Nintendo

GAME BOY COLOR

DMG-AQRE-USA

Quest

Brian's Journey



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INSTRUCTION BOOKLET

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Quest
Brian's Journey



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Prologue



An island where magical spirits abound.

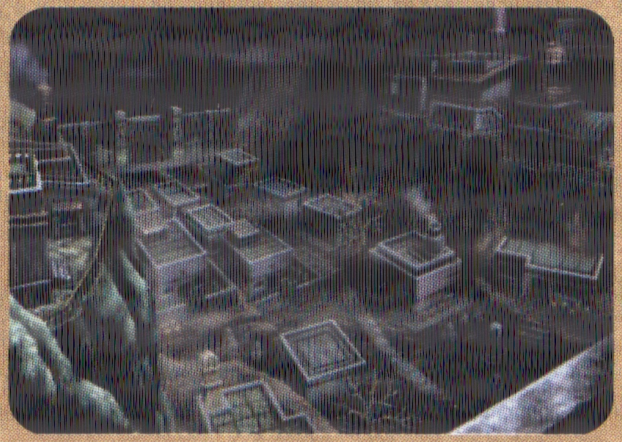
A land of friendly, contented people who owe their pleasant lives to the four spirits—wind, water, earth, and fire. A beautiful, rich land of tall mountains, clear waters, fresh breezes—known to inhabitants as "Celtland, The Isles of Benevolent Spirits".

Kennishire...This is the abode of magicians who have become powerful through a pact with the spirits. There are apprentices in the Melrode Monastery, among them the young apprentice, Brian. This is the Kingdom of Northern Magic, home of the Melrode Monastery. This kingdom is ruled by King Scottfort, a hero of the people.

Carmagh...The Kingdom of Merchants is situated in the central region of Celtland. The richest and most beautiful of all the kingdoms, ruled by the lovely Queen Deanna.



Highland..The Kingdom of the Sword, located at the southern edge of the Isles. The Kingdom of Fire and Steel, ruled by the ambitious and warlike King Beigis.
Thanks to a treaty among the three Kingdoms, the people live in peace and prosperity.



One night, however, the monastery fell under an evil spell with the theft of an ancient book. Because of the theft, Celtland now faces dangers it has never before known. From the book's pages flows a mysterious evil force, far greater than the goodness of the spirits protecting the monastery. Vile evilness overpowering all who challenge it. The once peaceful kingdoms have begun fighting over control of Celtland. Monsters never seen before suddenly appear!

Their message: The Era of Peace has Ended!

Getting Started

Insert the Game Pak of Quest into the Game Boy and turn on the POWER switch. In a few moments, the Quest title screen appears.

The title screen displays two menus. Press the A Button to select one of the following:

Start: Begin a new game

Load: Load the saved data



Controls

1. Start

Open Status Screen

2. Control Pad

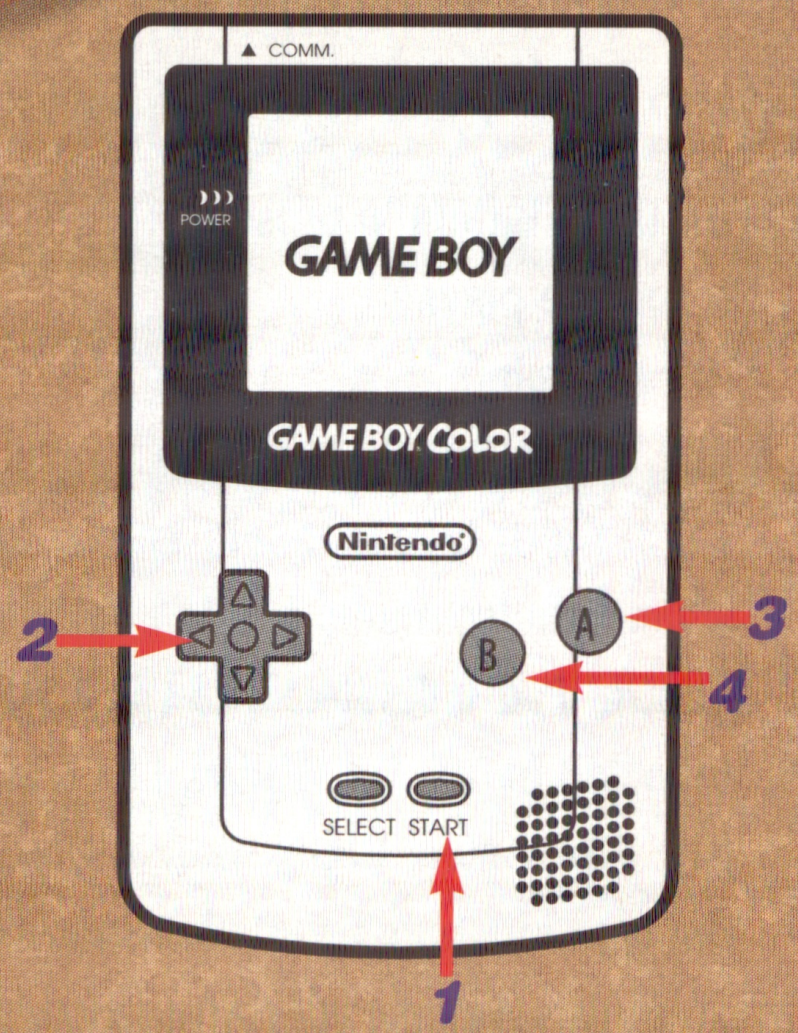
Moves character in direction pressed/input magic/move cursor

3. A Button

Initiate magic spell / open conversation window / open treasure box /select commands

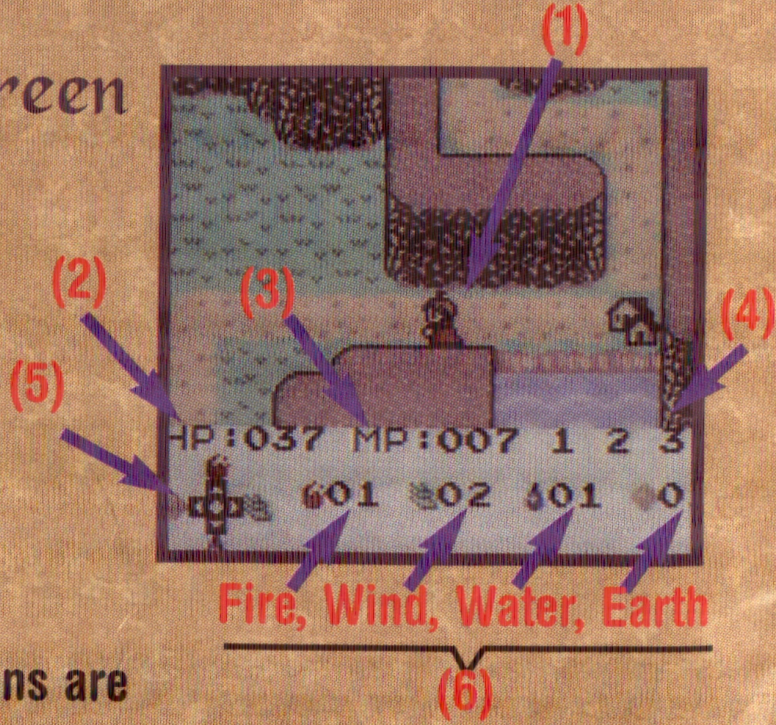
4. B Button

Open the magic input window / cancel commands / exit to previous window



Playing The Game

How to View the Game Screen



(When the B Button is pressed)

(1) Brian (the player)

(2) HP: Hit Point

(3) MP: Magic Point

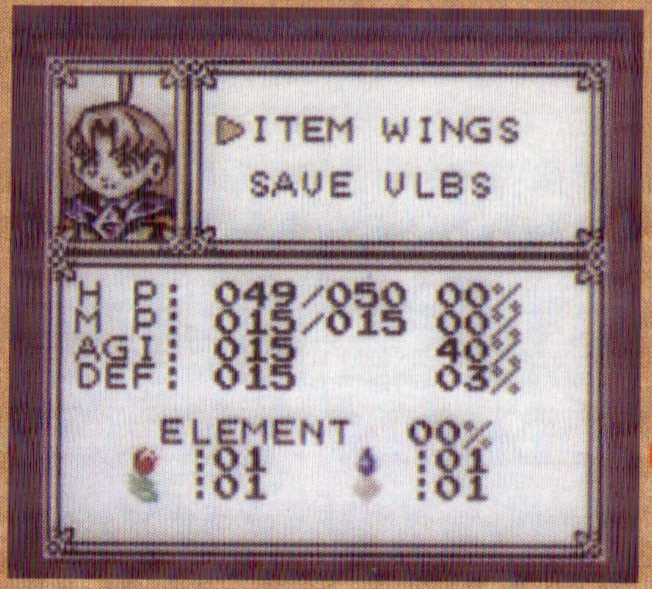
(4) 1 2 3: Spirit type icon will appear here when you use magic spell in battles.

(5) Control Pad Indicator: The spirit type positions are reflected by the UP, DOWN, LEFT and RIGHT ARROW buttons. (Up: Fire, Down: Water, Right: Wind, Left: Earth)

(6) The type and number of elements in your possession

Status Screen

The status screen is displayed when START is pressed during the game. It shows your magical power and strength (1). Also, you can view / use your items, and save the game by choosing 4 options (2).



(2)

(1)

(1)

- HP (Hit Points) Present Hit Points value.
- MP (Magic Points) Present Magic Points value.
- AGI (Agility) Present Agility value, or ability to maneuver swiftly and avoid attacks.
- DEF (Defense) Present Defense value, or ability to withstand attacks

Each time one of the values for HP, MP, AGI, and DEF reaches 100 percent, you gain one point for that value and it is reset to 0 percent.

Status Screen

ELEMENT

Displays each type and the number of elements you currently have. The percentage shown displays the amount of experience you need before you acquire another element.

(2) ITEM—displays the items you have obtained. Select an item you wish to use and press the A Button. Once you use that item, it will be gone from your inventory and you need to obtain it again for next use. Up to 20 items can be kept in your inventory.

WINGS—displays the wings you have obtained. These wings can take you to the town you wish to go instantly. Select the wings you want and press the A Button.

Note: Wings cannot be used in dungeons, forests and some towns.

VLBS (Valuables) — displays very important items you have obtained. You cannot use these valuables but just having them will be effective to your journey.

SAVE—saves the current game. You can save the game anywhere you want and data can be saved for up to 3 games.

Movements of Brian

Brian will act in various ways in accordance with the situation.

Walk

Walk around the town and the field by continuing to press the Control Pad.

Open the Door

The door will automatically open as Brian approaches it.

Converse

Try to talk to as many people as possible so that you can obtain important information to your journey.
To start conversation, get close to the person and press the A button and a dialog box will open. When a feather appears in a dialogue box, there's more to come. Continue pressing the A Button until the conversation is finished.



Open the Treasure Box

The treasure box can be opened if you stand before the box and press the A Button.

The Promise with the Spirits

There are places within town or field where the Spirits signal to you. The Spirits will most likely cooperate with Brian, a Spirit Monk. When the A Button is pressed at the place where the Spirit is signaling, you can obtain a Spirit. At this time, it is up to you to choose any type for the Spirit. When you press the A Button after selecting the type with the Control Pad, the spirit type is enhanced by one level. You also receive elements as reward for battle victories.



Battles

A battle suddenly unfolds on the field. Your weapons are your staff and magic.

1) Conditions for Battle

Battles occur in the fields and dungeons other than towns and buildings. When the battle begins, it continues until (1) you win the battle, (2) you escape from the battle, or (3) you lose the battle.

2) Turn-based combat

You and the monsters take turns attacking and counter-attacking. Sometimes you will be attacked first; at other times the monsters will wait until you attack.

At each turn, the area where you can move is shown on the screen. You may freely move about within the action area until the A Button is pressed. Think about your strategies before acting.



Battles Cont.

3) ATTACK

When you move to the desired place, select the desired magic spell and input. The spell is input with the Control Pad after opening the Magic Selection Window with the B Button. The spell can be launched when you press the A Button after making your selection. If you want to cancel what you selected, press the B Button to go back.

The attack characteristics will depend on the magic spell selected. The method of attack will differ depending upon whether it is a frontal assault or conducted from a distance. Battles can be effectively conducted if you launch a battle with a good understanding of the characteristics of the magic spells.

4) CLOSE COMBAT AND STAFF ATTACK

When the enemy's location blinks on and off close to you mean a direct attack can be launched. When the A Button is pressed, you can directly attack the enemy with the staff. Close combat raises your HP Value while conserving the HP you already have.

Battles Cont.

REMINDER

• Sometimes the enemy is too mighty and you are too close to defend yourself. It is time to run! You have two options:

1. Select the Escape spell, if it's available.
2. Attempt to run towards the edge of the action area.

If you see ESC over Brian, you can escape from the battle.

• If you want to use some item during the battle, press START to open the item Select Screen. Available items are displayed. To select the item, press the A Button.
To close the item Select screen, press Start.

Strength

- **Hit Point (HP)**

If you succeed in defending yourself from an attack by the enemy, a credit for experience will be added to your score. When you reach a certain level of experience, your HP level increases. When monsters attack, the damage to you in HP is displayed over your head. If you see a "Miss" the attack had no effect. If attacks cost you your entire HP, you lose the battle and return to the opening of the game.

- **To increase you maximum HP value:**

Use your staff to strike and defeat monsters in close combat.

- **To regain HP lost during battle or travel:**

Cast a Healing spell on yourself (if available)
Use Inventory items that regain HP

Strength Cont.

- **Magic Point (MP)**

If your magic succeeds, the experience credit is added to your score. When your experience credit reaches a certain level, your MP level increases. Any decline in MP can be recovered as you proceed. If you run out of MP, you cannot cast spells.

- **To increase your maximum MP value:**

Use spells in combat.

- **To regain MP lost during battle:**

Use Inventory items that regain MP

- **Defense (DEF) and Agility (AGI)**

Defense and Agility help you wage war against the monsters.
As you engage in more battles, your defense and agility values increase.

Defense is the ability to take attacks without losing a lot of HP.
Your defense increases each time you are injured.

Agility is the ability to move quickly in battle, avoiding enemy spells.
Your agility increases each time you successfully avoid an attack.

Lottery Event

Somewhere in Celtland, there is a place called "Lottery Location" that you may have a chance to win very rare items that cannot be obtained in the typical journey. To enter a lottery, you need to collect "Spirit Gemstones". These are hidden in field or held by monsters. Why don't you collect as many stones as possible and try your luck?

Magic Spells

In order to save Celtland, you must become a Master of Magic Arts.
But this will only happen through many trials and battles. You will use Magic by summoning the spirits. Cast spells to wage war and heal yourself. Your spell casting power increases as you collect more elements, use magic and win battles.

Spell List

* ( ) shows the combination of elements to create the spell (F-Fire, E- Earth, W-Water, N-Wind). Certain numbers of elements are required to cast these spells.

Fire Spell

- **FIRE BALL LV1 (F)**
  Fireball with homing capacity
- **FIRE BALL LV2 (F-F)**
  Fireball with homing capacity x 2
- **POWER STAFF V1 (F-E)**
  Increases direct attack power during several turns
- **HOMING ARROW LV1 (F-N)**
  Three light arrows with homing capacity
- **HOT STEAM LV1 (F-W)**
  High temperature gas emerges around Brian
- **FIRE BALL LV3 (F-F-F)**
  Fireball with homing capacity X 3
- **COMPRESSION (F-F-N)**
  Reduce its attack power by compressing the enemy
- **POWER STAFF LV2 (F-E-E)**
  Increase direct attack power
- **FIRE PILLAR (F-F-W)**
  A pillar of fire with a short reach but strong force
- **HOMING ARROW LV2 (F-N-N)**
  Six light arrows with high homing capacity

Fire Spell Cont.

- **FIREBOMB (F-F-E)**
Causes explosions in a wide and distant area.
- **VAMPIRE'S TOUCH (F-E-W)**
Recovers HP with direct attack.
- **MAGMA BALL (F-E-N)**
Dense molten volcanic magma that spreads in three directions.
- **EXTINCTION (F-N-W)**
A single enemy can be destroyed at random
- **HOT STEAM LV2 (F-W-W)**
High temperature gas emerges around Brian in a wide range.

Earth Spells

- **ROCK LV1 (E)**
Drops small rocks on enemy
- **ROCK LV2 (E-E)**
Drops medium-sized rocks on enemy
- **SPIRIT ARMOR LV1 (E-W)**
Enhances Brian's defensive power by 1.5 times
- **ROLLING ROCK LV1 (E-F)**
A clump of rockslide inflicts damage along a straight horizontal line.
- **WEAKNESS LV1 (E-N)**
Reduces the defensive strength of an enemy to three-quarters.
- **ROCK LV3 (E-E-E)**
Drops large rocks on enemy.
- **MAGNET ROCK (E-E-W)**
Crushes the enemy with magnetic rocks.
- **SPIRIT ARMOR LV2 (E-W-W)**
Doubles the defensive power of Brian

Earth Spells Cont.

- **AVALANCHE (E-E-N)**
A powerful avalanche of rocks that descends unpredictably.
- **CONFUSION (E-W-F)**
Converts enemy attack into MP.
- **WEAKNESS LV2 (E-N-N)**
Reduces the defensive power of an enemy to one-half.
- **ROCK SHOWER (E-E-N)**
A shower of rocks inflicts damage on all enemies.
- **MAGIC BARRIER (E-N-F)**
Makes the enemy's attack with a magic spell temporarily ineffective.
- **ROLLING ROCK LV2 (E-F-F)**
A clump of rockslide causes damage to the enemy along a horizontal line X 2
- **WEAKEN ALL (E-N-N)**
Reduces the defensive power of all enemies to three-quarters.

Water Spells

- **WATER PILLAR LV2 (W)**
Attack with a pillar of water
- **WATER PILLAR LV2 (W-W)**
Attack with a pillar of water X 2
- **HEALING LV1 (W-E)**
Restores some physical strength
- **SOUL SEARCHER LV1 (W-F)**
Can learn the HP, MP, experience credit and attributes of an enemy.
- **WATER PILLAR LV3 (W-W-W)**
Attack with a pillar of water X 3

Water Spell Cont.

- **ICE WALL (W-W-E)**

Causes a freezing gaseous cloud to form around Brian

- **ICE KNIFE (W-W-N)**

Complete homing attack on the individual enemy

- **EXIT (W-N)**

Escape from dungeon

- **ESCAPE (W-N-E)**

Escape from battle

- **RETURN (W-N-N)**

Return to the town last visited

- **HEALING LV2 (W-E-E)**

Considerable recovery of physical strength

- **SOUL SEARCHER LV2 (W-F-F)**

Can learn the HP, MP, experience credit and attributes of the all enemies.

- **WALKING WATER (W-W-F)**

A water pillar in the forward direction

- **DRAIN MAGIC (W-E-F)**

Absorbs MP from the enemy

- **INVALIDITY (W-F-N)**

Makes ineffective all magical spells cast against Brian

Wind Spells

- **WIND CUTTER LV1 (N)**
Wind cutter with high homing capability
- **WIND CUTTER LV2 (N-N)**
Wind cutter with high homing capability X 2
- **RESTRICTION LV1 (N-F)**
Immobilizes an enemy at random through several turns
- **EVADE LV1 (N-W)**
Increases the automatic evasion rate that doubles agility.
- **SILENCE LV1 (N-E)**
Quiets single enemy by preventing them from casting a spell.
- **WIND CUTTER LV3 (N-N-N)**
Wind cutter with high homing X 3.
- **LARGE CUTTER (N-N-F)**
Powerful wind cutter capable of attacking more than one enemy
- **RESTRICTION LV2 (N-F-F)**
Immobilize all enemies at random for several turns
- **WIND BOMB (N-N-W)**
Creates concentrated winds around Brian
- **EVADE LV2 (N-W-W)**
Quadruples agility
- **CYCLONE (N-N-E)**
Create cyclone to inflict damage on all enemies in its path
- **SLOW ENEMY (N-E-F)**
Halve an enemy's range of motion for several turns.
- **WIND WALK (N-W-E)**
Doubles the range of motion of Brian.
- **SILENCE LV2 (N-E-E)**
Quiets the entire enemy by preventing them from casting a spell X 2
- **ULTIMATE WIND (N-W-F)**
Inflict damage on all enemies on the screen.

Inventory Items

You can acquire useful items to carry on your journey. Some items can be used in battle. Search for useful items from the beginning of the journey. Many items are in treasure box that you can find anywhere in Celtland. Sometimes, you don't have to search for an item and a person you talk to may just give you something. When someone says they have something for you, it will appear in your inventory. There are many more items than shown here.

- Spirit Light  Sacred Water. HP full recovery
- Fresh Bread  HP 50 recovery
- Honey Bread  HP 100 recovery
- Healing Potion  Celtland legendary potion. HP 300 recovery
- Dragon's Potion  MP full recovery
- Dew Drop  MP 50 recovery
- Mint Leaves  MP 100 recovery
- Heroes Drink  MP 300 recovery
- Silent Flute  Strange flute with no sound prevents enemy spell
- Celine's Bell  Captivate your enemy with its sound Freezes enemy
- Replica  Substitute this doll to escape a fight
- Giant's Shoes  Take giant steps in battle and double your range
- Silver Amulet  Protective talisman. Increases defense 1.5 times
- Golden Amulet  Protective talisman. Increases defense 2 times

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