



魔王ゴルベリアス

# GOLVELLIUS

TM

BY PAC FUJISHIMA





The Compile staff wishes to thank you for purchasing Golvellius. Please read this manual carefully before playing the game in order to enjoy the game even more.

This manual contains both instructions and hints for the game. If you encounter something you don't understand while playing the game, try browsing this manual. There's a big chance that you'll find what you were looking for. If your question remains unanswered, you can use the 'question note' to write it down and send it to the Compile staff. Or rather, this was possible when Golvellius was originally released in Japan. This option is not available anymore, but you'll surely be able to solve the problem otherwise. Please look on the bright side: you don't have to include the 70 yen stamp to get an answer! Originally, questions could even be asked using the phone. You could ring the Compile staff between 10 am and 7 pm, but you were kindly asked not to call early in the morning on sundays or festival days, as this would wake the programmers – which, similar to hibernating bears, would upset them. Be glad you won't have to resist the temptation to call them anymore.

### Looking for Compile club members

Compile was continuously looking for Compile club members. If you wanted to become a member, you were kindly asked to write your address, name, age and telephone number on a note and send it with either a stamp of 100 yen or less or a fixed small money order of 1000 yen to the Compile club application department. More information could be obtained by sending two 60 yen stamps.

Unfortunately the Compile club doesn't exist any more, so you're advised not to try to become a member.



### About the Compile club

Compile released Golvellius in 1987. Now, in 2006, Compile has turned into Compile Station / D4 Enterprise. In 1987, Compile fans could become a member of a Compile fan club, but a Compile Station club doesn't exist.

## THE STORY

This story takes place when there still were monsters in the world.

Aleid kingdom was a quiet and peaceful country, surrounded by deep valleys. The people lived their lives without any inconveniences, except for the fact that they had to go down to the bottom of the valley in order to get water.

Then, people started claiming they had seen monsters deep inside the valley. More and more people came up with monster stories and eventually, people became reluctant to enter the valley. Many others decided to leave Aleid kingdom altogether.

The king of Aleid, Alekis Aleid, was worried by the monsters and tried to find a solution. Eventually, he fell ill.

Faith healers said that the only way to cure the king was to get him the herb 'Mea' that grew deep inside the valley.

The king's only daughter, Princess Reena Alekis, bravely went down, in spite of the people's warnings, into the valley, but she did not return.

The people became even more worried.

Keresis, a young traveller who heard about all this coincidentally, decided to enter the valley in order to look for Princess Reena.

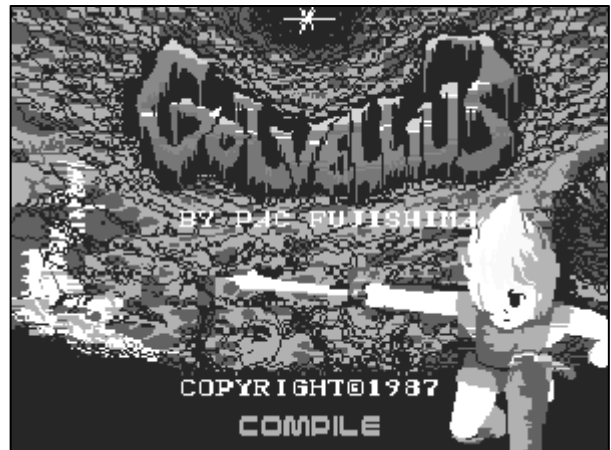
What he encountered there, was a desolate, dry river bed with a cave that appeared to be ominously opening its maw in the center.



Illustration by Mr. Ono from Nagoya, winner of the Guardic illustration contest.

# Okay, let's get started!!

In Golvellius, you can start the game normally or start the game in the continue mode after your game is over. Doing so will restart the game with the items and status you had before the game ended. Please read the following explanation carefully before starting the game.



Picture 1. Title screen



Picture 2. Game start selection



Picture 3. Continue mode

Originally, you had to insert the ROM cartridge in the MSX computer and switch the power on, but now you'll have to start the game in the way you start all WOOMB re-releases. After starting, the title screen will appear and the opening music will start. The game will ask you how you wish to start the game when you press the space bar (picture 2).

## Playing the game the first time

Move the sword with the cursor keys up and down and place it before the option 'new game'. The game will start when you press the space bar. When you wish to restart the game when your previous game is over, select 'continue' in the screen depicted in picture 2 and restart the game with 'last game continue' (picture 3). Please read the explanation of the continue mode for more information.

## Replay using continue!!

### Continue mode

As Keresis proceeds in his adventure, his life power and his ability to find and buy things ('find') will increase. The amount of skill you have in these fields is called status. In the game, you will also find items like pendants and shoes.

However, if you die in the game, you will have to regain your status and items. If you use continue at this point, the game will restart with the same status and items as you had before you died.

But if you use last game continue instead of using the password given to you by a fairy, your amount of find will be

reduced by half.

### Last game continue

You can continue using this option, as long as you don't switch off the computer or shut down the game entirely.

### Password continue

You will get a password at certain points in the game or after your game is over.

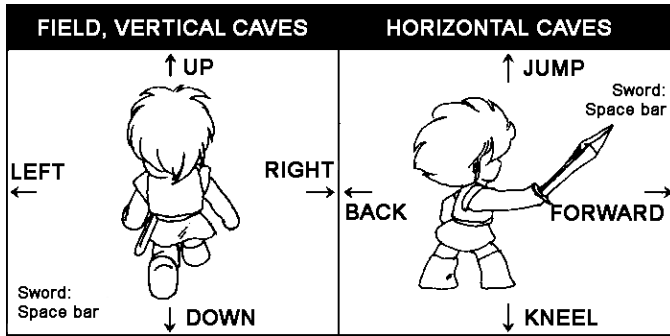
(Continued at the bottom of the next page)

You can use a joystick, but you should first try to play using the cursor keys.

## CONTROLS

### How to move Keresis

The arrows in the image represent the cursor keys or the directions of the joystick.

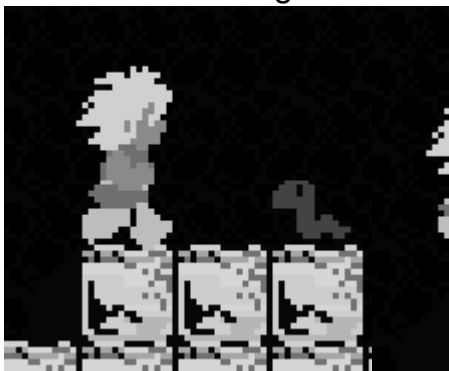


### CAUTION

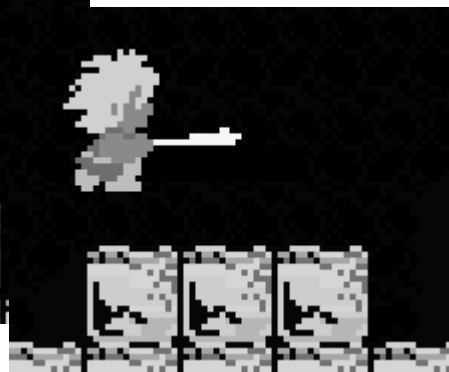
This game was originally released as a cartridge for MSX machines. You were advised to make sure the power of the computer was switched off when inserting or ejecting the cartridge. As the cartridge was a delicate device, you were requested not to open it.

What still counts, is that it is strongly prohibited to use this game for rental purposes or to reproduce it without prior written permission from the copyright proprietor(s).

Running



Well considered jump



Success!



# Fearsome CAVE SCENE

### Resurrection techniques

You can continue your game by entering a password – even after exiting the game. Select 'password continue' in the menu screen in picture 3. The screen depicted in picture 4 will appear.

Move the pointer to the character you wish to enter and press the space bar. The character you chose will appear in the lower part of the screen. If a complete password is entered, the game will start automatically.

If you have entered an incorrect character, you can use the arrow marks to go back or forward until you reach the wrong character. Now you can enter the correct one.

If you have entered the password correctly, select the enter sign and press the space bar.



Picture 4. The password input screen.

\* If you enter this password, nothing will happen

# On to princess Reena!!

## HOW TO PROCEED IN THE GAME

- The ultimate objective of the game is to defeat the devil king Golvellius and his seven loyal servants in order to save princess Reena.
- After starting the game, a horizontal scrolling cave scene will start. Hardly any enemies will appear, so you'll be able to clear this one easily. Look at it as a practice cave.
- After leaving the cave, you will see the game map. The area in which you can move is still small, so walk around a little. If a cave opens before you, make sure you enter it. Fairies will tell you things that help you proceed in the game. Apart from those fairies, various items and secrets are hidden inside the caves, so make sure you don't miss any!
- One thing you won't be able to do without in the beginning of the game are the 'Zest Boots'. Without these boots, you won't stand a chance in battle, so make sure you get them as soon as possible. You can find them in the graveyard to the left of where you start, right below the lowest grave (a fairy will tell you about this as well). You'll need 300 find, so fight some snakes and similar creatures.
- In the area you can reach when you're starting out, you can find two potions (which increase your maximum power) and one bible (which increases your find max). You'll see that you can't get the second potion before you have found the bible to increase your find max. Take this fact into account.
- Finally, you'll have to enter the cave of the boss of this area, called Desva. It's immediately to the right from the point where you started. Challenge Desva once you have obtained the two potions so you are powerful enough. If you have defeated Desva, a fairy will open a bridge for you, so you can proceed to the next level. If you find a crystal before crossing the bridge, don't forget to take it. Crystals are necessary to release Golvellius' curse. There are seven crystals in total. You can see the number you have obtained in the display window to the right of the screen.

### POWER

Keresis' life power. If all bars turn white, the game is over. By collecting potions (medicine vials), you can get a power gauge up to five lines in total.

### FIND

This is your ability to find hidden holes and caves. You gain skill in this field by defeating enemies. You can also use it to purchase items.

### FIND MAX

This indicates the maximum amount of find you can have. You can't gain more find than you have find max. To increase your find max, you need to find bibles.

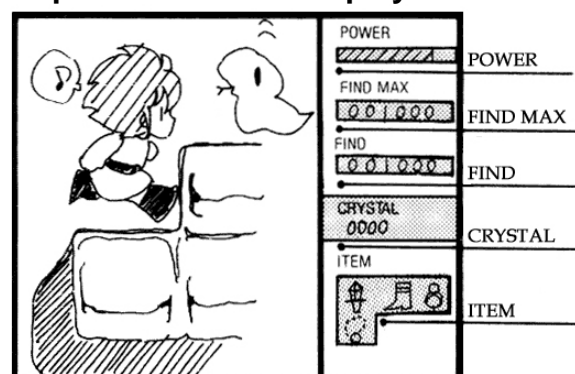
### CRYSTAL

Here, the crystals you have collected are displayed.

### ITEM

Here, the items you have obtained are displayed.

### Explanation of the display window



If you defeat Desva and cross the bridge, a new world will unfold before you. From this point, it's up to you to advance further in the game, with only the fairies to help you. Do your best!!

By PAC



## INTRODUCTION OF THE CHARACTERS

Keresis

A courageous youngster with a strong sense of justice who is travelling continuously in search for something. Travelling through Aleid kingdom, he learns about the disappearance of the princess and decides to enter the valley in order to rescue her.



In RPG's, princesses need to look pretty!

Reena



A kindhearted, brave young girl.

She went into the valley in order to get the herb 'Mea', which is necessary to cure her father (King Aleid Alekis).

## STOMACH ACHE

KING ALEKIS ALEID



The king, who wishes Aleid kingdom to be in peace.

He fell ill and spends all of his time in bed now.

THE PEOPLE OF ALEID



Suffering from water shortage

# A sea lies far beyond

Shining things left behind by enemies after you defeated them, give you power!



## LOOKING FOR GODFATHERS OF THE ENEMY CHARACTERS!!

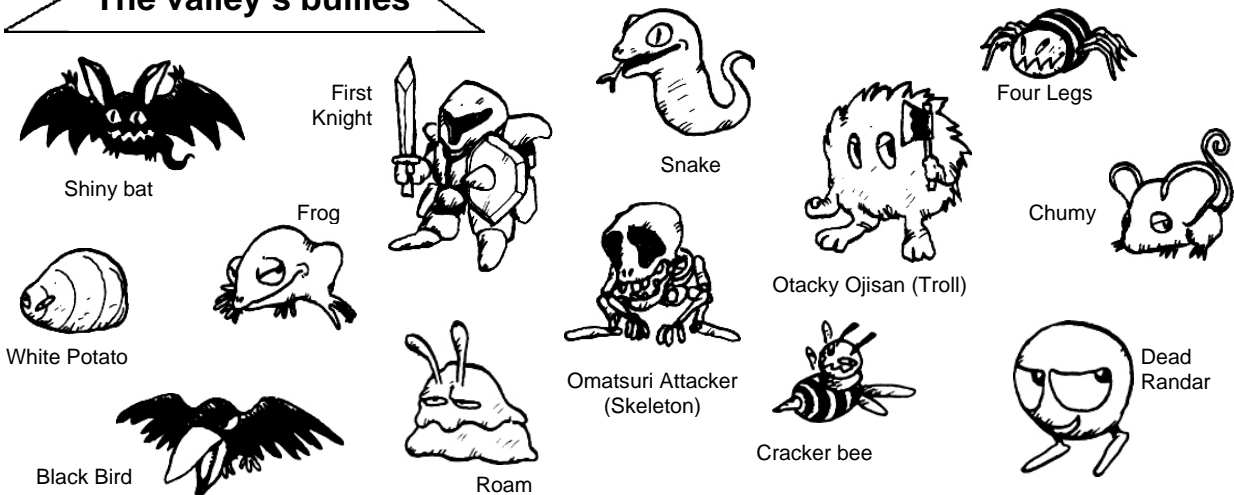
There are more than 60 different enemy characters in Golvellius. Besides the characters that are introduced below, many other characters roam the valley. For example, there are white as well as red bats and of course their hit points vary with their color as well.



Now, make up a name for the character you like most and send it to the Compile staff! You will be rewarded with unique products, like a Golvellius poster or sticker. Send your entry to the 'Golvellius character name department'.

\* This action ends at the end of February, 1989

## The valley's bullies





# Familiar characters and faces

Haven't I seen people like this at Compile? Or is it just me?



## Golvellius' guards

On this page, Golvellius' henchmen are introduced and on the next one, you can find information on items and weapons. Items are hidden in various places. Make sure you search for them thoroughly. Fairies will give you hints throughout the game. And you should make friends with Randar as well!

**DESVA**  
Throws rocks

**CYPA**  
Throws flames  
and warps

**JESPA**  
Emits frightening  
ultrasonic waves

**TALBUR**  
Makes rotation  
attacks

**FOTHBUS**  
Bears enemies

**HAIDEE**  
Spits small  
guiding bullets

**WALSO**  
Charges at you



## Creator's Advice

I have given the movements of the enemies obvious characteristics. Observe these characteristics well and defeat the enemies effectively.

Good luck!



**USE WEAPONS AND  
ARMOR TO BECOME  
MUCH STRONGER!  
AND IF YOU HAVE  
ITEMS, THERE'S  
NOTHING TO FEAR!**

# Items, weapons and friends



## WEAPONS & ARMORY

### Sword



**Attack power 1**  
The sword you have at the beginning.

### Valley Sword

**Attack power 3**  
You need a certain level to obtain this sword. It's quite strong.



### Legend Sword



**Attack power 7**  
A legendary sword, buried under a rock where nobody can get it.

### Alzas Shield

Rejects objects thrown by bees and spiders.



### Remedia Shield



Rejects objects thrown by all creatures outside the caves.

WEAPONS THAT WILL CERTAINLY KILL...



**DINA**

Exchanges your power for find.

## ITEMS



**POTION**

Increases your maximum power.



**BIBLE**

Increases your find max.

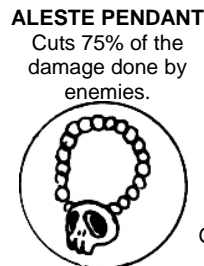


**RAMRAS PENDANT**  
Halves damage done by enemies



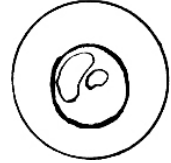
**ZEST BOOTS**

Makes you recover quickly from an enemy attack.



**ALESTE PENDANT**

Cuts 75% of the damage done by enemies.



**CRYSTAL**

If you have seven, you can release Golvellius' cursed seal.



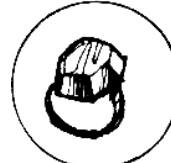
**AQUA BOOTS**

Enable you to walk over rivers and seas.



**HERB 'MEA'**

Restores 25% of your power.



**VANISH RING**

Enables you to break rocks.

## Keresis' friends



**RIO**

A fairy who gives you many hints throughout the game.

**WINKLE**

She tells you your password.



**ENNY**

Exchanges a little find for power.



**RANDAR**

Gives you full power if you give him 150 find.





One day in castle Aleid..



Father...

Princess Reena

King Alekis Aleid



Waaaagh!  
He's  
fainted!

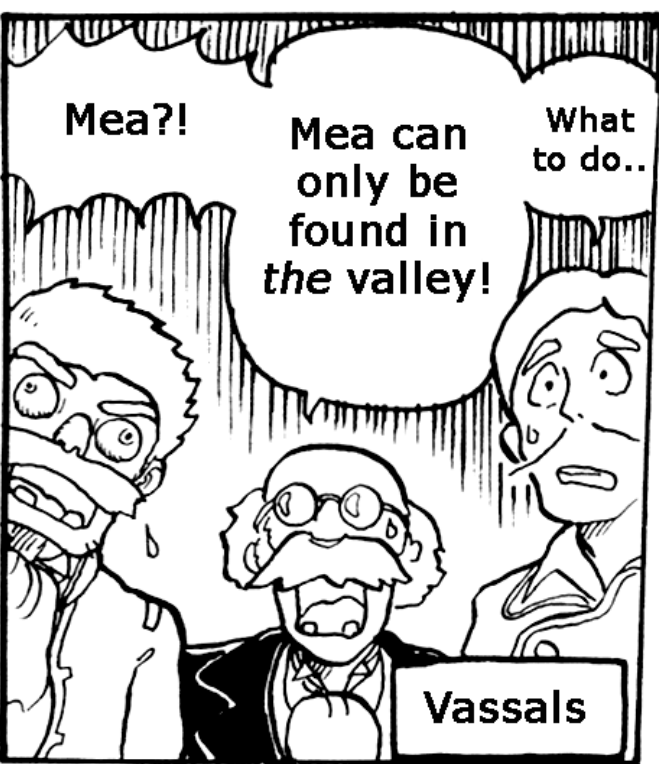
Arf



It's clear that we must save the king!

But we can not do so without the herb 'Mea'!

Faith healer

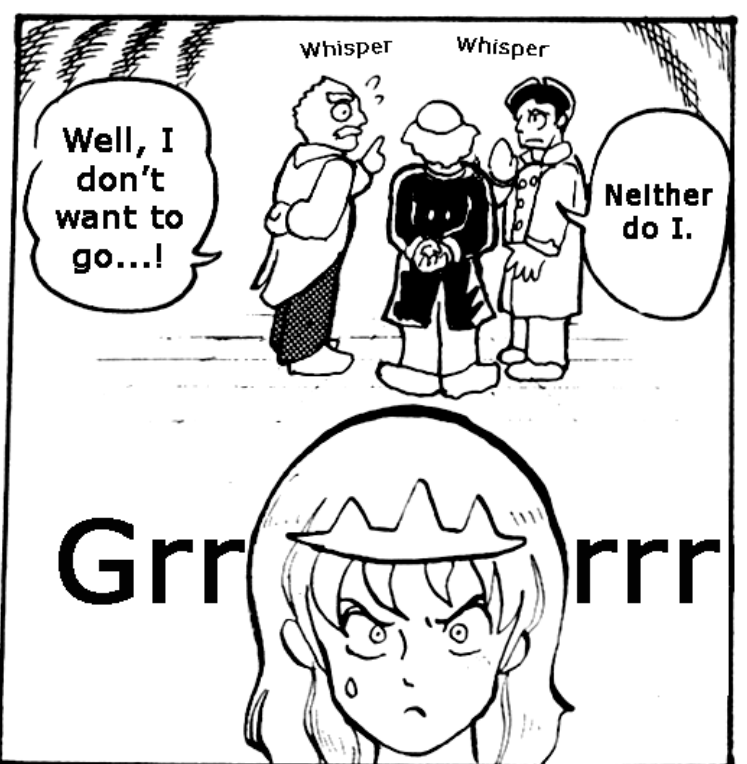


Mea?!

Mea can only be found in the valley!

What to do..

Vassals



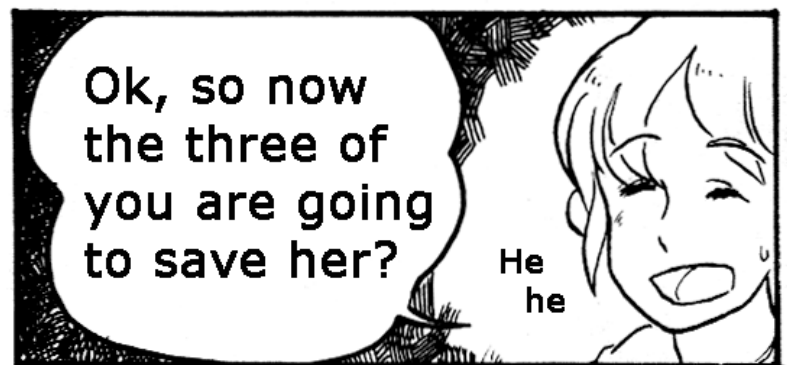
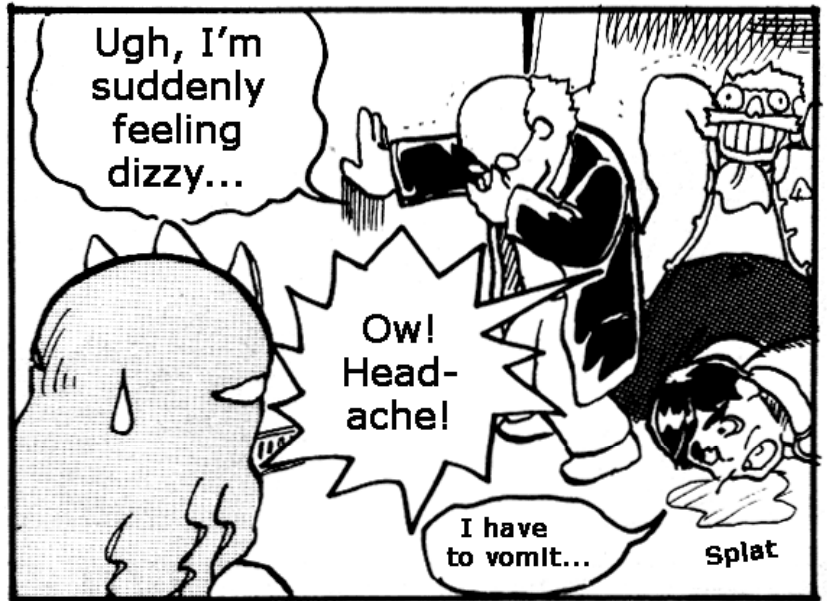
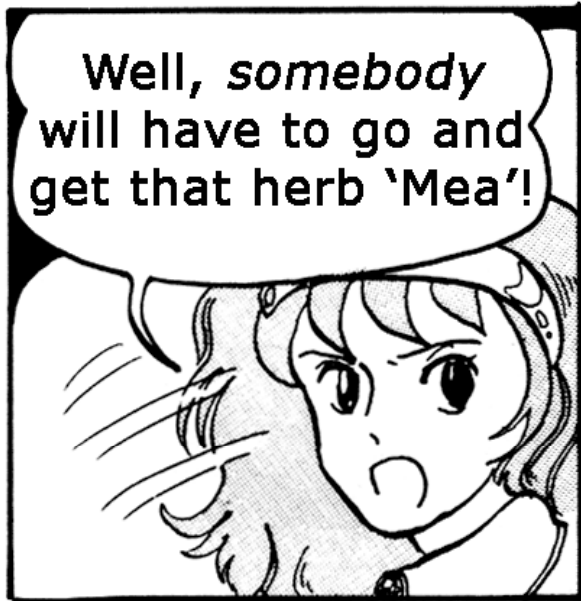
Whisper

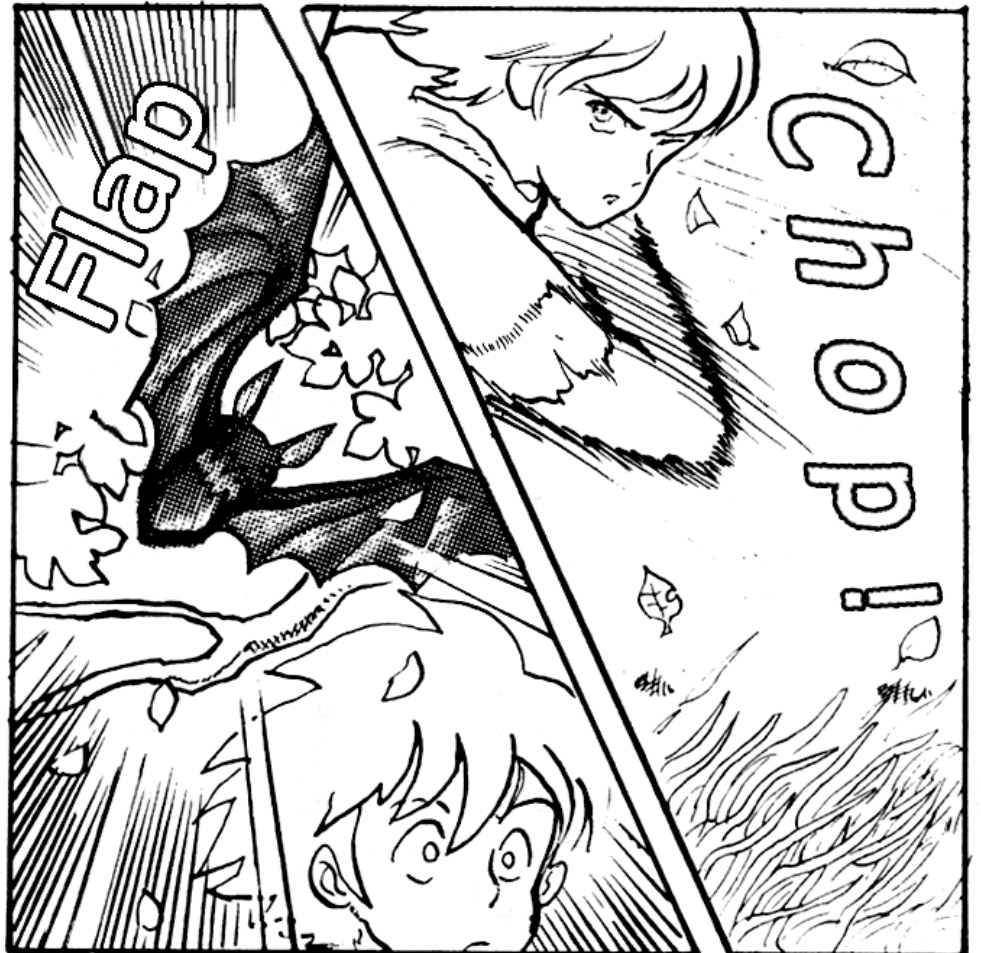
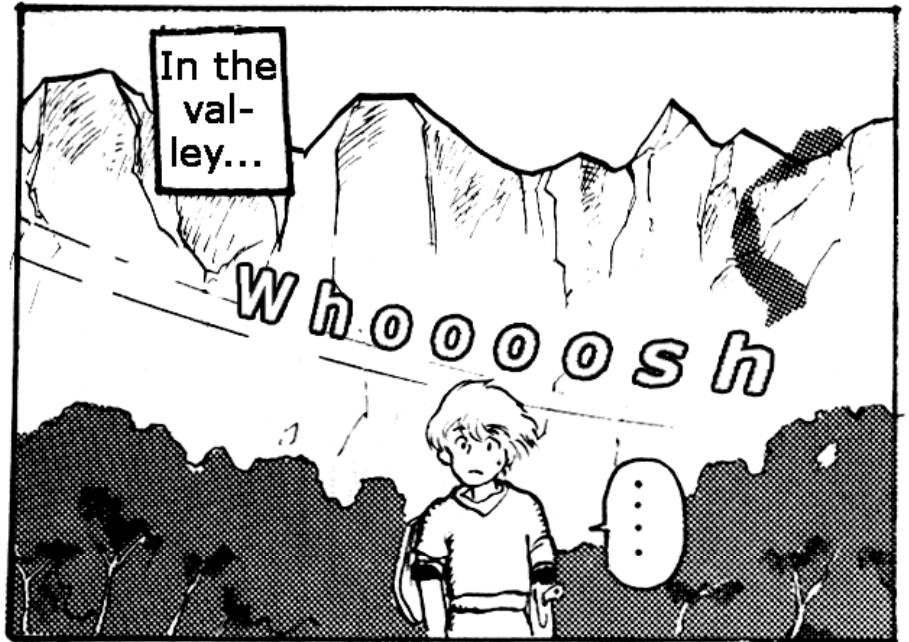
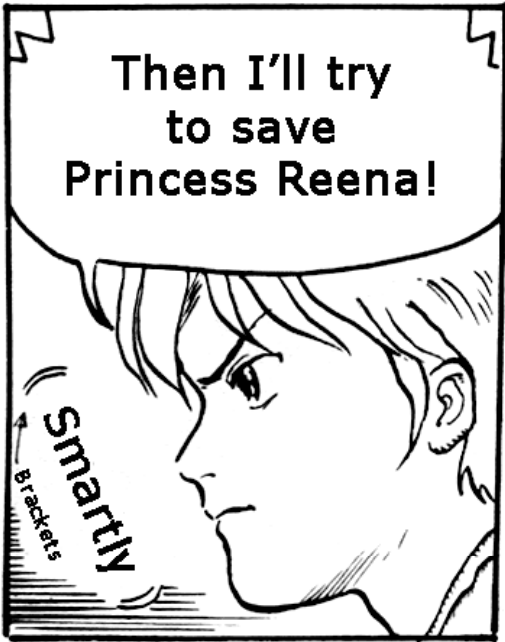
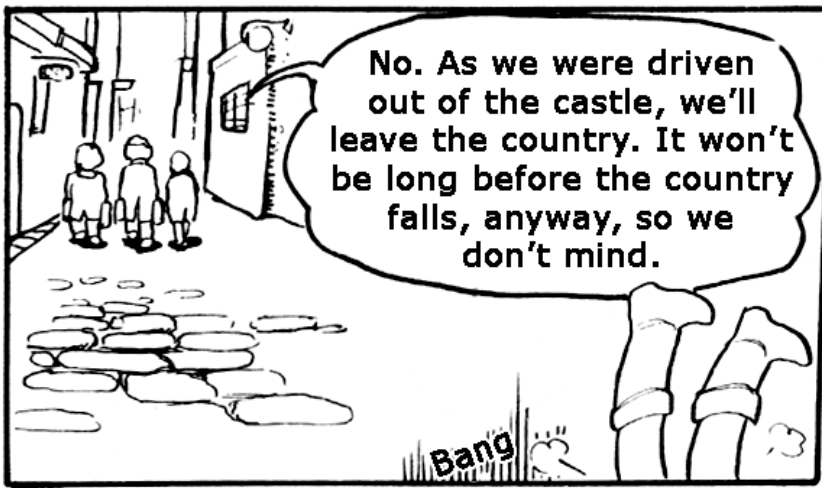
Whisper

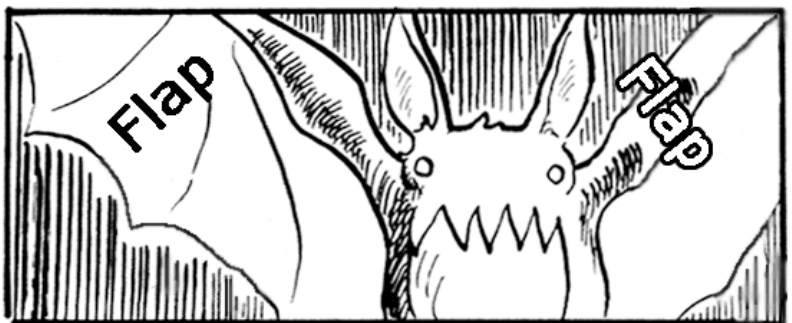
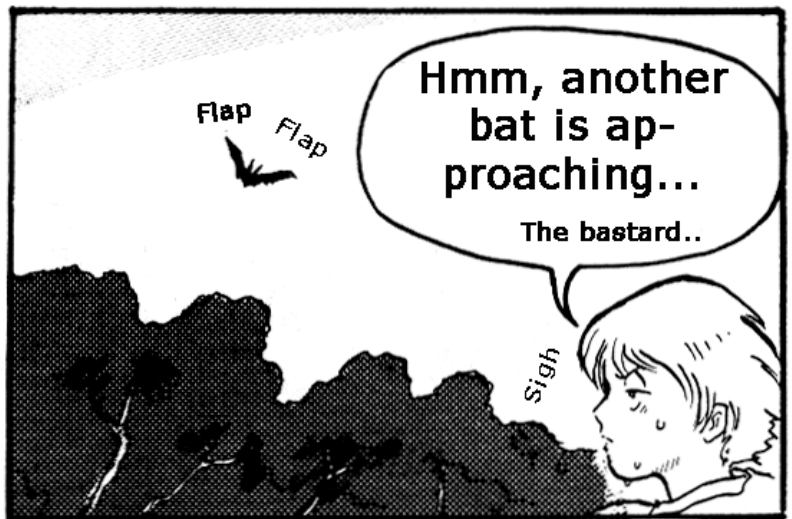
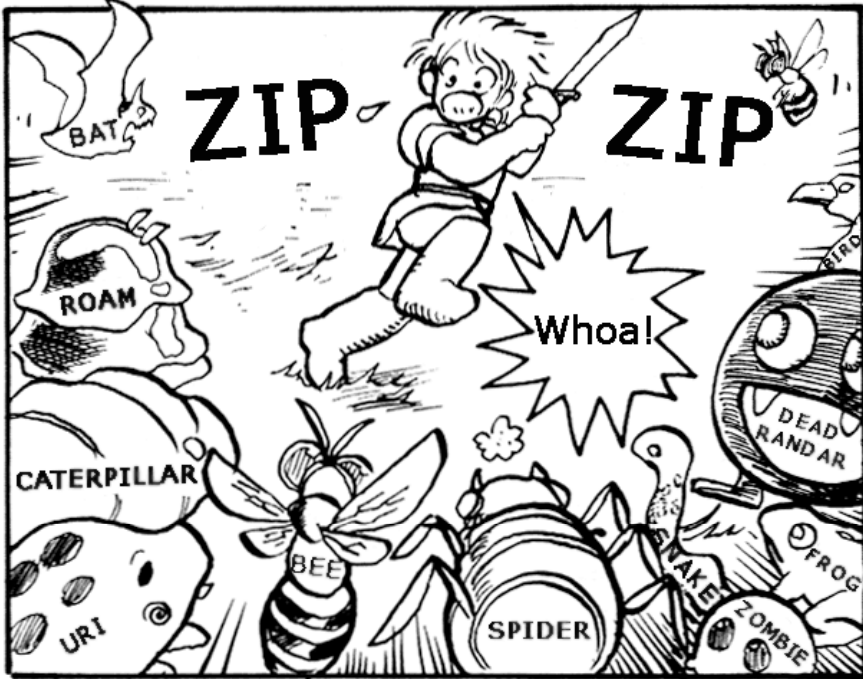
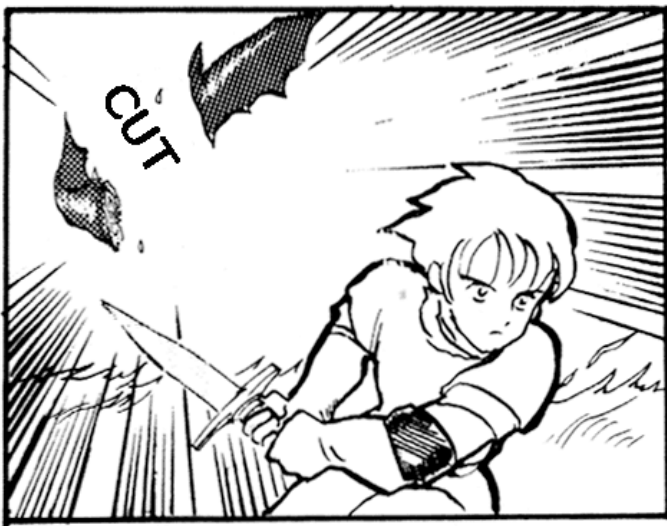
Well, I don't want to go...!

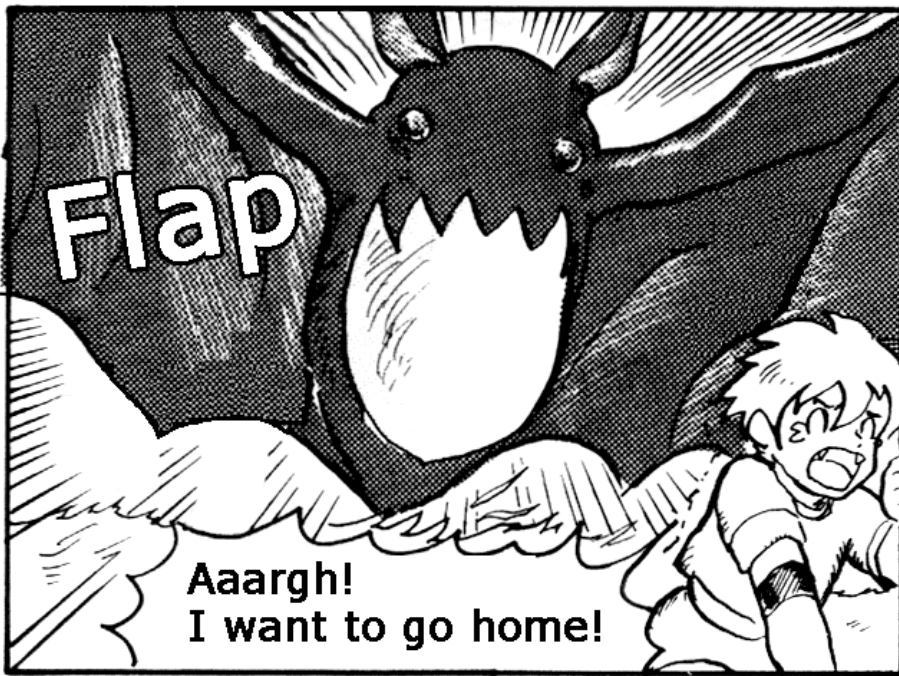
Neither do I.

Grrrrrr









Flap

Aaargh!  
I want to go home!

(Note: giant bats only appear inside caves)

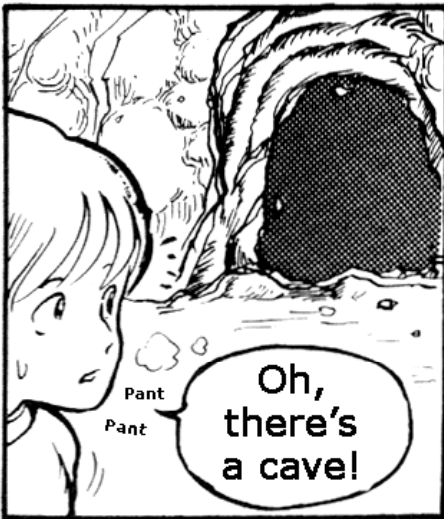


What? Well, okay.

Flap

What is that...

Shit!!



Pant  
Pant

Oh, there's a cave!



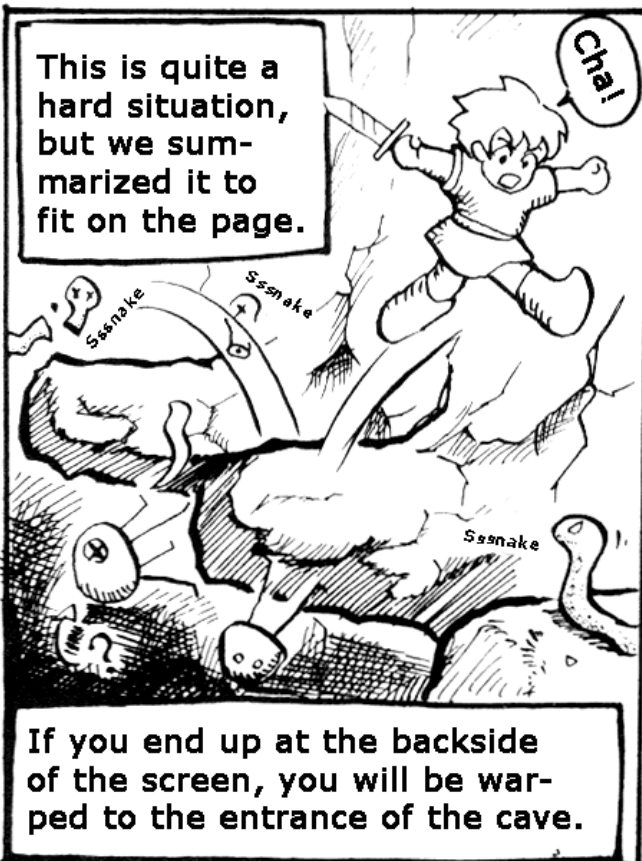
But I have the feeling something will come out again.

Shuffle



Sssssnakesssss

Whoa!



This is quite a hard situation, but we summarized it to fit on the page.

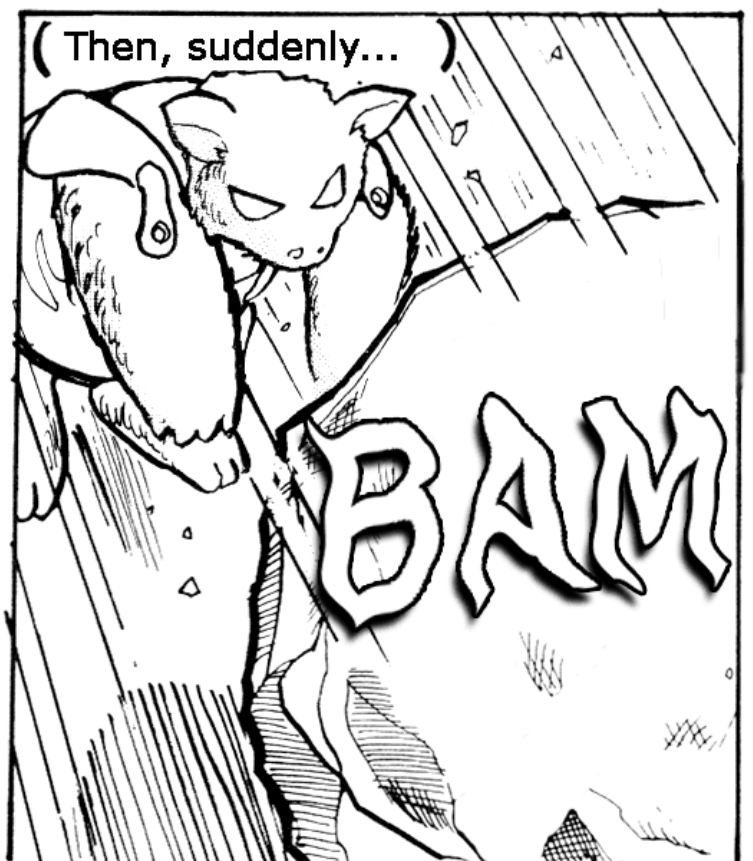
Cha!

Ssnake

Ssnake

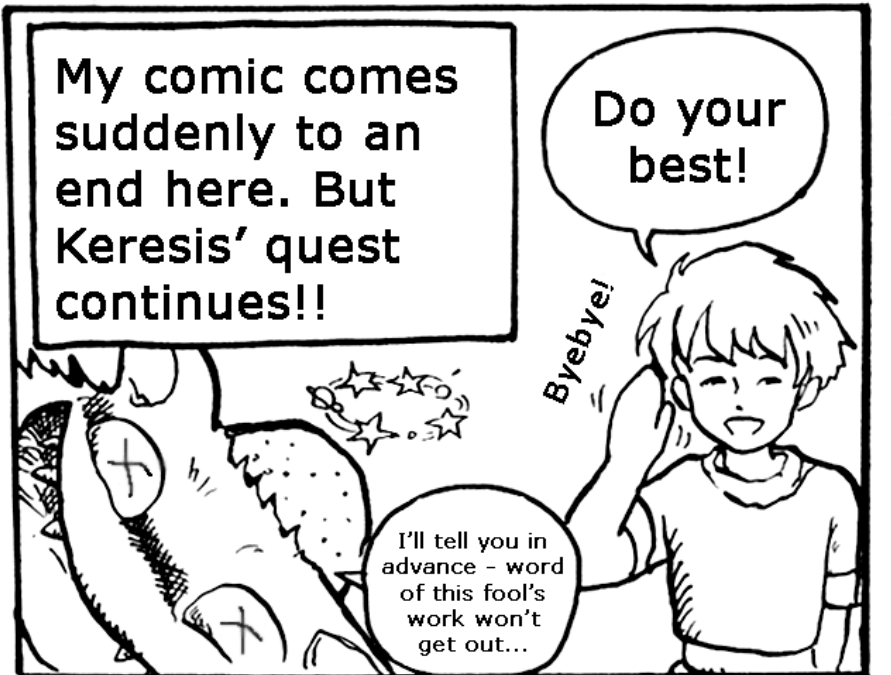
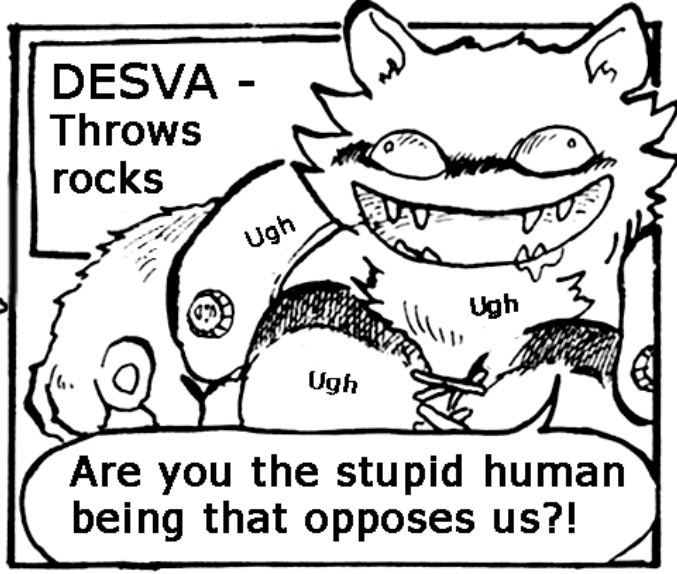
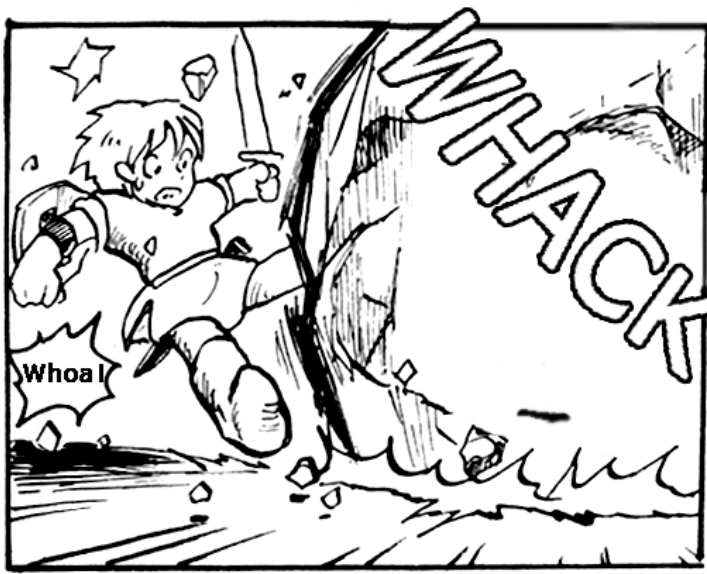
Ssnake

If you end up at the backside of the screen, you will be warped to the entrance of the cave.



(Then, suddenly...)

BAM





# A certificate for those who finished the game!

## Golvellius discussion room



Hello, millions of Golvellius fans from all over the world, how are you? This second annexe of the Compile Culture Meeting Hall is filled with an extraordinary tension. This week I, general chairman of the meeting, will answer some questions regarding the devil king Golvellius, about whom everybody is talking these days.

Let's start right away. The first question:

"I... cannot... defeat... mister Snake... and mister Walker... in the cave... What...am I... doing wrong...?"  
Err, enemies crawling at the bottom can effectively be beaten if you hit with your sword while kneeling.



Next question: "Why does Keresis have such short legs?"  
Hey! You can keep your opinion to yourself!

"How can I beat Golvellius?"

Wow, that's quite a question! Let's go to Miss Reena, our reporter in the valley first. Miss Reena!

(-Arkanoid Valley?!)



Yes, it's me, Reena. Here, in Arkanoid Valley, there are many cute monsters crawling about. Let's try and interview one of the commuters.

Ehm, good morning. "Err... I-I kyan notto spiiku Engrish...". Err... I am not Wicky! I'm Reena from Towa Television. Can you tell me how to beat Golvie?

"Oh, that's good. To be honest, I have been on the wrong path quite often in the past. But lately, I am taking school more seriously."

I didn't ask you about that!

"Then what was it again you were talking about?"

I was asking about a way to beat Golvie!

"What? I can't betray my friends in such a way!"

You are a friend of Golvie?

"We used to tease Keresis together and once the teacher got really mad at us."





Please, at least tell me something about how to beat him.



“Must I really? Okay, just something, right? Head left at first, if you haven’t obtained the boots, you will be unable to move if an enemy catches you. The boots, they are important.”

“And... Try stabbing suspicious places and such. I think it’s good

if you try different things.”

Okay, thank you very much.

This was Reena reporting.

“Okay, thank you Reena. Let’s go for some tea later, okay?”

See you next week!



### How to obtain a certificate

To all brave men who have finished Golvellius – our compliments! To reward your efforts, we will give you a certificate.

Please send:

- A picture from the final screen
- Four stamps of 60 yen
- One Randar mark

to the Golvellius Certificate Department and the certificate will be yours!

(This action ends at the end of February, 1989)

You can find the Randar mark at the last page of the comic.

## STAFF

### GAME

Original story	Pac Fujishima
Game design	Pac Fujishima
Programming	Pac Fujishima
Graphic design	Pac Fujishima

Sound effects	Jemini Hirono
Sound programming	Jemini Hirono

Music composition	Miyamo
	Take Shant

Producer	Moo Niitani
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English translation	Rieks Warendorp Toringa
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### SPECIAL THANKS TO

Kumiko Sharp	MNC NUI
Bak Ogma	
Shuui Nakaga	KOHDAI ONO
Gongy Edge	

And thank you, Mary.



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Construction	Homme Okazaki

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	Pac Fujishima
Illustrations, comic	Nobumoto

	Pac Fujishima
	Nakashima
English version	Rieks Warendorp
	Toringa

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**COMPILE**