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This Game is
LICENSED BY NINTENDO
FOR PLAY ON THE



ENTERTAINMENT
SYSTEM™

Printed in Japan

TECMO™ SOLOMON'S KEY



INSTRUCTIONS

Thank you for selecting the fun-filled "SOLOMON'S KEY" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

- 1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
 - 2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
 - 3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
 - 4) For best results, play the game a distance away from your television set.
 - 5) Pause for 10-15 minutes after 2 hours of more of continuous game playing. This will extend the performance of your game pak.
- * Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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NINTENDO AND Nintendo ENTERTAINMENT SYSTEM,
ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.



1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil & tormented all. That changed when Solomon, a great king & magician, invented a magical formula which he wrote inside a secret book called "Solomon's Key". This book arrested and sealed away all evil demons into a constellation sign which was hidden. "Solomon's Key" restored light and peace to the world. Upon hearing this legend, a Taoist monk searched for a long period of time to find "Solomon's Key". After locating the constellation sign, he discovers the "Key". Once in his grasp many dreadful demons were freed from the magical power of this book. The world was brought back to chaos and darkness. Everything on earth was now under control by the demons just like the pre-creation days. King Yutra from the fairyland called "Lynac", ordered the wizard, Dana to restore order back to the world. Dana accepted this mission and stepped into the forbidden land of the "Constellation Sign".

2. HOW TO OPERATE THE CONTROLLER

- NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS
- THIS GAME IS ONLY A(1) PLAYER GAME!

Control pad—Use to control



• SELECT BUTTON

Not used.

• START BUTTON

Pressing this button starts the game. [Pause function] Pressing the start button during the game causes the game to be stopped temporarily. And pressing it again restarts the game.

OPERATION FOR DANA

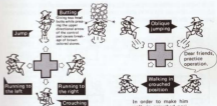
• ⬇️ BUTTON



*Oblique operation allows oblique jump or enables him to walk in crouched position.

- (A) button: Stone-appearing/disappearing magic used. (See page 6.)
- (B) button: Fire-ball magic used. (See page 7.)

⬇️ BUTTON



In order to make him walk in crouched position, press down the button and move it obliquely.

Ⓐ BUTTON USED FOR STONE.....

This button permits the appearance and the disappearance of the brown colored stone. Whereas the white stones cannot be erased and no stone is allowed to appear at the point of demonic seal.



1. Usually a stone appears in front of Dana when you push the Ⓐ button.



2. When Dana crouches a stone appears or disappears below him when you push the Ⓐ button.



3. When jumping, a stone appears to your accomplishment when you push the Ⓐ button.



- * If you use the magic Ⓒ button on the burning fire called "Barr", the healing power available to Dana is weakened for a short period of time.



- The demonic seal makes the stone appearing/disappearing magic Ⓐ button ineffective.

Ⓑ BUTTON (FIRE BALL MAGIC)

Pressing this Ⓑ button causes a holy fireball to be thrown. The enemy will be covered with flames and die.



- * A fireball moves along stones. It disappears when it strikes against the enemy.



- * A super fireball will burn-out every enemy in it's path.

- * You can store fireballs by means of a jar called Manda. But keep in mind that the capacity is limited by the length of a scroll in the upper corner on the right hand side. Think before you act!



3. HOW TO PLAY THE GAME

• CLEARING METHOD



The constellation sign consists of 50 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Dana can go to the next room. In some rooms, the key is hidden in a store.



• LIFE AND BONUS

You may think that all you have to do is to simply obtain Solomon's Key and go to play the next round? But there's no time to remain idle. You can see a character called "LIFE" on the upper part of the display screen? The "LIFE" displays refers to the remaining lives of Dana. The constellation sign is full of magical powers which absorbs Dana's life. Dana must succeed in order to free the fairies who will give you extra life and bonus!

Dana's life
The number of liberated fairies
Player's score
Rolled book scroll stack of fire ball



4. MAGIC ITEMS

There are 12 kinds of items. You can see each kind of items from the beginning. Other kinds of items are hidden in stones. And special kinds of items reappear after being taken out and erased. The enemy should also have other special kinds of magical items as well!



• **Jar of Magators**
This jar (Jarid) is a magic treasure. You can't get it without killing an enemy.



• **Scroll of Lyra**
The magical power of a great battle makes a scroll like this. You can't get one more scroll. In some cases, an enemy finds this scroll.



• **Crystal of Red**
A blue crystal shows a fire ball to reach a point half a block ahead and a red crystal brightens the path of a scroll by two blocks. An enemy might find it in the area North C/17.



• **Medicine of Mahora**
This medicine is contained in an orange jar with the square shape of a scroll. Enemies, Yaku and Sara might use an enemy.



• **Jar of Manda**
There is a scroll of the ball in a jar in which can be stored on a scroll by taking it out. An enemy can't take away from.



• **Hour glass of Norn**
This hour glass belongs to a time wizard named Norn. The red hour glass returns the function of restoring Dora's life to 1,000 and the blue one to 5,000. You should not take the red one if Dora's life has surpassed 1,000.



• **Medicine of Ethen**
This is a great medicine put in a bottle and made from a special kind of herb planted on the island called Ethen. Located in the north of the Kingdom of Lyra. A full bottle gives the double power and a full bottle of this medicine is the same as power.



• **Bell of Lyra**
This bell is capable of giving help to the Kingdom of Lyra. If the Lyra are threatened, enemies Dora becomes invisible. An enemy might find this bell, therefore beware!



• **Fairy**



• **Medicine of Magora**
This medicine is a gemstone from an enchanted land named Magora and it shows one more scroll to be used.



• **Treasure bags**
These are bags of gold or silver coins. They can be made of any material, but they should be made of a material that is not flammable. They can be made of any material, but they should be made of a material that is not flammable.



• **Jewels**
These are items of value, such as diamonds, rubies, sapphires, emeralds, etc.



• **Gold coins and silver coins**
These are the most common items of value. They can be made of any material, but they should be made of a material that is not flammable.

SECRETS

3 ULTRA-TECHNIQUES

There are a great number of techniques not introduced in this book. It's great fun to find your own unique techniques, isn't it? We'll give you some of the special techniques if you promise not to tell anyone else that we assisted you!

[Example 1]

Changing the course of a fire ball.
If a fire ball comes to the door in front of Dana, Dana can change the course of the fire ball using the Ultra-Technique, called a *Turn*. The fire ball will travel over Dana's head.



[Example 2]

Blocking an opponent's attacking magic.
Let Dana stand at the edge of a square. A stone to appear or disappear one stone ahead of another.



[Example 3]

Blocking an opponent's attacking magic.
It is possible for Dana to stand at the edge of a stone with her burning fire.



5. DEMONS AMBUSHING DANA



• **Mirror of Danica**
This mirror leads to the world of Danica. Dana can move faster through the mirror.



• **Demonhead**

Independent of the body, Dana can travel faster than the speed of sound. It is a demonhead which is made of stone and appears after a special period of time. Dana can move faster through the mirror and other worlds.



• **Goblin**

It is used to be a member of the Demonhead and the Demonhead. Dana can move faster than the speed of sound with the Demonhead and the Demonhead. Dana can move faster through the mirror and other worlds.



• **Salamander**

A fire demon having been introduced by an ancient magic is called Salamander. It can move faster than the speed of sound and move all the worlds. Dana can move faster through the mirror and other worlds.



• **Dragon**

A great animal was changed into a dragon by a magical power. Approaching Dana faster than the speed of sound, Dana can move faster through the mirror and other worlds.



• **Gargoyle**

It is used to be a member of the Demonhead and the Demonhead. Dana can move faster than the speed of sound with the Demonhead and the Demonhead. Dana can move faster through the mirror and other worlds.



▲ Ghost

The soul of a dead person has risen from the grave as a ghost. It only moves to the light or to the left. When a ghost enters a house, it is bad luck.



▲ Mask

It is that ghost and not bat. It shows actually and its name matches Dana.



▲ Feral receptor

It is the head of a goat which is almost identical to that of a goat. It is not a goat, but it looks like one after the other.



◆ Sparking ball

The ancient name is Sparking. It moves along circles and circles near Dana before the a sign of an accident, and danger.



◆ Snake

Snake and Snake. Snake with a snake. Snake is an old name and name of Dana.

6. EPILOGUE

The constellation signs are full of mysteries. Follow some of them here, listed below.

Fairyland

A rumor says that the fairyland is attacked by demons and that the fairies ask for help. Be sure to find and help these fairies.

Mystery of Solomon's Key

It is said that two pages for "Time Conjunction" and "Space conjunction" were torn away and are presumed missing. If these two pages are ever combined, they will produce a powerful magic, thus exerting an incredible influence upon the game's final result! We hope you will experience many magical mysteries. Solomon's Seal will surely guide Dana to these two pages.

The princess of all the fairies

The daughter of the king Yutra is said to be imprisoned somewhere in the constellation sign. Her name is Linia. According to an ancient legend, the miracle of her release someday will cause the world to be full of fairies. It depends on you whether you will get wonderful results. The mysterious trip of Dana has just begun to unfold, please enjoy!



7. GAME DEVIATION VALUE (G.D.V.)

Your game deviation value is displayed on the screen when the game is either over, or you finish the game to its end. This method of evaluation is epoch-making in that your abilities are properly analyzed and synthetically computed. Ability estimation in terms of only score has fallen behind the times. G.D.V. permits simultaneous estimation of various techniques besides contemporary scores.

What on earth is the ultimate game deviation value?
How about you? Do you understand this advanced concept?

This instruction manual does not explain everything about "Solomon's Key". It leaves much to be devised by you. Try to find your own creative techniques to get a high deviation value. There is no alternative but to make every effort in order to get satisfactory results. We hope you will succeed. Even if you call us to ask for answers, we make it a rule not to tell all our secrets... You must develop your game skills on your own!

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Teac, Inc. ("Teac") warrants to the original consumer that this Tecmo Game Pak ("PAK") free including Game Pak Assembly and Return Authorization shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, Teac 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 Teac Consumer Division of the problem involving warranty service by calling 1-1-800-847-6000. Our consumer Division is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Teac 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, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period.

Teac, Inc. Consumer Division, Victoria Business Park 18870 S. Adria Mars Lane, Carson, CA 90716

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 problem after the 90-day warranty period, you may contact the Teac Consumer Division at the phone number noted above. If the Teac 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 prepaid to Teac, enclosing a check or money order for \$10.00 payable to Teac, Inc. Teac will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKs are unavailable, the defective PAK will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TEAC BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio - TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for SOLOMON'S KEY and save! When you've collected a total 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer — it will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1 (800) 457-6000.

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