEAPONS AND ARMOR STORE

You should sell old weaponry here, and upgrade. Look around carefully for new things to buy.



SOLDIERS OF FORTUNE

The maximum number of people in your party is four. Usually, two are the hero and heroine, and you can hire two mercenaries. Sometimes Midia must leave to look after her parents. You can replace her with a third mercenary.



	...Level		...Power		...Luck		...Defense Power
	...Experience		...Speed		...Attack Power		...Attack Speed
	...Hit Point		...Endurance		...Spirits	1...Earth 3...Heart 5...Light 7...Sphere 2...Fire 4...Air 6...Sky 8...Water	

Gorf				
	14	70	55	76
	211	60	87	63
	440	54	—	

Slayer				
	20	90	100	130
	392	90	110	94
	565	77	1/8	

Dan				
	17	85	90	69
	287	100	125	101
	515	52	—	

Wild				
	21	82	115	96
	33	125	112	125
	645	80	6/8	

Zuran				
	18	90	110	82
	319	130	98	130
	520	63	8	

MeanMa				
	22	90	140	116
	482	130	112	134
	665	87	5/7	

Destry				
	21	95	115	116
	435	115	111	119
	590	72	3/6	

Fastjo				
	25	110	150	82
	658	140	137	140
	850	82	3/4	

Gunny

	36	162	160	156
	2055	150	209	150
	1020	127	—	

Chen

	43	270	200	161
	4241	240	270	240
	1210	132	—	

Bean

	39	166	100	200
	2803	200	242	200
	1040	132	—	

Blades

	44	188	270	218
	4700	250	226	255
	1230	155	4/6/8	

JRazav

	42	180	220	226
	3824	220	305	220
	1120	137	—	

Mouth

	47	205	240	230
	6415	235	272	240
	1270	151	4/5/7/8	

GRazav

	20	99	133	171
	149	111	176	116
	610	55	—	

Nails

	-	260	250	200
	-	300	445	300
	3000	200	—	

Checan

	43	188	230	209
	4241	230	228	237
	1165	100	1/3/7	

Peppi

	51	210	280	228
	9701	290	320	300
	1420	167	3/6/7	

Lilie

	42	170	250	184
	3824	230	240	238
	1110	132	2/3/4/5	

Hawk

	50	193	270	218
	4375	270	193	276
	1380	154	1/2/3/5/6/8	

You cannot give weaponry or Items to soldiers, nor can you sell what they originally carried.

QUEST CLUES

As Chezni and Midia search for the monster, and later go after Zaygos, they will need to look for help in strange places and collect anything that looks useful. Each must quickly build experience.

BE FRIENDLY

Take every opportunity to talk to people. If at first they are difficult, don't give up. Ask your questions two or three times. Some people who give you one answer may change it the next time you ask. Be very careful with the irritable people of Saskuot. If you feel lost or without direction, go back and talk to more people.



SAVE THE GAME

When all of the members of your party lose their HP, the game will end. When you Continue, you start at the point where you last saved, so try to save often. The enemies you face in the dungeon are fierce. They can wipe out your whole party. Save the game before descending into this ancient, man-made cavern of nightmares.



— WEAPONS AND ARMOR —

Upgrade the weaponry of everyone in your group whenever possible. The price of armor, items, and weapons increases as does their power (see the poster). Protective armament can work like spells or items when it is used in a battle. For example, the Fire Shield will shoot a fireball just like the spell FireS, and the Svn Shoes will increase your agility just like the spell, SPUP.



— HEALING POTIONS —

When far from a Hotel, the party must rely upon Healing Potions to recover HP. Each of the four Potions has its own special kind of bottle. The Potions have different effects, as described in the Items section of the poster. You can refill Healing Potion Bottles at Items Shops, so be sure to do so before venturing into the country. You cannot use a Potion in battle unless the bottle is equipped at your belt.



ROUTE

- 1** Search the town of Ratsurk for a clue.
- 2** Take time to visit Rester Island.
- 3** Camp out at the famous Skurruu site.
- 4** Find and climb Denebra Mountain.
- 5** Wander about the town of Hagudo for a while.
- 6** In Jurayn you will find something of interest.
- 7** Doubor has much to offer those who visit.
- 8** Go to the Equator and locate Daphne.
- 9** Meet Strabo in the cave of Dragon Mountain.
- 10** The town, Barsas, should not be passed.
- 11** Explore the sacred place east of Barsas.
- 12** You will find Rekuon town by the Rope Network.
- 13** Show your respect at the Throne of the Masters.
- 14** Return to the Equator to seek inspiration.
- 15** In Misuto you will obtain valuable information.
- 16** Search the cave that lies to the east of Misuto.
- 17** Let yourself be captured by the Resistance.
- 18** Spend time in the town of Conshiuto.
- 19** Be a tourist in busy Karon town.
- 20** Do not miss the Tower in the southwest.
- 21** Go see the hideout of the Resistance.
- 22** Take time to look around the town, Roki.
- 23** Carefully study the Palace in the south.
- 24** Explore the rooms of the Castle of Zaygos.
- 25** In the Tower, try to find Noi Gren.
- 26** Take heart and descend into the Dungeon.
- 27** Receive new lessons at the Magic School.
- 28** Visit Chezni's hometown, Reiyold.
- 29** Take passage out to Dasdan Island.
- 30** Locate the Unknown Island afloat in the ocean.
- 31** Find a path through the Labyrinth of Crystal.
- 32** Climb into the ancient machine, Dal Gren.

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