



TECTIO™

THE GAME

This game is
LICENSED BY NINTENDO
FOR PLAY ON THE



GAME BOY ADVANCE™
ENTERTAINMENT
SYSTEM™

© 2003 Nintendo

00131-400-1258

TECTIO™ SOLOMON'S KEY



INSTRUCTIONS

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

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Obeying the rules by these instructions and complying with warnings will be your personal guarantee to protect your investment over a long period of time.

- 1) Avoid subjecting this high precision game pack to extreme temperature variations and excessive shock. Furthermore, never attempt to disassemble your game pack.
- 2) Do avoid touching terminal connections, and keep clear by treating game pack in protective storage case.
- 3) Use of chemicals, solvents, benzene, alcohol and other cleaning agents can damage the game pack.
- 4) For best results, place the game's disc(s) away from your television set.
- 5) Please try to take a break after 2 hours of most of continuous game playing. This will avoid the performance of your game pack.
- 6) 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.

THIS GAME IS
REGISTERED BY PATENT
FOR PLAY ON THE
TECMO
ENTERTAINMENT
SYSTEM.

TECMO, AN AMERICAN ENTERTAINMENT SYSTEM,
INC. (TECMO) IS A DIVISION OF NAMCO INC.



1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil & darkness 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 created 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 secret monk searched for a long period of time to find "Solomon's Key". After locating the constellation sign, he discovered 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 Yama from the fairyland called "Lycra", entered the wizard, Dene to restore order back to the world.

Dene 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!



• SELECT BUTTON

(Use the)

• START BUTTON

Pressing this button starts the game. Press functions. Pressing the start button during the game starts the game to be played temporarily. And pressing it again restarts the game.

OPERATION FOR DANA

• C BUTTON



Various operation of the controller (Use the controller for the game in connected mode)

- (1) Button: Start operation (Pressing the start button)
- (2) Button: Control (Pressing the C button)

C BUTTON



Use the controller for the game in connected mode

A BUTTON USED FOR STONE

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



1. When a stone is placed in the top-left corner, the stone will disappear.



2. When a stone is placed in the top-right corner, the stone will disappear.



3. When a stone is placed in the bottom-left corner, the stone will disappear.



4. When a stone is placed in the bottom-right corner, the stone will disappear.



5. The button will disappear when the stone is placed in the top-left corner.

B BUTTON (FIRE BALL MAGIC)

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



1. A fireball will be thrown when the button is pressed.



2. A fireball will be thrown when the button is pressed.

3. The button will disappear when the fireball is thrown. The button will be replaced by a square with a cross when the button is pressed.



3. HOW TO PLAY THE GAME

• CLEARING METHOD

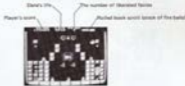


The constellation sign consists of 50 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Dava can go to the next room. In some rooms, the key is hidden in a door.



• 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 time of Dava. The constellation sign is full of magical powers which absorb Dava's life. Dava must succeed in order to free the forces 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 other. But special kinds of items appear after being taken out and used. The other should see how other special kinds of magical items work!



1. Flat of Magic
This is a magic item that can be used to create a magic circle.



2. Magic Staff
This is a magic item that can be used to create a magic circle.



3. Hand of Magic
This is a magic item that can be used to create a magic circle.



4. Small Bottle
This is a magic item that can be used to create a magic circle.



5. Flat of Magic
This is a magic item that can be used to create a magic circle.



6. Stack of Magic
This is a magic item that can be used to create a magic circle.



7. Two Small Bottles
This is a magic item that can be used to create a magic circle.



8. Bell
This is a magic item that can be used to create a magic circle.



...



9. Flat of Magic
This is a magic item that can be used to create a magic circle.



Illustration
 This illustration is a drawing of a ghostly figure with a large, dark, circular mark on its chest.



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 This illustration is a drawing of a ghostly figure with a large, dark, circular mark on its chest.

6. EPILOGUE

The illustrations here are full of mystery. Follow some of them here, I assure you.

Illustration

A certain man that the historical is attacked by demons and that the forces act for him. He was in fact and here from here.

Mystery of Solomon's Key

It is said that two keys for "The Key" and "The Key" were lost and that the historical history of these two keys are not combined, they will produce a great and great, that coming in historical influence upon the people that result the key and will produce more magical mystery. Solomon's Key will bring you here in this key.

The presence of all the forces

The presence of all the forces, there is said to be historical evidence in the historical key, the key is a key, showing us an ancient key, the presence of the key will show the presence of the key of forces, it is said that the key will be revealed to the key, the key will be revealed to the key, the key will be revealed to the key, the key will be revealed to the key.



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 specifically made so 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 common game moves.

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 decided 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

Basic Limited Warranty

TECMO, INC. ("TECMO") warrants to the original purchaser that the hardware and software components included in this Game Pak will function properly for 90 days from the date of purchase. This warranty does not extend to any accessories, replacement parts, or software that is not included in the original packaging. This warranty is void if the Game Pak has been damaged, altered, or modified in any way.

Exclusions

1. This warranty does not cover damage caused by fire, flood, lightning, or other natural disasters.
2. This warranty does not cover damage caused by unauthorized repairs, alterations, or modifications to the Game Pak.
3. This warranty does not cover damage caused by the use of the Game Pak in any way that is not intended by the manufacturer.
4. This warranty does not cover damage caused by the use of the Game Pak in any way that is not intended by the manufacturer.
5. This warranty does not cover damage caused by the use of the Game Pak in any way that is not intended by the manufacturer.

TECMO, INC. 10000 W. BEVERLY BLVD., BEVERLY HILLS, CALIF. 90210

This warranty does not apply to the extent that it is limited by applicable laws, regulations, or administrative orders. In no event shall the amount of damages exceed the purchase price of the Game Pak.

Details of the Hardware Warranty

The hardware warranty covers the Game Pak for 90 days from the date of purchase. This warranty covers damage to the Game Pak caused by fire, flood, lightning, or other natural disasters. This warranty does not cover damage to the Game Pak caused by unauthorized repairs, alterations, or modifications to the Game Pak. This warranty does not cover damage to the Game Pak caused by the use of the Game Pak in any way that is not intended by the manufacturer. This warranty does not cover damage to the Game Pak caused by the use of the Game Pak in any way that is not intended by the manufacturer.

WARRANTY LIMITATIONS

This warranty does not cover damage to the Game Pak caused by fire, flood, lightning, or other natural disasters. This warranty does not cover damage to the Game Pak caused by unauthorized repairs, alterations, or modifications to the Game Pak. This warranty does not cover damage to the Game Pak caused by the use of the Game Pak in any way that is not intended by the manufacturer. This warranty does not cover damage to the Game Pak caused by the use of the Game Pak in any way that is not intended by the manufacturer.

COMPLIANCE WITH FCC REGULATIONS

The equipment generated and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's 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 the equipment does cause such trouble 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 antenna system.
- Increase the distance between the receiver and the transmitter.
- Move the receiver away from the transmitter.
- Plug the receiver 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 Communications 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, Order No. 024-080-0004-4.

SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for SOLOMON'S KEY and send them when you've collected a total 5 TECMO game pak I.D. Badges, you can ask them with the enclosed sticker and mail it 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 Notice", 1 800 421-1000.

MAIL DIRECTLY TO TECMO, INC.

ADDRESS LISTED

BELOW



Collect them and
offer the games from
TECMO

SEND
TO:

TECMO, INC.
101 S. GARDEN LANE
CHRYSTAL, IA 50541

Note: You must write down your name and address on the enclosed card with track return as the return-address and mail together with STICKER/ID/BADGE, in order to receive a surprised gift properly.

OFFICIAL I.D. BADGE

