

W·I·L·L·O·W



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Courtesy of: **NES**fan.com

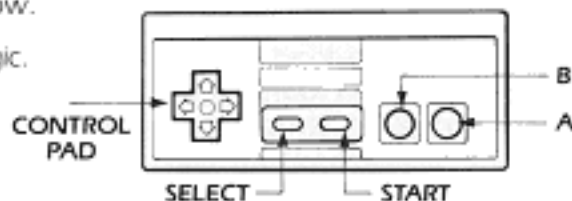
CONTROLLER

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

Controller #1 — Moves Willow.

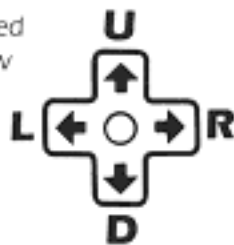
Button A: Uses available magic.

Button B: Uses available sword.



Control Pad:

Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips

Pressing any of four tips moves you and player moves that direction.

- ◀ Moves Willow left.
- ▶ Moves Willow right.
- ▲ Moves Willow upward.
- ▼ Moves Willow down.

CONTROLLING WILLOW

Throughout the game Willow will be collecting several weapons, shields, magical devices, and special items. He needs to use these to defend himself on his mission. To access any item:

1. Press start.
2. Select either: sword, shield, magic, or item.
3. Press A.
4. Select the item that you wish to be armed with by putting it in the brackets.
5. Press A or B.
6. The item in use will be next to the category that you chose it from.
7. Return to the game by pressing start.

Willow must be shown carrying a sword or holding a shield in order to use them. He must also have a magic device "loaded" in order to operate it.

CONTROLLING WILLOW (cont'd)

There are two sword attacks that Willow can use.

The first is a jab or stabbing attack. To do this, press the B button while pressing the control pad in the direction that you wish to attack.

The other sword move is a slashing swipe of the blade. This happens when the B button is pressed while Willow is stationary.

Once a magic item device is loaded it can be fired by pressing the A button. Every magic item uses Magic Points (shown on the play screen as MP). Be careful, once you have used up your available magic points, you will not be able to use any magic until they are replenished.



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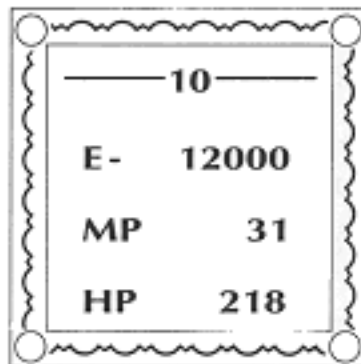
ENERGY SCREEN

This screen appears while the game is in progress. The number at the top of the screen tells you what Willow's level is. The more enemies that he fights, the higher the level gets.

EXP stands for experience points. Various encounters and battles will raise his experience points.

HP stands for health points. If the total reaches zero, Willow dies (the game is over). These points can be renewed by visiting friendly people and places in the game.

MP stands for magic points. If the total reaches zero, Willow will not be able to use any magic. These points can also be renewed by visiting friendly people and places.

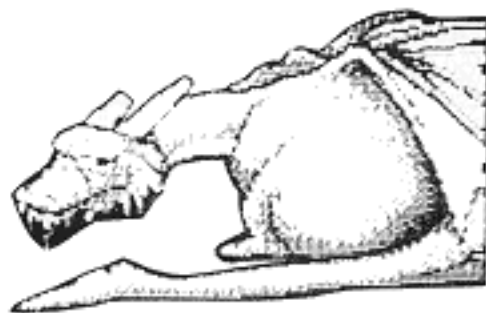


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STATUS SCREEN

Information here is the same as the Energy screen, but more detailed. The numbers to the right side of Level, Exper, HP, and MP are the maximum amounts that the character has earned so far. The numbers on the left are the current totals.

“STR”, “DEF”, and “AGI” are status indicators for swords, shields, and magic devices. They stand for strength, defense, and agility.



THE WILLOW STORY

It is a time of great turmoil to the world. Bavmorda, a former messenger from the Spirit of the Skies, has turned towards evil. Her plan is to rule the world through her twisted magics. Her force is incredible and her armies are unstoppable. She even dared to transform Fin Raziel, the messenger from the Spirit of the Earth, into a small animal. Bavmorda believes that there is no one that can stop her.

But she had not heard of the tribe of the Nelwyns. There had been a prophecy among these people that one of their tribe would help lead the world out of its darkest hour. The High Aldwyn, the wizard of the Nelwyn tribe, recognized Willow Ufgood as the chosen one. The adventure begins for Willow as he leaves his family and friends and sets out to stop all of the evil that Bavmorda has created.



ITEMS

Swords: There are many different types of swords that Willow will obtain in his travels. Each of them have their own strengths and weaknesses. The best strategy is to experiment with the swords that he has to determine which will work best against each of his foes.

Shields: There are also a variety of shields that Willow can collect during his journey. They all provide defense against his enemies, yet again, some are better equipped to defend him than others.

Magical Devices: There are several magical spells, weapons, and healing items that will allow Willow to defend and heal himself. They can only be used one at a time, however, and they all use up Magic Points.

Special Items: These, once collected, are always in the possession of Willow. He will be able to use their powers repeatedly without using up Magic Points. Many of the enemies that he will face will ask him to find the various items throughout the game.

CHARACTERS OF THE GAME

WILLOW: The hero and player character of the game. Willow Ufgood was a farmer in the Nelwyn village before the High Aldwyn asked him to help rid the world of Bavmorda's evil magic. His experience as a fighter and a sorcerer shall grow as he sets out on his quest.

MADMARTIGAN: Warrior of the Daikini Clan that has the same purpose as Willow. If you meet up with him during your journey he will be a strong ally. Madmartigan is a great swordsman.

SORSHA: Bavmorda's daughter. Willow must find a way to turn Sorsha away from her mother and aid him in destroying the evil in the world.

BROWNIES: A comical pair that suddenly appear during Willow's journey. Franjean and Rool will help Willow with important information.

FIN RAZIEL: A messenger from the Spirit of the Earth. Trapped in the form of an opossum, Fin Raziel needs Willow's help to change her back to her human form. Once changed, she can aid in the battle to overthrow the wicked Bavmorda.

GENERAL KAE: The strongest of Bavmorda's warriors. Willow must find a way to defeat the General before he can defy the evil Queen.

CHARACTERS OF THE GAME (cont'd)

TROLL: These horrible half-man, half-monsters will eat anything, including wandering adventurers. Willow hates trolls more than any of the monsters in the wilds.

PO: A large bird creature that is the pet of an old woman. He is a friend of Willow and can aid him in a special way.



WILLOW



MADMARTIGAN



SORSHA



BROWNIES



GENERAL KAEI



FIN RAZIEL



TROLL



PO

HINTS AND POINTS TO REMEMBER

Willow can only walk on the pathways.

To continue dialog with people or creatures, press the A or B buttons.

When Willow is in the wilderness, the monsters will appear when the wind begins to blow.

You can walk through the ghosts as they are splitting into more ghosts.

Many creatures are best avoided instead of fought.

Willow must be at least 13th level to change Fin Raziel back to human.