

Melfand Stories (Import) FAQ/Walkthrough

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MELFAND STORIES

(c) 1994 ASCII

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GUIDE

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About the Game

An action game that you can play simultaneously with two people. An attack with a more powerful combined magic and sword become possible if two people use magic by matching their timing. The story changes depending on which stage you choose.

Prologue

The old country Melfand where both men and fairy live. The King was yearned by his people, and was ruling the country peacefully, but..he is assassinated with the Queen by Minister Nomolwa's rebellion, and the young Prince also becomes missing. Nomolwa who became King voluntarily came to rule the people with his power, and the people who disobey him were killed by monsters and soldiers. After that, five years..four young people stood up to defeat the evil King Nomolwa, and to regain the peaceful country.

The Four Players

Name: El
Age: 13
Class: fighter
Equipment: holy sword Grandil, magic mantle
Characteristic: A childish but a bright boy whose bravery and sword skill has confidence that is second to none. His close combat is strong.

Name: Corse
Age: 22
Class: knight
Equipment: wind spear, knight shield
Characteristic: A reliable young man who values chivalry, and the peacemaker of the party. His attack is strong, but his speed is slow.

Name: Lemon
Age: 51 (she is 17 when she is a human)
Class: witch
Equipment: crystal rod, silk cloth
Characteristic: A kind elf girl. Her magic power also has a very strong reach, but her close combat is not good because her hitting is weak.

Name: Nora
Age: 20
Class: thief
Equipment: lightning whip, leather suit
Characteristic: A female thief who has lived by herself since she was young. Her hit-and-away strategy which makes the best use of her speed is good.

Please use these cheat codes that are listed below to easily beat this game.

Invincibility 7E128803
Health gauge 7E00C331

THE CONTROLS

Cross button To move a character.
Y Button To attack.
B Button To jump.
X Button To use magic.
Start button To pause the game.

Choose the player of El or Corse or Lemon or Nora.

-STORY ONE-

OCEAN

Stage 1 - Defeat the boss Captain Foot.

Stage 2 - Defeat the boss Kraken.

[Choose Woods - Hard]

WOODS - Hard

Stage 1 - Defeat the boss Dark Elves.

Stage 2 - Defeat the boss Giant Warm.

Bonus Stage - Defeat the Harpies on the carriage.

MOUNTAIN

Stage 1 - Defeat the boss Labyuleless.

Stage 2 - Defeat the boss Wyvern.

[Choose Cave - Hard]

CAVE - Hard

Stage 1 - Defeat the boss Tetra Foot.

Stage 2 - Defeat the boss Dragon.

Bonus Stage - Destroy the bronze statue of Nomolwa.

CASTLE

Stage 1 - Defeat the boss Labyuleless.

Stage 2 - Defeat the boss Nomolwa.

Stage 3 - Defeat the final Boss Beril.

THE END

-STORY TWO-

OCEAN

Stage 1 - Defeat the boss Captain Foot.

Stage 2 - Defeat the boss Kraken.

[Choose Woods - Hard]

WOODS - Hard

Stage 1 - Defeat the boss Dark Elves.

Stage 2 - Defeat the boss Giant Warm.

Bonus Stage - Defeat the Harpies on the carriage.

MOUNTAIN

Stage 1 - Defeat the boss Labyuless.

Stage 2 - Defeat the boss Wyvern.

[Choose Town - Easy]

TOWN - Easy

Stage 1 - Defeat the boss Kage.

Stage 2 - Defeat the boss Black Knight.

Bonus Stage - Destroy the bronze statue of Nomolwa.

CASTLE

Stage 1 - Defeat the boss Black Knight.

Stage 2 - This stage is a little bit tricky. You have to walk on the color changing pentagram in the order of red, blue, green to teleport to the next area. Defeat the boss Nomolwa.

Stage 3 - Defeat the final boss: Beril.

THE END

-STORY THREE-

OCEAN

Stage 1 - Defeat the boss Captain Foot.

Stage 2 - Defeat the boss Kraken.

[Choose Grasslands - Easy]

GRASSLANDS - Easy

Stage 1 - Defeat the boss Griffon.

Stage 2 - Defeat the boss Jemia.

Bonus Stage - Defeat the Harpies on the carriage.

CHURCH

Stage 1 - Defeat the boss Ghosts.

Stage 2 - Defeat the boss Golem.

[Choose Sky - Easy]

SKY - Easy

Stage 1 - Defeat the boss Death Flyer.

Stage 2 - Defeat the boss Manticore.

Bonus Stage - Destroy the bronze statue of Nomolwa.

CASTLE

Stage 1 - Defeat the boss Hell Hound.

Stage 2 - Defeat the boss Nomolwa.

Stage 3 - Defeat the final boss Beril.

THE END

-STORY FOUR-

OCEAN

Stage 1 - Defeat the boss Captain Foot.

Stage 2 - Defeat the boss Kraken

[Choose Grasslands - Easy]

GRASSLANDS - Easy

Stage 1 - Defeat the boss Griffon.

Stage 2 - Defeat the boss Jemia.

Bonus Stage - Defeat the Harpies on the carriage.

CHURCH

Stage 1 - Defeat the boss Ghosts.

Stage 2 - Defeat the boss Golem.

[Choose Town - Hard]

THE TOWN - Hard

Stage 1 - Defeat the boss Kage.

Stage 2 - Defeat the boss Black Knight.

Bonus Stage - Destroy the bronze statue of Nomolwa.

THE CASTLE

Stage 1 - Defeat the boss Black Knight.

Stage 2 - This stage is a little bit tricky. You have to walk on the color
changing pentagram in the order of red, blue, green to teleport to the next
area. Defeat the boss Nomolwa.

Stage 3 - Defeat the final boss Beril.

THE END

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