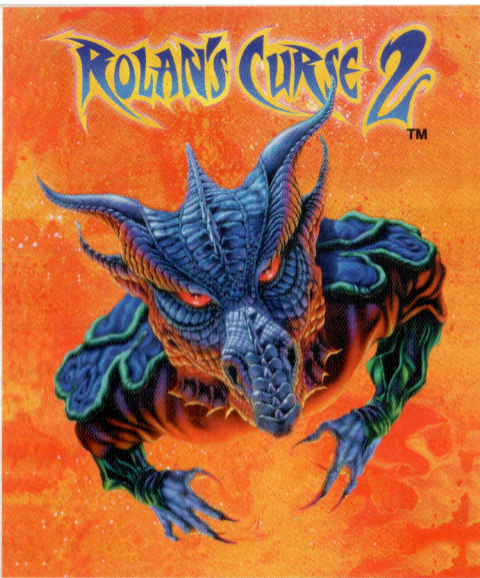


Nintendo

GAME BOY



DMG-VT-USA



INSTRUCTION BOOKLET

SAFETY PRECAUTIONS

- 1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your Game Pak.
- 2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.
- 3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the Game Pak.
- 4) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the life of your game pak.
- 5) 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.



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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Table of Contents

The Curse of the Land of Rolan...	3
Controls...	4
Item Menu...	5
Detailed Character Menu...	7
Character Selection...	8
Saving and Loading Your Game...	10
For Future Adventures...	11
Warranty Information...	12

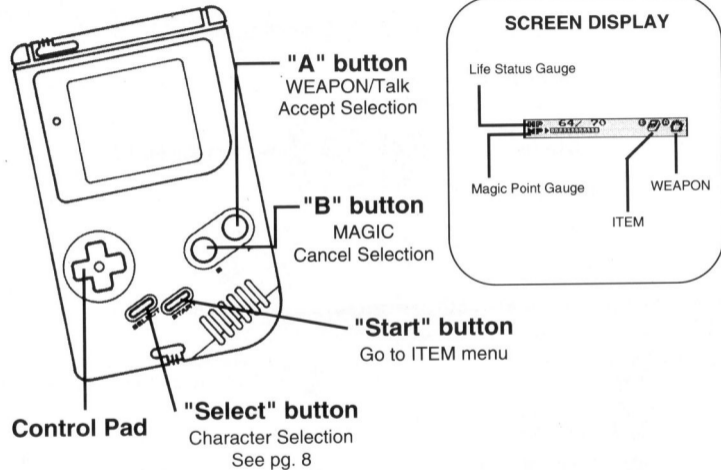
The Curse of the Land of Rolan

The evil curse of Rolan was not to be stopped by the two knights who managed to vanquish Barius. For years, he dwelled in darkness, seething over his defeat, and vowing to one day return...

Terror ripped through the countryside as monsters of old arose to threaten the people of Rolan. Quickly, they advanced to destroy castles, ruin crops, and strike fear in the villages. Few remembered the curse that forever lingered over the land... They were about to pay for their ignorance...

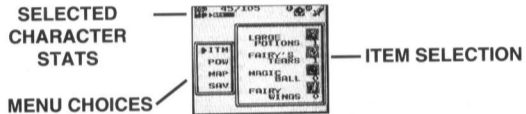
King Barius is back, with a vengeance!

Controls and Screen Display



Item Menu

The Item Menu is accessed by pressing the "Start" button.



Once the menu choice has been selected by utilizing the control pad, you may then confirm your choice by pressing the "A" key.

Items



Large Potion - Increases H.P.



Fairy Wings - Allows party members to fly to selected areas of the map.



Fairy Tears - Increases H.P. to maximum H.P. available.



Treasure Chest - Contains unknown treasures.



Magic Ball - Increases Magic Points to maximum.



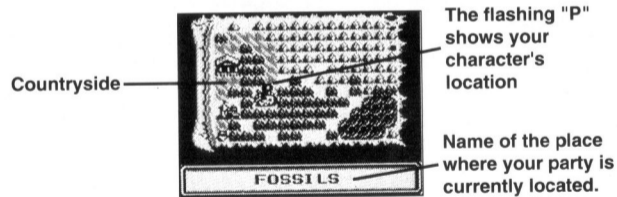
Picture of Character - Walk over this with the character it most resembles for a level increase!

Item Menu (Continued...)

ITM (Item) - Once this selection has been chosen, the cursor will then shift over to the Item selection screen. Please refer to the page entitled ITEMS.

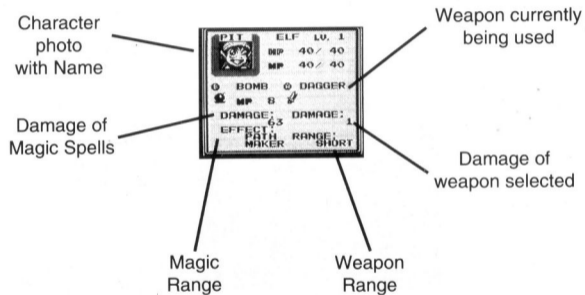
POW (Power) - When "POW" is chosen, the screen will display a selection of characters available for detailed viewing. Select your character and press the "A" button.

MAP - When the "MAP" is selected, the screen will display a top-down view of the countryside.



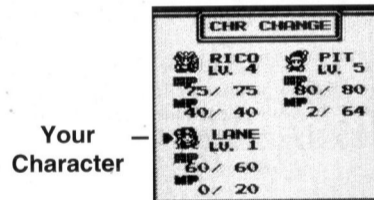
SAV(Save) - See page 10.

Character Screen



Character Selection

By pressing the "Select" key, during the game, you may access the character change screen. This screen allows you to change the current leader of the party.



NOTE:
When a character is selected, he/she will go into motion.

As you progress further in the game, more characters will become available.

Warriors of Rolan



YOU - Born in the realm of Rolan, you are destined to crush its evil curse.



LEE - A samurai student, he will do any task if it will help him gain his master's respect.



LANE - An inexperienced cleric with a sharp wit, and a hot temper!



JUDE - A master wizard tired of teaching parlor tricks, and yearning for adventure.



PIT - Mischievous by nature, this elf is small in size, but powerful in combat.



LORA - A fallen cupid with a damaged wing. Help her, and she may help you!



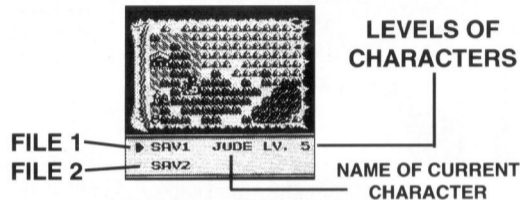
KYLE - Once a valiant knight, he was transformed into a courageous zombie.



ZOLD - The richest fighter in Rolan, he is haunted by a dark and mysterious past.

Saving/Loading Your Game

SAV - Choosing this command will allow the player to save his/her position in the game.



TO SAVE A GAME...

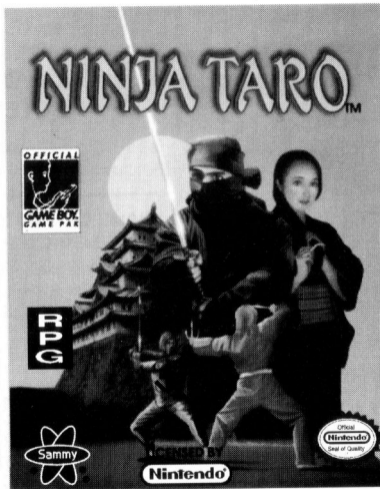
- 1) Choose SAV from the item menu.
- 2) Choose File 1 or 2, then press "A" button.
- 3) Switch Gameboy OFF.

TO LOAD A GAME...

- 1) Choose Continue from title screen.
- 2) Select File 1 or 2 by using the Control Pad and "A" key.
- 3) Resume your game.

HIGH ADVENTURE in the FAR EAST!

Nintendo
GAME BOY[®]



It's an era of feudal war in Japan. One Shogun struggles to unite the provinces, but chaos torments the land.

From the ranks of the Phantom sect enters Ninja Taro! With the cunning of a thief and the skill of the masters, he's been hired to tame the minions of evil, and unravel the riddle that will unite the empire!

Ninja Taro

90-DAY LIMITED WARRANTY

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (310) 320-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid and insured loss or damage, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**American Sammy Corporation
Consumer Division**

2421 205th Street, Suite D-104, Torrance, CA. 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight pre-paid to American Sammy, enclosing a check or money order for \$10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the condition above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

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