



TECTIO™

THE GAME™

This game is
LICENSED BY NINTENDO
FOR PLAY ON THE



GAME BOY ADVANCE™
ENTERTAINMENT
SYSTEM™

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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 ENTERTAINMENT SYSTEM,
AND TELEVISION OR MONITOR OR MONITOR SET



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

(See page 1.)

• 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 when playing using the controls that is used in this game.

- (C) button: Move/operate/pressing maps and (See page 6.)
- (C) button: Pressed maps used. (See page 7.)

C BUTTON



Various operation when playing using the controls that is used in this game.

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 bottom-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 top-right corner, the stone will disappear.



5. When a stone is placed in the center, the stone will disappear.

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 is thrown from the top-right corner and covers the enemy.



2. A fireball is thrown from the bottom-right corner and covers the enemy.

3. When a stone is placed in the center, the stone will disappear. The fireball will be thrown from the center and cover the enemy.



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 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 Dana. The constellation sign is full of magical powers which absorb Dana's life. Dana must succeed in order to free the forces who will give you extra life and bonus!

Dana's life
The number of absorbed forces
Player's score
Absorbed force level (level of the force)



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 items 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 fireball.



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



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



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



5. Round of Magic
This is a magic item that can be used to create a fireball.



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



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



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



...



9. Round of Magic
This is a magic item that can be used to create a fireball.

SECRETS

3 ULTRA-TECHNIQUES

There are a great number of techniques not included in this book, but it's great to see that you can create techniques, not just use some of the special techniques if you choose not to rely upon the one we showed you!

TECHNIQUE 1
 This is a very simple technique that can be used to create a small amount of energy. It is a good starting point for more complex techniques.



TECHNIQUE 2
 This is a more complex technique that can be used to create a large amount of energy. It is a good starting point for more complex techniques.



TECHNIQUE 3
 This is a very complex technique that can be used to create a large amount of energy. It is a good starting point for more complex techniques.



TECHNIQUE 4
 This is a more complex technique that can be used to create a large amount of energy. It is a good starting point for more complex techniques.



TECHNIQUE 5
 This is a very complex technique that can be used to create a large amount of energy. It is a good starting point for more complex techniques.



TECHNIQUE 6
 This is a very complex technique that can be used to create a large amount of energy. It is a good starting point for more complex techniques.

5. DEMONS AMBUSHING DANA





Illustration
 This illustration is a simple line drawing of a ghostly figure with a sheet and a hole for a face.



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6. EPILOGUE

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

Mystery

A certain man that the children is attacked by demons and that the forces are for him. He will be full and full from here.

Mystery of Solomon's Key

It is said that the keys for "The Key" and "The Key" were lost and that the children found them. If these two pages are not combined, they will become a great key. The key, that is, the key to the mystery of the key. The key to the key is the key to the key. The key to the key is the key to the key.

The mystery of all the keys

The mystery of the key, that is, the key to the key. The key to the key is the key to the key. The key to the key is the key to the key. The key to the key is the key to the key. The key to the key is the key to the key. The key to the key is the key to the key.



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 receiving antenna.
- 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", 1 800 441-1000.

MAIL DIRECTLY TO TECMO, INC.

ADDRESS LISTED

BELOW



Collect them and
offer the game pak
TECMO

SEND
TO:

TECMO, INC.
101 S. GARDEN LANE
CHICO, CA 95924

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 promptly.

OFFICIAL I.D. BADGE

