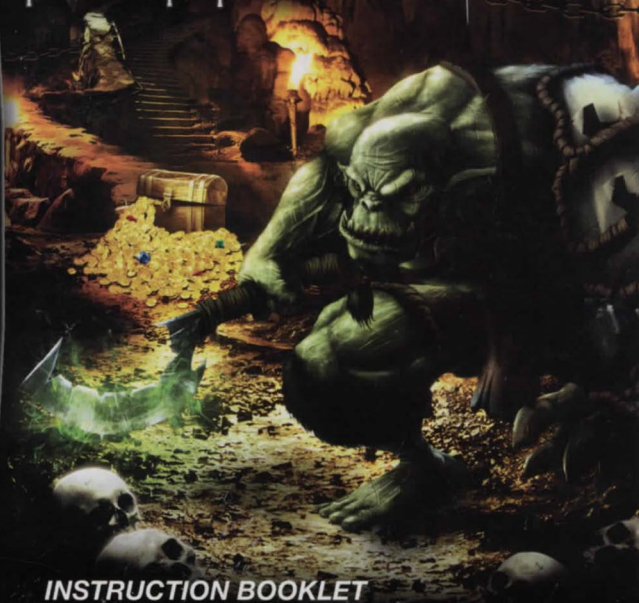


NINTENDO DS™

# FIGHTING FANTASY™

The Warlock of Firetop Mountain



INSTRUCTION BOOKLET

*PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.*

*IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.*

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.

*The official seal is your assurance  
that this product is licensed or  
manufactured by Nintendo. Always  
look for this seal when buying  
video game systems,  
accessories, games  
and related  
products.*



Nintendo does not license the sale or use of products  
without the Official Nintendo Seal.

### CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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## PROLOGUE

Your two-month journey to Allansia is finally over. From Gummpport in Far Analand you have sailed across the stormy seas of the Western Ocean en route to Port Blacksand, notorious city of thieves. From there you transferred to a longboat and continued upstream to a small but well-fortified fishing village up the Catfish River called Stonebridge. This village serves as your base camp on this quest. You have journeyed to Allansia for one reason; to plunder the dark caverns of Firetop Mountain. And, if luck is with you, to discover the fabled riches of Zagor, Warlock of Firetop Mountain. Zagor's wealth is legendary. But though many adventurers have tried, none have succeeded in parting the Firetop treasure from its master, and no wonder. Rumours of the sinister goings-on in Firetop Mountain abound. It is impossible to divorce fact from fiction. Some describe Zagor as elderly; others see him as much younger. It is also said that the Warlock's treasure is locked away in a magnificent chest with two locks. And the route to that chest is guarded by a rabble of Zagor's minions: Orcs, Dwarves, Minotaurs and the like. This will be no easy quest!

*May your stamina never fail!*

## CHARACTERS

### Wilkins

Wilkins used to be a tough adventurer in his youth, but then he realized that his dream life of healthy exercise, public respect and living without too much work can best be achieved by working for common good on a public function. He likes Stonebridge because the environment provides just enough trouble to make him feel useful and just little enough trouble to be sure he can cope with it without breaking a sweat. The citizens like him because the orcs no longer dare come too close to the Village, the orcs respect him because, well, he's crushed many of their kin beneath his mighty hammer.

### Tweedle

The Tweedles are a large family whose goal is total trade monopoly in the region. Every Tweedle dislikes anyone who tries to trade around here, although she strives not to let that dislike show. Tweedles stick to the old practice of buying goods for nothing and selling them at exorbitant rates.

### Thelonius Manintown

Thelonius came to Stonebridge on the same boat as you, but he is not new to these parts. He's a prospector and finding gold seems to be his only obsession. His conversations tend to be brief, because not even most dwarves can make conversations about gold last for hours.

### **Oaffer Goodnessake**

Oaffer is an unmistakable figure in Stonebridge, almost a warning to anyone who has come following the stories of fame and gold. The warrior allegedly spent his life looking for treasures in the mountain, but he didn't find any. Perhaps still having his life counts for something?

### **Gloria**

Gloria is one of the many citizens of Stonebridge and a staunch supporter of Wilkins, whom she believes to be a true gentleman, unlike all the riff-raff going through the town to fight poor monsters whose principal sin is having some treasure. Alas, in the world of adventurers, common people are nothing but peons of fate...

### **Waxenwicks**

If you need anything fixed, manufactured, contracted, subcontracted or dealt with, Waxenwicks is your man. He's the most ambitious artisan in the Village, always striving for the day when his humble shop will be the hub of industry and trade in this corner of Titan.

### **Weaselnose**

Weaselnose is a disappointment to his father, who expected him to follow in his footsteps and uphold the sacred dwarven traditions. Instead of taking over duties expected by his family, young Weaselnose went into the world and became a successful peddler by not letting anything interfere with his profit - not even his secret passion for one of the Tweedles. Alas, if he could only recognize which one she is at first glance - and he's forever on his journeys all over Titan in search of lucrative deals. He moves with amazing speed, and if you happen to need a shoelace, he may just appear in your wardrobe asking "black or brown?"

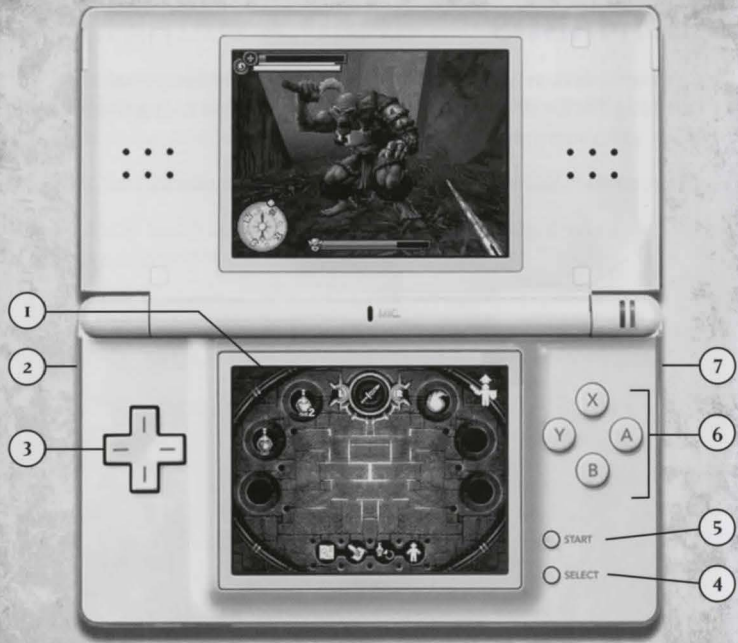
## BEGINNING A GAME

1. Make sure your Nintendo DS™ is turned off before inserting the FIGHTING FANTASY: THE WARLOCK OF FIRETOP MOUNTAIN™ game in the DS card slot.
2. Slide the Power Switch up to turn on your Nintendo DS™.
3. When the health and safety warning screen is displayed, touch the Touch Screen to continue.
4. To access the title screen, touch the FIGHTING FANTASY: THE WARLOCK OF FIRETOP MOUNTAIN™ pane in the main menu of your Nintendo DS™.

If your system startup has been set to Auto Mode, you may skip the last step.

## COMMANDS

- Closing the system while the power is ON will activate Sleep Mode, extending the life of the battery. Open the system again to deactivate Sleep Mode and resume play.
- The controls in this manual are based upon the Nintendo DS Lite.



**1. Touch Screen:**  
General Controls

**2. L Button:**  
Perform primary attack  
Take all (When looting)

**3. +Control Pad**  
*using default right handed setting:*  
Movement  
Move Cursor

**4. SELECT:**  
Display game menu

**5. START:**  
Display pause menu

**6. Y Button:**  
Look left

**X Button:**  
Look up

**A Button:**  
Look right  
Confirm

**B Button:**  
Look down  
Cancel

**7. R Button:**  
Perform primary attack  
Take all (When looting)

## Pause Menu

Throughout the game, you can press START anytime to pause the game.

### LOAD GAME:

Select this option to choose a previously saved game to load. (Current unsaved progress will be lost)

### OPTIONS:

Select GAME to access BRIGHTNESS ADJUSTMENT settings.

Select CONTROL to toggle between right/left handed controls and to toggle CROSSHAIR on/off.

Select SOUND to adjust SOUND FX and MUSIC volumes.

### RETURN TO GAME:

Select this option to resume the game and exit the Pause Menu.

### QUIT:

Select this to quit to the Main Menu.



## Game Menu

Throughout the game, you can press SELECT anytime to access the Game Menu.

### ABILITIES

Select this option to learn about all of the abilities in the game.

### SPELLBOOK

Select this option to learn about all of the spells in the game.

### HANDBOOK

The handbook contains all of the information you'll need on your journey.

### RETURN TO GAME

Select this option to resume the game and exit the Game Menu.





# PROGRESSION

## Main Menu

### NEW GAME:

Select this option to launch the game from the beginning of the adventure. You must then choose a save slot to use. **WARNING:** Any previous games saved in the chosen slot will be overwritten.

### LOAD GAME

Select this option to choose a previously saved game to resume.

### OPTIONS

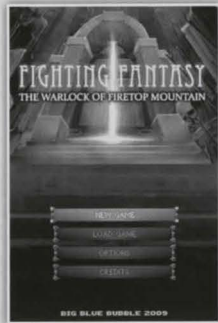
Select **GAME** to access **BRIGHTNESS ADJUSTMENT** settings.

Select **CONTROL** to toggle between right/left handed controls and to toggle **CROSSHAIR** on/off.

Select **SOUND** to adjust **SOUND FX** and **MUSIC** volumes.

### CREDITS

Select this option to view the game credits.



## Autosave

The game automatically saves your progress each time you enter a room. The **AUTOSAVE** is independent of any other save slot and is overwritten each time you enter a room when playing **ANY** of the three available manual save slots. For this reason, it would be wise to use the manual save frequently to avoid losing any game progress.




## Manual Save

Manual saves can be performed at **SAVE ORBS** throughout the game. When approaching the orb, the interaction icon will be displayed which when touched, will confirm the save operation.

## End of a Game

The game ends if your **HP** reaches 0.

## ATTRIBUTES

There are four primary attributes. Attribute points are earned by gaining experience and leveling up. If you have unspent attribute points, you may add them to your primary attributes by touching the .

### STAMINA

Increases the damage that can be taken.

### SKILL

Increases your Agility and Critical Strike chance.

### INTUITION









The basis of magical prowess and endurance.

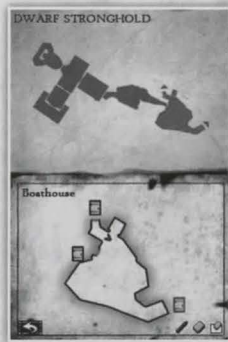
### LUCK

Mysterious and elusive, one can never have too much luck.





## MAP

The map can be accessed by touching the . The bottom screen shows a large view of a room in the dungeon. Initially, the room shown will be the one you are currently located in. By touching on the , you can traverse through any room which you have previously visited. The door icon will not appear on passages through which you have yet to pass. Your position is denoted by a small red arrow which also shows the direction you are facing. Blue dots represent save orbs, green dots represent NPCs. On the lower right of the bottom screen you will find three icons,   . The  will allow you to draw on the map. This is useful for remembering the location of locked chests, particularly difficult sections or simply to leave yourself a note. The  is used to erase your markings and the  will wipe the whole map clean.




The top screen shows the overall section map with all the rooms you've previously visited. The room you are currently in is shown in red. The room that is currently displayed on the bottom screen is shown in yellow. Rooms containing save orbs are shown in blue.

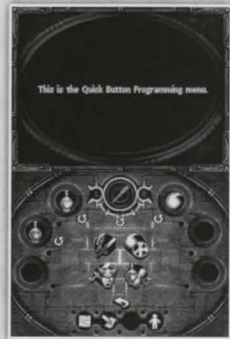
## QUEST LOG

The QUEST LOG can be accessed by touching the  button at the bottom of the lower screen. The log contains all past and current quest descriptions and progress indicators. Quests with a gold star beside the title are complete and those without are still in progress. The  button on the lower right of the bottom screen will take you to the KEY ITEM inventory where you will find all the quest items you have collected.




## QUICK BUTTON PROGRAMMING MENU

Touching the  will bring you to the QUICK BUTTON PROGRAMMING MENU where you can assign weapons, abilities, spells and consumable items to the quick button slots. The four buttons in the center of the bottom screen correspond to Weapons, Spells, Abilities and Items. The topmost quick button slot can only contain Weapons or Spells but will allow you to also use the L Button or R Button to activate them.



# ABILITIES

This section describes the abilities available. Ability points are earned by gaining experience and leveling up. If you have unspent ability points, new abilities can be trained by touching the . As you progress and increase in level, additional ability slots will open up.

## GENERAL

**DODGE:** Improves your chance of avoiding enemy attacks.

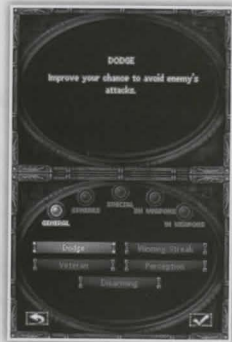
**VETERAN:** Gives a bonus on all experience earned.

**DISARMING:** Improves your skill in disarming traps and picking locks.

**WINNING STREAK:** Improves luck when gambling.

**PERCEPTION:** Increases your chance of spotting hidden objects, secret doors and traps.

**REGENERATION:** Increases your HP and MP regeneration rates.



## SPHERES

**LIGHT:** Allows access to elemental spells.

**SHADOW:** Allows access to spells created on the boundaries between light and darkness.

**WITCHCRAFT:** Allows access to spells which draw their strength from human nature.

**DARKNESS:** Allows access to spells based on dark powers.

**ELEMENTAL:** Allows access to elemental spells.

## SPECIAL

**CURSE WEAPON:** Adds CURSE to your weapon attacks. (Requires activation)

**IRON SKIN:** Hardens your skin so you suffer less damage. (Requires activation)

**SHADOW ARCROBAT:** Allows you to melt into the environment, making you harder to hit. (Requires activation)

**WEAPON MASTER:** Allows you to equip any weapon, regardless if you meet the requirements.

**BERSERK:** Boosts your attack speed and damage at the cost of protection. (Requires activation)

## WEAPON I:

LONG SWORD: Increases damage dealt when using long swords.

GREAT SWORD: Increases damage dealt when using two-handed swords.

BATTLEAXE: Increases damage dealt when using battleaxes.

MACE: Increases damage dealt when using maces.

## WEAPON II

CLUB: Increases damage dealt when using clubs.

SWORD: Increases damage dealt when using short swords.

DAGGER: Increases damage dealt when using daggers.





ARCHERY: Increases damage dealt when using bows.

STAVES: Increases damage dealt when using staves.





## SPELLS

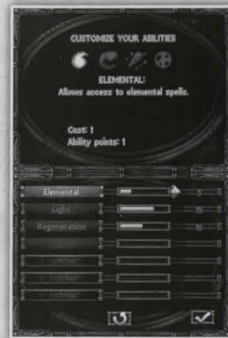
This section describes the five schools of magic available, called SPHERES. Spells are unlocked by adding ability points to their given SPHERE and their effectiveness is greatly increased the more points you spend in it.

### LIGHT




-  Heal: Restores the caster's health.
-  Cure: Removes all temporary status effects from you.
-  Restoration: Heals the caster and removes status effects.
-  Glove: Mystical energies envelop the caster and heal damage received at the cost of MP.

### ELEMENTAL




-  Fireball: The classic spell of mass destruction!
-  Water Strike: A cold blast with the force of a tsunami.
-  Ice Spike: Turns water particles in the air into an ice spike which is hurled toward the target.
-  Electric Strike: Lightning serves you and will harm a single target.





## DARKNESS

-  Drain: Darkness sucks the life force from the creature in front of you.
-  Seekers: Summoned from nothingness, these small creatures devour living energies in their path.
-  Abyss: Opens a void that swallows the unfortunate target.

## SHADOW

-  Tongue Tied: Few creatures can cast spells if they are unable to speak.
-  Daze: Dazed creatures cannot move or react.
-  Mind Overload: Allows the caster to prevent hostilities from multiple creatures.

## WITCHCRAFT

-  Disease: Inflicts a disease on the target.
-  Curse: The power of evil tarnishes everyone's soul.

## ITEMS

### Equipped Items

Some items must be equipped before you can use them. If you hold the stylus down on an equippable item, the appropriate equipment slot on the character silhouette will illuminate either green or red. Green means you meet the requirements for the item and it may be equipped. Red means that you cannot. The requirements for each item are listed on the top screen when the item is selected. To equip an item, touch and drag it onto the highlighted equipment slot or simply double touch the item in your inventory.

### Consumable Items

Other items in the game such as food, potions and scrolls, are meant for a single use. These items have various useful (or harmful), effects and are consumed when they are used. Double touch the item to use it. Consumable items can also be assigned to Quick Buttons in the Quick Button Programming Menu.



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## Support

### Aspyr Customer Support

If you are having problems installing or using this software, we want to help. You should read through the manual before contacting Aspyr Technical Support to make sure that your issue isn't addressed there. When you contact us, please have the following information ready:

- Complete product title
- A brief description of the problem

### Contact us over the Internet

If, after reviewing the instructions in this manual, you are still having difficulties, please visit our online technical support page at <http://support.aspyr.com/>, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and console specifications and open a support ticket located at <http://support.aspyr.com>. This form will then be sent to Aspyr Media Technical Support.

### Contact us by Phone

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints or tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your console and prepared to provide all necessary information about your console.

### Contact us by Mail

Aspyr Media, Inc. • P.O. Box 5861 • Austin, TX 78763-5861



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When returning the Product for warranty replacement please send the original Product (media only) in its protective packaging with and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Software. For replacement service after 90 days but within one year from the date of original purchase, please include check or money order for \$20 U.S. currency. Note: Certified mail recommended. The Company will replace the Game Card subject to the conditions above. If replacement Game Cards are not available, the defective product will be returned to you and the \$20.00 payment refunded.

In the U.S. send to:  
Warranty Replacements  
Aspyr Media, Inc.  
PO Box 5861  
Austin, Texas 78763

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## Notes

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