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**PRECAUTIONS**

1. This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors; do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

**THE STORY**

A long, long time ago a woodcutter's family lived in a small woods. One day, inside their house, the grandmother was talking to her grandchildren. "Long, long ago there was an evil dragon that was terrifying the people. A wizard came from the north country, captured the dragon, and put it deep in the ground. See the picture on the wall? The wizard is your grandfather."

Just as the grandmother pointed at the picture, their pet dog "Pochi" came in with a shiny, pointed object. It was a scale from the dragon! Mother and Father both felt the dragon was about to revive. So they started to get ready to go to the dungeon. Their mission was to destroy it. The kids cried, "There's no way that you can ever beat the dragon!" Father smiled and said, "Don't worry, there is a DragonSlayer."
“DragonSlayer” is a magical sword—the only weapon that can destroy the dragon. However, it is protected by four hidden crowns. The kids said, “We can help you find the crowns if it’s OK with you.” “Sure, if we can all help each other, we will be able to defeat the dragon,” the Father replied.

Where are the four crowns? Can the Drasie family destroy the dragon? Now the adventure begins.

**THE FAMILY**

Each member of the Drasie family has different abilities. Use all the members of the family (including the family pet “Pochi”) to find the four crowns and the sword, “DragonSlayer.” During your adventure, you may return to the house as many times as you like to change characters. Try to use everyone’s different abilities. If the family’s life becomes 0 (zero) then the game will be over. When your life becomes low, go back home or stay at an inn. (If you want to continue the game, refer to p.9.)

Your progress can be saved at the house by talking to Grandma and getting a password. Write down the password and give it to Grandpa the next time you play. You will be able to continue from where you left off.

**HOW TO USE THE CONTROLLER**

Controller 1
- Controller 2 is not used.

- **START Button**: Use the start button to begin the game, PAUSE during a game, display inventory or continue a game in progress.
- **SELECT Button**: Press the SELECT button to choose items to use from your inventory. After pressing SELECT, you can move the white cursor in the upper right corner of the screen to select one of the three items displayed there. You can carry only three items at once and you may use only one of the items at a time.
UP
Press UP to climb up the ladders and to enter
SHOPS or INNS.

DOWN
Press DOWN to climb down the ladders or leave
SHOPS or INNS.

LEFT/RIGHT
Move LEFT/RIGHT.

“A” Button
Use the “A” button to jump and use items that are
selected.

“B” Button
Use the “B” button to throw your magic weapon.
Press the Control Pad in the direction you want to
fire and then press the button. You can throw your
weapon in eight different directions.

STATUS DISPLAY
The biggest number that can be displayed on the
screen underneath LIFE, MAGIC, KEY and GOLD is
109. Each blue mark equals one and each red mark
equals 10. Their meanings are shown below.

LIFE
These are your hit points. If this reaches zero (0),
the game is over.

MAGIC
This represents the number of times that the cur-
rent magic item can be used. Some items use
more magic than others.

KEY
Number of keys in your possession.

GOLD
The amount of gold that you’re carrying.

ITEM
Indicates which item is currently being used. The
item being used will have a white border around it.

GETTING STARTED
The game starts inside of the family’s home. Select
the character that you would like to use and then
set up the equipment for the character.

The maximum number of items that each character
can carry is 3.

If the number below the item is blue or zero (0)
then the item cannot be used with that character.

Items that are not equipped cannot be used. You
can only change items at the INN or back at the
family’s home.

CHOOSING ITEMS
Move your character on the screen with the Control
Pad. Point to the item that you want and press the
“A” button to put that item into your inventory.

USING ITEMS
To use an item, take the following steps:
1. Use the SELECT button to get into Item Select
Mode.
2. Use the SELECT button and move the cursor (the
small white box) to the item you want.
3. Push either SELECT or the “A” button to get
back to the game.

*If you want to use the item, make sure it is
selected and then press the “A” button.

CHOOSING A CHARACTER
At the beginning of the game you can control the
pointer (the glove) on the screen with the Control
Pad. Point to the character you want and push the
“A” button to select that character.

SHOPS and INNS
Push UP on the Control Pad in front of the doors to
the SHOPS or INNS to go inside.
IN THE SHOPS

If you want to buy an item, move the character in front of the item that you want and press the "A" button. In order to get out of the SHOPS, push down on the Control Pad.

AT THE INNS

After you enter an INN, if you want to stay press the "A" button. Staying at an INN will allow you to regain full LIFE and MAGIC. The INNs charge 10 gold pieces per visit. You can also change your current items in the INN. When you leave the INN, you get one chance to select items from your inventory. When you are ready to leave, press down on the Control Pad.

SPECIAL TECHNIQUES: USING THE GLOVES

- You can use the gloves to move some blocks in the dungeon. If you want to move a block to the right, stand on the block, hold the "A" button down and press the right on the Control Pad. It takes some practice but is easily mastered. You MUST learn to use the gloves efficiently to win the game.
- If you move blocks into your path and you can’t get around them, try leaving the screen and coming back. All the blocks that were moved are back where they started.
- Blocks can be pushed but they cannot be pulled.
- You can move only some of the blocks in the dungeon; not all the blocks.

SAVING/LOADING

When you want to save the game, return to the family’s home and ask the grandmother for the password. When you want to continue a game where you left off, move the pointer to the grandfather and enter the password.

Try various techniques to move the blocks into position.

- If you find yourself moving blocks unintentionally, wear the gloves ONLY when you want to move a block (remove them before you move or jump).
- The hardest part of the game is the area where you have to move blocks to solve puzzles. Use the gloves to move the blocks into position if you can’t clear a section. Some of the puzzles involving the blocks are very difficult. Try moving them in different combinations to get where you want to go.

Use the Control Pad to select the letter, press the "A" button to choose a letter. Press the SELECT button to stop selecting letters.

Displaying the Password

To get a new password, return to the family’s home. Use the Control Pad to point to the grandmother and press the "A" button. Your new password will be displayed. Don’t forget to write it down.
**Entering the Password**
Move the pointer over the grandfather. Use the Control Pad and the "A" button to enter the password. If you make a mistake, use the left arrow to move the cursor back. When you finish entering the password use the curved arrow to confirm the password entry. If you want to stop entering the password, press the SELECT button.

**GAME OVER: RETRY or CONTINUE**
If your character’s life becomes zero (0), then the game is over. If you select RETRY, the game will start from the beginning. If you select CONTINUE, you will continue from the point when you last returned to the family home. Use the SELECT button to select and the START button to confirm your choice.

- **The Father: "Xenn"**
  He is very powerful, he can use the magic gloves to move blocks. Special items: "Gloves," "Armor," "Powered Boots."

- **The Mother: "Meyna"**
  She can fly and use lots of different magic. Special items: "Wings," "Key Stick," "Rod."

- **The Son: "Roas"**
  He can fight using the magical sword. He is the only one who can use the "Dragon-Slayer." Special items: "Armor," "Jump Shoes," "Dragon Slayer."

- **The Daughter: "Lyll"**
  She can jump! She can also use some magic. Special items: "Powered Boots," "Jump Shoes," "Matlock."

- **The Family Pet: "Pochi"**
  It acts like a dog but is really a monster. The other monsters don’t bother Pochi. Special items: "Elixer," "Magic Bottle," "Crystal."

- **The Grandfather: "Douel"**
  The only thing he does check your password to continue the game.

- **The Grandmother: "Jiel"**
  The only thing she does give you the password to save the game.
ITEMS
Some of the monsters leave items behind when they are destroyed.

Gold
You need this to stay at the INNS and to buy things at the SHOPS.

Cross
Zaps ALL the monsters on the screen.

Poison
Takes away LIFE!

Scroll
When you pick up a scroll, the speed of the character will increase.

Ring
The ring will make you invisible for a while. You don't get hurt by the monsters while you're invisible.

Bread
Gives LIFE.

Potion
Gives MAGIC.

Key
Can open doors and chests

TREASURES
The chests in the dungeon usually contain treasure.

Magic Bottle
If your MAGIC becomes zero (0), drink this to recharge yourself.

Elixer
If your LIFE becomes zero (0), drinking this will heal you. To use the LIFE potion, make sure that it's selected when you are about to die.

Power Boots
When you're wearing these, you can jump on the monsters to destroy them.

Crystal
Use the crystal to warp back to ground level, near the family's home.

Jump Shoes
Wearing these increases your jumping ability.

Shield
Rebounds the bullets fired by the master monsters.

Armor
If you are wearing this you can run right through some monsters.
**OTHER TREASURES**

**Wings**
Use the Magic wings to fly.

**Mattock (pick axe)**
The mattock can be used to break some of the blocks inside the dungeon.

**Key Stick**
Allows you to open doors without keys.

**Rod**
Lets you move certain blocks.

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**THE MONSTERS**

**Fire Rod**
Increases the range of your weapon.

**Power Knuckle**
Increases your attacking power.

**Crown**
You have to collect all four of the crowns to get the "DragonSlayer."

**DragonSlayer**
The only weapon that can destroy the dragon.

**Metablack**

**Rock Beast**

**Deduru**

**Killer Bat**

**Claw Eye**

**Biff**

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**Scorpious**

**Killer Hound**

**Slime Crawler**

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**Sam Bohanna**

**Hoagie**

**Invisigel**

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**Tarantunes**

**Erebone**

**Rockgnea**
**THE KING DRAGON**

**Adventuring Advice**

Conquering a complex maze begins with mapping. You should make a map while exploring the dungeon. Anyone can defeat monsters. Discovering the secrets of the dungeon is the real key to this game. This dungeon has five major sections and each section has its own characteristics. Try to use each family member in the section where they can do the most good. Each major section has different background music and by knowing the music it's easier to tell where you're located. The dungeon is very complex. Making a map will make your adventure easier.

Your final battle will be fought with Keela, the dragon. The dragon was imprisoned in the wall painting by the wizard because it was terrorizing the countryside. It has scales all over its body and breathes fire.

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**Special Items in the Dungeons**

Some of the blocks and monsters can be used to your advantage when exploring the dungeons. Moving blocks over monsters is a sure way to destroy them.

You can climb higher by jumping on movable blocks or jumping from on top of the monsters.

Chests

There are many items in the chests, but you need a key to open each one.

Door

You need keys to open the doors.

Loose Block

Not only can you move a loose block, but you can also break it with the mattock (pick axe).

The Picture of Princess Celia

A secret is hidden here. After collecting the four crowns, try various techniques using one of the crowns to discover the secret of the princess. An ancient legend tells of a passage to the Dragon Slayer, located somewhere near a volcano.

Stalagmite

If you walk over this, you will get damaged.

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**Magic Block**

If you touch these, they can transform into items or...?
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