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Printed in Japan

Nintendo

GAME BOY®

DMG-KC-USA

KINGdOM CRUSADE™

INSTRUCTION BOOK



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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Thank you for purchasing the Nintendo GAME BOY Game Pak, KINGDOM CRUSADE.

Before you start playing please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet handy for your future reference.

PRECAUTIONS

1. Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2. Store your Game Pak at room temperature. Avoid extreme hot or cold temperatures.
3. Do not clean with paint thinner, benzene, alcohol, or other solvents.
4. Avoid subjecting your Game Pak to shock when moving it. Never attempt to open or dismantle.

⚡ WARNINGS

ADVISORY — READ BEFORE USING YOUR NES / SUPER NES / GAME BOY

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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❖ OBJECT OF THE GAME

For Good or for Evil is thy choice. Thou mayest take the role of the dark kingdom set on wiping light from the face of the earth or the role of the light kingdom given no choice but to vanquish thy evil adversary. To accomplish thy task thou must make use of thine army of characters, each with their own strengths and weaknesses either to surround all the enemy castles or defeat all the characters in the enemy army.

✦ CONTROLS



- Moves the selection box in the map screen
- Moves character in the battle screen
- + "select" — allows character to move the mini-map

A BUTTON — changes screen from map to battle screen when the cursor is over a character.

- Attack button in the battle screen
- + "select" button casts the spell in the spell box

B BUTTON — jump when in the battle screen

- + "select" button selects spells

START BUTTON — pauses game in map screen or when player is in battle

- returns a character to the map screen when player is not in battle.

A + B + START + SELECT — Starts game over.

✦ BEGINNING THE GAME



efore playing the game: Correctly insert the Kingdom Crusade Game Pak into your GAME BOY and turn the Power switch on. "Nintendo" will appear on the screen followed by the Electro Brain screen. The title screen will then appear. Press the **START** button to proceed to the Game Selection Screen.

❖ GAME SELECTION

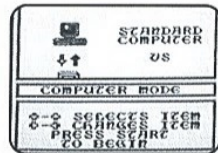
Before the game begins you are given several options that can make the game either more or less difficult. You may view those options by pressing up or down on the control pad. To begin the game after you have selected these options press **START**.

WORLD SIZE: Determines how large both armies will be, how many castles each kingdom will have, as well as the size of each kingdom.



❖ GAME SELECTION

COMPUTER LEVEL: Determines how difficult the computer player will be. There are four levels: novice, standard, advanced and expert.



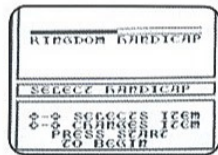
GAME BOY MODE: Allows you to select either the player vs. the computer, the competitive or the cooperative two player mode. (See "The Two Player Game".)

✦ GAME SELECTION

KINGDOM COLOR: Determines whether the player will control the dark, evil army or the light, good army.



KINGDOM HANDICAP: Allows the player to weaken the opponent or be weakened at the game start by reducing the kingdom's territory, castles, army members and initial health values."



✦ GAME INSTRUCTION SCREENS

After the start button is pressed, before you begin the game, you will see a screen that introduces the goal of the game. To begin the game press **START** button or if you wish to view attributes of characters, weapons or spells, press the A or the B button.

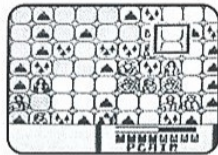


❖ GAMEPLAY

To enter the battle screen move the cursor over a character while pressing the A button. Once within the battle screen you may then claim territory by moving into enemy land which is indicated by opposite colored squares. If you surround an area of land, the region inside will also be claimed unless an enemy army member or a castle is inside. To conquer an enemy's castle, you must claim all the territory surrounding it. Once you have claimed a castle you may regain health by walking into the castle. The character will flash as health is added. Each character has a limited amount of life which may be taken away in battle or by eating bad food or poisons.

❖ THE MAP SCREEN

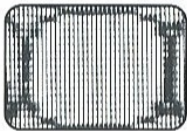
The Map Screen allows a view of the entire world and lets the player see both kingdoms. The entire map cannot be seen all at once so you must scroll around the map using the control pad.



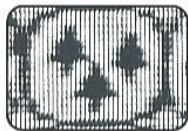
The player will not be able to see all the details of the enemy territory, however. Both sides can see the color and terrain of all the territories, as well as all castles and army members of their color, however the player will not be able to see all of the opponent's armies and castles. You can only see armies and castles that are close to your own territory so it is a good idea to claim as much territory as you can to find the enemy castles and armies.

❖ TERRAIN

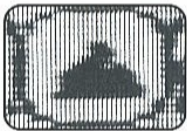
There are four types of terrain in the territories, some hamper movement and some help movement.



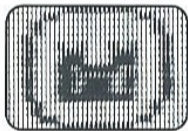
Plains



Forest



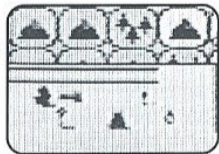
Mountains



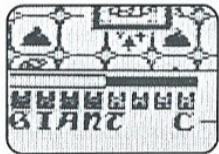
Castle

❖ STATUS WINDOWS

CHARACTER STATUS WINDOW: Found just below the map. When you place the cursor over any of your army members you will be able to view their health, attributes and spells.



KINGDOM STATUS WINDOW: Found in the lower right corner, just below the map, indicates the size of the player's army.



CASTLE STATUS WINDOW: Found below the kingdom status shows the total number of castles on each side.

✦ BATTLE SCREEN

The Battle Screen represents one area of territory in the world and is where all action takes place. The player can move from one territory to another by moving to the edge of the screen, but the player cannot move into a territory occupied by a fellow army member. If you move into the territory of an enemy character a battle is joined. The screen will change to the map screen until both characters are ready to fight. To enter into battle from the map screen you must press the A button and, until one character has been killed, no other action is possible.



✦ BATTLE SCREEN

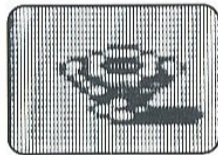
ATTACKING: Each character, except for the knight, has both a throwing and a hand-to-hand weapon available. To use a hand-to-hand weapon, move near the enemy and press the A button. When you are farther away the throwing weapon will automatically be used. After you use a weapon there will be a brief pause before you can use your weapon again, a beep will indicate when you may attack again.

❖ BATTLE SCREEN DISPLAY

At the bottom of the screen are various status boxes.

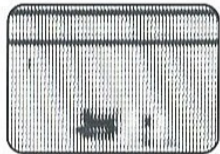
In the left corner is a mini-map. Your player will appear in the middle. To move the mini-map, hold the SELECT button down and move the control pad.

To the right of the mini-map is a box that indicates the character's prepared spell. To cast the spell, hold the SELECT button and press the A button. To select another spell, hold the SELECT button and press the B button.



❖ BATTLE SCREEN DISPLAY

To the right of the spell indicator is a box showing the character's health as well as the full supply of magical weapons.



❖ LOSING / REGAINING HEALTH

Throughout the campaign your character can lose health either in battle or from eating bad food or poison. The character may regain health two ways: by going to a friendly castle and entering it (the character will flash as health is restored) or eating the good food and potions.

The amount of health restored or taken is as follows:

HEALTH ITEMS			
	+10		-10
	+20		-20
	+30		-30
	70 MAX		-1000

❖ THE TWO PLAYER GAME

Kingdom Crusade may be played with one player against the computer, head to head versus another opponent or a two player cooperative mode where both players play against the computer.

To play the two player game you will need the following:

- 2 Game Boy Systems
- 2 Kingdom Crusade Game Paks
- 1 Game Link Cable

TO PLAY:

1. Connect the Game Link cable as shown in the figure on page 23.
2. Insert both Kingdom Crusade Game Paks and turn both

❖ THE TWO PLAYER GAME

Game Boy systems **ON** at the same time.

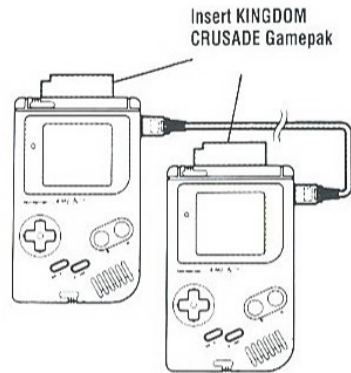
2. When the title screen appears on the two Game Boy units, press the **START** button.

3. Head to Head Play: Select Game Boy vs. Game Boy mode in the game select screen. One player will play the light kingdom and one player will play the dark. Both players will see the world opposite from each other so that moving up and left on one unit will move down and right on the other.

4. Two Player Cooperative: Select Game Boy vs. Computer mode in the game select screen. Both players will play on the same side while the computer plays the other. The computer will move two computer armies at the same time and players will view the world the same way.

❖ THE TWO PLAYER GAME

Note: If the Game Link cable is not securely connected, or it is pulled out and reconnected during play, the game will not function correctly. If this happens, turn both units **OFF** and begin again.



❖ CHARACTERS



THE KING: The king possesses the most power. He wields a sword of lightning that can blast anyone in his path.



THE QUEEN: Can block an attack with a mere finger. She wields a dagger and throws magic discs, as well.



THE PALADIN: Expertly wields a battle axe to attack, throw and even block enemy shots.



THE WIZARD: Possesses a staff of enormous power in hand-to-hand combat. He also shoots devastating fireballs.

❖ CHARACTERS



THE GIANT: This monster throws boulders at his opponents. His leathery hide is extremely resistant to attack.



THE KNIGHT: Dons a full suit of armour and wields a powerful two-handed sword. He throws no weapons, however.



THE BOWMAN: Is nearly as skilled with his dagger as he is with his longbow.

✦ SPELLS



TRIGON'S RING OF TRANSPARENCY:
Makes you invisible to your opponents.



CHARON'S CLOAK OF WITHERING:
Inflicts your opponent with rapid aging when you are standing still.



TRISTAN'S TOME OF TURNING:
Forces your enemy to walk backward.



CIRCE'S CIRCLE OF LIFE:
Restores a dead character to life.

✦ SPELLS



CRIOUS'S CAP OF INVULNERABILITY:
Gives player invulnerability to thrown weapons.



SEKER'S STAFF OF TRUE SIGHT:
Endows a thrown weapon with a sight of its own.



GILGAMESH'S GRAIL OF SPEED:
Imbues the drinker with enhanced speed.

❖ MAGIC WEAPONS

These weapons, found throughout the different territories, will enhance the player's attributes.



BOW OF THE MARKSMAN: Makes thrown weapons travel faster and allows character to shoot more often.



RABBIT RUN: Allows you to run faster.



SHIELD OF LONGLIFE: Increases your resistance to attack.

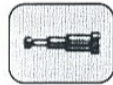
❖ MAGIC WEAPONS



SWORD OF STRENGTH: Increases your weapon's damage.



WINGS OF THE HAWK: Allows you to change direction while jumping.



TELESCOPE: Allows you to see more enemy territory on the map.



SCROLL OF SECOND SIGHT: Allows you to see your enemy's health.

❖ TIPS AND TRICKS

- ❖ Select your favorite spell before starting a battle.
- ❖ To avoid being seen, hide in front of large objects—while you will be able to see your player, the enemy cannot. This technique works well in head-to-head play.
- ❖ Move a person next to a castle to protect it.
- ❖ Avoid moving into squares where your character moves slowly. Example: Paladin moves slowly on mountain squares.
- ❖ Move players around the world to look for items. Remember, the more items characters have, the more powerful they are.
- ❖ Remember that some items are hidden from view.
- ❖ Fighting on an opposite colored square will slow the player down.
- ❖ Move revived players to castle squares to allow them to renew their health.
- ❖ Thrown weapons may be blocked by facing the direction of the attack and standing still.

Now that thou knowest thy quest in the world of Kingdom Crusade it is thy duty to defeat the enemy army. Collect weapons and spells and choose thy opponents wisely, for if thou shouldst err thy army might be overcome and thou wilt surely find thyself at the mercy of thy opponent. Good luck crusader, and may the best kingdom win!

LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

- 1. DO NOT return your defective Game Pak to the retailer.**
- 2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

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