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Nintendo

GAME BOY **Color**

CGB-AZRE-USA

THE MASK OF ZORRO[™]



SUNSOFT[®]

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
Color

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EVERYONE
MILD ANIMATED VIOLENCE

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

THE MASK OF ZORRO™

Introduction	PAGE 4-5
How to Play	PAGE 6
Starting the Game	PAGE 7
Game Controls	PAGE 8-9
Enemies and Friends	PAGE 10-11
Pick-Ups	PAGE 12
Hints from Don Diego	PAGE 13
Credits	PAGE 14
Customer Support	PAGE 15

Introduction

It is 1821. Spanish control over California is nearing its end. But Governor Don Rafael Montero must make one last attempt to capture the heroic Zorro, champion of the people. Unfortunately, it proves to be successful. Montero has discovered that Zorro is the secret identity of the wealthy landowner Don Diego de la Vega. The governor imprisons Diego after the death of his wife and steals the Don's child to raise as his own.

Two decades later, Montero returns to California to set in motion a plan he laid the seeds for on his departure.

The near dead Diego makes a daring escape from prison. He then vows to stop the former governor. The times may have changed but the people need the wisdom, guile and courage of Zorro, the fox, more than ever.



IN 1821, THE SPANISH CONTROL OVER CALIFORNIA WAS ABOUT TO COME TO AN END.

No longer able to meet the physical demands of his secret identity, de la Vega realizes that he must find and train a young successor who will carry on the heroism and the legend that is Zorro.

Little did he know that the legend would live again in a boy whom de la Vega met 20 years ago on his last day of freedom . . .



How To Play

GUIDE the old and new Zorro as they defy Montero and attempt to defeat his scheme to take control of California. **LEAP** over high balconies. **RACE** across treacherous rooftops. **CLIMB** on dangling ropes and precarious awnings. **CLASH** steel with treacherous swordsmen, each with their own fencing skills and strategies. **RESTORE** your power by discovering secret rooms and passages.

At key points in your quest, you will receive passwords from Don Diego. If you enter these when you restart a game of "THE MASK OF ZORRO™," you can start playing again from that place in your game. You may even encounter the beautiful Elena Montero, estranged daughter of the great Don Diego.

Starting The Game

Make sure your Game Boy Color power switch is turned off. Then insert "The Mask of Zorro™" Game Pak into your Game Boy Color. Turn the power switch ON and wait until the title screen appears.

MAIN MENU

NEW GAME: For a new game, use the Control Pad to select **NEW GAME** and press the A or B Button.

PASSWORD: If you know a password from a previous game, use the Control Pad to select **PASSWORD** and press the A or B Button. Press the Control Pad Up or Down to enter the letters and Left or Right to move to the next letter position. When you have finished, press the A or B Button to resume your game. If you have entered the password incorrectly, you will be returned to the Main Menu and will need to choose **PASSWORD** again to re-enter your password.

Normal Controls

1 Start

Open Status Screen.

2 Control Pad

UP: Move up. Climb ropes. Enters doors.
Talk to other characters. Fire the cannon.

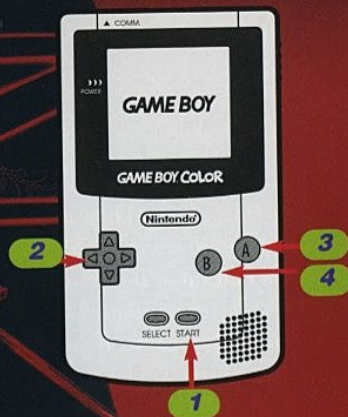
DOWN: Move down or crouch. Combine with Left or Right Control Pad to roll in that direction.

3 A Button

Use sword.

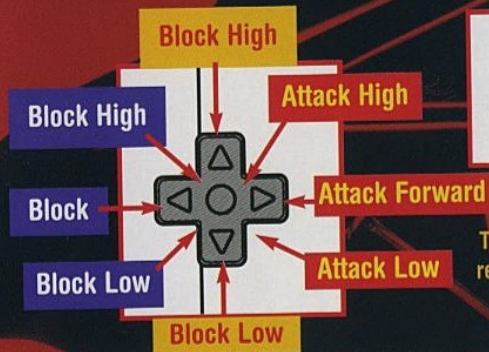
4 B Button

Jump. Hold button to bounce higher or to grab and swing around a pole.



Sword Controls

Use Sword. Hold B button to stay in "fencing mode."



NOTE:

These controls are reversed if Zorro is facing left.

Enemies And Friends



ROTUND GUARD—This comical guard cannot be killed and will hurt Zorro only if he falls on him.

CORPORAL GOMEZ—Corporal Gomez is very thin but has a strong sword thrust.

DUELING TRIO—These three unnamed guards have swords and fight as a group.

DUELING DUO—This lazy pair of guards may fight with each other if you defeat them.

PATROL—A lone sentry walks a regular patrol route and is armed with a sword.

SHOOTER—Armed with a musket, this soldier can stop Zorro with a single shot, unless Zorro can discover his weakness.

CROUCHING SHOOTER—A single shot from his musket will stop Zorro. Sometimes it is better to run than fight.



SWORD MASTERS—As their name suggests, these soldiers and guards are masters of flashing steel. Be careful.

GIANT GUARD—This guard towers over Zorro. Because of his superior physique, he is a dangerous man with a blade.

CAPTAIN of the GUARD—He is taller than Zorro and quite muscular. He is armed with a sword and is a very tough adversary.

ADVANCED PATROL—Armed with musket and sword, this soldier first will try to shoot Zorro. If he fails, he will draw his blade.

CAPTAIN LOVE—Tall, blonde, and sinister, this cavalry officer dwarfs Zorro and is quite clever.

DON RAFAEL MONTERO—Don't let his fancy clothes and sophistication fool you. Don Rafael is a clever match for the fox. He may run at times, but he will never give up.

THE MASTER—Dedicated to advancing the young Zorro's fighting skill, The Master will only engage Zorro in the Training Cave. He is a challenge but not a threat.

ELENA MONTERO—Raised by Montero, but the true daughter of Don Diego, she is a beautiful firebrand who means no real harm to Zorro.

Pick-Ups



SINGLE HEART: This will allow Zorro to be hit one additional time by filling one slice of the Health bar.

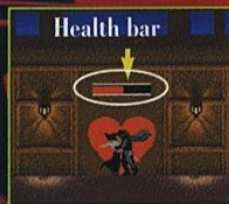


TRIPLE HEART: This will allow Zorro to be hit three additional times by filling three slices of the Health bar.



PIECE OF HEART: This will completely refill Zorro's Health bar.

KISS THE GIRL: This will completely refill Zorro's Health bar.



Hints From Don Diego

Begin the game by climbing the rope to get Don Diego on the other side of the city walls. **Those who would master** the art of the sword know that each man has his own fighting style. **Careful strategy** and an artful technique are always better than aimless, slashing attacks.

Watch your opponents and learn. **Acquire both courage and wisdom.** Courage will give you determination as a fighter. Wisdom will tell you when to take action and when to avoid conflicts. The courageous man may win once. The wise man will win again and again and again.

There are many paths that lead to trouble.

There are few paths that lead to victory.

Careful timing when swinging on beams can vault Zorro to new heights.

Credits

Saffire Corporation

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..... Kathy Parke

project lead

..... Cindi Adamson

..... gameboy technical director

..... Jeff Hughes

art director

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programming

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..... Dave Rushton

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..... Eric Tolman

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..... Richard Germinaro

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