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 prevent game dissatisfaction over a long period of time.

1. Avoid subjecting this high precision game pak to extreme temperature variations and transverse shocks. Furthermore, never attempt to disassemble your game pak.
2. Do not touch terminal connections, and keep them by inserting game pak in protective storage clips.
3. Use of cleaners, solvents, benzine, alcohol and other clearing agents can damage the game pak.
4. For best results, place the game a distance away from your television set.
5. Paper for 10-15 minutes after 2 hours 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 corners and may block out a portion of the image.

THE GAME IS LICENSED BY NINTENDO FOR PLAY ON THE NINTENDO ENTERTAINMENT SYSTEM.
Official

1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil and tumulted 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 arrived 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 tarot 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 backed to chaos and darkness. Everything on earth was now under control by the demons just like the pre-creation days. King Yuta from the fairyland called "Lyra", 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
  - A button
  - B button
  - SELECT button
  - START button

• SELECT button
  Not used.

• START button
  Pressing this button starts the game.

OPERATION FOR DANA

• B button
  - Jump
  - Run to the right
  - Run to the left
  - Cushion

• A button
  - Stone appearing/disappearing
  - Magic used (See page 6.1)

• S button
  - Function magic used (See page 7.1)
**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 touches a stone appears to disappear when you push the button.
3. If you use the magic button on the burning fireball called “Burst”, the heating power will enable Dana to cause a short period of time.

*This demonic seal makes the stone appear and disappear when you push the button.*

**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 fireball will burn out every enemy in its path.
- You can store fireballs by means of a button called “Wmbo”. But keep in mind that the capacity is limited by the length of a stone in the upper stones on the right hand side. Those differ on the stone.
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 stone.

* LIFE AND BONUS

You may think that all you have to do is 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 absorb Dana's life. Dana must succeed in order to free the fairies who will give you extra life and bonus!
4. MAGIC ITEMS

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

3 ULTRA-TECHNIQUES

There are a great number of techniques not introduced in this cap set. It's great fun to find your own unique techniques, but if you are one of the special techniques if you promise not to tell anyone else that you won't reveal your secrets.

- Example 1: 
- Example 2: 
- Example 3:

S. DEMONS AMBUSHING DANA

- Gollum
- Demonlord
- Mirror of Garden
- Firemancer
- Dragon
- Impaul

The item that is used in the battle, the magic, etc., makes the difference.
6. EPILOGUE

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

**Fairyland**
A narrow area 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 “Fire Conspiracy” and “Space conspiracy” were torn away and are presumed missing. If these two pages are now combined, they will produce a powerful map, thus creating an incredible influence upon the game’s final result! We hope who will unlock these 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 Yufu is said to be imprisoned somewhere in the constellation sign. Her name is Lihina. According to an ancient legend, the miracle of her release someday will cause the world to be full of fairies. It depends on whether you will get wonderful results. The mystery of Dana’s fate and Lihina’s power, 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 made up of a complex system of your ability 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 "Salome's Key". It leave 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:

Tecmo, Inc. 'Limited Warranty to the original purchaser only. Tecmo Game Pak #1 through #7. If you should have any problems with the operation of this product, please return it to the store where you purchased it, or to Tecmo for replacement. Tecmo will only replace the Game Pak or repair for a period of 90 days from the date of purchase. Proof of purchase is required. Return to: Tecmo, Inc., 7801 West Olympic Blvd., Los Angeles, CA 90046.'
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 the following measures:

- Reorient the receiving antenna
- Reorient 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


SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for SOLOMON'S KEY and save! When you've collected a total of 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail 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) 457-9050.

MAIL DIRECTLY TO TECMO, INC.

ADDRESS LISTED ON THE BACKSIDE OF THIS PAGE

NOTE: You must write down your name and address on the enclosed seal with black felt-tip. By typing and mailing a copy of the STICK-ON SEAL, in order to receive a surprise gift property.