

SUNSOFT[®]

SUNSOFT, USA
3151 Airway Ave.
Suite F 109
Costa Mesa, CA 92626
714-850-2700



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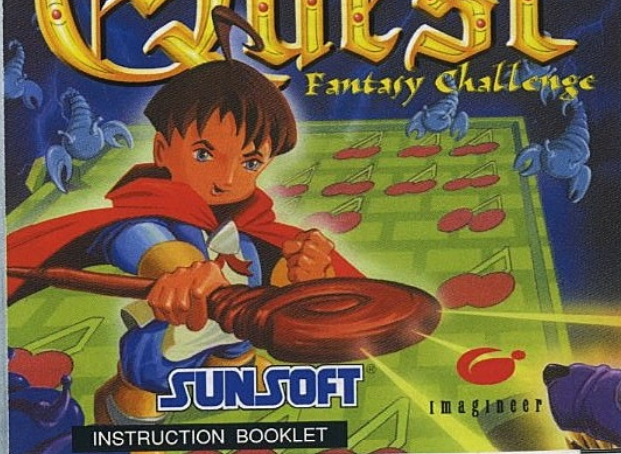
Nintendo

GAME BOY COLOR

DMG-AQTE-USA

Quest

Fantasy Challenge



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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

Quest

Fantasy Challenge



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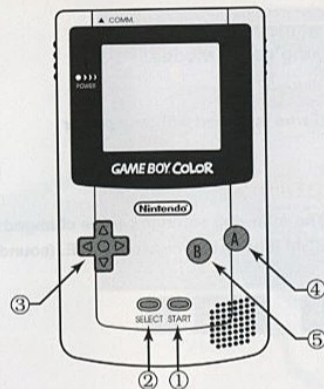
Game Boy® Color Software – QUEST Fantasy Challenge

Basic Specification

Game Title:	QUEST FANTASY CHALLENGE
Target machine:	Game Boy® Color
Game type:	Puzzle action game
Target age group:	Elementary school students of all ages
Number of players:	1
Number of stages:	20
ROM capacity:	8 MB

The Controller

1. Start Button
Pause, Press
Again to
Resume Play
2. Select Button
3. Control Pad
4. A Button
5. B Button



Game Mode

This game has the following game modes.

- **1 Play**

Game is played with one player

- **Options**

The following settings can be changed: Player Left and Game Level. BGM (background music), or S.E. (sound effects) can be heard.

Quest
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● GAME OPTION

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Game Screens

- Ordinary Screen

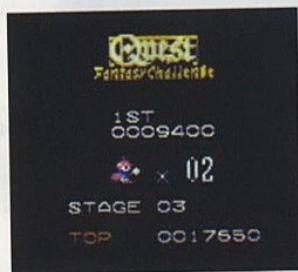
1. Player
2. Element
3. Monster appearance area
4. Treasure chest



Score Screens

1. 1st player score
2. 1st player's remaining machines
3. Stage
4. High score

* Note: When Start is pressed on an ordinary screen, the display switches to this screen.



Game Flow

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(1) When the Game Boy is powered up, the manufacturer's logo screen appears. After a given period has elapsed, the title screen appears.

(2) When the Start button is pressed on the title screen, the display switches to the game mode selection screen.

(3) When GAME is selected and the Start button is pressed, the game starts.



A Stage is cleared after all monsters have been defeated or all elements on the screen have been captured. There are 20 stages in all.

After the center target is captured, the Quest Monster appears.



After a treasure chest is destroyed, an item appears. After this item is acquired, it has the effect of swapping weapons, annihilating the enemy, etc. Also after a twinkling element is acquired, the display switches to the demo screen and the stage can be cleared.



Every time the player clears 5 stages, (stages 5, 10, 15, 20) the Boss stage will appear. Players will not be able to defend the Boss with just 1 shot, they need to attack them several times. Bosses also puff fire like Quest Monsters, but they can attack both horizontally and vertically. (Quest monsters can only attack horizontally). After the Boss stage clears, the display switches to the demo screen.



After 20 stages have been cleared, the system switches to the name entry screen and the ending screen.

Option Screens

- **Player Left**
The number of remaining machines can be changed to 1-5.
 - **Game Level**
The game's degree of difficulty can be changed to Easy, Normal or Hard.
 - **BGM**
(Background Music) can be heard during the game.
 - **S.E.**
(Sound Effects) can be heard during a game.
- There is no off-on option for BGM or SE.



Items



Celine's Bell
Stops enemy



(Amulet)
Invincible player



Eletale Book
Annihilates enemy



(Twinkling element)
screen clear



Traveler's Wings
Increases player speed



Water Jewel
Penetration (weapon)

Items



Earth Orb

Homing (weapon)



Wind Jade

Boomerang (weapon)



Silent Flute

Slows enemy



Fire Ruby

Straight line (weapon)

Center Items



Fresh Bread



Spirit Light



Mint Leaves



Healing Potion



Honey Bread



Heroes Drink



Dew Drop



Dragon's Potion



Notes

WARRANTY

SUNSOFT 90 days Warranty

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