WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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.
Beldor the maleficent reigned as a despot over the kingdom of Sellech for one thousand years. All was chaos and destruction. Many knights went on a final crusade to destroy Beldor but none returned. The people united, built energized heroes and imprisoned Beldor’s soul. Now, Clovis, corrupt son of the King of Sellech, wants to harness Beldor’s power and conquer the kingdom. Only you can free the people of Sellech, and keep Clovis from resurrecting the evil power and curses of Beldor.
Table of Contents
LEGEND

1 PLAYER
OPTION
START LEGEND
Starting the Game

To open the doors to the mystical kingdom of Sellech, insert the “Legend” game pak into your Super NES and turn on the power.

The Seika logo will appear followed by the Title Screen. If you do not press a button within a few seconds, a short demonstration of the game will be presented. Selection of the one or two players mode may be made by pressing “SELECT.” Press Start to begin your treacherous adventure.
Game Options

The Option Screen allows you to customize the game to your personal preferences. To select "OPTIONS" in the main menu, use the up and down directions on the control pad to highlight the word and then press "START."

Game Level

This determines the level of difficulty for the game (Easy, Medium, Hard). At higher levels of difficulty you will also be given more chances of continuation as shown:

- Easy: 4 continuations
- Medium: 5 continuations
- Hard: 6 continuations
PL1 Color

This option will allow you to choose from three colors for the player knight.

Share Lives

You have been granted the option of having two players battle at the same time during the game. This option is recommended for those who cannot face Clovis’ powers alone.

When all options have been selected and you are satisfied with your option set-up, select exit to take you back to the main menu screen and select “Start Legend.”
Controls

Select Button: Pauses and unpauses the game

Y Button: Action/Sword

B Button: Jump

X Button: Special Weapon

A Button: Magic Spell

L/R Button: Shield

Controls (Combinations)

B + Y: Jump & Swing Sword

B + (Y & Directions): Jump and Kick
Screen Layout

a. Character’s Name
b. Your Lives - Credit
c. Extra Force (0 at beginning)
d. Energy Bar
e. The Score
f. Number of Magic Phials collected
g. Timer
Bonus Items

During your quest, many of the enemies you will be fighting off may lose bonus items from their pockets when they are defeated. These can be picked up by simply walking over them.

Bonus Items:

(1) Drumstick  Adds one point to your energy.

(2) Gold Bag   Gives you fifty points.

(3) Bread      Adds one point to your energy.
(4) Magic Phial Two are needed to activate Magic Spell (maximum of nine can be collected).

(5) Gold Key Opens Chest in Bonus Stages.

(6) Gold Coins Gives you fifty score points.

(7) Extra Force Increases your power (up to three can be collected).

(8) One-Up Extra Life.

(9) Necklace Gives you fifty points.

(10) Apple Adds one point to your energy.
Gold Coins Bonus Stage

Chest Bonus Stage
Bonus Stage

As a reward for your accomplishments during the game, two types of Bonus Stages are offered.

Gold Coins Bonus Stage:
Collect as many gold coins as quickly as possible.

Chest Bonus Stage:
Use the keys you have collected to open the chests and take the bonus items in them.

If you feel you are a true, daring warrior you may skip the Bonus Stage by pressing "START."
Words
of
Wisdom
• The enemy is cunning and can quickly surround you, so don’t spend too much time in one area.

* Attacks from behind are frequent. Use of the “reverse hit” will help you avoid such attacks.

* The enemy is a brute force with no remorse. Collecting all of the bonus items will improve your conquest.

* Save the Magic Spells for the BIG BOSSES, for you will definitely need them.

* Defending yourself is an element of victory. The shield has been given to you to do just that.
90-DAY LIMITED WARRANTY SEIKA GAME PAKS

90 DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak (“PAK”) (not including Game Pak 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 1-310-373-0404 Ext. 140.

3. If the Seika Service Representative is unable to solve the problem by phone, he 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 our sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Seika Corporation
   20000 Mariner Avenue, Suite 100
   Torrance CA 90503

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.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after the personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH WHEREIN. 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 on 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.