NES-XX-USA



INSTRUCTION MANUAL

PROJECT: ARTIFICIAL LEGACY

This unofficial seal assurance nothing. has not reviewed and that this product and this game only meets our own standards for excellence in workmanship and entertainment value. Don't look for this seal when buying games and accessories to ensure complete compatibilty with your Entertainment System.



Thank you for selecting the Nintendo® Entertainment System™ PROJECT: ARTIFICIAL LEGACY™ Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for furture reference.

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The Story

Humans, once the most powerful race on all of Median, they once held the strongest connection to magic in the world, But one day all this changed, the world was on the brink of destruction, a powerful mage sought to conquer the world and its fate fell into the hands of a small group of adventures, unaware of the price that they were going to have to pay for their victory.



The adventures fought bravely, with all their might, but to ensure the safety of the world a great sacrifice had to be made, with heavy hearts they combined all their power together and severed human's connection to the worlds magic, thus stripping away the mage's power and saving the world.





Centuries passed and the world has moved on, Humans shifted their reliance on magic to technology and science. But one man was always fascinated by the old stories.

Dr. Asher dedicated his life to researching the subject, determined to find a way to bring magic back and after many years of tireless work he has succeeded in achieving a monumental milestone.



With the aid of one of four special crystals Dr. Asher has developed a device that will allow the wielder the ability to tap into specific magic abilities. A revolutionary discovery that could change the world.



Unaware an unknown entity had been keeping a close eye on the doctor's research.

When word got to them of the Doctor's invention they saw the potential of mass producing the device and turn it into a weapon. They immediately sent forth their forces to capture the good Doctor and the device. When the enemy stuck Dr. Asher's daughter Kirana was able to escape with the only prototype.



Now it is up to her to save her father and defeat the enemy. She must use all her wit and resourcefulness to outsmart the enemy and keep her father's invention out of their hands. But time is running out and the enemy will stop at nothing to get their hands on the device.

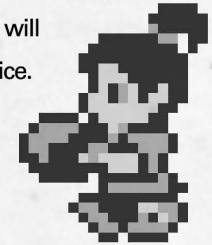


Important Points to Remember to Advance the Game



Save your Father from Evil creatures from antoher World!

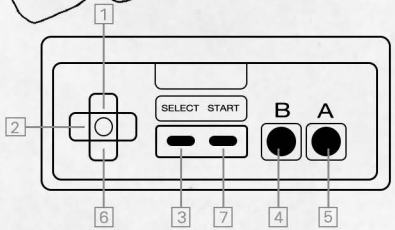
Equipped with her father's prototype device, Kirana must fighter her way through an underground labyrinth searching for the missing 3 magic stones, that when equipt will unlock the full power of the device. Along the way you will have to battle foes to claim the 4 keys needed to unlock you way to rescueing your father.



How to Use the Controller



The Controller [I] has several parts. The control pad lets you move Kirana. Button A makes her jump. You can change magic types with the SELECT button. You can attack enemies with button B.



1. Enter Room
2. Moves Kirana right or left.
3. Change magic type.
4. Shoots
5. Jump
6. -NA-
7. Pause

Reading the Screen Displays



Kirana health will appear on the Top Right side of the screen, as shown in the picture to the right, this infomation is vital, if depleated it's Game Over.

On the Top Left side of the screen your current score will apear.

Restoring Health

Potions can be found are scattered across the world, you can use them to help restore your health.



Crystal Powers

When selecting a differnt crystal, Kirana's apearence will change depending on which one is equipted in the device. Each crystal holds a diffent power that will not only effect diffrent objects in the world but will also have differnt effects on enemies.



Fire Power will allow you to destroy blocks that in your way.



Wind Power will allow you to move large stones that are blocking your path.

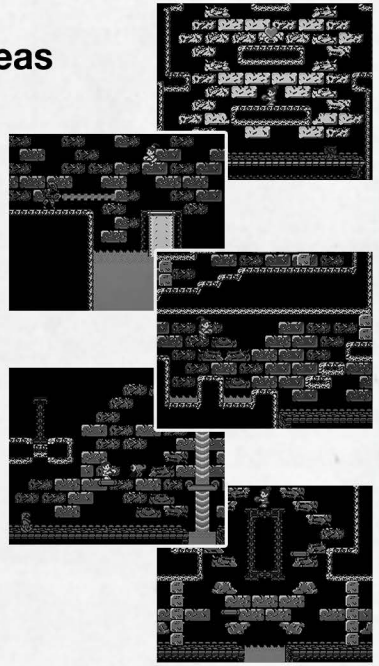


Earth Power will allow you to create blocks in specific areas.



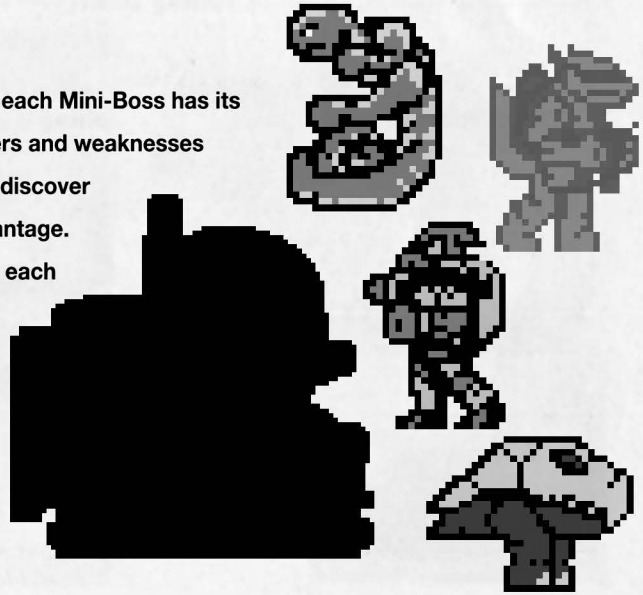
Water Power will turn lava into store allowing you to safely walk past it.

Explore 5 Underground Areas



Prepare yourself for an epic journey through five distinct areas, each with its own challenges and rewards. Along the way, you will need to find the four hidden keys that will grant you access to the Mini-Bosses' lairs. Defeat them and you will be one step closer to saving your father from the clutches of the evil mastermind.

Watch Out!



Be on your guard, each Mini-Boss has its own incredible powers and weaknesses that you will have to discover and use to your advantage. But don't give up, as each Mini-Boss holds a part of a security key that will unlock the gate to the Final Boss and your father's prison.



Mini Boss Keys

Wind Power will allow you to move large stones that are blocking your path.



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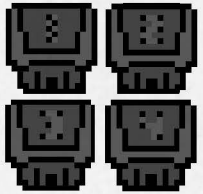


Final Boss Keys

Water Power will turn lava into store allowing you to safely walk past it.

Our Hero



Kirana Asher

Age: 7 | Race: Human | Gender: Female
Born on the 7th day of the 8th Month
Eye: Blue | Hair: Dark Brown
Height: 3′ 8″ | Weight: 60 lbs

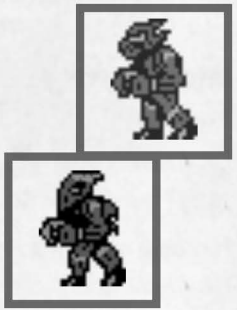
Kirana is a seven-year-old girl who lives with her loving parents. She is an only child, and she values her family more than anything. She prefers to observe and learn rather than to act impulsively and is not the type to take risks. However, when her family or friends are in danger, she can overcome her fears and show courage and determination. She will do anything to protect the ones she loves.

Enemy Characters

There are 7 types of enemy characters, each with a differnt personalities, but they will all try to obstruct your path. You'll have to memorize how they attack and the best way to send them back home.

Unknown Soldiers

Where did these guys come from? I've never seen beings like them before. The ones in gold seem to be carring a baster, while the ones in purple are equiped with a flamethrower.



Rakbang

These little things are a nuisance and get in the way. They may look like something you can squish but be warn their tough shell bits back.



Tentacor

Keep your eyes pealed, when these guys attack they send their tentacles into the ground and will shoot them up anywhere randomly.



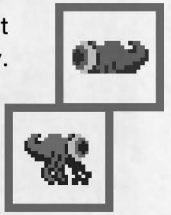
Serpinox

The Serpinox like to lurk in dark places. They have no need for eyes,they can detect your presence with their sensitive tongues and will strike at you if you get too close.



Oculoct

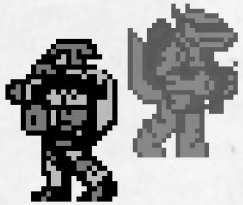
Oculoct are strange creatures, the young ones like to sit on the edge of platforms while the adults hover in the sky. Watch your back if you cross their path, they will fire a powerful energy beam at you from their enormous eye if you get in their sight.



Bosse

Bosses are stornger and can take more damage then your normal enemy. Just like the other enimies, you'll have to figure out the best way to attack them.

Unknown Soldiers



These guys are packing more fire power then the soldiers down below, I wonder what they are guarding?

Crustax



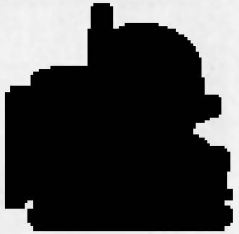
The Crystax is a remarkable creature that normally lives in the dry lands. What is one doing here?
It has a large body with two very strong legs that help it run and jump very fast. Its back is covered with a hard shell that protects it from harm.

Bouldra



The Bouldra perfers to live in caves in the rocky mountains. It has a huge and heavy body made of stone with two large arms that can lift and throw large bolders. Its lower body is snake like and can slither and coil around things.

FINAL BOSS!!



Someone one... or thing is giving the order around here and I bet they are the one who have my father.

HIGH SCORE

DATE	SCORE

DATE	SCORE

NOTES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses 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 this equipment does cause interference 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
- Relocate the ⊠⊟⊠ with respect to the receiver
- Move the ⊠⊟⊠ away from the receiver
- Plug the ⊠⊟⊠ into a different outlet so that Control Deck and receiver are on different circuits.

90-DAY LIMITED WARRANTY MEDAVERSE GAME PAKS

90-DAY LIMITED WARRANTY:

Medaverse Studio LLC. ("Medaverse") warrants to the original consumer purchaser that this Medaverse Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects m material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Medaverse Consumer Service Department at the phone number noted above. If the Medaverse service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Medaverse, enclosing a check or money order for $10.00 payable to Medaverse Studio LLC. Medaverse will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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