

Nintendo

GAME BOY®

DMG-ADHE-USA



INSTRUCTION
BOOKLET

DRAGONHEART™



AKKlaim
entertainment, inc.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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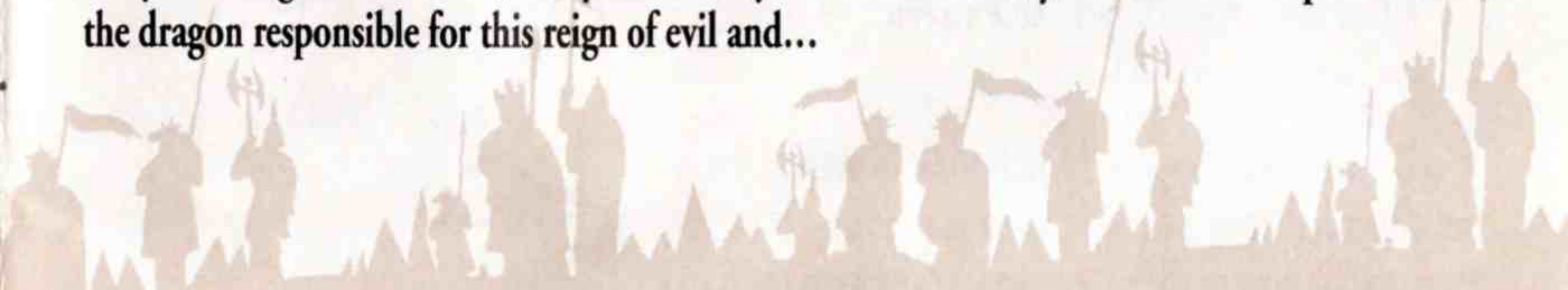
KNIGHT IS SWORN TO VALOR...

You're about to embark on a strange and wonderful adventure, full of danger and mystery. But before you do, a word about where you've been...

As Sir Bowen, you have earned a widely held reputation as a master of combat, as the foremost upholder of the Old Code of chivalry. It was once your hard duty to serve the harsh King Freye. Ah, but you took pride in your work! Your foremost undertaking was the military training of his son, the young Prince Einon, a seemingly worthy pupil, who perhaps had the makings of a brave and honorable regent.

Until the cursed day that the noble Prince was slain, and his grieving mother Queen Aislinn took his broken body to the lair of a dragon called Draco. For Draco did so love and honor the Queen that he gladly split his own heart in two, planting one half in the cold breast of Einon. The Prince's life was restored! But the jubilation you felt was short lived, Bowen, for with renewed life, a new, cruel Prince arose. Einon was evil!

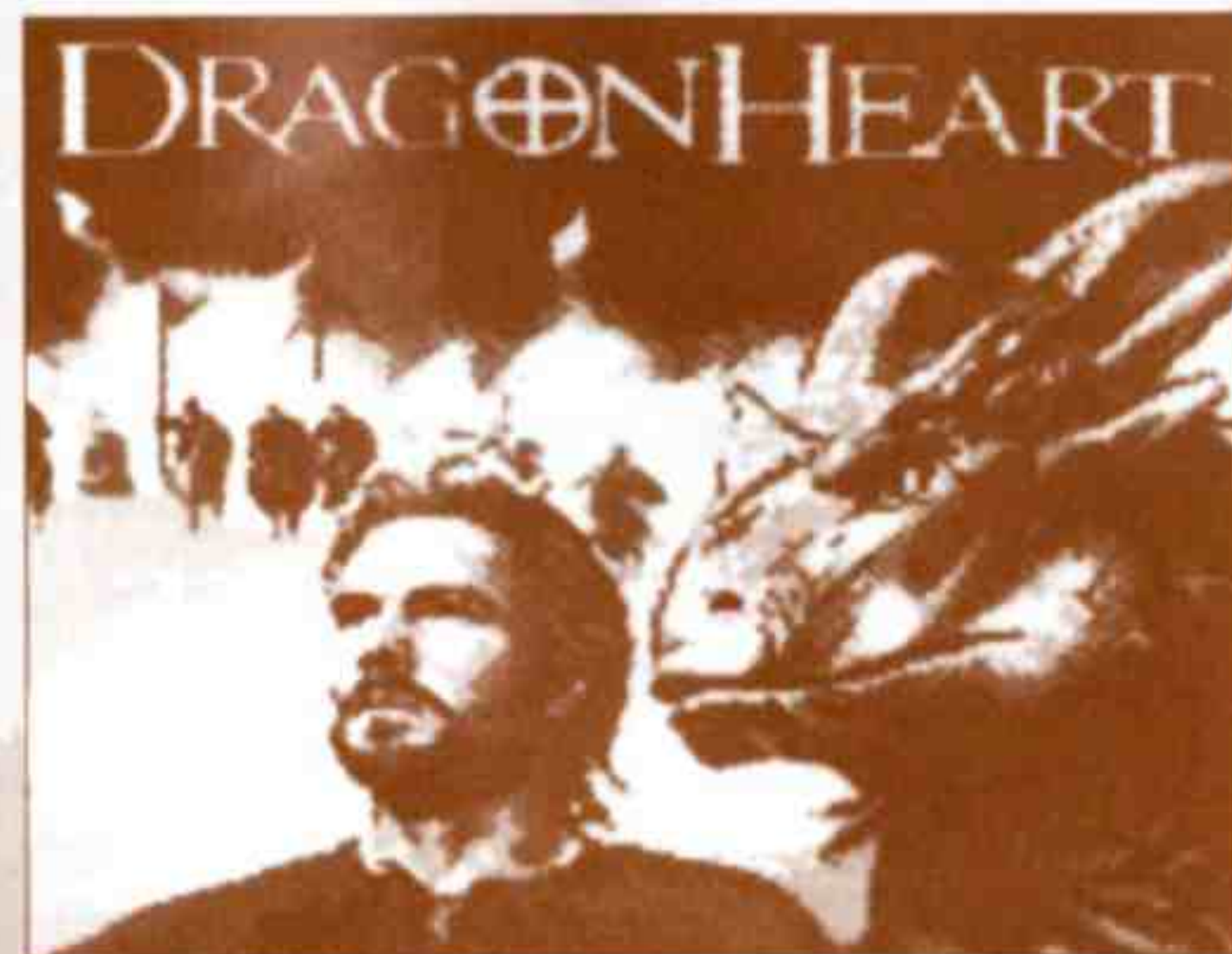
Believing that it was the DragonHeart™ that made Einon evil, you've sworn to find and destroy every last dragon in creation, and you've nearly succeeded! Soon, you'll find the despised Draco, the dragon responsible for this reign of evil and...



LOADING:

1. Make sure the power switch is OFF.
2. Insert the DragonHeart™ Game Pak as described in your NINTENDO GAME BOY® instruction manual.
3. Turn the power switch ON.

When the DragonHeart™ title screen appears, press START.



A main menu will appear. If no button is pressed, an introductory story will begin. You may bypass the story and return to the title screen by pressing the START BUTTON.

The MAIN MENU features three choices. To select any choice, move the Sword cursor with the CONTROL PAD. Press the START BUTTON to toggle settings, go to the password screen or begin game play.

NEW GAME: Starts the adventure!

PASSWORD: Select this to enter a password and begin gameplay at the level associated with a particular password (see Passwords on page 12).

MUSIC : Choose to play with Music on or off.



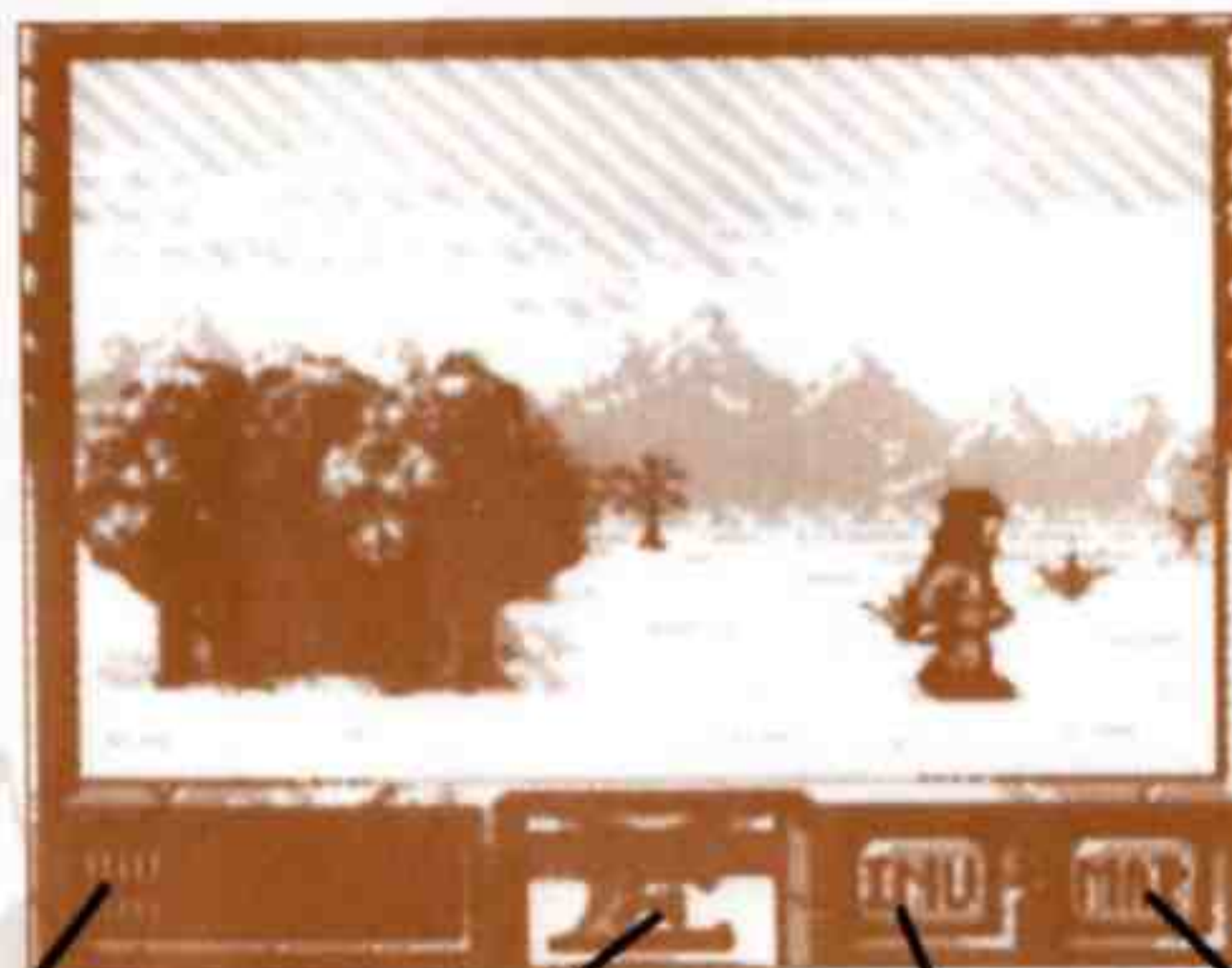


DRAGONHEART™

IS HEART KNOWS ONLY VIRTUE

OBJECT OF THE GAME

To explore your surroundings until you find what you seek. This may change from what you expected! Be brave—fight when you must, but be wise, and know when a kind word is worth a kingdom...



ENERGY METER

COMPASS

INVENTORY

MAP



THE SWORD POINTER

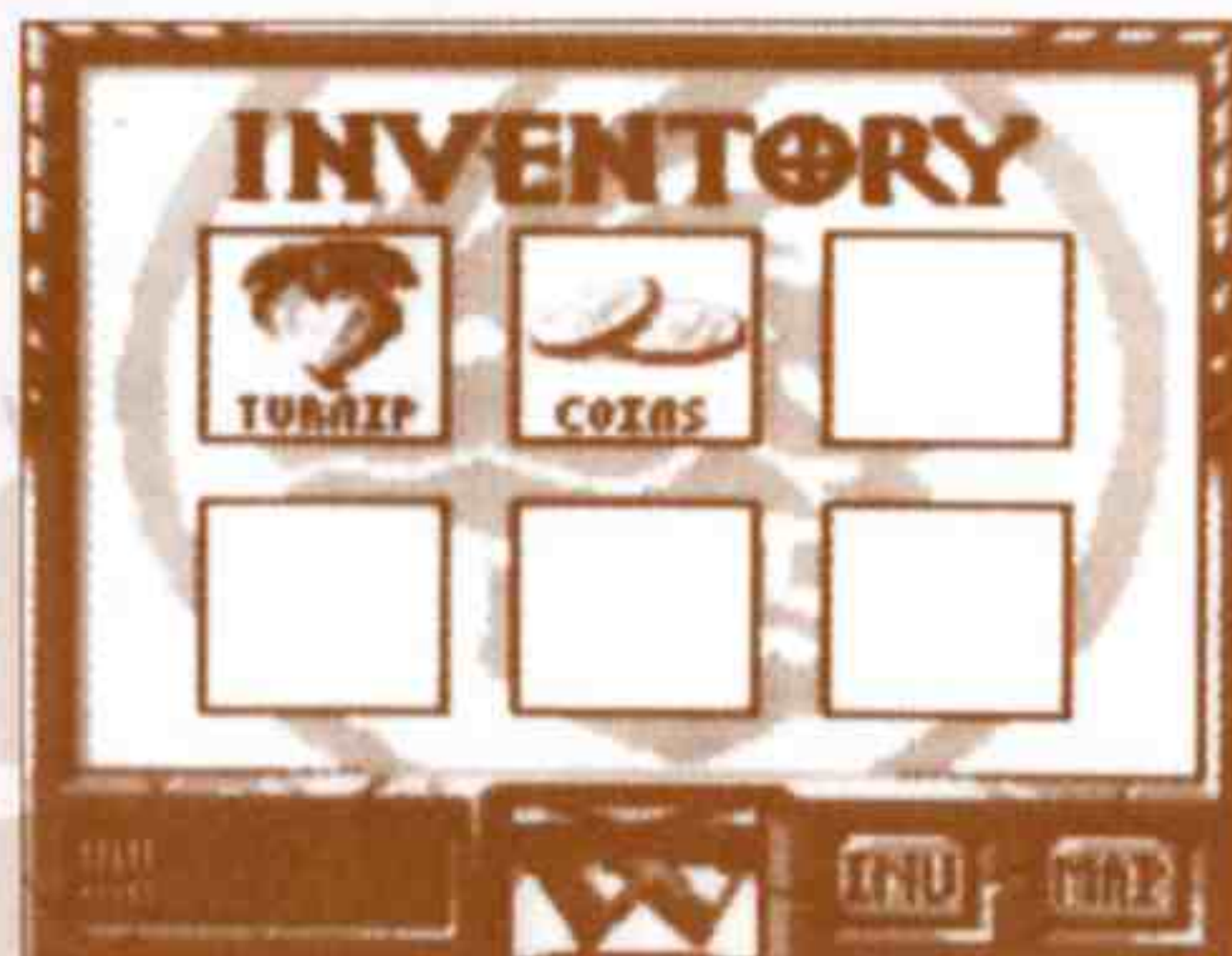
Press the SELECT BUTTON to toggle the Sword Pointer or Cursor On or Off. When on, pointing the cursor at an object and pressing the A BUTTON may yield new experiences: people with information to share, opening and closing doors, anything is possible... Also used to open and view inventory and map during gameplay.

COMPASS

At the bottom center of your frame is a compass which will change with your orientation. Use it to keep track of your progress, and your position. Sometimes you'll get clues which mention a direction...

INVENTORY

There are many items to collect on your journey. To bring up the inventory screen, point to INV with the Sword Pointer, then press the A BUTTON and toggle through items. The items in your inventory will automatically be used at the appropriate time. Pressing the START BUTTON will return you to the game.



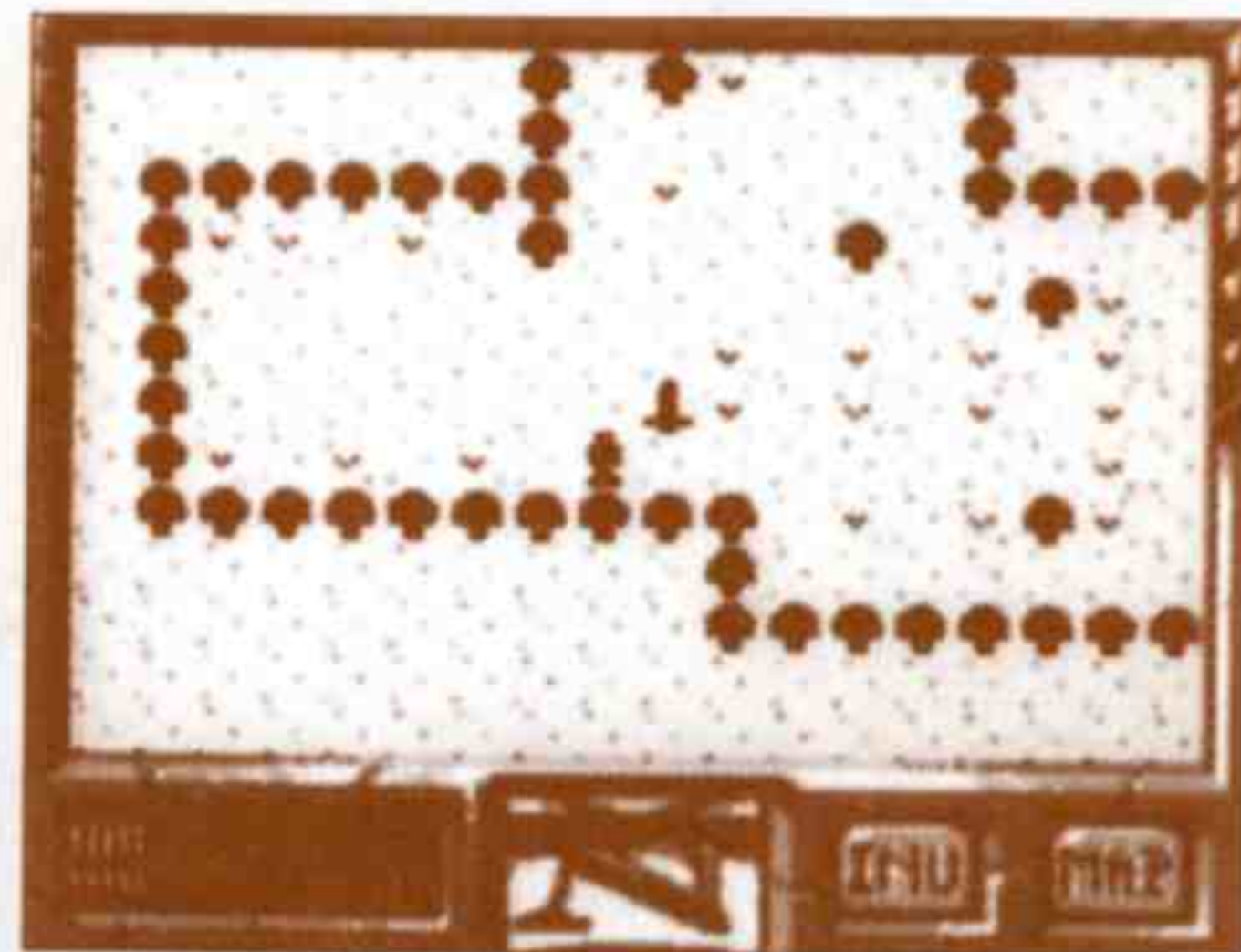
MAP – ENTERING AND EXITING AREAS

Once you've collected the map pick-up for your inventory, a touch of your sword pointer will open a map which lets you see where you currently are, and the general lay of the land.

Throughout the kingdom, you will encounter many areas such as woods and villages which hold valuable resources such as inventory items, people to converse with, etc.

Some areas require you to have a particular item in your inventory to enter. To enter other areas,

simply approach them. You may enter specific buildings and other sites by moving the Sword pointer to them and pressing the A BUTTON. Exiting areas is similar: you may need to find a certain item before you can exit, or you may merely need to place the Sword pointer at an appropriate spot and press the A BUTTON. You have much to discover!





AS WORDS SPEAK ONLY TRUTH

CONVERSATIONS

YOU SEE A FARMER

"WHAT HAVE WE HERE? A
GALLANT KNIGHT TRAMPLING
OVER MY TURNIPS..."



"TELL ME FRIEND DO ANY
DRAGONS TROUBLE THESE
PARTS?"



● "PARDON ME! I DIDN'T HEAR
TO SPOIL YOUR CROPS!"

Throughout your adventure, you'll encounter all manner of folk, fair and foul. Engaging them in conversation may give you the chance to exchange items such as food and money. Depending on your approach, you may help or hinder your cause. Pay heed to the choices that you're blessed with, and to the answers you receive, for therein lie the clues that will lead you to your ultimate adventure!

DES + DENIS IN IVS UK

To select one of the possible responses, press UP or DOWN on the CONTROL PAD to highlight the desired response. Press the A BUTTON to use that response. You can engage in a conversation by either walking up to someone or, in some situations, by moving the sword pointer to them and pressing the A BUTTON.

PASSWORDS

After completing certain tasks/ adventures, you will be rewarded with a password, which will allow you to resume gameplay at a later time without having to repeat these tasks. Write these down in the NOTES section at the back of this booklet. To enter a password, press LEFT or RIGHT on the CONTROL PAD to change the currently selected letter tile, and the A BUTTON to enter it. When your password is complete, you will automatically begin your adventure.



IS MIGHT UPHOLDS THE WEAK

CONTROLS

Different buttons do different things,
depending on your circumstances.

NORMAL

Press A + LEFT to shear left

Press A + RIGHT to shear right





HIS BLADE DEFENDS THE HELPLESS

COMBAT

You'll be facing some deadly opponents, Bowen, so master these moves if you hope to survive your adventure!

Press UP + A or B (attacking or defending) for a HIGH attack or block.

Press DOWN + A or B (attacking or defending) for a LOW attack or block.

SHUFFLE LEFT



SHUFFLE RIGHT

DEFEND/ BLOCK

ATTACK



FIGHTING HINTS

IS WRATH UNDOES THE WICKED

You'll be fighting a host of enemies and ill-wishers. Some things to be mindful of:



- Watch the Energy Meters. Both you and your opponent have an energy meter when engaged in combat. When it's empty, the life force is drained, and either your enemy is vanquished, or your quest is ended...for now.
- Use a variety of fighting styles. Don't fight all foes with the same tactics.
- Keep your weapons in top shape—blades honed, etc.

SOME OF THE CHARACTERS YOU MAY ENCOUNTER...



EINON

Your once-beloved master is now a hated tyrant. Will you have to destroy the man you once swore to protect?



DRACO

The dreadful dragon you have sworn to slay. Ah, but first you must find him...



QUEEN AISLINN

The gentle dignity and goodness of the Queen is unquestioned, but how can she reconcile a mother's love for a tyrant son with her compassion for her people?



KARA

A reign of oppression may breed rebellion in unexpected places...



BROTHER GILBERT

This gentle friar is eager to sing your praises. Will he find you worthy?



BROK

A fearsome foe, Brok is an accomplished veteran of many a battle, and always eager for more. His desire for glory may prove his undoing...



FELTON

The King's tax collector, he is ruthless and cunning...



VILLAGERS

The peasants are a mixed lot—don't make the mistake of approaching them all in the same manner. Some are ready to rebel against the tyranny of King Einon...



GUARDS

Einon's armed troops are found everywhere. They are like any occupying force—some cunning, some disloyal, some cowardly. Be prepared to draw your sword!



WOODSFOLK

Seclusion in the woods has made these people secretive and suspicious. They may possess some magic. Perhaps their link to the Queen will be useful...



HERMITS

Living in caves, hermits fear dragons and shun strangers. Can they aid your quest?



FARMERS

Tending their fields is of primary importance to farmers, but they do enjoy a bit of conversation...



ANIMALS

The woods are full of fearsome creatures...

NOTES

NOTES

BCDLST
KCLTSB

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LOOK FOR...

MARVEL
COMICS

VALIANT

GAME BOY

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IRON MAN X-CO MANOWAR IN HEAVY METAL

