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Nintendo

ENTERTAINMENT SYSTEM

intendo

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Thank you for purchasing the Nintendo Entertainment System Deadly Towers™ Game Pak.

PRECAUTIONS

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol, or other solvents.

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THE STORY OF DEADLY TOWERS
After the title screen appears the story of Deadly Towers will appear on the screen.

GAME DESCRIPTION
Your final goal is to kill Rubas to restore peace to the kingdom. However, the entrance to the King of the Devils hidden rooms is sealed. In order to open the entrance you must climb up each of the seven bell towers, remove the bells and burn the towers.

HOW TO USE THE CONTROLLER
In this game the controller can control many things. Notice that the controls will change when switching between the main (GAME screen) and sub-screens (INVENTORY/STATUS, SHOP and PASSWORD ENTRY screens).

Control Pad
You can move Myer in 8 directions. During the INVENTORY/STATUS and PASSWORD ENTRY screens, the control pad moves the cursor to choose items or letters.

A button
Fires your sword and selects items to buy (you buy items in SHOP screens). When Prince Myer is standing underneath an item to buy, pressing this button will buy the item (if you have enough Ladder). While in the INVENTORY/STATUS sub-screen, pressing this button will use the item that is highlighted by the arrow.

B button
During the INVENTORY/STATUS screen, pressing this button twice will throw away the item highlighted by the arrow. During the PASSWORD ENTRY screen, pressing this button will move the cursor back one letter.

SELECT button
When the select button is pressed during the game, the INVENTORY/STATUS screen appears. Pressing SELECT again will return you to the main screen.

START button
Use this button to start the game.
HOW TO UNDERSTAND THE SCREEN

You must learn to understand the screen to play the game. There is the main (GAME) screen and the two sub-screens (INVENTORY/STATUS and SHOP screens).

Current hit points — this is your life power. If this number becomes "0", your guest is over.

Maximum hit points (HP MAX)

Entrance to the next area. If you enter this area the screen will change to the next scene.

The jagged edges are cliffs. Prince Myer will not fall off most edges, but if he walks on a broken edge he will fall.

In the main adventure screen, many monsters will attack Prince Myer. In this area, he can move up, down, left, right and diagonally.

Shop Screen

You can buy many items. In order to buy an item, stand in front of an item and press the "A" button. By doing so, the item purchased will be displayed in the INVENTORY/STATUS screen's item column.

Money Prince Myer is carrying.

The shop owner.

Items which are sold in one shop are different than items sold in another.

Price of items — the currency in the Kingdom of Wiltia is Luddor.
Sub-Screen (INVENTORY/STATUS)
During the game, you can get all the information about Myer by using this sub-screen.

This sub-screen is divided into 5 parts: STATUS, DEFENSE, ATTACK, ITEM and BELL. Each part displays needed information for fighting. Utilize this information well to help carry out your task.

STATUS — The current hit points and maximum hit points. Underneath, the money (Ludor) that Myer is carrying is displayed.

ITEMS — Items which are collected will be displayed in this area. In order to use an item, move the arrow over the item and press the "A" button. In order to throw an item away, select the item the same way and press the "B" button TWICE.

BELL — Magical Bells which are removed from each tower are displayed here. (when you burn a tower down, a flame is displayed).

DEFENSE — From the left, the helmet, shield or armor type that your are wearing is displayed.

ATTACK — Attack items are displayed in the order of (from the left) the sword, shooting mode and gloves worn.

SEVEN BELLS ECHO THROUGHOUT THE MAGIC PALACE
Rubes' magic palace is located in the Northern mountains of the Wilmer Kingdom. This is an old diagram of the palace. However the resonance of the seven bells created manny distorted spaces which became the invisible entrances to underground dungeons, secret rooms and a parallel world.
HOW TO PLAY THE GAME

BURN DOWN THE SEVEN BELL TOWERS
Your objective is to reach the seven towers. Each tower has one bell which should be burnt by the holy flame. The bells are at the tops of the towers. After burning all the bells you will be able to open the entrance to the King of the Devil's room.

STARTING THE GAME
When you play the game for the first time or continue after a game is over, press the START button at the title screen. When the screen changes to the password input screen, press the START button again. When you wish to continue your game after you quit, enter your password in the password entry screen to start the game. The control pad moves the entry cursor up, down, left and right. Pressing the A button chooses that letter. Pressing the B button moves the cursor back one space. By using the password, you can continue the game with maximum hit points achieved (during the last game) and still retain some of your items.

Prince Myer has failed!
When you are attacked by an enemy or if you touch an enemy, the player's hit points will decrease. If you fall off a broken edge over a cliff or if the hit points dwindles to '0', your quest is over.

Collecting hit points and money—
When you kill enemies, they leave money or hearts. A heart will give you hit points. Money helps you to buy items. Don't forget to collect the circle hearts. These increase your maximum hit points (up to 299).

About your items—
An item can be picked up while wandering or can be bought at shops which are hidden in certain areas.

Enhancing your defenses—
When you start, you don't have any armour or special items. Wear items as soon as you get them.

Enhancing your attack—
To do this, increase the power or speed of your sword.

Use caution in the parallel world—
Sometimes an invisible entrance will take you to a parallel world. There will be only one exit to the world where you came from. Search all areas of the castle carefully to find the parallel worlds.

Big underground dungeons—
Same as the parallel worlds, the entrances to the underground dungeons are invisible. Each dungeon consists of about 200 rooms and each room has enemies. A few rooms in the dungeon have a magical pattern on the floor which may be the entrance to a shop, the exit of the dungeon or a good map marker.

Secret rooms are hidden throughout the towers and castle. Search every area by walking around the entire screen in each area.

Get the bells—
When you climb to the top of each tower, you have to fight with the guardian of the bell. If you win, climb the ladder and get the bell.

Burn the tower with the sacred flame—
When you get the bell, go back to the underground and touch the holy flame. The bell will be thrown into the fire and the tower will burn.

What about the entrance to the King of the Devil's room?
When you collect and burn all seven bells, the entrance to the King of the Devil's room will be opened (it is hidden).

Continuing your game—
When the game ends, write down the password displayed on the screen. To get a new password you have to end the game by dying (losing all your hit points).
ATTACK ITEMS
Fighting Off The Monsters!!!

This section introduces the items that can be obtained. No matter how useful the item, if you don't know how or where to use it, it is useless. Learn your items well.

NORMAL SWORD—This sword is a good match for most enemies.

NORMAL GLOVE (blue)—Increases the speed of the sword (slow).

NORMAL GLOVE (grey)—You can shoot the sword at medium speed. You'll still feel safe even when you miss-shoot.

GAUNTLET (gold)—This is a miraculous weapon. It shoots the sword at maximum speed. It will increase the power of the sword drastically. If you carry this, you are a master of swordfighting.

GLOVE (blue)—This is the golden sword of legend. This beautiful, sparkling sword will illuminate anything. This is the most powerful sword in the game.

SPLENDOR—This is the golden sword of legend. This beautiful, sparkling sword will illuminate anything. This is the most powerful sword in the game.

INCREASING YOUR SKILLS (attack items)

HEARTS—The heart icon will increase your hit points. The circle heart icon will increase your maximum hit points (up to 299).

DOUBLE SHOT—Allows you to shoot two swords.

PARALLEL SHOT—When you have this item, it allows you to shoot two swords in parallel.

LADDER—When you kill enemies, they leave money. A "star" on the Ladder, an "L" is one Ladder. Collect them diligently.

If the item column in the INVENTORY/STATUS screen is filled, you cannot carry any more items. You have to throw away some items by pressing the "B" button TWICE while the selection arrow is over the item.

HYPER HELMET—This is the helmet with the best defensive strength. It controls the enemy's attack by using magical power so the damage to you is minimal.

CHAIN HELMET—This is a chain-mail helmet. It's better than nothing.

IRON HELMET—A strong helmet, made of iron. Defensive strength is medium.

SHIELD—Shield made of bronze. Easiest to get but weakest defense (it's better than none).
LION SHIELD—Shield made of iron. By having this shield and the matching helmet and armor, it will increase your overall defensive strength, however this shield (used alone) only offers a medium strength defense.

LEATHER ARMOR—This armor is made of leather. This is the lowest class of armor.

PLATE ARMOR—Armor made of iron plates. It's surface is fairly hard and it will withstand most shocks.

SHIELD OF THE KING—The most powerful shield. It is guarded by holy power and it shines golden.

HYPER ARMOR—Magical armor made out of forged steel. It provides the maximum defensive strength. It creates an energy shield around the player which is driven by the good mind of the player.

OTHER ITEMS—Use These In Specific Situations

There are many items other than weapons and armor which are very helpful to complete your quest. Using these items wisely will help you defeat Rubas.

CRYSTALS
Blue—Decreases enemy's hit points.
Green—Reverses the monsters for a short time.
Orange—Changes the color around the dungeon's exit.
Red—Warms you to the dungeon's exit.

SCROLLS
Blue—Warms you inside the dungeon (you may warp to a closed room).

DRINKS
Blue—Restores hit points (up to the maximum).
Green—Restores 200 hit points.
Orange—Restores 100 hit points.
Red—Restores 50 hit points.

GREEN—Warms you to the starting point (of your quest).
Orange—Warms you to the holy flame.
Red—Unknown(?).

NECKLACES
Blue—When used, you become temporarily invincible.
Green—Temporarily increases your defensive strength.
Orange—Increases your defensive strength.
Red—Unknown(?).

MAGIC KEY
There is a magical key which shines in gold. You have to find out for yourself how to use it.

MAGIC MACE—This magic mace will protect Prince Myer. The effect of the Magic Mace is not known, but it will save the prince's life.

OTHER ITEMS

HYPER BOOTS—When you walk a long way, you get tired. You get especially tired of going up and down stairs. If you wear these...

FIGURE—The effect of this is unknown, however the shape of this object seems to carry some significance to understanding secrets of the game. Try using it against different enemies.

CHALICE—If you want to get certain items but you don't have any money, you can use this cup to make you rich.

► You cannot use magical items, crystals or scrolls, inside of a shop.
► If you want to collect the most powerful items, you must venture into ALL the dungeons.

When you don't know the name of the item that you collected, change to the INVENTORY/STATUS screen and move the arrow in the item column to see the name.
ENEMY CHARACTERS — Frightening Monsters That Gather For The Echo Of The Seven Bells.

In order to do well on your quest, knowing enemy characters is important. If you become familiar with the characteristics of the monsters introduced here, the game will be more interesting. Here are the descriptions of some of the enemies you'll encounter in the kingdom and dungeons.

UNKNOWN RACES

**Border** — This character appears throughout the game. It bounces like a ball, up and down. This is a strong character.

**Border Tower** — This is another form of the Border, which lives in the dungeon. It has a central body that looks like a pole and a rotating head.

**FIRE RACES**

**Fire** — These are direct descendants of fire races.

**Spark** — These go up and down through the air very quickly. They are always found in groups. In many cases, they live in the cliffs near the paths.

**Fog** — These are included in any fire races however their body is not visible. Precisely, they are energy life forms. They float through the air and may appear out of mid-air.

**DOLPHIN RACES**

**Dolphin** — This new dolphin race moves like a caterpillar.

**Anemone** — This is another dolphin-type creature. Some have tentacles, some don't, but all spit fireballs from their mouths.

**RAT RACES**

**Rat** — These rats live in the magic palace. Indeed they are rats, their attack and defense powers are strong.

**Pig** — Used to be a monkey, however after angering Rubia their appearance was changed and they were imprisoned. You don't have to kill them.

**DEVIL RACES**

**Small Devil** — These devils live in the magic palace. Indeed they are devils, their attack and defense powers are strong.

**Black Box** — This will appear in front of an entrance and block the way. It could appear anywhere and block your path. One of the biggest of the devil races. It will open its wings to frighten an enemy and spit fireballs from its mouth.
FISH RACE
Wall Fish—This ground
fish lives in the walls
inside the tower and
outside of the castle.

INSECT RACES
Buralu—This is a
mollusk that lives in
the tower and dungeons.
It usually rests by sticking
to the wall, but if you get
close, it will fly through the
air.

SNAKE RACE
Snake—This small
snake lives mainly in
dungeons and is usually
found in groups. You
won’t have time to kill
them all.

GHOST RACES
There are several
different ghosts inhabiting
the towers. All are deadly,
draining the human spirit
and should be avoided or
killed when possible.

THE MONSTERS CREATED
BY BLACK MAGIC
HUMANOID RACES
Weremonkey—A
humanoid-monkey with
the agility of a
human. Its personality
is moody. It mainly appears
in dungeons.

Werecat—Rubas
created the humanoid-
type for his personal
servants by using black
magic. The WEREWOLF
was created out of a cat.

Clone Races
Clone—Rubas
created these
types for his personal
servants by using black
magic.

Snakes
Gatekeeper—These
guards the gate. They are
especially
careful around the black
WERETIGER, it’s not only
dangerous but cruel, too.

WERETIGER—Be especially
careful around the black
WERETIGER, it’s not only
dangerous but cruel, too.

Fire Demon—Its
personality is dangerous,
however, it has a lot of
pride (for a follower of
Rubas). It was created
from a wolf.

Weremonkey—A
humanoid-monkey with
the agility of a
human. Its personality
is moody. It mainly appears
in dungeons.

Killer Hound—Rubas
tried to humanize a
dragon but failed. The
result is the KILLER
HOUND.

Hyper Knight—Created
from the spirits of dead
soldiers. It doesn’t have a
body, just a helmet and
armor. Inside, it’s just a
spirit, but it is very
powerful.

Lizard Man—This is a
humanoid-type
chameleon. Like other
reptiles, it’s crafty. These
are hated by other
humanoid races.

Death Bear—Since the
Death Bear oversees one
of the seven towers, it is
very powerful.

In Rubas’ castle (the
magic palace) there are
seven towers. Each tower
has one Magical Bell
guarded by the boss. The
DEATH BEAR is just one of
them. There are six
others guarding the other
bells.

THE POWERFUL TOWER
BOSS

A room where Black Bus is around will have an item shop.

Strong humanoid races are vulnerable to certain items.

When you get a bell at the top of the tower, and return to the underground, the entrance to the tower will disappear.

After you get the bell from the tower, the enemies in the tower and outside the tower may become more
powerful.

Burnring a bell will allow you to recover hit points. But you can also keep it and burn it later.
HELPFUL TIPS

Don't let the circle hearts get away —
Collecting circle hearts is the only way to increase your maximum number of hit points. Hearts will only restore hit points up to your maximum, but not beyond. (Circle hearts are located in paths and towers, etc. Collect them as you find them.)

Useless shots may lead you to death —
Once you fire the sword you cannot fire the next sword until the first sword disappears from the screen. If you are not wearing the glove to increase your sword speed, you might not be able to fight back quickly enough.

Don't let the chance go when you hit the monster —
When your sword hits a monster, the enemy movement will stop. Keep firing as you walk closer to the enemy.

Understanding the movement of enemies —
Enemy characters have specific movement patterns depending on the placement or type of monster. Understanding these patterns will help you defeat, as well as avoid, dangerous enemies.

Utilize 8 direction movement —
Remember, Prince Myer can move and shoot in eight directions. Mastering all eight directions is especially important when fighting on stairs.

About parallel worlds . . .
Enemy attacks are more powerful and exits are more difficult to find in parallel worlds, but you may find useful items in these worlds. (While searching for the invisible exit from a parallel world, you may find some unexpected items.)

Draw a map for underground dungeons —
To find your way around the dungeons, and to keep from getting lost, carefully map the dungeons and write down the locations of magical drawings and monsters. We have included a map of the first dungeon to give you an idea of how to make a map. This dungeon is at the upper right corner of the starting screen (near the door with the gate).

* indicates the entrance.
* indicates the exit.
* indicates the shops.
 markers are patterns on the floor.
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- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV 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, Stock No. 014-000-00455-5.

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