



Please read this instruction booklet to ensure maximum enjoyment of your new game. Be sure to save this booklet for future reference.



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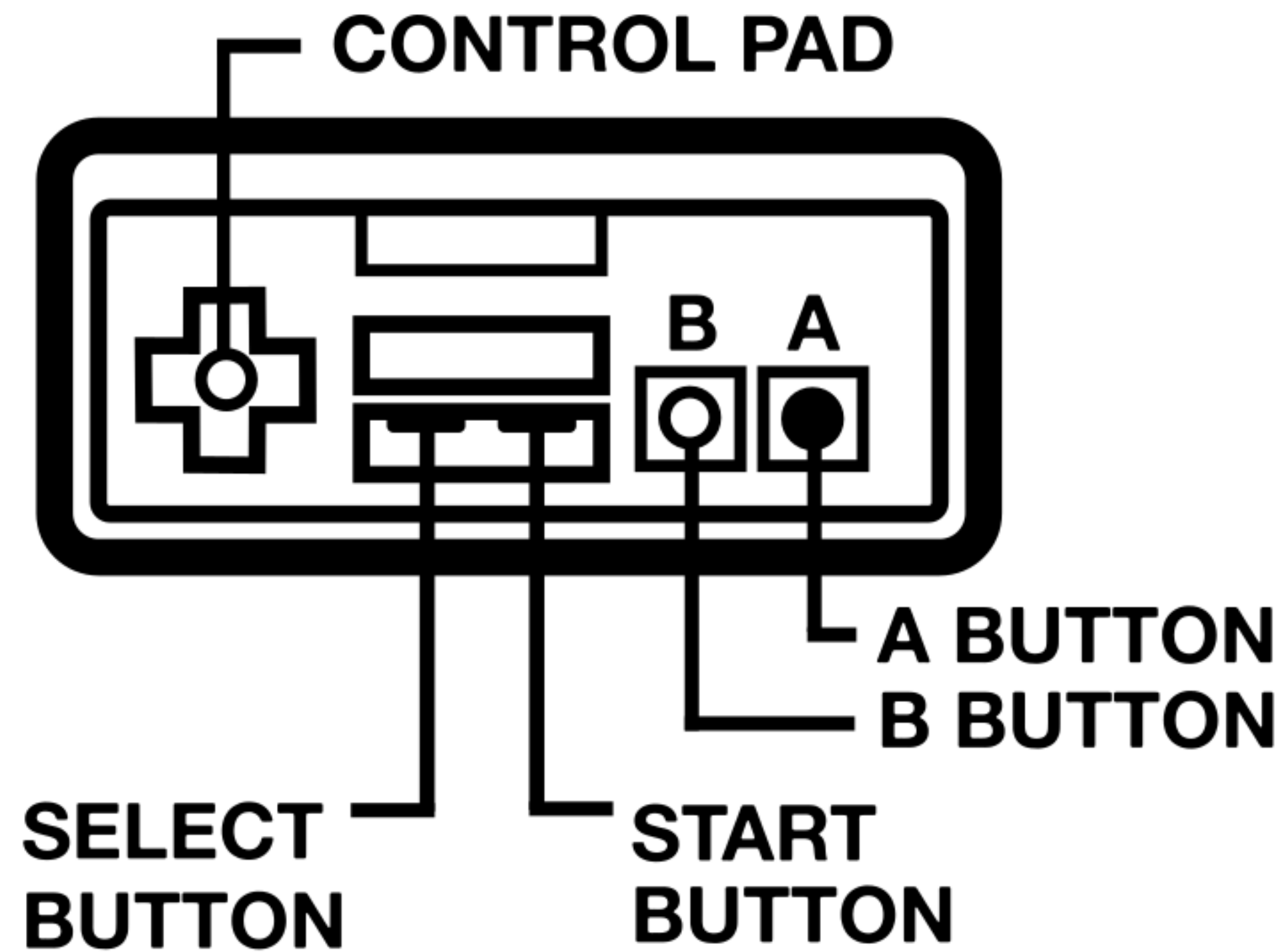
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HOW TO OPERATE

CONTROLLER



"A" Button : Select card
"B" Button : Run

HOW TO PLAY

A standard deck of 54 cards, jokers included, is a dungeon. Shuffle the deck and draw 4 cards, display them before you, this is a room. A room ends when all the cards are folded.

♥ Heart Potions

A potion gives you health points equal to its value, up to a maximum of 21 health points.

Drinking multiple potions in a row will make you sick and result in no extra healing, only the first potion's value will be gained in HP. Potions are equal to their value and face cards (J,Q,K,A) each are equal to 11.



HOW TO PLAY (continued)

◆ Diamond Shields

A shield absorbs the damage difference between the shield value and that of the attacked monster's value.

Shields can only defend against monsters in descending value and if you use a shield on a monster with higher or equal value to the previous, it will break. Broken shields leave you unarmored, and taking full damage. Folding shield card will always replace a previously equipped shield.

Shields are equal to their value and face cards (J,Q,K,A) each are equal to 11.



HOW TO PLAY (continued)

♣ ♠ Club/Spades Monsters

Monster cards are equal to their value, and face cards are as follows J is 11, Q is 13, K is 15, A is 17; Jokers are both equal to 21.

You may escape a room. When escaping, the remaining cards are put back at the end of the deck. A player is allowed to escape a room:

Easy Mode

When all monsters in the room have been dealt with, or when the player has not escaped the previous room.



HOW TO PLAY (continued)

Normal Mode

Only when the player has not escaped the previous room.

Hard Mode

Only when all monsters in the room have been dealt with.



WORDS OF WISDOM

- ♦ Strong shields for strong foes.
- ♠ The first room determines all.
- ♥ Their order changes, but their numbers don't.
- ♣ Evil eyes come in pairs.
- ♦ A battle-worn shield is still useful.



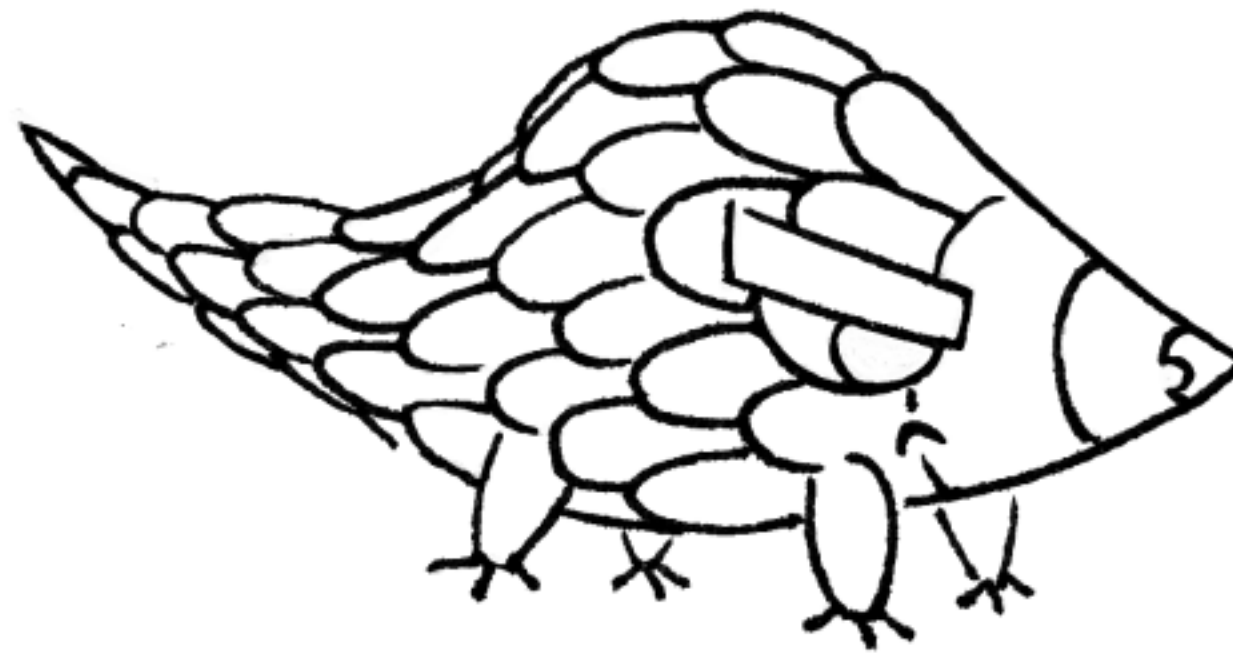
MONSTERS ♠

Get to know the monsters you will encounter, as you fight your way through the castle.

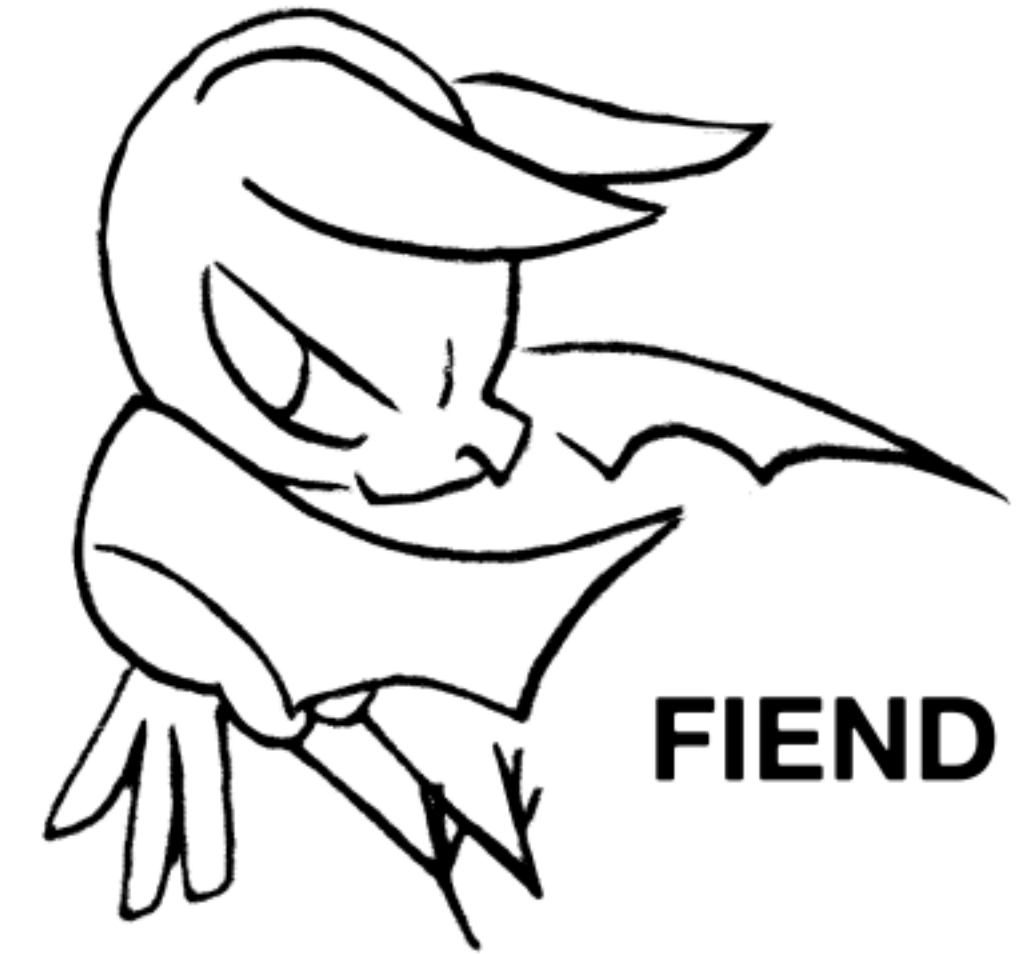
SLIME ②



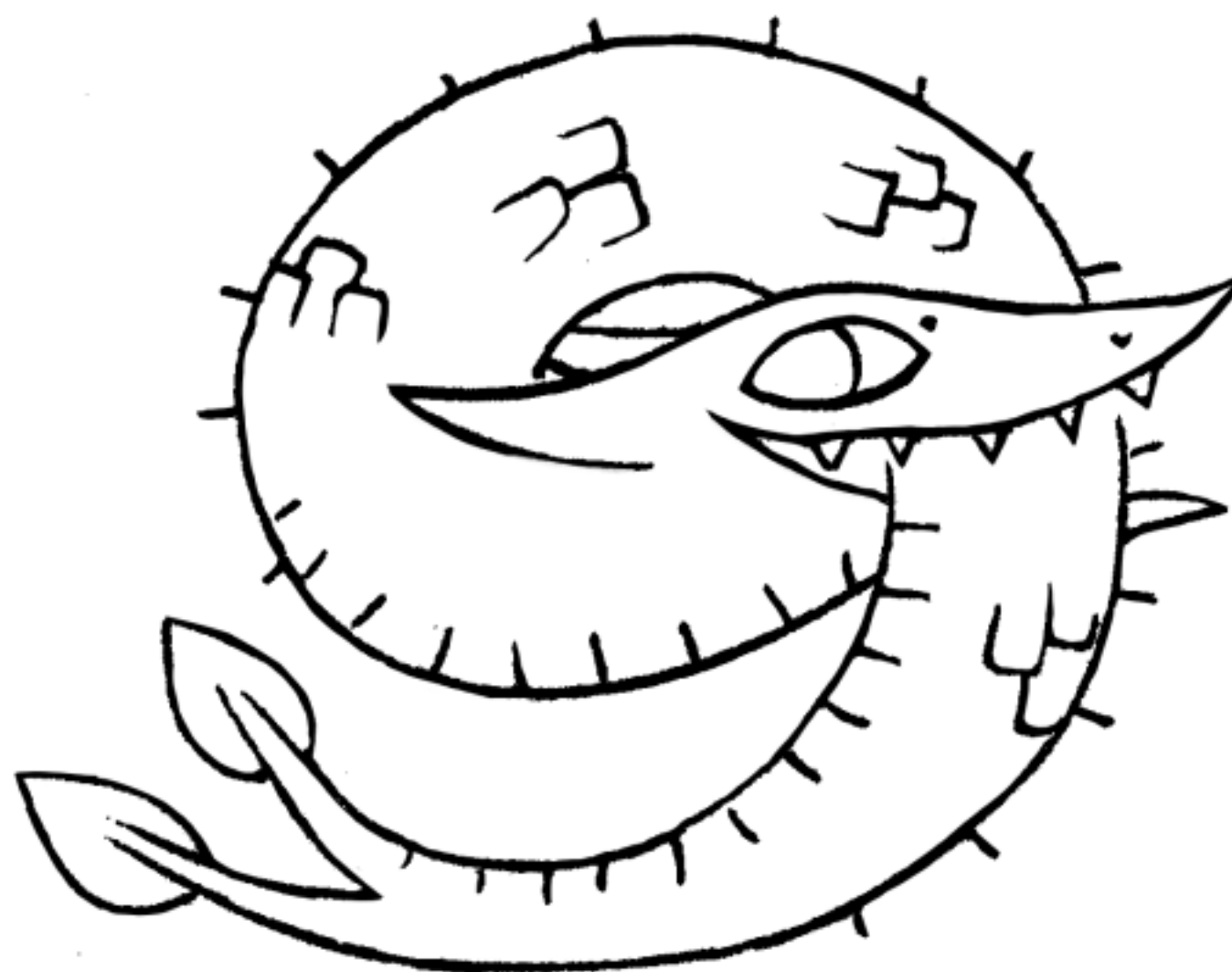
TUNNELER ③



FIEND ④



DRAKE ⑤



SPECTER ⑥



GHOST ⑦



MONSTERS ♠ ♣ (continued)

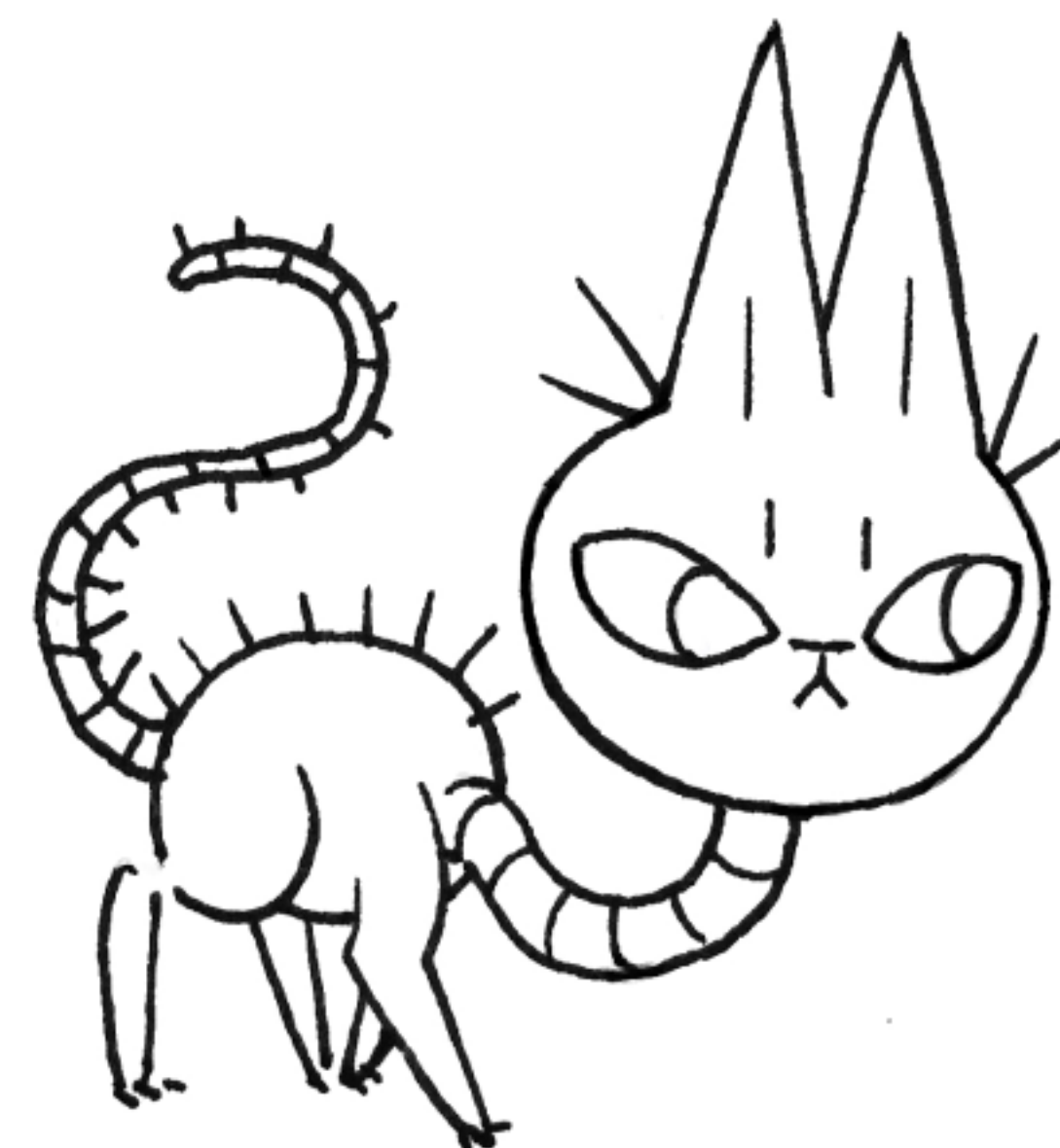
ELEMENTAL 8



WITCH 9



FAMILIAR 10



RAT 2



BAT 3



FIEND 4



MONSTERS ♣ (continued)

GOBLIN 5



ORC 6



OGRE 7



MEDUSSA 9



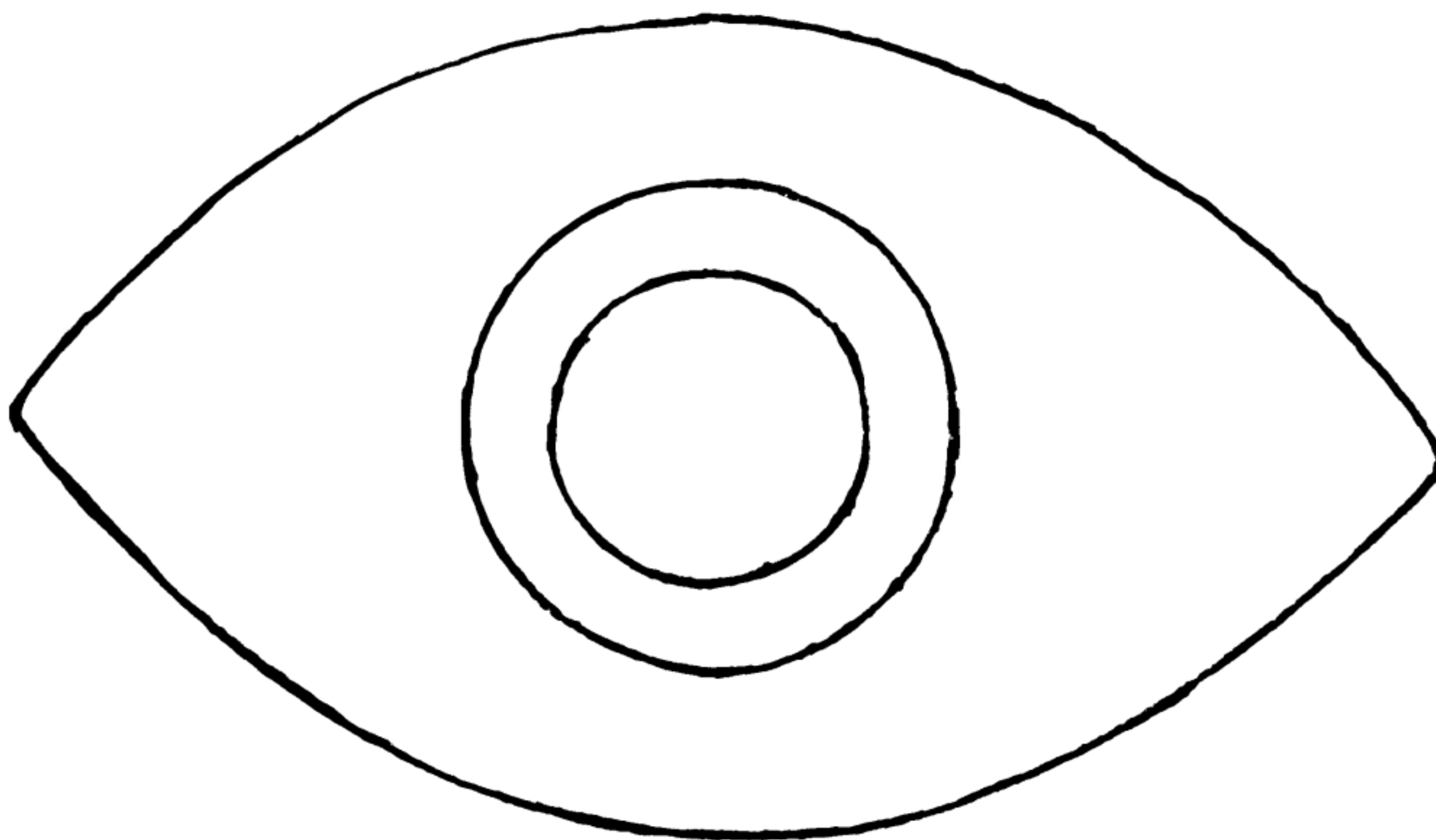
DEMON 10



BEHOLDER 8



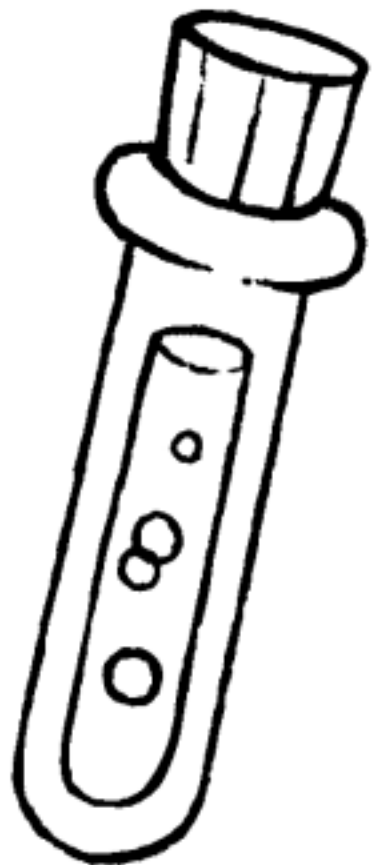
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POTIONS ♥

Potions keep you healthy and strong, but restraint is key, as consecutive drinks can have undesirable effects.

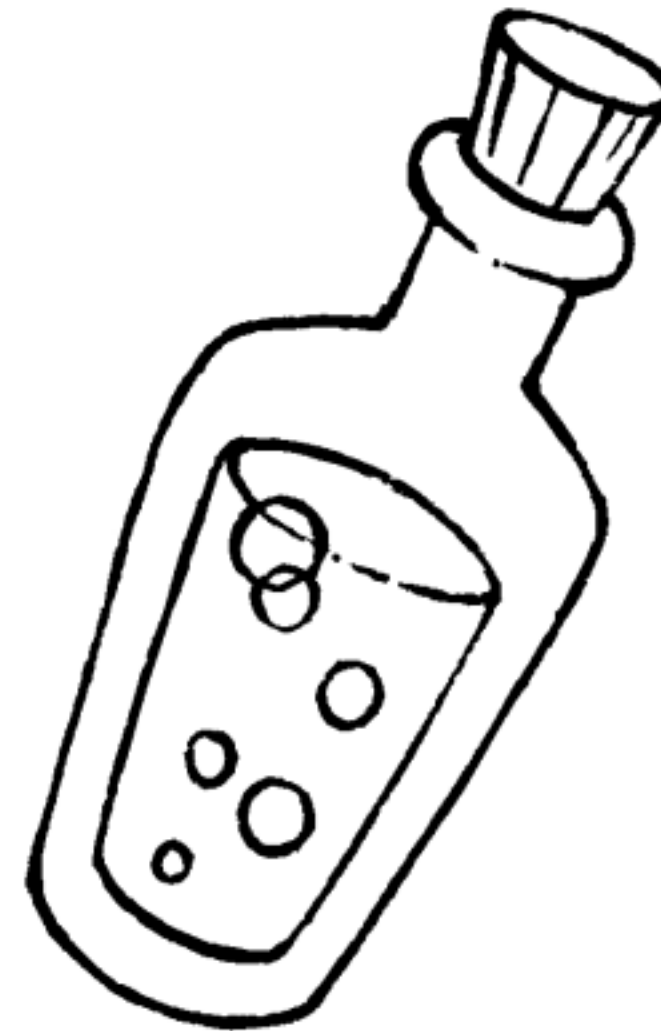
SMALL



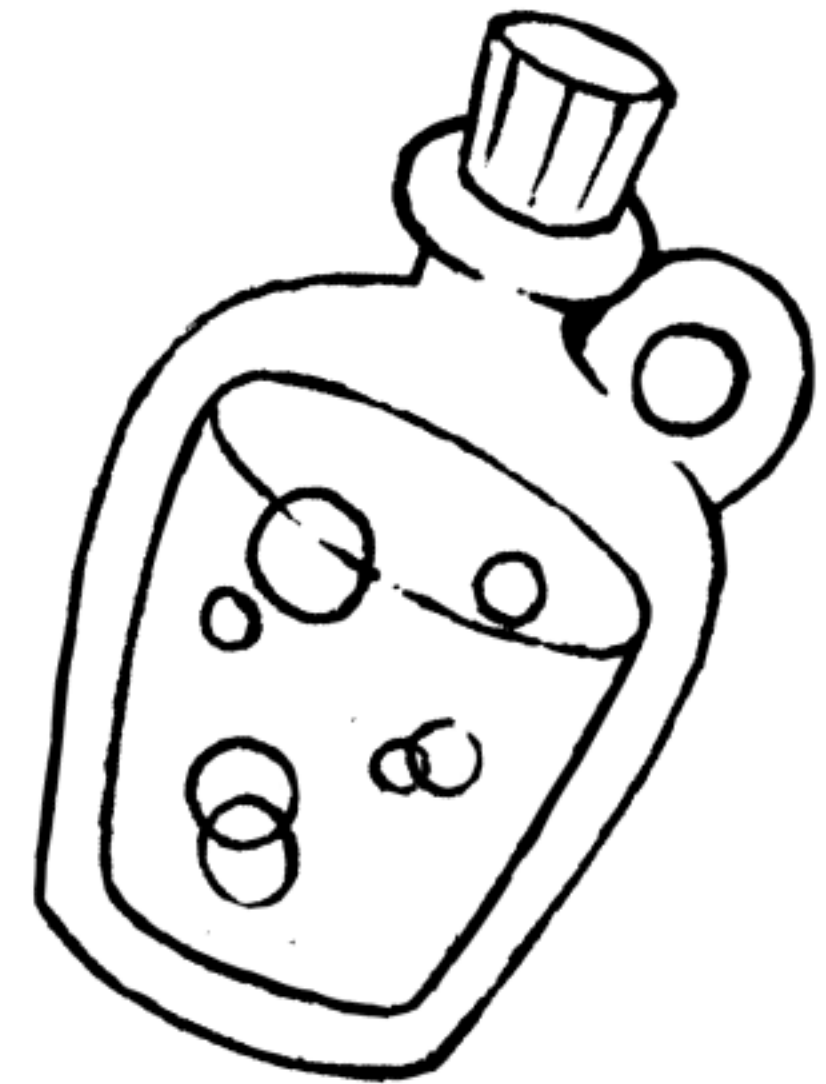
MEDIUM



LARGE



SUPER



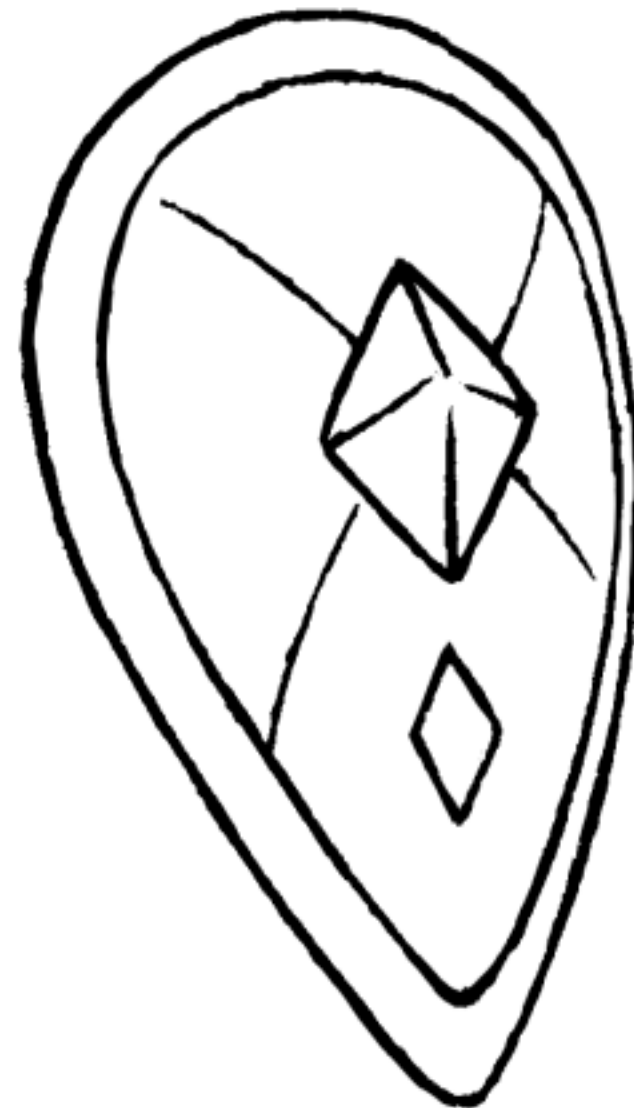
SHIELDS ♦

Shields protect you from harm. Pick your fight well, stronger foes can break through weaker defenses with ease.

BUCKLER



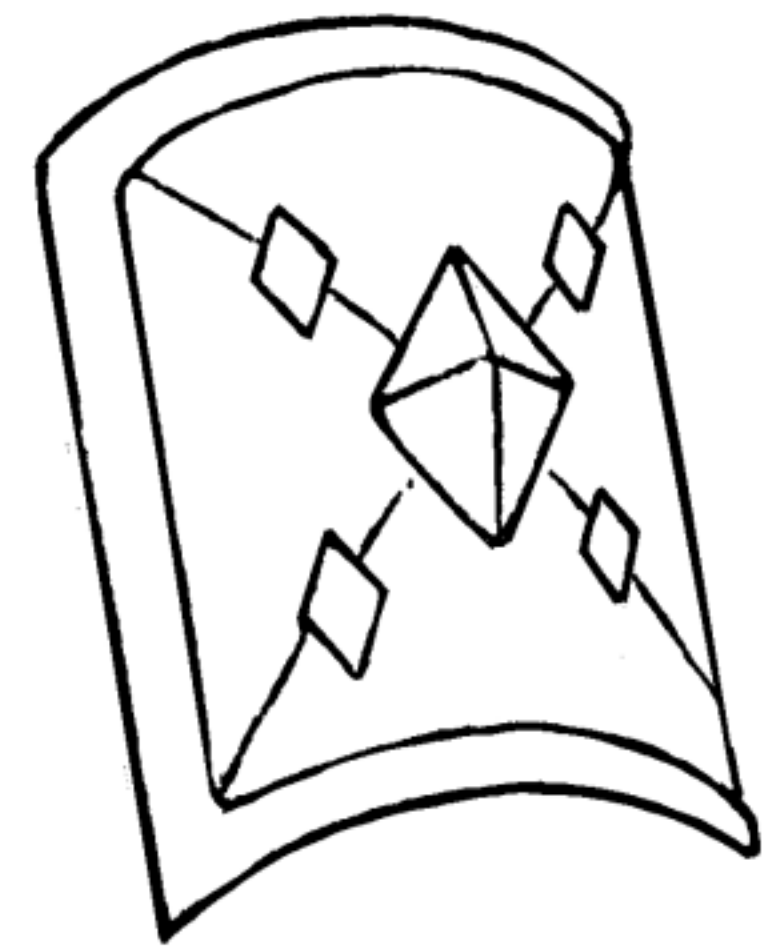
KITE



HEATER



TOWER



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