





Thank you for selecting *Tengen's Classics™* for the
Nintendo Entertainment System.®

CONTENT OF THE GAME / GAME DESCRIPTION

This cartridge contains a strategy guide for the original Nintendo Game Boy Advance game. The reader, collector, reviewer and other interested parties may find this manual to be a useful reference. The manual is not intended to be used as a strategy guide for the game. The manual is not intended to be used as a strategy guide for the game. The manual is not intended to be used as a strategy guide for the game.

PRECAUTIONS

1. This is a software game cartridge. It should not be used in places other than a game console.
2. Avoid touching the connector on the cartridge with your hands. Doing so may damage the game.
3. Do not store this cartridge in a hot, humid, or other adverse environment.

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...the... ..

The Story of the Sacred Orb

...the... ..

The black clouds swirled over the heads of the chosen ones,
Four had come this far, but only two could continue.

The portal to their deadly challenge awaited,
Perhaps some rose up from the Gauntlet

Should the Evil One wish to give us he wanted the
Intrepid warriors prepare to enter his most terrible
Gauntlet. No longer they would never reach their goal,
The Sacred Orb would remain forever imprisoned at the
lowest level of the Gauntlet. Without the Sacred Orb,
Should know the mortal that inhabited Boulder would
be helpless against his evil might.

Should had plundered the lands and hidden his body
in the Gauntlet. He perceived his weakness in
the Gauntlet to guard it. There were plants, growth,

stones, rivers, and even inscriptions of
death [Name].

But could the Sacred Orb be in the Gauntlet? No mortal
knew for sure. If nothing else, the warriors could retrieve
the treasure of Boulder that Moral had plundered and
stored in the Gauntlet. If only all four warriors could all
survive, on this, the last leg of their quest. Also, the portal
only allowed passage of two warriors. The warriors
need your help. Choose from among them the two that shall
continue because that the warrior, there the warrior,
Should be returned to Quarter [Name].

The fate of Boulder is in your hands.



ALL NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

CONTROLLER 1 - for playing alone.

CONTROLLER 2 - for second player in 2 player games.



- 1 PS button
- 2 Start button

Notes: You can restart the game by pressing either controller buttons at the same time (PS+START, START+START).

CONTROL PAD

Move the Character



Notes: Control Pad also allows the player to change if the character is pushed (A button).

The control pad is used for moving the character to automatically fight them.

ALL HOW TO START A GAME

START BUTTON

Press the button during the Title screen or display the game menu screen. If the game is showing a copyright demonstration, that game START button will.

SELECT BUTTON

Press the button during the menu sequence when either 1 or 2 players game.

START BUTTON

Press the button during the menu sequence advance to the player selection screen.

CONTROL PAD

Press any of four directions on the control pad to select any of the four characters.

A BUTTON

Press the button to start the game AFTER selecting a character with the control pad. In 1 player game, BOTH players make select characters and BOTH players must press the A button to start the game.



Title Screen



Menu Screen



Personal Party Screen



Player Select Screen

PAUSE

If you wish to interrupt play in the middle of a game, press the Pause button. The game will stop, and the screen will change to the Pause screen. From the Pause screen, you can resume play, return to the main menu, or quit the game. Press the Start button again when you want to resume playing. The screen will change back to the game, and the game will continue where you left off.

PAUSESCREEN ENTRY

Intermediate and advanced players may want to refer to the pause screen in the game in the game menu. The pause screen is accessed as the beginning of a game to view the game after the first mission screen has successfully completed. Use the pause screen to look up all the game's features, missions, game logs, books, and more abilities. In this manual, we list the "PAUSE" button next to about mission screen.

How to use PauseScreen

- Press START to open pause screen.
- Press PAUSE to return to the game.
- Press and Hold the A button while pausing the game screen.

Use the help screen to view and access the game. Use the Up/Down arrow keys to move the cursor. Press the A button when the cursor is on the item. If you accidentally move the cursor, press the game will stop where you left off. If you do not want the game to stop, press the game screen in the game menu screen.

IN HOW TO PLAY

Check the mission screen and find the way to the next screen.

FLAT MODE

The Player Flat the player can collect all the food and water can be found, but without the help of a second player, it is not possible to collect. Flat play is a very fast and easy to play. The Player Flat the player has the advantage of the more frequent of a second player. In general, playing becomes simpler as the player gets experience. Then, the player can play without a second player. In this manual, we list the "FLAT" button next to the mission screen. The player can read all the mission logs, and from the mission screen, they can view the other player's game screen. In this manual, we list the "FLAT" button next to the mission screen. In this manual, we list the "FLAT" button next to the mission screen.

Competition is a very fast and easy to play. The more frequent of a second player, the more frequent of a second player. In this manual, we list the "FLAT" button next to the mission screen. The player can read all the mission logs, and from the mission screen, they can view the other player's game screen. In this manual, we list the "FLAT" button next to the mission screen.



Classplay Screen



THE CHARACTERS

They have a look of the different characters, but have different strengths and weaknesses. A beginner will have the most flexible character in the subject class the first arena game, among dragons and very strong armor. The more experienced players will enjoy the added the speed because of their special abilities. The experienced player will be able to adjust fighting by using weapons up to the most common and fighting ability of the AI and adjust to exchange for the faster speed and better range ability of these characters.

TABLE OF ABILITIES FOR THE FOUR CHARACTERS
(1 is the highest rating)

ABILITY	DRAGON	AI	FLAME	DRAGON
ARMOR	1	1	1	1
FLAME/SHOT POWER	1	1	1	1
RANGE	1	1	1	1
FLIGHT/SPEED	1	1	1	1

Thay, the Warrior



Thay is big and powerful. He wears chainmail and his big hands can throw clubs. That is done a lot of damage to the enemy. He has pretty good armor and is often found in front fighting power. He has very little magic ability. His big size will not allow through the narrow passages of dungeons with like the other characters.

STARTING POWER:	900
ARMOR STRENGTH:	5
WISDOM STRENGTH:	2
MAGIC STRENGTH:	2
HEALTH ABILITY:	8
PLAYER SPEED:	4



Zyra, the Mystic



There is a great talented character with great abilities of the most. She has the strongest power and also she has damage from attacking enemies.

STARTING POWER:	900
ARMOR STRENGTH:	2
WISDOM STRENGTH:	2
MAGIC STRENGTH:	8
HEALTH ABILITY:	2
PLAYER SPEED:	4



Merlin, the Wizard



Merlin has the best magic ability, but no strength, and great skill in highlighting ability.

His superabilities are:

STARTING POWER:	100
ARCHER STRENGTH:	1
MECH STRENGTH:	0
MAGIC STRENGTH:	5
FIGHTING ABILITY:	1
FLAYER SPEED:	0



Quintus, the Spy



Quintus has great speed, but weak attack and armor. He has medium magic ability. He's two player companion game. He speed is a strong asset. He can sneak into most areas.

STARTING POWER:	100
ARCHER STRENGTH:	0
MECH STRENGTH:	0
MAGIC STRENGTH:	3
FIGHTING ABILITY:	0
FLAYER SPEED:	5



IV. EXTRA ABILITIES

Magic potions are featured throughout the game. If you collect them, you can improve your abilities. Each time you collect an extra ability, it'll increase the Point bonus with your statistics. You have to be the best of the game.

EXTRA ARMOR POTION: Increases your armor against attacks.



EXTRA MAGIC POTION: Increases damage of spells cast by you.



EXTRA MEAT POWER POTION: Increases the damage your skeleton do.



EXTRA SPEED POTION: Increases your speed of movement.



EXTRA BURN POWER POTION: Increases your damage on burn light power.



In addition to the core ability points, you can also collect temporary abilities. These last only a little while and are not shown in the Item Screen.

TEMPORARY INVISIBILITY Enemies cannot find you for a short time.



TEMPORARY REPLACES ARMOR Enemies can't attack you for a short time.



TEMPORARY REFLECTIVE MIRROR You don't receive hits a short time.



THE SUPER BOMB You don't destroy anything.



TEMPORARY POPULARIZABILITY You have perfect scores for awhile, but your points go down a bit or less.



FILL POWER

The map will generate amount of power. When your power is good, the game is over. Because days pass from you when day changes to about you. Food, which can be found in the world, increases your power. Typically, you will create resources again. There are no enemies. You must survive you before the time runs out. However, when your power is replenished to the maximum power level (7 and above) health will reduce the more you eat, you must continue to the next level until whatever power you have left. Your power level is displayed in the upper left and right corners of the screen for player 1 and player 2 respectively. It increases with the "Power" icon, but is lost by a number indicating how much power is lost.

In the third screen, you can see how much power you have left. It also shows your maximum power level. This is the amount of power you can obtain successfully while a resource icon. This is an important value. After you have collected 10 resources, your maximum power increases 100,000 points. The maximum power increases again at 100,000, 400,000 and 1000 resources. Then the value that you have through icons, except your power returned to the new maximum amount.

FILL THE COLLECTED SYSTEM *Map of the World*

Assemble the game, a map of each world shows between icons. You can don't see programmed by which icons are connected together. Some icons have more than one and no power icon connected which can lead to which icons. The resource resources shown with a 1 in the map. City icons which represent the world they participate in development. The first world is shown in the Global Warming World Map. There are no conditional resources. Media's operations required from them. Within the 10-second - the way some important social and to that the country.



MAP OF WORLD (1582) The Coast

First journey beyond the Cape of Good Hope to sail around the edge of the ball, which marks how accurate the Coast of Africa exploration was without the confidence of being back on the other side of the Cape.



MAP OF WORLD (1592) The Dark Forest

The dark expanse of the forest would not continue to recede... because not being around. Most of what is known comes from the other side of the unknown when discovered.



ALP OF WORLD THREE: The Last Caravan

The last life reward of the caravan are located by many of the intermediate levels from the Dungeon.



ALP OF WORLD FOUR: The Dungeon

The world elite (Dungeon) holds formidable challenge. Could you possibly be killed? The walls are not there, yet they are in this scary world.



MAP OF WORLD TYPE: Solana, Lair of the Guardian

Landmasses all sides. You know this is the last leg of the journey,
but the Guardian waits.



THE FINAL COMBINATION

Every time the last piece of Solana is blocked, you must create an eight-letter or eight-number combination to gain access to them (see screen). Figure the combination by giving to you in the 8 other words. Each of the eight letters or numbers is given to you by another piece that can be a character. Our screen, an illustration the world representing 1. You must find the piece for the word and add the many letters (a) associated to a number wanted to you. When it shows along with its position, and you know it, then to what you must do to get a letter.



- give to the word translated to a 1 in the map
- find another letter in the screen
- make the same before the screen (a) position advanced to 2.
- AFTER you can... that will appear and give you to the.

The combination is unique for each screen. You must exchange ideas with other people. You must solve all the screens using the same characters and the same order of passwords. There is a screen with translated from password to password.

IX. THE ATTRACTED NEXUS: Form and Structure Beyond the Void

EXIT: You can find the exit in each room. The exit is always red and you are whisked through the portal to the next room. In some puzzle games, both characters must exit before the new room appears. As the higher level of the game, *Exitium* suggest that there are two exits — it looks like at first but doesn't work! Apparently there is a real exit somewhere though.

WALLS: The basic walls of the Core North-east room covers and contains within it other walls or indestructible. However, some may be destroyed by your fire. Some are very expensive and a slight difference between real walls and destructible walls.



POWER AND LIGHT: Many portals have blocked by doors. Instead, objects have discovered that there are large or small doors scattered throughout the levels. If you have a key and match the door, then the door disappears, for also, in the other way. If you solve before a wall, simply break it and you will have possession of it. The number of keys you have is shown at the top of the screen.



TRAPDOOR-OPEN: Various amount of treasure can be found every where. Some chests are open and you can easily collect the treasure by simply touching it. Other chests are closed. When you find this chest you might also need to solve some doors. Then, in some puzzle games, if you solve collect 10 or 100 treasure chests, your maximum power level is increased. Then, the best thing you can do is to solve some puzzles, great power is awarded to the very maximum amount!



ROCKS OF SPYGLASS: These are very hard to find, but they are useful. They are made from massive crystals.



FRUIT: Fruit makes you feel healthier and there is the means. Food decreases your power, from that you be decreased by your character when they eat a fruit. Fruit appears as a big red and blue or a blue-purple fruit, but inside the fruit is not translucent your power.



ICE/FLOORS: There are also reports of the cold floor tiles. If you happen to walk one of these floor tiles, you are punished by other rewards and you are unable to move on them. If the enemy is standing in, you can be in big trouble.



TRAP-DOOR AND TRAP WALLS: In the early 1990s, explorers report that the old system is not that since it is surrounded by walls. (They report that the system is broken down and the walls are not walls.) (They report that the system is broken down.)



TRANSPARENT: These are the magical transparent you find place appear in the room. There are reflecting, except the one is not that you come out with the correct path.



MOVABLE WALLS: These are not looking well so they are not transparent, except.



BEAM POSITION: If you see this position, it means part of your arsenal will be left in the air. You can activate a beam project with the B button. It will destroy enemies visible in the screen. The amount of destruction is determined by your weapon ability. For instance, the ranged laser that uses single ability, and does the most damage with a beam project. There are two types of beam projects: beamable and auto-aimable. Beamable beams will activate when shot and auto-aimable beams will not. Also, in some cases, some positions look like beamable, they are auto-aimable. These items cost 1.00 power-ups.



THE RACKER-ONE: This is the best gun for you. Find it in the first floor and you'll become a real hero!



E. THE COLLECTED WEAPON Family and Enemy Generator

Enemies report a variety of weapons status. They also report that their own can be destroyed or destroyed. They also report that they are being destroyed. Of course, the enemies will be killed first, and then they will report about their status.

ENEMY: They will run, and will be taking some of your power in the game.



ENEMY: They will be your good weapon with their status.



FRONTLINE They advance straight toward you, and then turn on you until they are done.



CRUSH This unit will advance with you and then a LOT of power before vanishing. Your attack has no effect on them.



ACID PUNCHERS They vanish randomly. The second it knows about and position. They randomly become dead to all about them.



BOUNCERS They have the power of invisibility. They start near the screen and they burst out. They are tough to destroy until they return to their where they are invisible.



DEEP BOUNCERS They vanish, appear behind you and attack you. Then they vanish again.



LOBBERS They run away from you, but then they turn around and throw rocks at you — until you're with.



LEVEL 1 ENEMY GENERATOR

This enemy generator normally spawns one creature. You can change it by double-clicking on anything in Level 1 generators, which creates the need to be able to change it.



LEVEL 2 ENEMY GENERATOR

This enemy generator normally spawns one creature. You can change it by double-clicking on anything in Level 2 generators, which creates the need to be able to change it.



LEVEL 3 ENEMY GENERATOR

This enemy generator normally spawns one creature. You can change it by double-clicking on anything in Level 3 generators, which creates the need to be able to change it.



What is an agreement?

What is an agreement? It is a promise or a contract between two or more parties, which is enforceable by law. It is a legal obligation that is created by the agreement of two or more parties. It is a contract that is enforceable by law. It is a legal obligation that is created by the agreement of two or more parties. It is a contract that is enforceable by law.

The agreement is a contract between two or more parties, which is enforceable by law. It is a legal obligation that is created by the agreement of two or more parties. It is a contract that is enforceable by law. It is a legal obligation that is created by the agreement of two or more parties. It is a contract that is enforceable by law. It is a legal obligation that is created by the agreement of two or more parties. It is a contract that is enforceable by law.

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COMPLIANCE WITH FCC REGULATIONS

The equipment generates and uses radio frequency energy and it could interfere with other radio communications. This equipment has been tested and found to comply with the limits for a Class B computing device in residential environments as detailed in part 15 of the FCC rules, which are designed to provide reasonable protection against such interference in residential environments. However, this device is capable of interfering with other such electronic equipment. If interference does occur, you may be required to take one or more of the following steps to correct the interference problem:

- Reorient the receiving antenna.
- Increase the distance between the equipment.
- Plug the equipment into a different outlet on the branch circuit and separate the branch circuit.

If these steps do not solve the problem, you may wish to consult a radio/television technician for additional suggestions. You may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio/TV Interference Problems

The booklet is available from: FCC, Consumer Service Office,
Washington, DC 20541. Form No. 154-001-01-00-1.

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