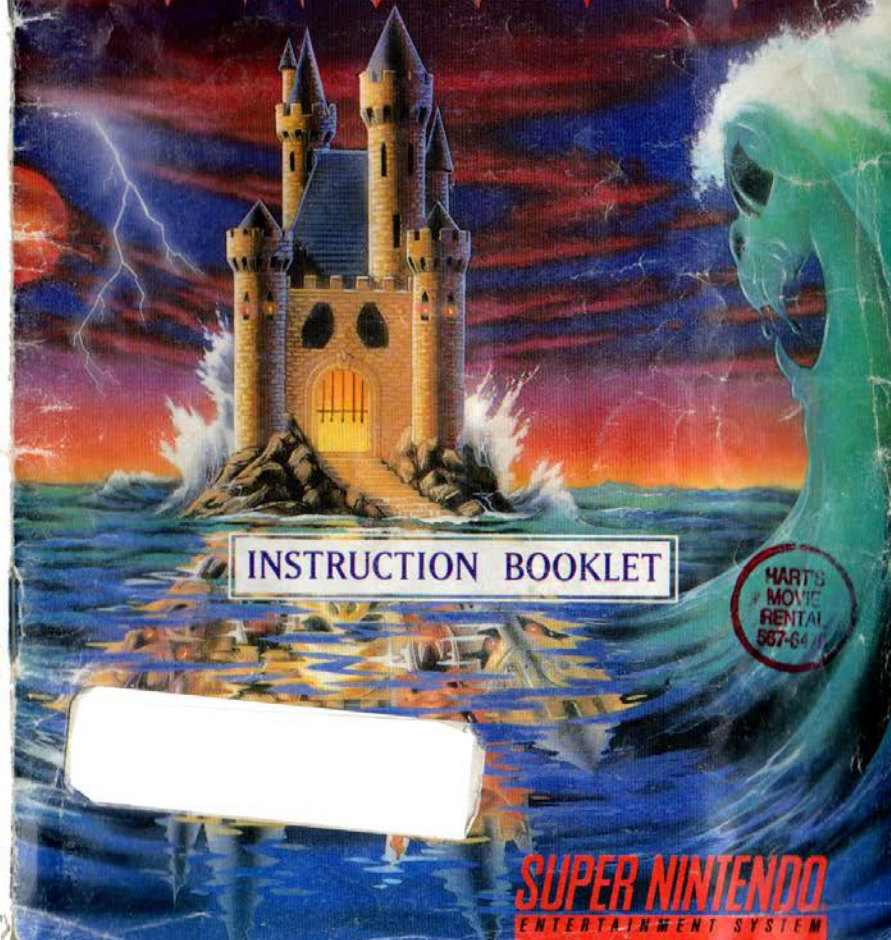


KEMCO SEIKA

SNS-LA-USA

LAGOON™



INSTRUCTION BOOKLET

HART'S
MOVIE
RENTAL
567-64



EmuMovies

Exclusively Distributed by Seika Corporation U.S.A. 20,000 Mariner Avenue
Torrance, CA 90503 Customer Support: (310) 373-8127
Monday through Friday 1-5 pm Pacific Time

PRINTED IN JAPAN.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

LABOON



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.

DEVELOPED BY KEMCO UNDER LICENSE FROM ZOOM © 1991

CONTENTS

WARNING: Please read the enclosed consumer information and precaution booklet carefully before using your Nintendo® hardware system or Game Pak.

STARTING THE GAME

5

SCREEN LAYOUT

7

MAIN CHARACTERS

9

PLAYING THE GAME

10

STATUS SCREEN

11

COMMAND MENU

14






**WHO SHALL RISE TO
FACE THIS THREAT?**




Long ago the peaceful land of Lakeland fell under the influence of an evil spirit, bringing despair to all. With compassion, the gods descended and vanquished the evil spirit with the sacred Moon Blade sword. In hopes of restoring peace to Lakeland, the gods brought two babies to the land; one who represented the forces of Light, and another who represented the forces of Darkness. A sage named Mathias was charged with the responsibility of raising the two children as equals in the hope that their different, but equivalent strengths would guarantee the balance of the forces of Light & Darkness. But, the moment Mathias reached out to grasp the two children, the evil Zerah appeared and took the child of Darkness, hoping to raise the child to overcome the forces of Light. Thus, while Nasir, Champion of the Light, was raised by the wise Mathias, the other child grew up under the questionable tutelage of Zerah. Fourteen years have passed. Nasir, raised near the village of Atland, has become a bright youth and an accomplished swordsman. Mathias has taught him well. One day, an evil spirit possessed the water on which the people of Lakeland depend, bringing sickness & disease. Demons infest this once peaceful land.

MATHIAS SPOKE HALTINGLY

"It is for this day that I have trained you, Nasir. You must discover what evil force possesses and fouls the water. Restore the purity of the water or sickness and death will plague our land. This is your destiny!"



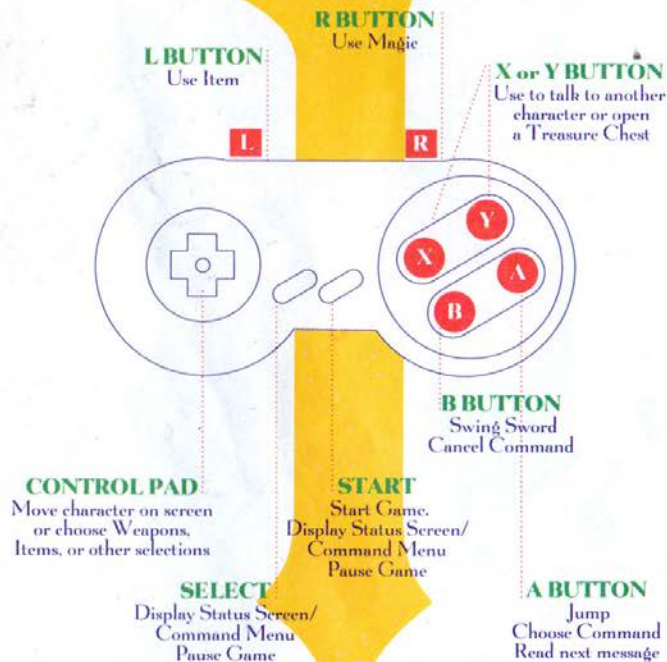
It is now your responsibility to rescue the land from the evil forces. You will face a myriad of enemies. Only by skillfully using your sword, magic, and wits will you prevail. Go forth, your quest awaits you!



STARTING THE GAME

CONTROLLER DIAGRAM

Only the left controller is used for this game.



Insert the Lagoon cartridge into your Super NES and turn on the power. The license screen will appear, followed by scenes from the game. Press the START button to display the title screen.



Press the START button again to begin the game. Lagoon allows you to save your game so that you may resume it later. If this is the first time you are playing the game, you will immediately meet Mathias, the wise old man who raised you. If you had previously saved a game, you would instead see a screen like the following.



You can choose CONTINUE to resume your game, NEW GAME to start the game from the beginning, or ERASE to erase your saved game. Since this is the first time you are playing the game, you will now see Mathias on your screen. Press the A, B, X, or Y buttons to continue reading Mathias message.

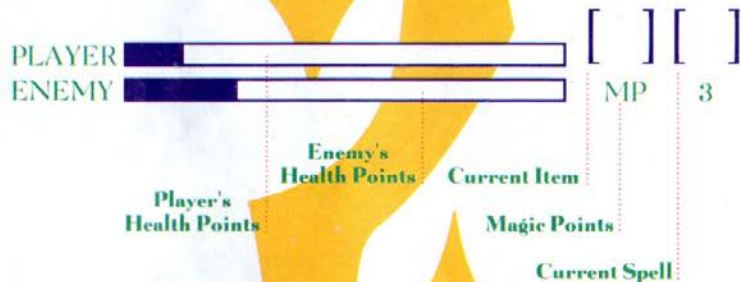


When you have finished receiving your instructions from Mathias, you will find yourself in the town of Atland.

SCREEN LAYOUT

SCREEN LAYOUT DIAGRAM

Your character is shown in the middle of the screen.



The two bar graphs at the bottom of the screen show your health (PLAYER) and the health of your enemy (ENEMY). The longer the bar, the healthier the character.



There are boxes in the lower right corner of the screen. As you progress through the game, you will acquire useful items like keys and healing potions. The left box will show you a picture of the currently selected item. To use the item shown, you would press the L Button. You will also find it necessary to use your magic skills to be successful. The right box shows an icon representing the currently selected spell. To cast the selected spell, you would press the R button. The strength of your magic is shown under the two boxes next to the letters MP. This is the number of Magic Points possessed by your character. The greater the number of Magic Points, the more effective your spells.



MAIN CHARACTERS

1

Born to be the Champion of the Light, you have become a skilled swordsman under the tutelage of the wise Mathias. You display intelligence & courage beyond your years.

NASIR

2

Skilled in the art of the sword & in the ways of magic, he raised Nasir from infancy.

MATHIAS

3

Aligned with the forces of Darkness, he is known as a skilled swordsman and for the fact that each of his eyes is a different color

THOR

4

An evil warlock, he is aligned with the forces of Darkness. He stole the child of Darkness from Mathias and raised him. He seeks to resurrect the evil spirit and bring the forces of Darkness to rule the land.

ZERAH

5

Queen of Lagoon Castle, she is the only one who has the power to open the door to the Secret Place and to move the Lagoon Castle.

FELICIA

6

Henchmen of Zerah.

**DUMA &
BATTLER**

PLAYING THE GAME

MOVEMENT

You move your character by using the four directions of the Control Pad. When necessary, the screen will scroll to bring new parts of the world into view. Your character can walk behind objects like walls and enter buildings. You can jump by pressing the A button.

TALKING TO OTHER CHARACTERS

Other friendly characters, like the inhabitants of Atland, are a valuable source of information. To talk to a character, walk up to them & press X or Y button.

OPENING TREASURE CHESTS

In your travels you will encounter treasure chests. To open a treasure chest, walk up to the front of the chest and press X or Y button. You will automatically take possession of the contents of the chest.

DOING BATTLE

You can choose to attack enemies with either your sword or with magic. To attack with your sword, press the B button. Remember, that it can be dangerous to attack your enemy head-on.

STATUS SCREEN

The Status Screen shows you the present condition of your character



The Status Screen and Command Menu are accessed by pressing either the START or SELECT buttons.

1

This is the level achieved by your character. The higher the level, the greater the character's capacity for Experience, Health Points, and Magic Points. The level of the character increases as the character gains experience.

LV

2

This is the amount of money that the character has. Gold can be used to purchase weapons and armor.

GOLD

3

This is the amount of experience that the character has. The greater the experience, the higher the level of the character. The first number shows the amount of experience currently held by the character. The second number shows the maximum amount of experience that the character is capable of having.

EXP

4

The Health Points represent the condition of the character. The greater the HP, the healthier the character. The character dies when his HP declines to zero. The HP of a character are gradually replenished over time or by the use of healing pots and similar items. The first number shows the HP currently held by the character. The second number shows the maximum number of HP that the character is capable of having.

HP



The strength of the character determines the amount of damage that can be inflicted on an enemy during battle. The greater the strength, the greater the damage that can be inflicted.

STR



The Magic Points represent the capacity of the character to use magic. The first number indicates the number of MP held by the character. The second number shows the maximum number of MP that the character is capable of having.

MP



This is the Defensive Strength of the character. The greater the Defensive Strength, the better the character can withstand damage in battle.

DEF

COMMAND MENU

There are four choices available in the Command Menu: ITEM, MAGIC, EQUIP, and SAVE.

ITEM



During your quest you will acquire useful items including keys, healing pots, & elixirs. When you choose ITEM from the menu, you will be given a screen showing the items you are carrying. Use the Control Pad to move the box cursor to the desired item & press the A button to select it.



Move cursor to desired selection & press A button.

Here are some useful items you may find:



Increases your Health Points a little.

**HEALING
POT**



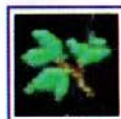
Makes Health & Magic Points recover faster.

**SHINY
BALL**



Increases Magic Points a little.

**SHINY
STONE**



Completely replenishes Health Points.

ELIXIR



Completely replenishes Health Points.

**BRIGHT
STONE**



Health Points are replenished if you die.

**LIFE
BALL**



Contains the legend of Moon Blade.

**ANCIENT
BOOK**

The Command Menu is accessed by pressing either the START or SELECT buttons. Use the Control Pad to move the cursor to your desired selection & press the A button. Your currently selected item will be shown in the left box in the lower right of the screen. To use the item, press the L button.

MAGIC



You must acquire the four staves & four crystals during your quest. As you do so, you may combine them to invoke the sixteen different spells. Use the Control Pad to choose a staff & a crystal. An icon representing the corresponding spell is shown on the bottom half of the screen. The spells & the corresponding staves & crystals are shown in the table on the next page.



You should select your spell carefully since not all spells are effective against a given enemy. After choosing a spell, the icon representing the selected spell will appear in the right box in the lower right corner of the game screen. To use the spell, press the R button. Your success depends on your ability to effectively use magic. After choosing Magic from the menu, you will see a screen like the one shown above.

Spells with corresponding staves and crystals.

EARTH STAFF	SKY STAFF	STAR STAFF	MOON STAFF	
FIRE CRYSTAL	FIREBALL	3-WAY FIREBALL	FIRE FALL	FIREBALL DRAGON
WIND CRYSTAL	WIND CUTTER	WIND BLASTER	TYPHOON	EARTHQUAKE
WATER CRYSTAL	WATER HAMMER	EIGHT WAY WATER HAMMER	WATER RUSH	WATER DRAGON
THUNDER CRYSTAL	THUNDER BALL	HOMING THUNDER	THUNDER BOLT	EXPLOSIVE THUNDER

EQUIPMENT

1

Use the Up and Down directions on the Control Pad to choose SWORD, ARMOR, SHIELD, or RING. You can then use the Left and Right directions on the Control Pad to select a particular item. Press the B button when you are done with your selections. The current strength (STR) and defensive power (DEF) are also shown at the bottom of the screen. On the following pages are lists of available equipment (Sword, Armor, Shield, Ring) in increasing order of power.



≡ SWORD ≡



SHORT
SWORD



SILVER
SWORD



MAGIC
SWORD



FORCE
SWORD

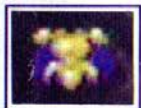


MOON
BLADE

ARMOR



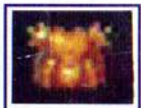
BANDIT
ARMOR



GOLD
ARMOR



SONIC
ARMOR



THUNDER
ARMOR

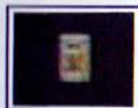


MOON
ARMOR

SHIELD



IRON
SHIELD



LARGE
SHIELD



GREAT
SHIELD

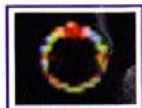


MAXIM
SHIELD



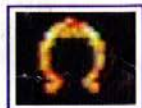
MOON
SHIELD

RING



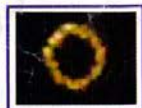
Increases Defensive Power.

PROTECTIVE RING



Increases Strength.

POWER RING



Makes you immune to the attack of lesser enemies.

DEFENSIVE RING



Replenishes Health Points.

CURING RING



Stops the movement of lesser enemies.

TIME RING

SAVE



Choosing SAVE from the menu will allow you to save your current place in the game. You may then resume the game from this point at a later time. When you choose SAVE from the menu, you will be shown a screen like the one on the right.



**Choose YES to save your game, or NO to cancel.
Remember that it is wise to save your game often!**

**90-DAY LIMITED
WARRANTY
KEMCO/SEIKA GAME PAKS
NINTENDO/GAMEBOY
GAME PAKS**

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo/Super-NES Game Pak ("PAK") [not including Game Pak Accessories or Robot Accessories] shall be free from defects in 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, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling (310) 373-0404. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday (Except Holidays).
3. If the Seika Service Representative is unable to solve the problem by phone, he/she will provide you with a Return Authorization Number. Simply record this number on the outside packaging of your defective PAK and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE together with your sales slip or similar proof of purchase within the 90-day warranty period to:

Seika Corporation
20,000 Mariner Avenue, Suite 100
Torrance, CA 90503
Attn: Consumer Service Department

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.

**WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED
WARRANTIES, INCLUDING
WARRANTIES OF MER-
CHANTABILITY AND
FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY
LIMITED TO 90 DAYS FROM
THE DATE OF PURCHASE
AND ARE SUBJECT TO THE
CONDITIONS SET FORTH
THEREIN. IN NO EVENT
SHALL SEIKA BE LIABLE FOR
CONSEQUENTIAL OR
INCIDENTAL DAMAGES
RESULTING FROM THE
BREACH OF ANY EXPRESS
OR IMPLIED WARRANTIES.**

The provisions of this warranty are valid in the United States only. Some states do not allow limitations of how long an implied warranty lasts or exclusion of consequential or incidental damages so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ALL WASHED UP?

As you negotiate the uncharted waters of Lagoon, you may encounter a few problems. Monsters that won't die. Mazes that continue to amaze and baffle you. But before you sink into the depths of despair, send for our **Lagoon Hint Book**. Because even the most skilled swordsman & the most clever adventurers sometimes need a little advice.

Name (Please Print)

Address

City

State

Zip

Send
Hint Books at \$7.95
each. California resi-
dents add 8.25% sales tax.
(that's 66¢ per book).

Add \$2.00 postage and
handling per book.

TOTAL

*Clip or photocopy this form, fill in completely and
send with a check or money order to:*

**KEMCO/SEIKA
Attn: Hint Book Department
20,000 Mariner Avenue
Suite 100, Torrance, CA 90503-1670**