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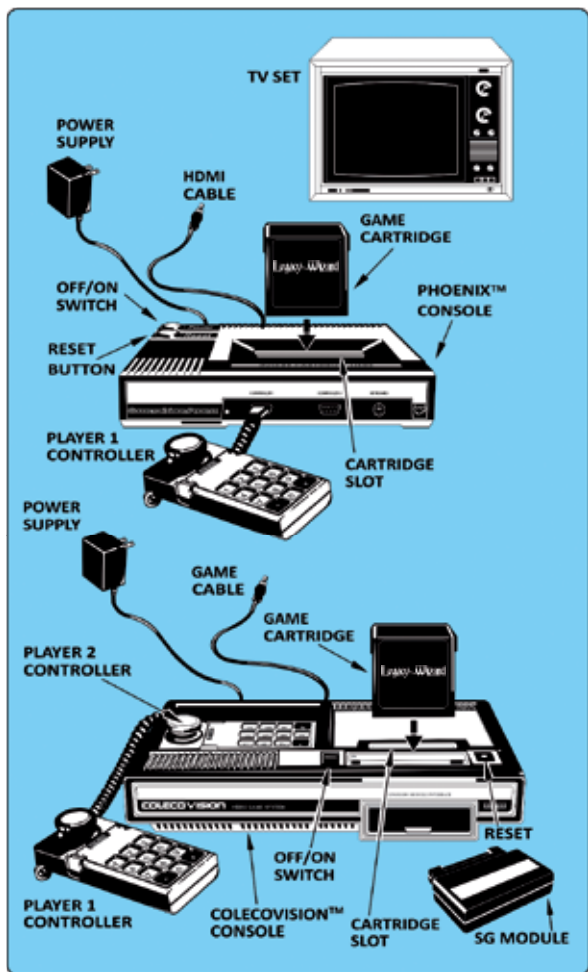
Guide No. 099294

CARTRIDGE
INSTRUCTIONS



Legacy of the Wizard

GET READY TO PLAY



Plug your gaming device according to your user manual. Insert the game cartridge then turn on your system.

Legacy Wizard

HERE'S HOW TO PLAY

The dragon was captured by the grandfather of the Draslefamily many years before and was put deep in the ground. Now the dragon is about to revive and the whole family gets ready to go to the dungeon to destroy it thanks to the magical sword DragonSlayer. However this weapon is protected by four hidden crowns. Each member of the Draslefamily has different abilities. Use all of them (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. When your life becomes low, go back home or stay at an INN.

GETTING STARTED

Select the character that you would like to use and then set up his equipment. The maximum number of items one can carry is 3. If the number below the item is red then the item cannot be used with that character. Items can only be changed at the INN or back at the family's home.

To select a character; just move the glove cursor over it and press either trigger button. To select an inventory item, move the character over it and press either fire button to confirm the selection. You can remove items by pressing either fire button while you are not standing over any inventory item.

Each time you switch to another character at the family house, your carry list will be emptied, and you'll have to pick items on the inventory screen and rebuild the carry list from scratch.

The inventory screen also displays the basic stats of your selected character. "STRENGTH" specifies the attack power (damage the character makes with each attack), "JUMP" shows how high the character can jump, and "DISTANCE" specifies the range of the character's weapon.

THE DRASLEFAMILY

Xemn, the father: Powerful warrior, he can use the magic gloves to move blocks.



Meyna, the mother: Wizard, she can fly and use lots of different magic.



Roas, the son: Ranger, the only one who can use the magical sword, DragonSlayer.



Lyll, the daughter: Elf, she can jump and use some magic.



Pochi, the family pet: As a Monster, the other monsters don't bother it.

IN GAME

Move the joystick left or right to make your character walk along the various platforms. You can also climb and descend ladders by moving the joystick up or down while your character is standing (or jumping/falling) near the ladder. While clinging to a ladder, you can let go of it by pressing left or right on the joystick, assuming there is no piece of wall to block your sideways movement.

Press the left trigger button to jump. Moving the joystick left or right while jumping will make your character leap forward in the specified direction. You can also accelerate the climbing of ladders by tapping the left trigger button to jump up the ladder repeatedly.

Press the right trigger button to fire your projectile weapon. You can direct the launch of your weapon in one of eight directions using the joystick. If you do not press any direction on the joystick, the weapon will be launched in the direction your character is currently facing.

Press the [*] key to display the inventory screen. Press [#] to pause the game. While paused, press the joystick left or right to move the selection cursor at the top right corner of the screen to set one of the items in your carry list as the "active" item. Some items (like the Magic Glove) are continuously active just by being selected. Other items (such as the Crystal) are used up immediately when you unpaue the game after setting them as the "active" item. Others (like the Elixir) are triggered by specific events, but such items must be set as the "active" item before the event happens or else they will not work.

IN THE SHOPS

Move the character in front of the item that you want to buy and press either trigger button.

AT THE INNS

Staying at an INN will allow you to regain full LIFE and MAGIC. The INNs charge 10 gold coins per visit. You can also change your current items in the INN.

ITEMS



Bread: Gives LIFE.



Key: Opens doors and chests.



Poison: Takes away LIFE!



Cross: Zaps all the monsters on the screen.



Potion: Gives MAGIC.



Gold: You need this to stay at the INNs and to buy things.



Ring: Makes you invisible for a while.



Scroll: Increases the speed of your character.

TREASURES

The chests usually contain treasure.



Elixir: Drinking this will heal you. To use a potion, make sure it's selected when you're about to die.



Magic Bottle: Re-charges your MAGIC.



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



Power Boots: Wear these to jump on monsters to destroy them.



Jump Shoes: Increases your jumping ability.



Gloves: Use them to move some blocks.



Shield: Rebounds the bullets fired by the master monsters.



Armor: Wear it so you can run right through some monsters.

OTHER TREASURES:

Wings: Allows you to fly.

Pickaxe: It can be used to break some of blocks.

Key Stick: Allows you to open doors without keys.

Rod: Lets you move certain blocks.

Fire Rod: Increases the range of your weapon.

Power Knuckle: Increases your attacking power.

Crowns: Collect all four of the crowns to get DragonSlayer.

DragonSlayer: The only weapon that can destroy the 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.

After you pick up some items try to return to the family home. If you play without returning home, you'll lose the items when your character dies. 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.

TRIVIA

Outside the USA, this game is known as **Dragon Slayer IV Drasle Family**. The game is an installment in Falcom's Dragon Slayer series, and one of only five Dragon Slayer games that were localized outside Japan. The game was an early example of an open-world, non-linear action RPG, combining action-RPG gameplay with what would later be called "Metroidvania"-style action-adventure elements.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Legacy of the Wizard™, but it is only the beginning! You will find that this cartridge is full of special features that make Legacy of the Wizard™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Legacy of the Wizard ©1987 Nihon Falcom, All rights reserved.

MSX port by Mystery Man.

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Box and manual by Vincent Godefroy.

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