



3303 Scott Blvd.
Santa Clara, CA 95054

Game counselors available 8 a.m. to 5 p.m. (408) 727-1665

Printed in Japan

Nintendo
GAME BOY™



DMG—RA—USA

GARGOYLES™
Q · U · E · S · T

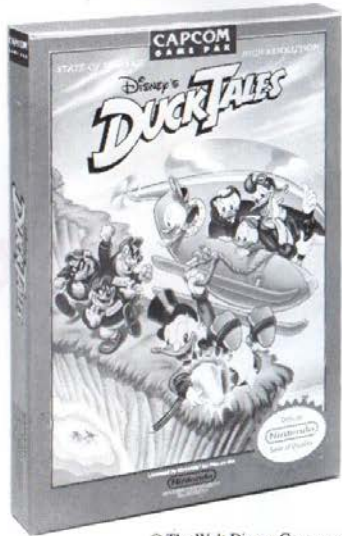
INSTRUCTION BOOKLET

COMING SOON!

Ducktales for Game Boy
from CAPCOM.

Join Scrooge McDuck on
his greatest challenge ever!
You can help him discover
the legendary Five Lost
Treasures and become the
"Richest Duck in the
World!"

CAPCOM
USA



© The Walt Disney Company

A special message from CAPCOM

Thank you for selecting GARGOYLE'S QUEST for your Game Boy system. We are proud to offer you this action-packed adventure, Capcom's first contribution to the Game Boy!

GARGOYLE'S QUEST offers the finest graphics and stereo sound available for the Game Boy. We hope you enjoy the excitement and challenges that await you in GARGOYLE'S QUEST!

Very truly yours,

Joe Morici
Vice President
CAPCOM, U.S.A.

Licensed by

Nintendo

NINTENDO, GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA, INC.

Nintendo and Nintendo Entertainment Systems
are registered trademarks of Nintendo of America Inc.



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.

Now... the Major Motion Picture Willow is available for your Nintendo Entertainment System!

Travel back to a time of sorcery and magic when the evil queen Bavmorda ruled the land under a reign of terror. You must face the deadly challenge of mysterious forests and villages while battling the Queen's Nockmaar army.



© LucasFilm Ltd.

TABLE OF CONTENTS

A Special Message from CAPCOM.....	3
Getting Started.....	6
Controlling Firebrand	7
Gargoyle's Quest Story	10
Game Play and Hints	11
Enemy Characters.....	12
90-Day Limited Warranty	15



GETTING STARTED

Insert the Gargoyle's Quest cartridge into your Game Boy. Turn the machine on. The story of the game will slowly move up the screen. After it disappears, (or if you press **START**), you will see the start option page. You can either choose to begin a new game by pressing **START**, or continue a previous one by selecting the password.

There are two vantage points within the game. The first one you will see is an "above-view" of the hero, Firebrand. This view is used when the character needs to discover important information. This is used for interior and exterior scenes. There is no combat in this mode.

The second vantage point is a close-up side view of the character. This is the view point of all battle sequences. When you complete your search or battles in these areas, you'll be sent to the above-view area.

CONTROLLING FIREBRAND

The controls for Firebrand are simple, but true mastery will take both practice and skill.

When in the above-view areas of the game, **UP**, **DOWN**, **LEFT** and **RIGHT** moves Firebrand in those directions. In most areas, pressing the **A** button brings a small menu on the screen. The menu has four categories.

TALK - Converse with other on screen characters by using this selection. To continue the dialogue, press **A** button.

USE - Operate a Magic item by using this selection.

LVL - (Level) See the current status of your character and the items he possesses by using this selection.

CHK - (Check) Examine/obtain items found by using this selection.

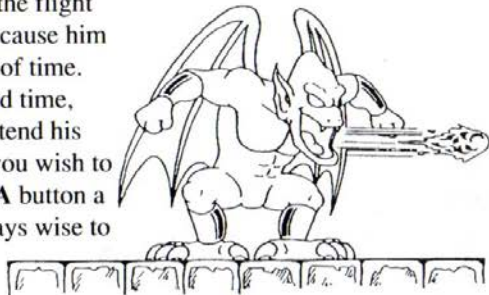
To cancel any screen, press the **B** button. This will return you to the scrolling above-view mode. **START** and **SELECT** do nothing in this mode.

CONTROLLING FIREBRAND (cont.)

In the close-up side view areas of the game, (combat areas), the controls are slightly different.

Pressing the **B** button makes Firebrand use his weapon. He starts the game with a fire-breathing projectile. Some enemies require more than one fireball to be destroyed.

Pressing the **A** button begins the flight process. Pressing it once will cause him to jump/fly for a short period of time. Pressing the **A** button a second time, (while he's in midair), will extend his flight for its full duration. If you wish to cut his flight short, press the **A** button a third time. Note, it is not always wise to use the full flying time.



CONTROLLING FIREBRAND (cont.)

Pressing **LEFT** and **RIGHT** moves Firebrand in those directions. **UP** and **DOWN** do not work in this area.

Pressing **START** brings up a screen that shows the character's current statistics. The stats shown are:

L - Life force. Each character has two life forces.

W - Wing power. This gauge shows how much time Firebrand can fly. **J** - Jumping power.

VIALS - How many vials have been collected. Use these to purchase items

ICON - How many characters are available to the player.

As you pass through the above-view areas, you may encounter several hidden combat zones. You must defeat the enemies in these areas to get back to the above-view area. You will also encounter several creatures in the above-view mode. Talk with them to find out secret information and discover if they are friend or foe.

THE GARGOYLE'S QUEST STORY

Ages ago the friendly Ghoule Realm was invaded by an alien force known only as the Destroyers. The Destroyers almost succeeded in capturing the Ghoule Realm when an incredible fire came out of the sky and eliminated them. The secret of that powerful fire was lost through the ages, and the Destroyers are back for a rematch.

The only clue to the survival of the Ghoule Realm lies in the hint that the sole heir to the "Red Gargoyle" can bring back the magic flame. As Firebrand, guardian Gargoyle of the Realm, you must discover this heir to the magic flame and bring peace to the kingdom once again.

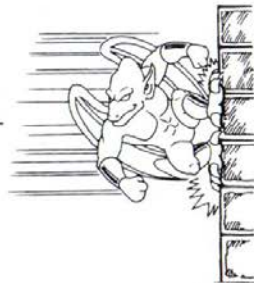


GAME PLAY AND HINTS

Firebrand can use his powerful claws to cling to walls and other surfaces on a vertical plane. When he is connected to a wall in this manner, he will be able to fire his breath weapon in the opposite direction.

The character can move rapidly up a flat wall by pressing **A** and **UP** on the control pad.

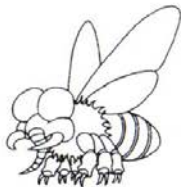
Whenever Firebrand is clinging to a wall (or other vertical surface), he will jump upwards a little bit when the **A** button is pressed. Remember this! You will want to gauge how far up a wall you want to place the character to avoid the numerous hazards.



ENEMY CHARACTERS



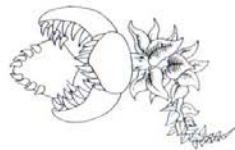
GORILLAR



DREADWING



MALGOR



MAN-EATING PLANT

ENEMY CHARACTERS



GLOOM EYE



BONE SNAPPER



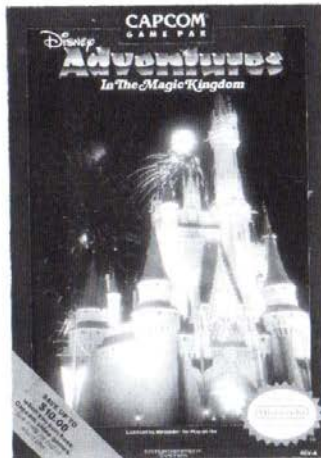
BELLZEMOS



TWIN MARR

Adventures in The Magic Kingdom

Help Mickey Mouse find the six silver keys to the Enchanted Castle. They can be found on the wildest rides in the Magic Kingdom! Take off on Space Mountain, explore the Haunted Mansion, and challenge the Pirates of the Caribbean in this action-packed adventure from Disney!



CAPCOM
USA

Licensed for play on the Nintendo Entertainment System ©The Walt Disney Company

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Boy Pak ("PAK") 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 warranty period, Capcom 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 Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or inside California State call (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom 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 to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

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

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom 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 Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom 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 not available, 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 CAPCOM 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 exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.