

NES—GD—USA

TM

INSTRUCTION MANUAL

# THE GUARDIAN LEGEND

Action Series

 Broderbund

The NES Files  
<http://www.nesfiles.com>

**This game is licensed by Nintendo**

**for play on the**



Thank you for selecting "The Guardian Legend"<sup>TM</sup>  
Game Pak for your Nintendo Entertainment System.

Nintendo and Nintendo Entertainment System are trademarks  
of Nintendo of America Inc.

"The Guardian Legend" is a trademark of IREM Corp.

TM and ©1988 IREM Corp.

©1988 COMPILE

©1988 Brøderbund Software, Inc.

Product Manager: Alan Weiss

Special thanks to: Ed Bernstein

Cynthia Wuthmann

Shigeo Akada

Dave Davis

E<sup>2</sup>



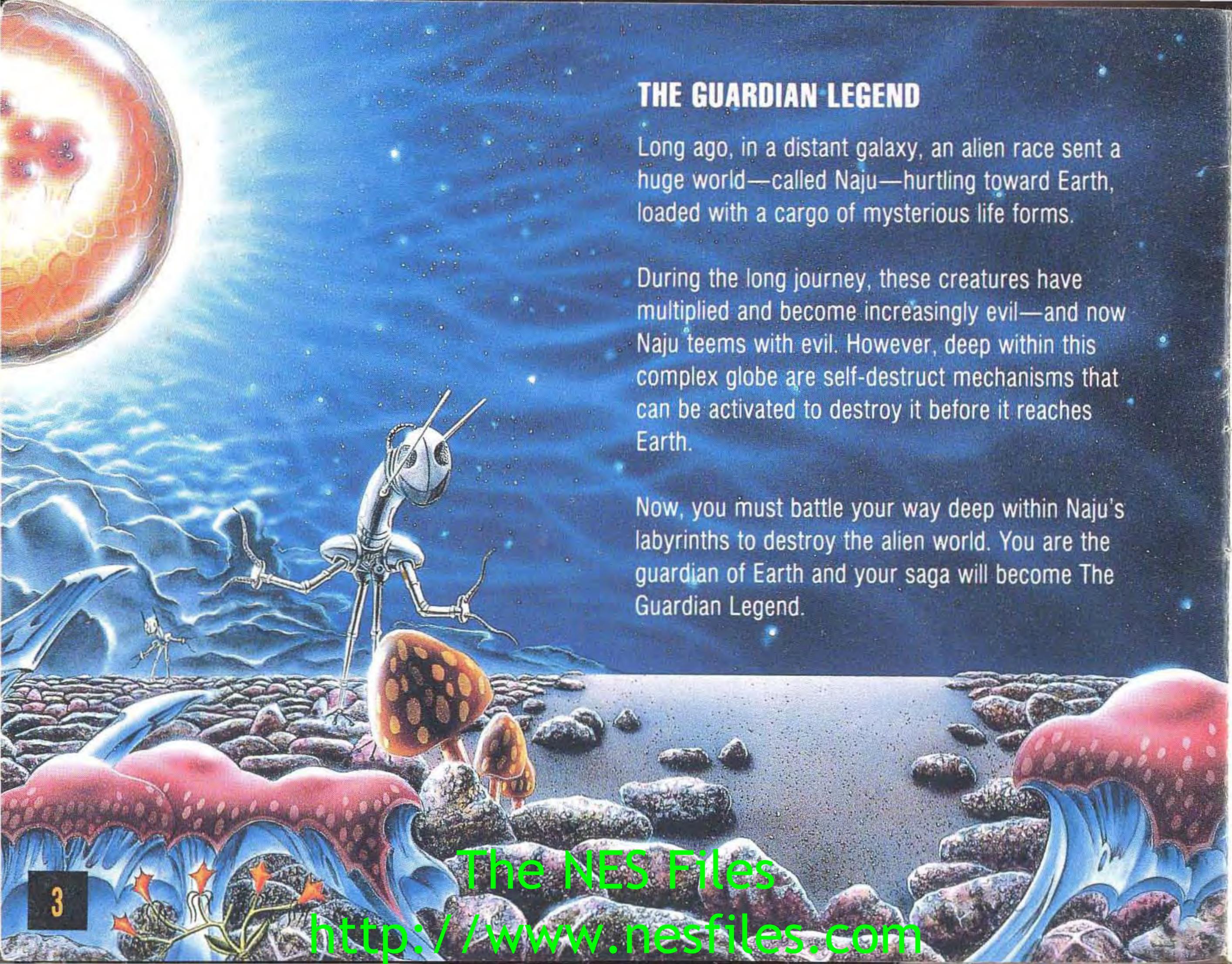
The NES Files

<http://www.nesfiles.com>

## 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.

This game has been programmed to take advantage of the full screen. Some older model TV's have rounded screens and may block out a portion of the image.



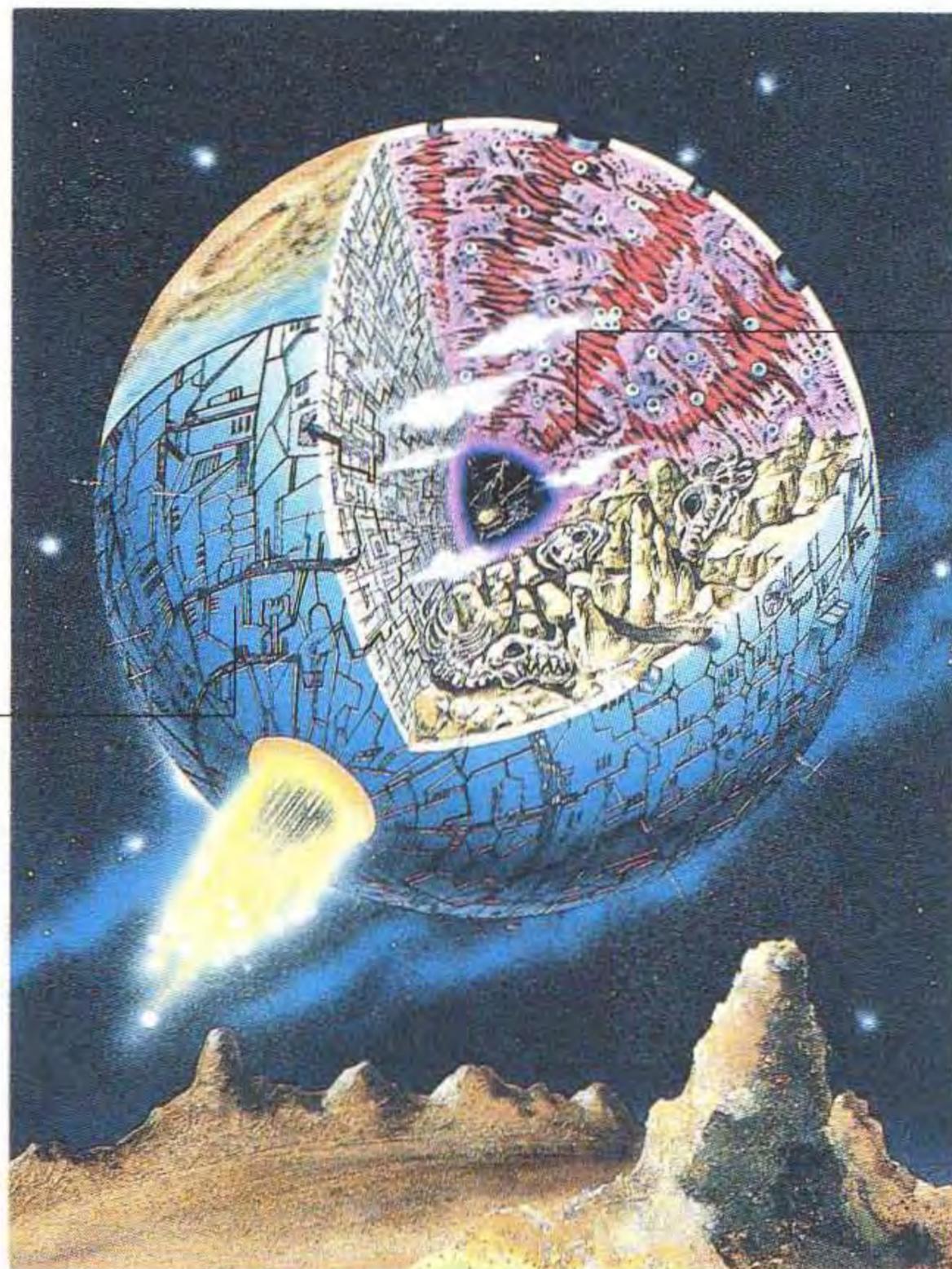
## THE GUARDIAN LEGEND

Long ago, in a distant galaxy, an alien race sent a huge world—called Naju—hurtling toward Earth, loaded with a cargo of mysterious life forms.

During the long journey, these creatures have multiplied and become increasingly evil—and now Naju teems with evil. However, deep within this complex globe are self-destruct mechanisms that can be activated to destroy it before it reaches Earth.

Now, you must battle your way deep within Naju's labyrinths to destroy the alien world. You are the guardian of Earth and your saga will become The Guardian Legend.

**The Labryinth:** The external maze on the surface of Naju consists of passages and rooms.

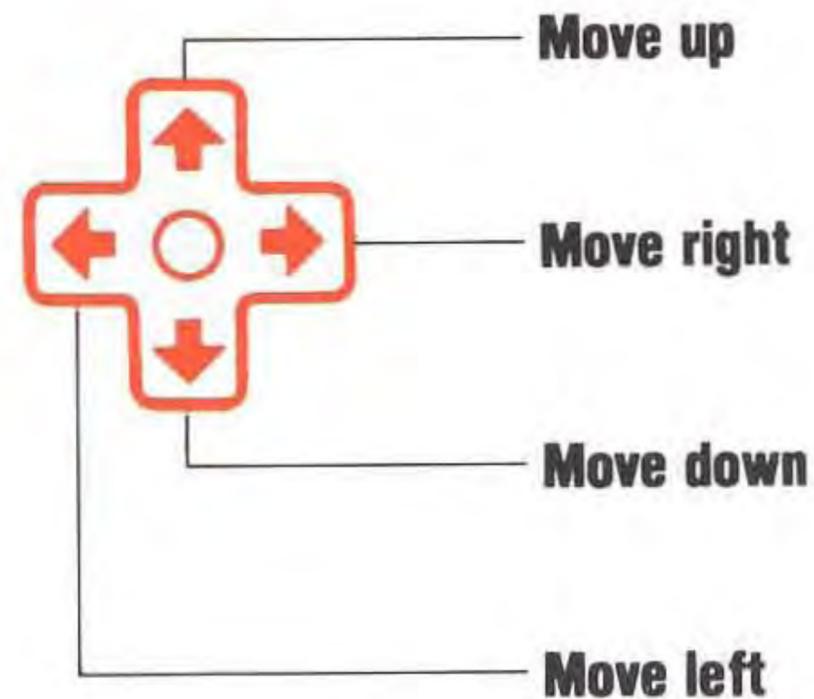
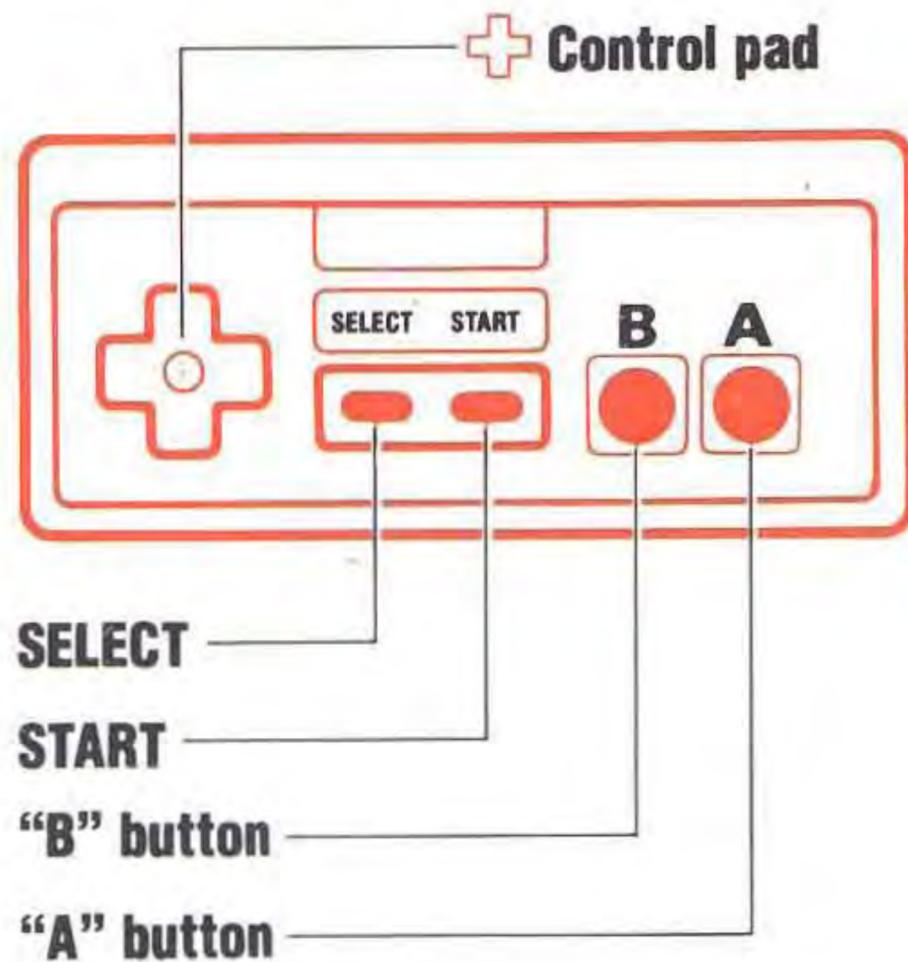


**The Dungeon:** Inside Naju, there are mysterious corridors created by the huge, evil life forms.

## CONTROLLING THE GUARDIAN

Controller 1

\*Controller 2 is not used.



### Control Pad

Controls the direction of the player and the bullets. Some weapons can fire in more than one direction.

### START Button

Pressing the START button at the title screen will allow you to start a new game or enter your password to continue a game in progress. The START button is also used to pause while playing.

The NES Files

<http://www.nesfiles.com>

## **SELECT Button**

Press SELECT to switch between the main screen and the subscreen during the game. The SELECT button is also used to choose START or PASSWORD CONTINUE at the beginning of the game.

## **“A” Button**

Fires the optional weapon selected from the subscreen.

## **“B” Button**

Fires the normal weapon and lets you page through messages in the game.

## **HOW TO PLAY**

Activate the 10 safety devices inside the dungeon to destroy Naju. You will have to fight aliens in the labyrinths and corridors of the dungeon. Try to locate the entrances to the different corridors by looking at the map on the subscreen.

Your main weapon has unlimited firepower. You can hold down the “B” button for continuous firing. Your secondary weapons (scattered on the surface of Naju) are limited by your Power Chip maximum and the number of Power Chips you are carrying. Some secondary weapons consume more Power Chips than others.

Some of the aliens drop items (including Power Chips) when they're killed. You can pick up these items by walking or flying over them. Some of the items dropped must be blasted open before you can get them.

Explore as much as possible. Naju is big and there are lots of things to discover.

## LABYRINTH

The surface of Naju is a labyrinth with two parts: passages and rooms. You can get items, optional weapons, and important information in the labyrinth. When you receive keys, you can use them to gain access to different parts of the labyrinth.

## DUNGEONS

There are corridors leading to the dungeons deep inside Naju. If you kill the master monsters at the end of each corridor, part of the safety system may activate or you may get a key. On the map, the lights that are blinking are the entrances to the corridors. Kill all the master monsters to destroy Naju and rescue the Earth.

## GAME OVER

If your life gauge reaches zero, the game is over.



## CONTINUING YOUR GAME

To get a password, search the labyrinth for a room containing a friendly blue creature. When you enter this room, he will ask you to disable your secondary weapon to get a password. To disable your optional weapon, press SELECT to change to the subscreen and use the control pad to move the optional weapon cursor to "NONE." Press SELECT again and then press the "A" button to get your new password. Write down the password. When you want to continue the game after turning the power off, press START at the title screen, select "PASSWORD CONTINUE" using the Control Pad and press START. This will allow you to input your password and continue a game in progress.

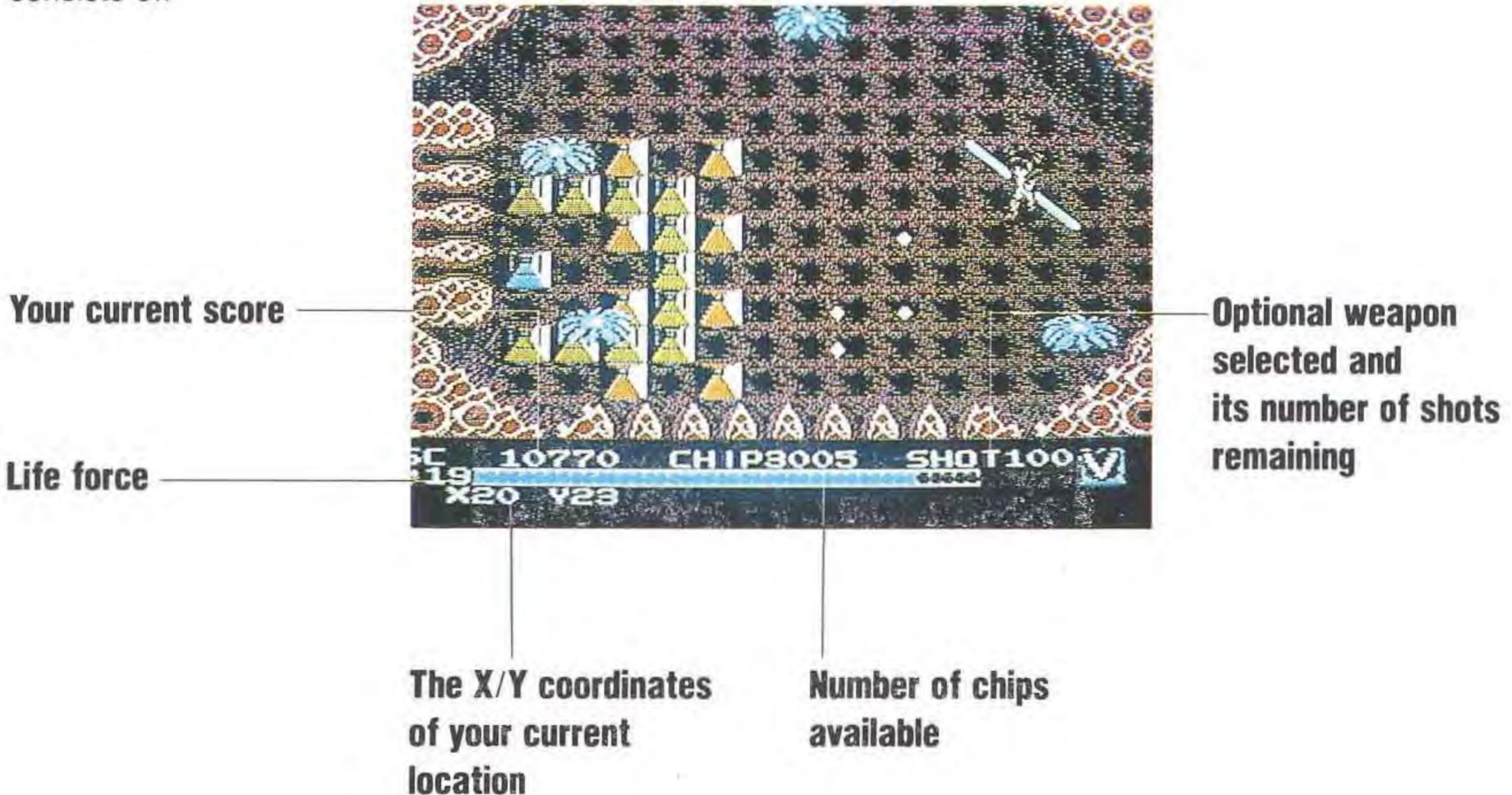
The NES Files

<http://www.nesfiles.com>

## MAIN AND SUBSCREENS

### MAIN SCREEN

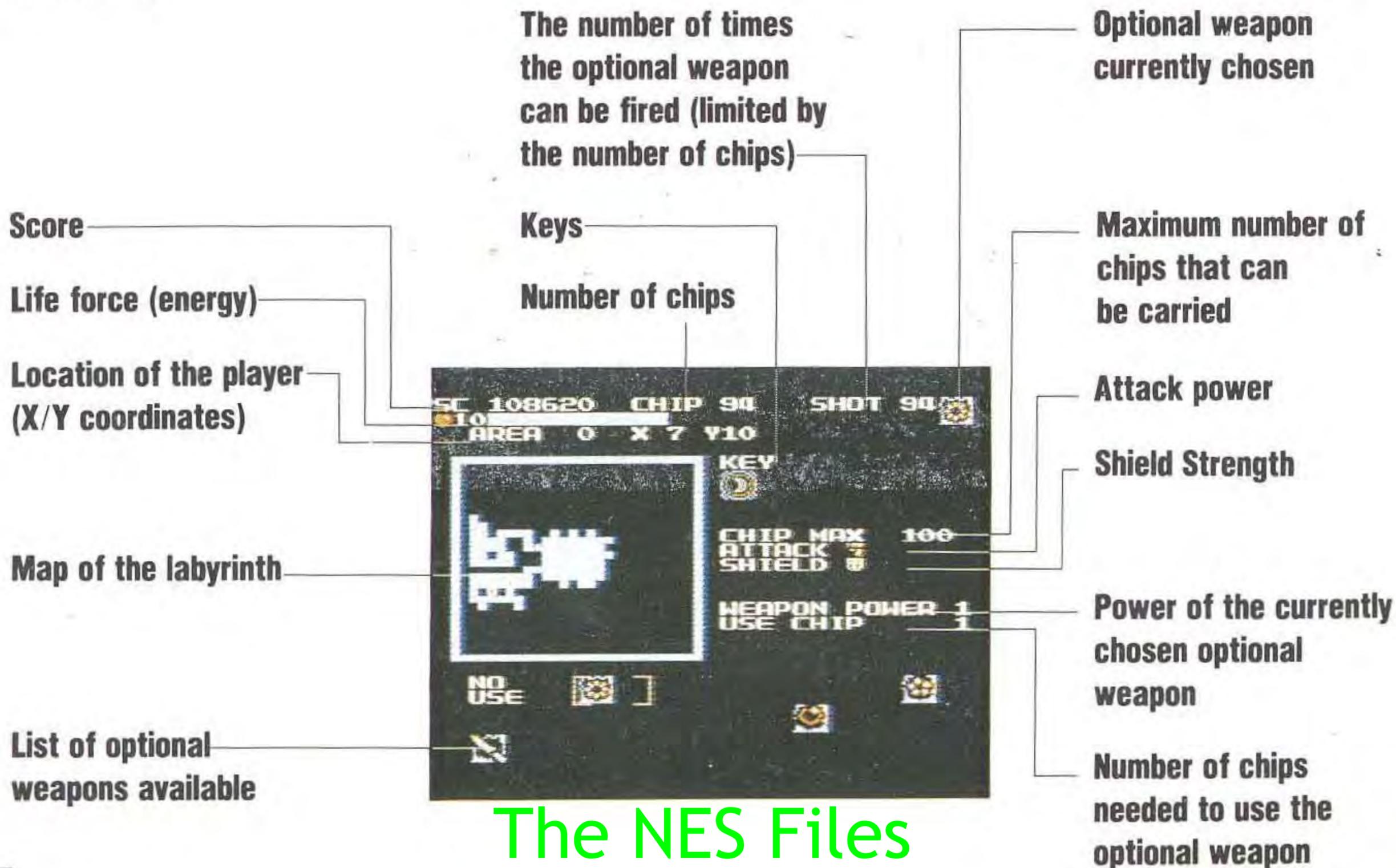
The main screen consists of:



The NES Files  
<http://www.nesfiles.com>

## SUBSCREEN

The subscreen consists of the following information:



The NES Files

<http://www.nesfiles.com>

## THE GUARDIAN

The Guardian is a highly sophisticated aerobot transformer. It can assume two different shapes, depending on which area of Naju is being explored.

**Human shape:** The Guardian uses this form when exploring the labyrinths.

**Fighter shape:** When The Guardian enters the dungeons, it transforms into a fighter aircraft.

The shields are automatic and can be strengthened by finding parts on the surface of the alien world.

## OPTIONAL WEAPONS

Each weapon has different capabilities. Experiment with the different weapons to discover which ones work best in different situations.



**MultiBullets:** Fires bullets in the direction you are facing.



**Back Fire:** Fires bullets to left and right, behind The Guardian.



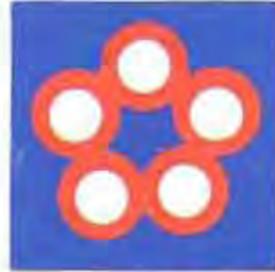
**Area Blaster:** Fires "go-through" bullets toward the enemies.



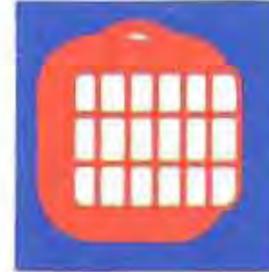
**Repeller:** Fires spinning bullets in the direction you are facing.



**Wave Attack:** Fires an energy wave in front of The Guardian. You can “shake” the wave in the passages.



**Bullet Shield:** Bullets fly around The Guardian, acting as a shield.



**Grenade:** These can be thrown in different directions.



**Fireball:** This weapon goes through most enemies, burning them on the way.



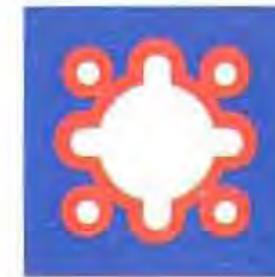
**Hyper Laser:** A very powerful laser. (You can't use this weapon when you're walking in the labyrinth).



**Saber Laser:** A rod-shaped weapon that sticks out in the direction you are facing.



**Cutter Laser:** One Saber Laser appears on each side of you, left and right.



**Enemy Eraser:** This will kill all the enemies on the screen by a high-powered flash of light.

The NES Files

\*Your normal weapon and optional weapons will be powered by items retrieved from the surface of Najū.

<http://www.nesfiles.com>

## ITEMS



**Energy Tank:** Fills energy to maximum.



**Blue Lander:** Raises maximum energy and restores some energy.



**Red Lander:** Raises Power Chip maximum.



**Gun:** Raises attack power.



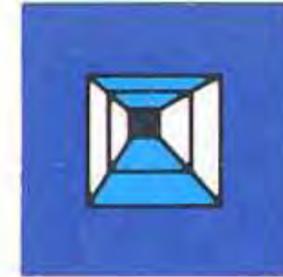
**Power Heart:** Fills energy partially.



**Blue Chip:** Gives 20 Power Chips.



**Red Chip:** Gives 50 Power Chips.



**Blue Pyramid:** Indicates an entrance to the different passages and rooms. (Use your weapons to break through.)

## THE ENEMIES



**Shield:** Raises defensive power.



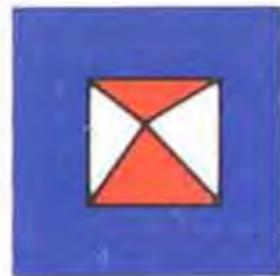
**Consecutive firing:** Powers up your standard weapon.



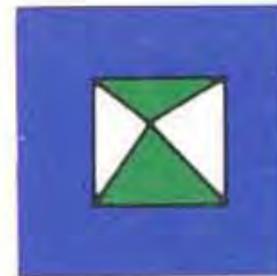
**Yellow Pyramid:** Destroying these will give you a higher score.



**Zibzub**



**Red Pyramid:** Indestructible.



**Green Pyramid:** If you do something, it will turn into a Blue Pyramid.



**Crawdaddy**

The NES Files

<http://www.nesfiles.com>



**Eyegore**



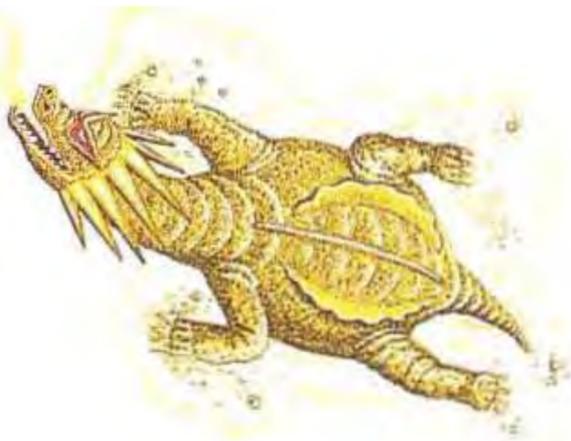
**Optomon**



**Grimgrin**



**Bombarder**



**Teramute**



**Fleepa**



**Clawbot**



The NES Files  
<http://www.nesfiles.com>

## 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 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/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, Stock No. 004-000-00345-4.

## BRØDERBUND'S LIMITED 90 DAY WARRANTY

Brøderbund Software, Inc. ("Brøderbund") warrants for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK") that the PAK is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, (415) 492-3500 between the hours of 8:00 and 5:00 (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected PAK (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

## PAK REPLACEMENT POLICY

If any PAK fails within ninety (90) days for any reason other than accident, or misuse by the customer, please return the defective PAK together with a dated proof of purchase to Brøderbund Software-Direct, 17 Paul Drive, San Rafael, California, 94903-2101, for a free replacement.

Brøderbund will replace PAK's damaged for any reason, whether during or after the ninety (90) day free replacement period, for \$15.00 each plus a postage and handling charge of \$2.50 per request, as long as the program is still being manufactured by Brøderbund.

## LIMITATIONS ON WARRANTY

**Unauthorized representations:** Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

**Implied warranties limited:** Except as stated above, Brøderbund makes no other warranty, express or implied, regarding this product. Brøderbund disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

**No consequential damages:** Brøderbund shall not be liable for special, incidental, consequential or other damages, even if Brøderbund is advised of or aware of the possibility of such damages. This means that Brøderbund shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause except the actual cost of this product. In no event shall Brøderbund's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

For technical support on this or any other Brøderbund product, call (415) 492-3500.

17 Paul Drive, San Rafael, California 94903

© 1988 Brøderbund Software, Inc.

**The NES Files**

Printed in Japan

<http://www.nesfiles.com>