

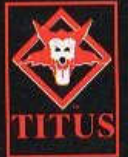


Instruction booklet



20432 Corisco Street  
 Chatsworth CA 91311 - USA  
 Phone : (818) 709 - 3692  
 Fax : (818) 709 - 6537

Printed in USA



**SUPER NINTENDO**  
 ENTERTAINMENT SYSTEM

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

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE  
RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO  
COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE  
CONTACT THE ESRB AT 1-800-771-3772



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. ALL  
NINTENDO PRODUCTS ARE  
LICENSED BY SALE FOR USE  
ONLY WITH OTHER AUTHORIZED  
PRODUCTS BEARING THE OFFICIAL  
NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, SUPER NINTENDO  
ENTERTAINMENT SYSTEM  
AND THE OFFICIAL SEALS ARE  
REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.  
© 1991 NINTENDO OF AMERICA INC.



## The tale

You live in a place of peace and harmony called the Magic Kingdom. The Magic Kingdom consists of seven worlds: the enchanted forest, mountains, swamps, cursed cliffs, and the palace of the evil wizard, Necroman. From the dawn of time, the peace within the seven worlds of the kingdom was controlled by a line of very good and very powerful magicians. It was one of these magicians who was chosen to inherit the power of his ancestors and thus became the guardian of the strange Book of Sorcery, which enabled him to hold absolute power in his hands.

Alas, the peace of the kingdom was not to last as in the shadows, dark forces under the control of Necroman stole the Book of Sorcery and kidnapped the guardian magician. The kingdom fell under the control of the evil Necroman and from that day forward, green devils, wicked genies, and other demons have haunted the once beautiful and peaceful kingdom.





## Your task

---

Your task is to restore your kingdom to peace and harmony by defeating Necroman, saving the guardian magician, and retrieving the Book of Sorcery. In order to accomplish this, you must cross twelve levels and explore the seven worlds of the kingdom. It will require a great deal of courage and cunning to overcome Necroman's minions who will do everything they can to prevent you from reaching his palace.



## Fighting Your Enemies

---

Defeat your enemies by using the spells scattered throughout your quest. There are 9 different types of spells hidden in chests; open these chests by dragging them.

Use your spells wisely; be sure to choose only the spell that is best for the situation.

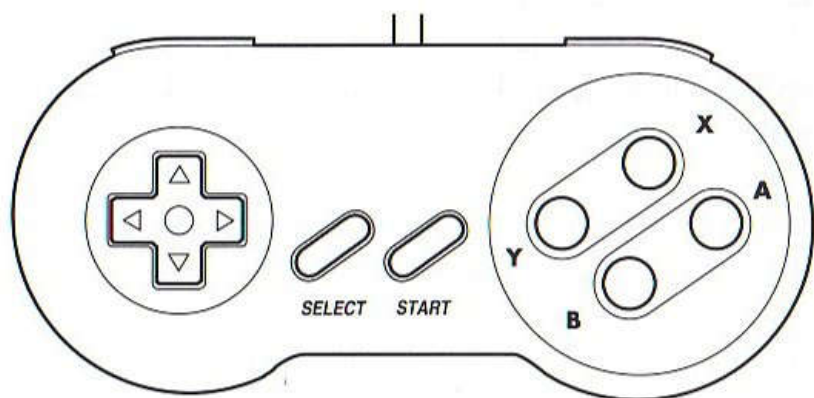
At the end of each level, you will find an evil boss waiting for you. However, to meet him you will have to bribe one of Necroman's guards with 5 ears of corn. You will find these ears of corn hidden in the 7 worlds.





# Game controls

## CONTROLLING YOUR MOVEMENTS



- START button : start game/pause game
- Y button : draw/discard spells
- A button : hold down to break
- B button : jump
- : move right
- ← : move left
- ↓ : squat/move down
- A + B buttons : allows higher jump  
(press A several times then B)
- A + → or ← buttons: press to run faster
- L or R buttons: widens field of vision.



# Control Panel



## Lives

- Energy level
- Oxygen level (swamps only)
- Your enemy's energy level



## Bonus

- Lives earned awarded at the end of each level;
- 100 bonus points = 1 extra life.



## Spells used

- Which spells you have already used



## Corn harvested

- Number of ears harvested  
(you must harvest 3 ears per level)





## Bonuses

---

Gather bonus points during your quest to earn extra lives at the end of each level.

100 bonus points = 1 extra life.

-  1 bonus point
-  2 bonus points
-  3 bonus points
-  4 bonus points
-  10 bonus points



## Game Tips

---



- Teleporting : these crystal balls will help you discover hidden rooms, but be careful, some of them are traps held by Necroman!

- In the world of the swamps, there are gases that can prevent you from getting out of the water to breath. Hold down the button for a few seconds, then press the B button to propel yourself out of the water.





# Limited Warranty

---

Titus warrants to the original purchaser of this Titus product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Titus product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING ON OR OBLIGATE TITUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

**TITUS SOFTWARE CORP.**  
**20432 CORISCO STREET, CHATSWORTH CA 91311**  
**(818) 709-3692**



# Notes

---

A series of horizontal dotted lines for writing notes.

