

ChesterField™

For the Commodore

VIC TOKAI INC.™

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A PROLOGUE TO CHESTER FIELD

In a time long ago, on a world long forgotten, the evil General Gemon finally succeeded in murdering the king of Guldred, Guls I. This treacherous deed plunged the peaceful kingdom into a bloody war that turned Guldred into a battlefield. The Queen of Guldred and the young princess, Karen, fled to Chester Field Island to seek the aid of the slain king's old ally, Vuckviser. On the way, however, the queen's party was attacked by pirates under allegiance to General Gemon. The queen was killed, and her daughter, the lovely princess Karen, was kidnapped.

Now, the drab gray skies of battle have lifted, if only for a moment. But it is an eerie peace that has gripped young Kane in fear. He has pledged to defeat General Gemon and rescue princess Karen, and yet now he can hardly move on these sands of Chester Field Island. The calm blue sky and azure sea belie the sense of something evil and treacherous lurking just ahead. All that Kane can see for the moment is the faint outline of a beached pirate frigate.

Kane has drawn his sword. The next move is yours!

LOADING INSTRUCTIONS

Place the **Chester Field** diskette in the disk drive, lock it and type the following at the keyboard.

LOAD ":*",8,1

Then press **RETURN**.

JOYSTICK INSTALLATION & OPERATION

A joystick is required for this game. Connect your joystick to either port 1 or port 2.

TITLE SCREEN

Move the joystick up or down to select **START** or **PASSWORD** options. Press the joystick **button** to start the selected option.

GAME PLAY

- Moving the joystick **up** will make the hero character (Kane) jump.
- Moving the joystick **down** will make the hero crouch.
- Moving the joystick **left** will move the hero left.
- Moving the joystick **right** will move the hero right.
- Pressing the joystick **button** and moving the joystick itself in any direction will allow the hero to thrust his sword in that direction.

GAME PLAY

OBJECTIVE

As the young knight, Kane, you must rescue the imprisoned Princess Karen and restore peace to the Kingdom of Guldred. Of course, General Gemon and his band of scoundrels will do all they can to see that you fail!

STAGE NOTES

The Kingdom of Guldred is divided into 8 stages. Furthermore, each stage presents both a ground level and an underground maze. In some stages there will be a ground-level castle.

Kane must defeat the boss of an underground maze in each stage in order to win his treasure chest, and then go on to beat the stage boss who is lying in wait at the end. See **Underground Mazes**

Stages are connected to each other through **warps**. Entrance can be gained only by defeating the stage boss. By the way, you will be able to turn back to get a treasure chest that you might have forgotten to bring along.

WINNING WAYS

There are several ways you can increase your (and, therefore, Kane's) chances of winning. Here are a few pointers.

Each time Kane beats an enemy, his **EXP** (that is, **experience**) level increases. At 100 **EXP**, Kane's **CL** (that is, **class**) moves up one rank. As Kane's **CL** increases, the power behind his attack and defense increase accordingly.

When you have initiated a **Conversation Window**, you can (if you choose) exchange metals that you have obtained in beating enemies for tools that will prove to be very useful against stronger foes. See **Conversation Window**

Keep in mind that the treasure chests that you attain by wiping out the boss of an underground maze are not only essential, but also may contain treasures required to clear subsequent stages.

In the final stages (6 through 8) you can help yourself by contemplating the following.

1. Is Kane really the son of the courageous knight, Vuckviser?
2. What do you really know about Karen?
3. What was it that King Guls I did 15 years ago when Guldred was established?
4. Who on earth is Dark Gor?

Do not leave stage 6 without getting advice while you are paused at the **Conversation Window**. If you do find that you have done this, you can better your chances of winning by going back to stage 6, and getting the advice. See **Conversation Window**

Be on the lookout for a special treasure box that contains Kane's secret.

Finally, in the last stage, you must be mentally alert. Ask yourself where General Gemon is. Ponder the fate of Princess Karen. And most of all, determine where Dar Gor, the source of the flowers of evil, is. Get the answers to these problems, and victory will surely be yours!

UNDERGROUND MAZES

There is a treasure chest (that is, box) hidden deep in every underground maze. To get it you must get to the room where the boss of the maze is located. This necessitates going through several labyrinthine rooms.

The scratch map on the left shows a room in a maze. A maze consists of 20 to 40 interlinking rooms. Passage between rooms is possible either through use of the ladders connecting them or through doors on the periphery.

There are a number of obstacles you must overcome in these underground mazes. Not only are there fiendish enemies waiting to get their licks in, but also a few traps have been set for you in between rooms that may send you right back where you came from. But it is hard to tell what is going to happen; sometimes these tricky traps can send you to places that you could not ordinarily reach.

When you beat an underground maze boss, you can gain possession of his treasure chest. The **Conversation Window** also gets popped up on the screen. This window in turn allows you to display the **Status Window**. See **Status Window**

THE CASTLE

There are several floors in the castle, and these are connected by hidden paths. On each floor there are hidden weapon shops, protector shops and entrances to the mazes. You will need to find them to beat the stage boss. Only then can you warp to the next stage.

Great Door: Beyond the Great Doors merchants sell weapons or protectors. Returning to the ground level of the current stage is possible. Be aware that some "Great Doors" are merely dummies.

Small Door: Beyond the Small Door are various people, some of whom (like merchants selling weapons or protectors) may be useful to you.

CONVERSATION WINDOW

The Conversation Window will pop up on the screen whenever doors in buildings at the ground level or those in a castle are used. Once this pop up window is on the screen, you have an opportunity to exchange your metals for useful tools. You may also choose to TALK and gain advice which will prove very helpful to you when trying to advance further in the game.

Moving the joystick up and down will allow you to control the selection of options in the Conversation Window.

- > TALK (option to begin talk)
- > YES (select to say "yes")
- > NO (select to say "no")
- > TAKE (option to buy something)
- > OUT (option to exit window)



STATUS WINDOW

The Status Window will pop up on the screen when you press the **SPACE BAR**. This window will show you just what state Kane is in. It will indicate his "Vitality", tools currently in his possession, equipment and arms purchased at shops, and weapons available for exchange that can later be used in battle.

■ Vitality

<HP> Hit Points:

Maximum is 200 points. Whenever Kane is injured, the total will drop. If Kane drops all the way to zero, the game will end.

<AP> Attack Points:

Whenever Kane attacks and inflicts damage on an enemy, he will gain these points.

<DP> Defense Points:

This indicates Kane's capability to ward off injury. The higher this total is, the lower the damage will be when under attack by an enemy.

<EXP> Experience:

Maximum is 100 points. These points are gained by beating enemies.

<CL> Class:

The Class that Kane has attained will have an effect on the AP and DP. Getting 100 points of EXP puts Kane up one Class (rank).

METAL: Maximum is 999 pieces of metal. These are won by beating enemies.

■ Equipment

What you see is what you've got. Equipment and the current types of sword, armor, and shield are displayed in this part of the window.

■ Tools







Tools purchased (exchanged) in the Conversation Window and objects from a treasure chest are displayed here. Pressing the fire button allows you to review the tools that you can select from. Moving the joystick left and right allows you to make the choice. Back on the game screen, pressing the **RETURN** key will display the effect of the tools.

■ Attack

In this part of the Status Window you can scroll through the weapons that are available to you when you wish to attack. Moving the joystick up and down will allow you to exchange for different swords or a mace.

CHESTER FIELD QUICK REFERENCE

■ SWORDS

 Copper Bronze Iron Silver Platinum	 Magic Sword	 Burning Sword
 Light Sword	 Extra Sword	 Mace





■ SHIELDS

















 Small Shield	 Large Shield	 Dragon Shield
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■ ARMOR

 Ring	 Head Band	 Protector	 Chain Mail
 Plate Armor	 Platinum Armor	 Extra Armor	

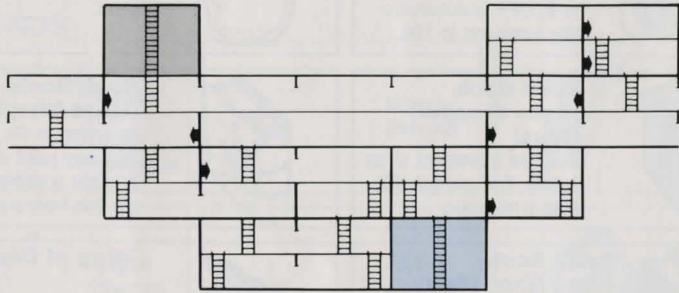
■ TOOLS <ITEMS>

 Life Increases Kane's HP by 5 points. You can get this by beating an enemy.	 Metal Increases Kane's metals. You can get this by beating an enemy.
 Potion Increases Kane's HP by 10 points. You can get this by beating an enemy.	 Potion (Red) Increases Kane's HP up to 30. You can buy this at a drugstore.

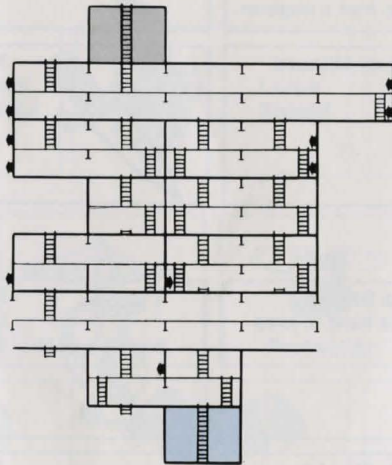
 Healing Potion (Yellow) Increases Kane's HP up to 100. If LIFE is reduced to 0, LIFE is automatically increased to 100.	 Magic Water Defends the attack of an enemy for a while. You can get this from a drugstore.
 Spell Book (Time Stopper) (Blue) Stop the movement of an enemy. You can get this from a magician.	 Spell Book (Maze Warp) (Grey) Returning to the ground from any point in a maze is made possible. You can get this from a magician.
 Spell Book (Crag Shot) (Red) Spell Book. Erasing all the displayed enemies. But it is of no use for a large enemy. You can get this from a magician.	 Wing of Dragon ?
 Heart of Wizard ?	 King of Knives ?
 Jump Shoes Enables Kane to jump higher.	 Lamp Lights up the underground maze after stage 3.
 Magic Necklace Allows you to use a spell book.	 Crest of a Royal Family Needed to go into a castle.
 Gauntlet Fire balls thrown from the sword edge.	 Candle You can return to the ground when you take this out of a treasure box in a maze.
 Key Needed to open a treasure box.	 Crystal Ball ?

■ MAPS OF UNDERGROUND MAZES

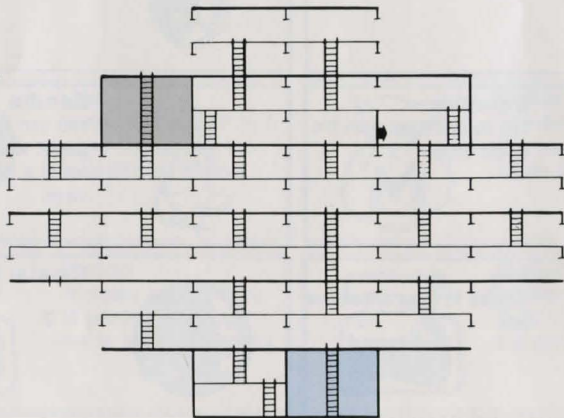
<Stage 1>



<Stage 2>



<Stage 3>



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