



DMG-KNJ

カーブノア



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CAVE NOIRE

TM

Nintendo
GAME BOY™

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DMG-KNJ



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Game Boy Cartridge

Instruction Booklet

Thank you for selecting the
Game Boy Cave Noire cartridge
by Konami.

Please read this instruction booklet
to ensure proper handling of your new
game, then save the booklet for
future reference.

❧ **Content** ❧

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❧ **Story** ❧

You have arrived in the northern village of Karuzu.
You've heard stories of the 4 dungeons in this town
as well as the many apprentice adventures who, in
an effort to improve their skills (level), spend all day
and night challenging these underground labyrinths
(dungeons).

As the leader of the
adventurer's guild told you, "If
you wish to become a great
adventurer, you must first train
in a dungeon. I can see you have
some basic gear, but conquering
your quest will be impossible
with that equipment alone. You
should collect some items from
the forest god. Once you enter
the dungeon, there will be
no-one else to help you. Take
care of yourself."



Do your best to become a true adventurer.
We will pray for your safe return.

Game Objective

The objective of this game is to challenge the four dungeons in the village of Karuzu, and to increase your level and attain the title of 'Adventurer'.

Each of the four dungeons have their own specific quest (objective). Each quest has 1-9 levels as well as a 'Master' level. To attain the title of 'Adventurer', you must complete at least 6 levels of each Quest.

Quest 1 Monster Quest

Defeat a number of monsters.

Quest 2 Gold Quest

Collect a certain amount of gold.

Quest 3 Orb Quest

Collect a certain number of orbs. Orbs are hidden inside treasure chests in the dungeon.

Quest 4 Fairy Quest

Rescue a certain number of fairies locked away. The fairies are locked away inside cages. The cages are locked, and keys can be found in the dungeon.



Operation

The parts of the controller and their uses.



Getting Started

After properly settling the cartridge in the Game Boy and setting the power switch to ON, the **Nintendo** logo will appear, followed by the **KONAMI** logo.

Next, change the screen with these instructions.

Press the Start Button (If nothing is pressed, the screen will change after a few seconds).

Title

↓ Press the Start Button.

Menu

Quest

Config

If playing for the first time, setup your character by selecting 'config'. (For more on config, see page 6)

↓ Select Quest, then press the A button.

Quest Select

↓ Decide on Quest and Level, press the A Button.

Quest Details

The Quest is shown on the scroll.

↓ After verifying, select OK, press the A button.

Stats

The Player's stats are shown.

↓ Once confirmed, press the A button.

Forest God

You will receive 4 items.

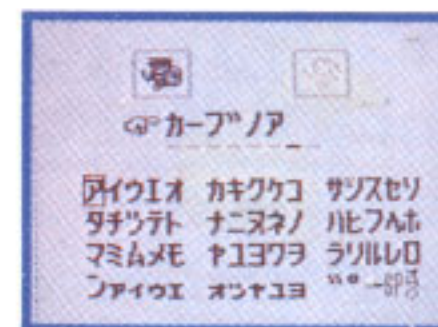
↓ Press the A button.

The game will start.

Configuring the Game

For playing for the first time or playing again from the beginning, select 'Data Wipe'. For changing the player's name or character, select 'Rename'.

When on the name entry screen, you can select a Male or Female character and input a name of up to 8 characters.



+ Button selects, the A Button confirms and the B Button cancels. When done entering your name, select 'End', press the A Button, and your name will be saved. Selecting a clear letter on the name entry screen will create a space (uses 1 character). If no name is chosen, the name 'Pentaro' will be used. Selecting 'End' will return you to the Guild.

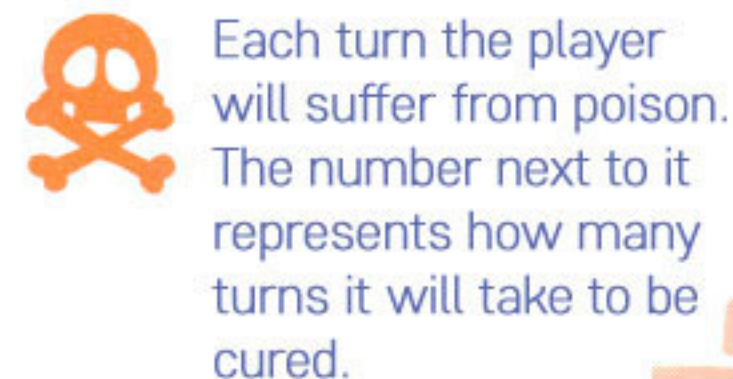
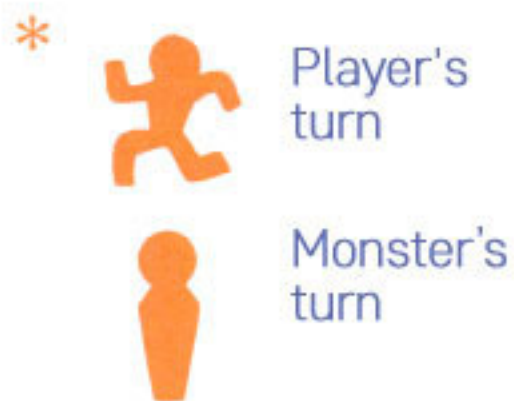
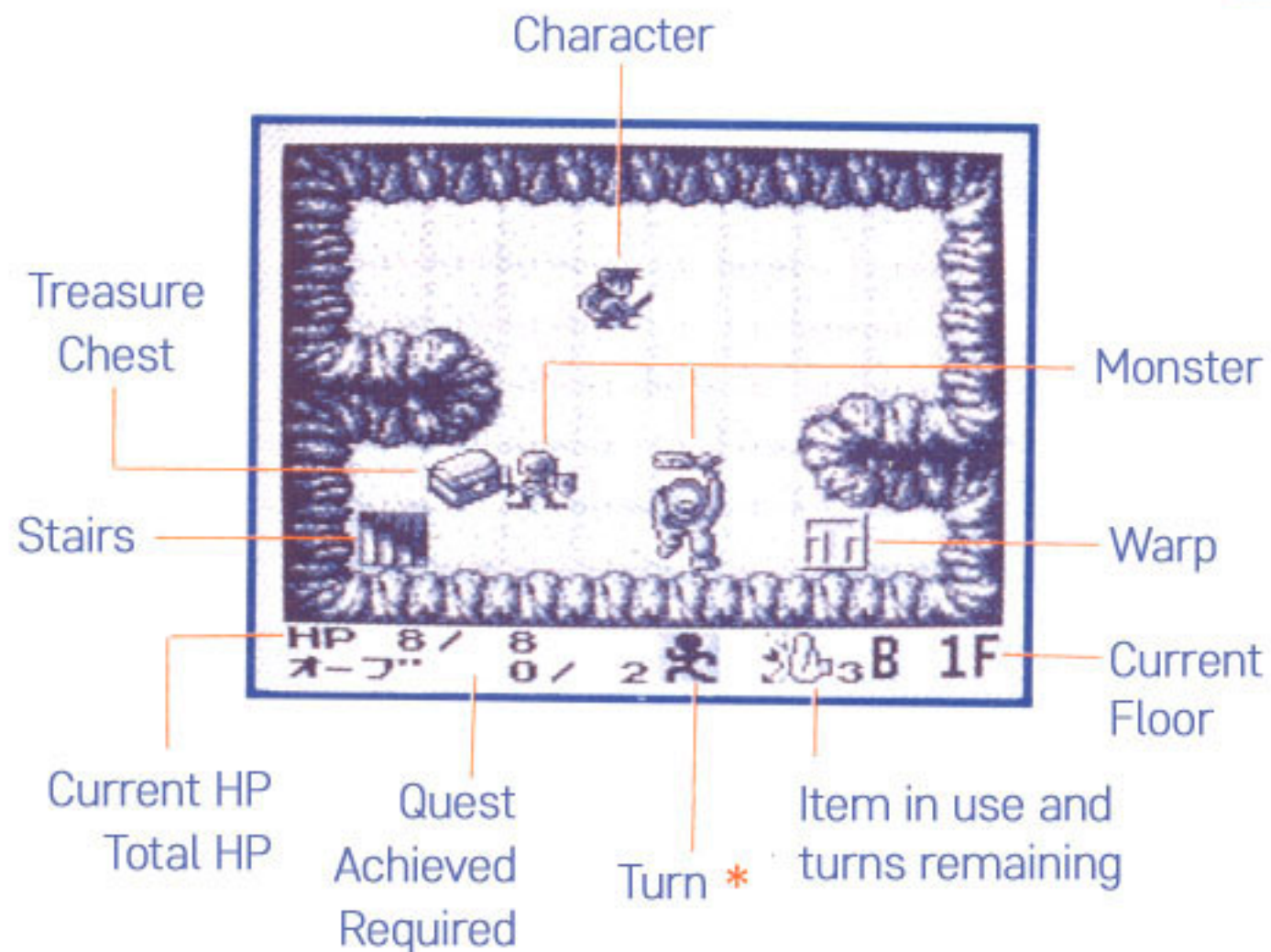
🏰 Dungeon Navigation 🏰

- When the player performs an action, monsters will also make one action themselves. This is called a Turn.
- Both players and monsters have their own HP (physical strength). If in things such as battle, the player loses their HP, they will fail the quest, and it will be Game Over.
- The player can see how much HP a monster has by pressing the Select Button while in the dungeon. While on this screen, no other action can be performed.
- When the Quest objective has been achieved, a door leading back up to the surface will appear.
- There are treasure chests inside the Dungeon containing items such as those to restore HP, or magic swords. You cannot carry more than 9, so be sure the items are important to your Quest.

- There are monsters that can inflict poison on you. When poisoned, each turn you receive 1 point of damage. Poison will subside, but if you use an antidote you will return to health immediately.



📌 The Game Screen



▼ 1. Turn Actions

Each turn, the player may perform a single action.

Move

Move in any four directions using the **+** button. To move to a lower floor or warp, stand on top of a door and press the A Button.

Attack

When you bump into a monster, a square cursor will appear above the monster. Pressing the A button will attack. Damage dealt to the Monster will be shown. If the damage dealt exceeds the monster's HP, it will be defeated, otherwise, the player will be attacked next.

Chest

When you bump into a treasure chest, the square cursor will appear. Pressing the A button will open it and reveal what is inside.

Take

When standing over an item or gold, pressing the A button will pick the object up.

Pass

Pressing the B Button will cancel your turn.



Using Items

Apart from stairs, warps, and doors, pressing the A Button on a floor tile will display the item screen.



Use:

Select the item using the **+** Button, then confirm with the A Button. If used on yourself, the effects will be shown. If used on a monster or tile, the screen will return to the dungeon where the Square cursor can be moved with the **+** button and used with the A button.

Toss:

Select the item with the **+** Button and toss the item to your feet with the A button. However, an item cannot be tossed away where another one already exists. A tossed item can be picked up.

End:

Return to the dungeon. Can also be done by pressing the B button.

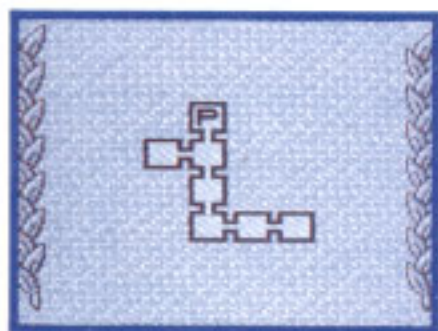


▼ Camp

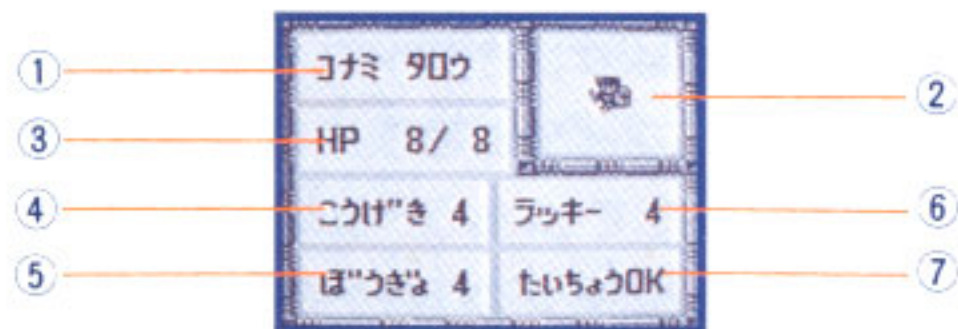
Pressing the Start Button inside the dungeon will allow you to enter your camp.

Map Displays every room you have entered at least once. However, it is limited to the floor you are currently on.

P : Indicates character's location.



Status Displays the character's condition.



① **Name** Character's name. You can set a name (max 8 letters) on the name entry screen.

② **Character** Your character.

③ **HP** Physical condition. Current HP / Total HP.

④ **Atk** Current attack power

⑤ **Def** Current defense power

⑥ **Luck** Current amount of luck

⑦ **Body** OK : Healthy

Poison : Suffering poison. Each turn you take damage. After a number of turns, or using an antidote, you will return to a healthy state.

BGM ON : During the game, music will play.
OFF : Stops music.

Quit Press the A, B and Start buttons at the same time. Ends game and returns you to the title screen. Clears progress on your current quest, but your previous data will still be present.



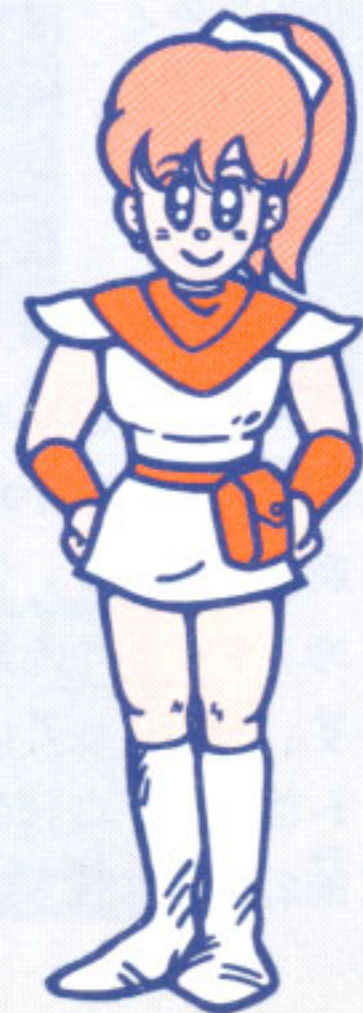
Introduction

These are the apprentices who have raised their swords and come to the village of Karuzu in order to attain the title of 'Adventurer'.

- Male Character



- Female Character



Items

These are items that you will receive from the village god as well as find inside treasure chests inside the dungeons. There are also other items besides these inside the dungeons.

Heal



Restores HP

Antidote



Cures Poison

HP
Essence



Completely restores HP, and increases your total HP by 1.

Fly



Instantly warp to another part of the room.

Change



Transforms a monster in the room to another monster.

Attack*



Increases Attack skill for a number of turns as determined by the level.

Defense*



Increases Defense skill for a number of turns as determined by the level.

Cloak*



Become invisible for a number of turns as determined by level. Cannot attack or open chests while cloaked.

Luck



Increases luck by 1. (Item is not added to inventory)

Stairs



If there are no obstacles, creates stairs leading to the next level.

Lamplit



Clears away dark fog and brightens up the room.

Fire



Deals damage to a single enemy in the room.

Rock



When placed on top of a hole or lava, it creates a tile. When placed on a tile, it creates an obstacle.

* Attack, Defense and Cloak cannot be used in conjunction.

Key



A key used to open cages with fairies trapped inside. Face the cage and use it.

Sword



Raises your attack skill. (Cannot be used on the item screen).

Shield



Increases your defense skill. (Cannot be used on the item screen).

Orb



The objective of the Orb Quest. When used, swords, shields and orbs will react to it, with each playing its own tune. Item has unlimited uses

Gold



The objective of the Gold Quest. (Item is not added to your inventory)

Dungeon Elements



Ordinary Floor

You can walk across it normally.



Bridge

You can walk across it normally.



Underground Stream

You can walk across it normally.



Stairs

Stairs that descend to the next floor down.



Warp

Sends you to another room on the same floor.



Wall

Bumping into it will do no damage to you. There are some walls that will allow you to enter an adjacent hidden room.



Hole

If you fall down a hole, you will take damage, reducing your HP and sending you to below.



Crumbling Floor

When you step on it, cracks will form. If you don't move by the next turn, it will turn into a hole you will fall down.



Lava

If you fall into it, your HP will be reduced to zero, and you will fail your quest.



Treasure Chest

You can find things such as items stored inside.



Door

Door leading to the surface. When you accomplish your quest, the door will appear nearby.



Fairy Cage

A box in which fairies have been locked. Use a key to open it.



Many other elements besides these also exist.

Monster Introduction



Centipede



Tarantula

Death



Flame



Krab

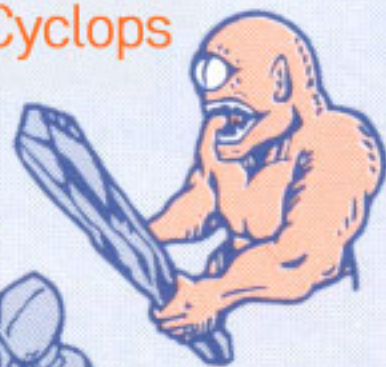


Gas

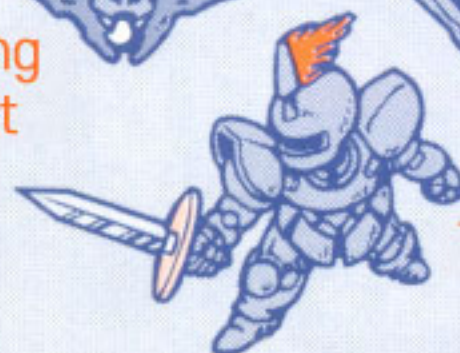
Cyclops



King
Bat



Titan



There are still many more monsters waiting for you to face them down below!!

LISTEN
CLOSE!

Hints from the ol' Guild Master



If you dive headlong into battle, you'll be throwing your life away, ya hear?

Listen to what I have to say.

- ✦ Pay attention to movement to avoid enemies. Using B Button to Pass a turn can help the timing.
- ✦ If you enter a room and the position of monsters is bad, go back into another room and wait several turns. Afterwards, if you go back into the room, the monster's positions will have changed.
- ✦ When using an Orb, quickly search for another orb, sword, or shield.
- ✦ Check a monster's HP using the Select Button. If a monster is in fog, however, their HP cannot be checked, so be careful!
- ✦ What at first sight looks like a hole, may actually be an 'invisible tile' that can be walked upon. If a Centipede or Tarantula walks above the hole, it could be an invisible tile.

Operation Precautions

- 1) When playing for extended periods of time, please ensure a short 10 to 15 minute break every 2 hours.
- 2) This is a high-precision game, so avoid operating it or storing it under extreme temperatures or subjecting it to strong forces.
- 3) Do not excessively put the power switch into the on and off positions. Once the power switch is ON, do not insert a DC plug from an electrical outlet.
- 4) Once the power switch is ON, do not replace batteries until they have depleted.
- 5) Avoid touching the connectors or cleaning them with water. Doing so can damage the game.
- 6) Do not clean with thinner, benzene, alcohol or other such solvents.

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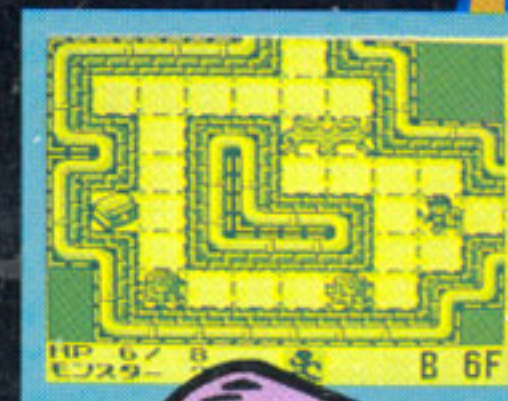
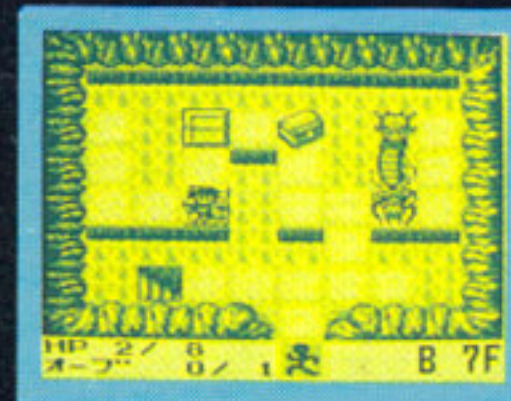
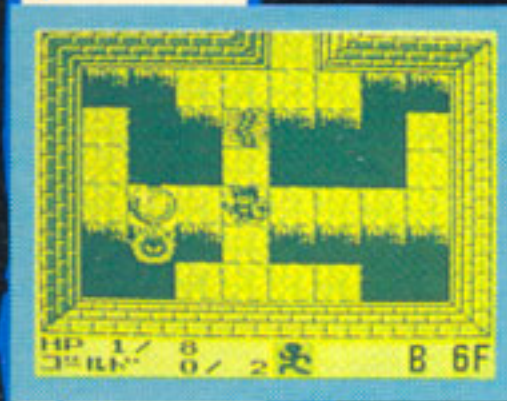
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Adventure awaits in the Labyrinths

Conquer the quest of the
labyrinths, and become an Adventurer!
Not just an RPG, it's a whole new Cave Adventure!



- ♥ Four quests to choose from
- ♠ Shuffle feature changes maps
- ♦ Includes battery save feature
- ♣ Built-in mapping system



Handling your Cartridge

- This is a high-precision game, so avoid operating it or storing it under extreme temperatures or subjecting it to strong forces. Never take it apart.
- Avoid touching the connectors or cleaning them with water. Doing so can damage the game.

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