


ZANZARAH

THE HIDDEN PORTAL



ACTION INDICATOR

Indicates that an action can be performed if you  here.

AVAILABLE ACTIONS



SPEECH BUBBLE

Start dialogue, action



CONCH

Attract Water Fairies



HORN

Lure fairies out of hiding




HAND

Activate switch/open chest

NAME OF CHARACTER

Rafi

GREEN INDICATOR

Indicates that the player can talk to a character.  to begin dialogue.

RAFI

Rafi will assist you with hints and advice. You will find him by the cave in the fairy garden.

NUMBER OF COINS COLLECTED

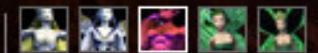
12



NUMBER OF CRYSTALS COLLECTED

6





OPPONENT'S DECK



YOUR FAIRY DECK

Select using and

Confirm with

OPPONENT'S PASSIVE SPELL



OPPONENT'S HIT POINTS

ohara

CHARGE FORCE OF OFFENSIVE SPELL



Hold down to achieve stronger spell charge!

YOUR FAIRY'S CONDITION



SELECTED SPELL SLOT

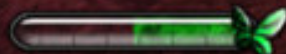
REMAINING MANA FOR OFFENSIVE SPELL



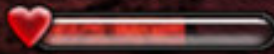
REMAINING JUMP ENERGY



to increase height of jump!



YOUR FAIRY'S HIT POINTS



REMAINING MANA FOR PASSIVE SPELL

29





SLOT 2 SLOT 1

(Every slot always contains both an offensive and a passive spell.)

LEVEL OF MAGIC

(/ = Joker)



FAIRY'S NAME

HIT POINTS

FAIRY'S LEVEL

EXPERIENCE POINTS

REMAINING MANA

FAIRY'S CONDITION

Poisoned

Burnt

Frozen

Bewitched

FAIRY LIST

INVENTORY

OFFENSIVE SPELLS

PASSIVE SPELLS

CHANGE DISPLAY TYPE



FAIRIES AND SPHERES

TINEFOL

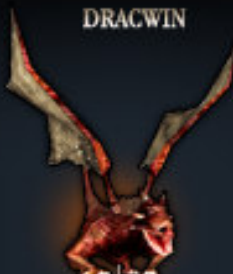


TINEROG

TINEVES

TINEZARD

DRACWIN



FLAGWIN



PFOE



TAZE



SILVER SPHERE



Required to capture
fairies up to level 20.

GOLDEN SPHERE



Required to capture
fairies up to level 40.

CRYSTAL SPHERE



Required to capture
fairies from level 41
and up.



MINARI



MEGARI



GIGAREX

TABLE OF EFFECTIVENESS



	NATURE	AIR	WATER	LIGHT	ENERGY	PSI	STONE	ICE	FIRE	DARK	CHAOS	METAL
NATURE						Effective		Ineffective	Ineffective	Ineffective	Effective	
AIR			Effective		Ineffective	Effective	Ineffective	Ineffective	Ineffective	Ineffective	Effective	Effective
WATER		Ineffective			Ineffective			Ineffective	Effective	Effective		Effective
LIGHT						Ineffective	Effective		Effective	Effective	Effective	
ENERGY			Effective			Effective	Ineffective	Ineffective				Effective
PSI	Ineffective	Ineffective		Effective	Ineffective		Effective	Effective		Ineffective		
STONE		Effective		Ineffective	Effective	Ineffective				Ineffective		
ICE	Effective	Effective	Effective		Effective	Ineffective			Ineffective			Effective
FIRE	Effective	Effective	Ineffective	Ineffective				Effective		Ineffective	Effective	
DARK		Effective	Ineffective	Ineffective		Effective	Effective		Effective			
CHAOS	Ineffective	Ineffective	Effective	Ineffective		Effective			Ineffective			
METAL	Effective	Ineffective	Ineffective	Ineffective	Ineffective	Effective		Ineffective	Effective			

■ EFFECTIVE
 ■ INEFFECTIVE