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# BEGGAR PRINCE

*Special 20th Anniversary Edition*

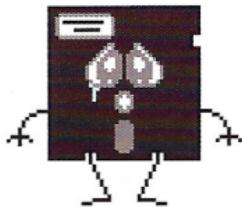
INSTRUCTION MANUAL

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- Keep fingers, dust, liquids and chemicals away from the exposed metal contacts at the bottom of the cartridge. If the contacts become dirty, gently clean them with a dry cloth.
- Do not bend, slam or throw the cartridge. Doing so may result in permanent damage.

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Beggar Prince: Product #SF-010

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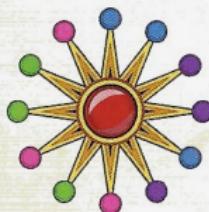
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# BEGGAR PRINCE

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# Introduction

Thank you for purchasing this game. Your support is very important to me, and much appreciated. *Beggar Prince* was our company's first attempt at producing a true commercial-quality product, and I'm proud of what we accomplished. But we can hardly take all the credit.

This game was originally developed by our friends at C&E, Inc. in Taiwan, and released solely in the Chinese language in 1996. It was a success for the company, selling 10,000 copies.

Super Fighter Team was entrusted with translating the game into English, squashing some bugs in the original code, and rewriting the saved game routine to work on all hardware variations of our favorite 16-bit game system and its various add-ons. It was a major undertaking for our fledgling team, but we saw it through to the end with patience and grace.

Thus, ten years after the game's debut in Taiwan, the rest of the world finally got a chance to experience C&E's masterpiece when we published our new and improved version of *Beggar Prince* in 2006. Better late than never.

Now, as 2016 winds to a close, we see yet another new beginning for *Beggar Prince* in the form of this special celebratory edition. I truly hope you enjoy the adventure.

We'll see you next game. Never let dreams die!

Brandon Cobb  
President,  
Super Fighter Team



# Story

Shatt Kingdom, a country full of prosperous life. Under the wise, caring rule of King Shatt, the land will continue to flourish with peace and prosperity. That is, unless the prince gets involved...

Prince Steven threatens to sour the reputation of his otherwise upstanding family. The prince is lazy, careless, and thinks only of himself and of having a good time. He doesn't wish to learn how to behave with manners, about the history of his kingdom, or anything else of importance. In his mind, the "common folk" outside the castle have it made while he is a prisoner.

One day, Prince Steven escaped the palace after outsmarting the guards. He wished to experience the fun of being a commoner, if only for a little while. Much to his surprise and delight, he came upon a beggar who could easily be mistaken as his twin. Switching clothes with the beggar, he sent the beggar into the palace to take his place. This way, he could have as much fun as he wanted outside the palace without being searched out by the guards.

Unknown to the prince, evil eyes were watching him from within the castle walls. Now, thanks to the prince's selfishness and lack of regard, he has opened the door to evil. The false prince will surely be used as a catalyst, and unless something is done, the entire kingdom will fall to the forces of evil.

Later, as the prince attempts to return to the palace after having his share of fun, he is barred from entry. The guards laugh at his poor, ragged clothing. "The prince is enjoying himself inside the castle!", they tell him. "Get lost, you pauper!" Only after shedding some tears over his situation does the prince truly learn what has happened. He swallows his pride and vows to save the kingdom and return it to its former prosperity.

# Chararters

## Prince Steven

The prince of Shatt Kingdom, Steven is very lazy and prefers to play petty tricks on others rather than pay attention to his royal duties. He is highly responsible for the cause of the crisis now threatening his kingdom. In these dark times, he has claimed responsibility and sworn to put an end to the suffering.



## Tom

A beggar in the capital, his life undergoes some major changes when he switches places with the prince.

## Priest Sarah

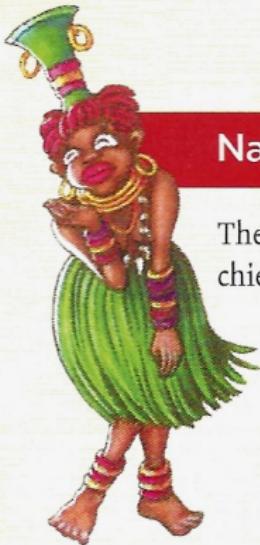
The palace priest, Sarah has a strong knowledge of both magic and lore. She is pure hearted with a strong resolve.





### King Shatt

The wise and just king of the Shatt Kingdom. His only worry is that his lazy son Steven won't amount to anything.



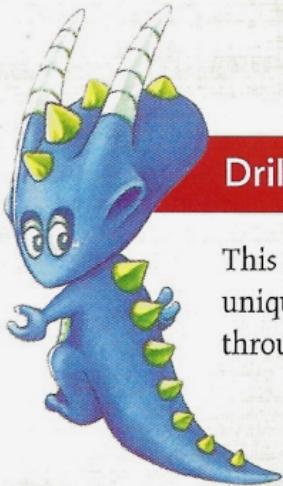
### Native Princess

The only daughter of a native chief, she is a big troublemaker.

### Mermaid Princess

A kind girl with a compassionate heart. Her father is the Mermaid King, ruler of the remote Crystal City.





### Drill Dragon

This small dragon has the unique ability to tunnel through the earth like a mole.



### Lupi

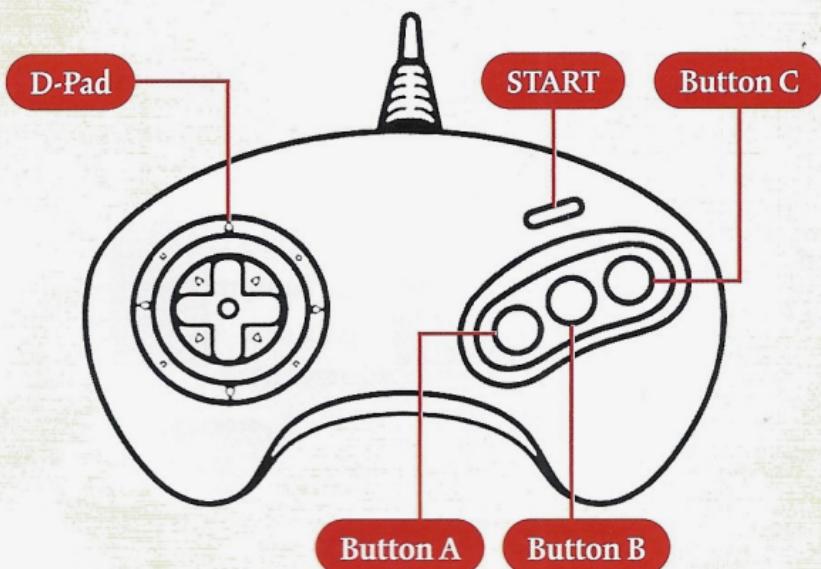
A very rare, special creature that has the mysterious power to heal wounds. Highly sought after by the enemy.

### Cat Minister

An important aid to King Shatt who performs many duties in the palace. Yet, evil plans lie behind his brilliance and wisdom.



# Controls



**Directional Pad:** Moves the character / cursor

**Button A:** Move quicker (depending on shoe type)

**Button B:** Cancel option

**Button C:** Talk, search, confirm option

**START Button:** Open / close the game menu

## Inside the Game



# Status Screen



- A. Items
- B. Sun Instrument
- C. Level
- D. Save / Load
- E. Equipment

## A. Items



Move the cursor using the directional pad.  
Press Button C to bring up two choices:

**Use:** Have the prince use the selected item.  
**Info:** Display a description of the selected item.

## B. Sun Instrument



The Sun Instrument is a very powerful weapon. You will need to collect twelve special gems to activate it. When complete, the Sun Instrument can only be used twelve times, so be extra careful when and where you choose to use it!

## C. Level



**LEVEL:** The prince's current level.  
**HP:** The prince's current / max health points.  
**MP:** The prince's current / max magic points.  
**EXP:** The prince's current experience points / points required to reach the next level.

## D. Save / Load



**Save Game:** This option can only be used on the world map and at designated save points.

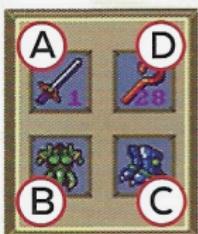


**Load Game:** You can return to a previously saved game with this option.



After selecting this option, the load / save screen will appear. You have access to four save slots. When you save a game, the data will be stored even after you turn off the system. This way you can come back later to continue your quest.

## E. Equipment



**A. Weapon:** Displays the type of weapon currently in use and its level. Attacks will differ based on the level of your weapon.

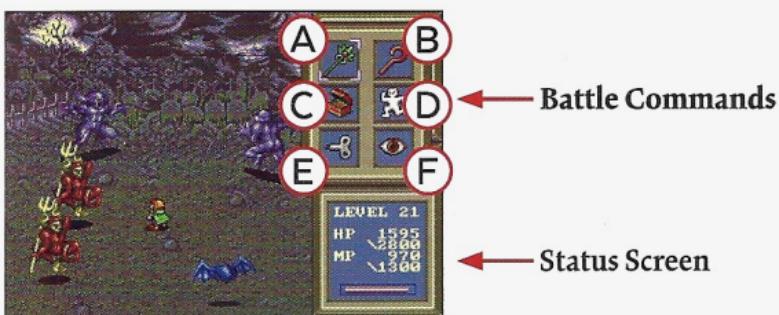
**B. Armor:** Armor increases physical and magical defense.

**C. Shoes:** Shoes serve several purposes: defense, giving you an increased chance of escaping from battle, and allowing you to pass through otherwise impassable areas. With the right shoes you can move much quicker by pressing and holding down Button A.

**D. Magic:** Displays total of spells learned.

All of the equipment in the game will be automatically equipped when found.

# Battle Screen



After choosing to use magic, you are then able to select a spell from one of nine categories. Each category consists of three to five different spells.

The categories are:



Earth      Fire      Wind

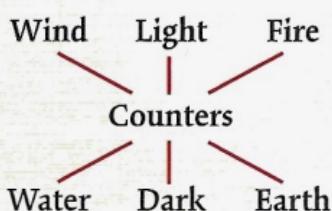
Water      Dark      Light

Voodoo      Control      Spirit

Along with the list of spells to choose from, the MP and SP required to cast the spell is displayed. If you don't have enough MP and / or SP left over to cast the spell, it will be greyed out in the selection menu and will not be selectable.

Magic damage differs according to the situation. If there are six monsters on the screen, the damage dealt to them from a magic spell will be distributed among them. If only one monster is attacking, it will take the total damage from the spell.

Each monster type (earth, fire, wind, water, light, dark) will react differently to your magic attacks. If you choose a spell that counters their strength, the damage the magic inflicts could be doubled. You will find a chart below which describes how this process works.



**C. Item:** Items can be used or described.

**D. Escape:** Gives the prince a chance at escaping from the fight.

Success rate depends both on the prince's health and the type of shoes he is wearing (see chart on Page 20). It is not possible to escape from a boss encounter.

**E. Auto:** Enables auto mode, where the computer will take over the fighting for the player. Only normal attacks will be used, however. Press Button C to cancel auto mode.

**F. Check:** Checks the current status of each monster. The status of certain monsters, such as boss monsters, will not be revealed and instead replaced with question marks.

## Battle Status



- A. Monster Names
- B. Monster SP
- C. Prince's Level
- D. Prince's Health
- E. Prince's MP
- F. Prince's SP

Each round of combat lasts until the attacker runs out of SP (stamina points). The prince always gets the first round when a new battle begins. Each action uses a different amount of SP.

In addition, SP will slowly decrease on its own if no option is selected. When the prince's SP reaches zero, it is the enemy's turn to attack, and vice versa. The battle is over when one side has been defeated.

- Normal attacks use **20 SP**.
- Magic attacks use **30 SP** or more. The stronger the magic, the higher the SP usage.
- Using an item takes away **10 SP**.
- Attempting to escape from the enemy uses **40 SP**.
- Checking the status of the enemies uses **0 SP**.
- Keep an eye on your SP at all times to maximize your combat strategy, and observe how your enemies use their SP.

# Spells List

## Assault Magic

Earth Magic			
Spell Name	Level	SP Cost	Success Rate
Meteor	1	60	95%
Soil Join	2	60	80%
Tremor	3	60	50%
Earthquake	4	75	95%
Emerald Dragon	5	70	70%

Fire Magic			
Spell Name	Level	SP Cost	Success Rate
Flame Spurt	1	60	85%
Fireball	2	60	90%
Crimson Dragon	3	70	70%
Hellfire	4	75	95%

Wind Magic			
Spell Name	Level	SP Cost	Success Rate
Soaring Eagle	1	50	95%
Burning Wind	2	60	80%
Heaven's Thunder	3	50	85%
Ivory Dragon	4	75	70%

### Water Magic

Spell Name	Level	SP Cost	Success Rate
Acid Rain	1	60	90%
Dry Out	2	60	90%
Tidal Wave	3	60	85%
Hydro Dragon	4	75	70%
Freeze	5	75	95%

### Dark Magic

Spell Name	Level	SP Cost	Success Rate
Skeleton	1	60	80%
Venom of Death	2	75	90%
Hades Dragon	3	70	70%
Dark Eraser	4	80	95%

### Light Magic

Spell Name	Level	SP Cost	Success Rate
Flash	1	50	95%
Bright Orb	2	55	85%
Light Arrow	3	60	90%
Yellow Dragon	4	70	70%
Sunlight	5	80	95%

### Voodoo Magic

Spell Name	Level	SP Cost	Success Rate
Gobolata	1	40	90%
Amidala	2	60	90%

## Support Magic

Control Magic			
Spell Name	Effect	SP Cost	Success Rate
Faint	Makes the enemy faint for 2 rounds.	30	20%
Hypnotize	Makes the enemy dizzy for 3 rounds.	40	35%
Confuse	Enemy fights itself for 3 rounds.	50	50%

Control Magic			
Spell Name	Effect	SP Cost	Success Rate
Conceal	Invincibility for 2 rounds.	40	90%
Summon Lupi	Recover full health.	40	95%
Gather Chi	Attack power doubles 2 rounds.	50	95%
Heal	Recover $\frac{1}{2}$ health.	20	100%



# Weapon List



## Slingshot

A simple weapon constructed of tree branches. Being a very basic weapon, its power is limited.

### Slingshot Techniques

Level	Name	Description
1	Normal	Shoots a rock at the enemy.
2	Drill	Flings a twisting rock at the enemy.
3	Comet	Better focuses the user's strength to send the rock flying like a comet.
4	Canon	Explosive shells detonate on contact.



## Spear

This weapon is thrown by hand and is slightly more powerful than the slingshot.

### Spear Techniques

Level	Name	Description
1	Normal	Throws the spear at the enemy.
2	Double Thrust	Attacks enemy twice with the spear.
3	Deadly Throw	Launches spear into the sky. It then drops down to strike the enemy.
4	Lightning Thrust	Calls upon the power of nature to shock the enemy fiercely.
5	Ghost Thrust	Shadow images are used to deliver multiple blows.

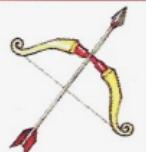


## Axe

Differs from a woodcutter's axe as this type is designed for battle. Can deliver devastating blows.

### Axe Techniques

Level	Name	Description
1	Normal	Normal slash with the axe.
2	Twisting Slash	The body is twisted before the attack to make for a heavier blow.
3	Boomerang Slash	The axe is thrown like a boomerang at the enemy.
4	Mountain Press	The user launches himself into the air to deliver a crushing blow.



## Poisonous Arrow

A weapon designed for long range attacks, it can be very powerful in the right hands.

### Spear Techniques

Level	Name	Description
1	Normal	Shoot the arrow normally.
2	Icicle	Combines arrows with water magic to freeze the enemy.
3	Ten Thousand Arrows	Many arrows are launched at the enemy in a frenzied assault.



## Treasured Sword

A must-have weapon for warriors, this sword is lightweight and extremely powerful.

### Sword Techniques

Level	Name	Description
1	Normal	A single swing of the sword.
2	Flame	A fireball enhanced swing of the sword.
3	Mirror	Double blows struck in quick succession.
4	Flash	Stores up chi before releasing it while attacking with the sword.



## Holy Staff

A holy staff coursing with magical power, only the most skilled of magic users may wield it.

### Staff Techniques

Level	Name	Description
1	Normal	Basic attack with the staff.
2	Crouching Tiger	Releases powerful burst of chi with the ferocity of a tiger.
3	Ground Breaker	The energy from this attack causes the ground to shake violently.
4	Sun and Moon	Harnesses the power of both the sun and moon to bombard with pain.

# Armor List



Bamboo Armor

Weapon Def.

20

Magic Def.

20



Leather Armor

Weapon Def.

25

Magic Def.

25



Steel Armor

Weapon Def.

30

Magic Def.

30



Turtle Armor

Weapon Def.

40

Magic Def.

45



Treasured Armor

Weapon Def.

45

Magic Def.

50



Crystal Armor

Weapon Def.

55

Magic Def.

55

# Shoes List

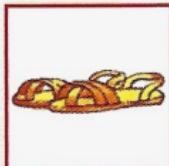
**WD:** Defense against weapons

**MD:** Defense against magic

**RUN:** Chance of escaping from battle

**WM:** Weapon evasion chance

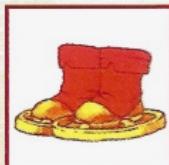
**MM:** Magic evasion chance



Grass Sandals	WD	MD	WM	MM	RUN
	10	3	15	5	30



Cloth Boots	WD	MD	WM	MM	RUN
	15	7	18	9	34



Quicksand Shoes	WD	MD	WM	MM	RUN
	20	5	22	16	38

• Special Effect: Can cross quicksand



Flame Boots	WD	MD	WM	MM	RUN
	20	20	26	20	42

• Special Effect: Can cross lava



Trespass Shoes	WD	MD	WM	MM	RUN
	30	25	30	25	48

• Special Effect: Can cross thorns



Godly Shoes	WD	MD	WM	MM	RUN
	30	30	36	30	80

• Special Effect: Speed boost

# Shoes List

WD: Defense against weapons

MD: Defense against magic

RUN: Chance of escaping from battle

WM: Weapon evasion chance

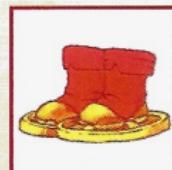
MM: Magic evasion chance



Grass Sandals	WD	MD	WM	MM	RUN
	10	3	15	5	30



Cloth Boots	WD	MD	WM	MM	RUN
	15	7	18	9	34



Quicksand Shoes	WD	MD	WM	MM	RUN
	20	5	22	16	38

• Special Effect: Can cross quicksand



Flame Boots	WD	MD	WM	MM	RUN
	20	20	26	20	42

• Special Effect: Can cross lava



Trespass Shoes	WD	MD	WM	MM	RUN
	30	25	30	25	48

• Special Effect: Can cross thorns



Godly Shoes	WD	MD	WM	MM	RUN
	30	30	36	30	80

• Special Effect: Speed boost

# Item List



## Milk Candy

Too many of these treats could be bad for you, but it's okay to eat one every now and then. You'll regain  $\frac{1}{5}$  of your HP each time you eat one.



## Bread

Bread is healthy and in abundant supply. Eat some, and you'll regain  $\frac{1}{3}$  of your HP. You can't say "crumbs" to that!



## Chicken

When you run across some delicious pieces of chicken, grab them! Eating chicken will regain 100% of your HP!



## Magic Pot

Regain  $\frac{1}{3}$  of your MP using one of these neat little pots. Contrary to popular belief, magic pots are not carried around by thieves in blue clothing.



## Crystal

Magic crystals will replenish your MP back to 100%. Very handy for when you are fighting many harsh enemies and need a quick magic boost.



## Cross

A true holy relic, the cross is your best friend in dire times. Using this sacred item will shoot both your HP and MP back up to 100%.

There are many more useful items throughout the game, including some rare and hidden items. Finding them is half the fun!

# Monsters

There are many fierce monsters to be found in the Shatt Kingdom. Here are some pictures of a few of them just to get the chills running up your spine. Scream in horror at the sight of these beasties!



# Shatt Kingdom



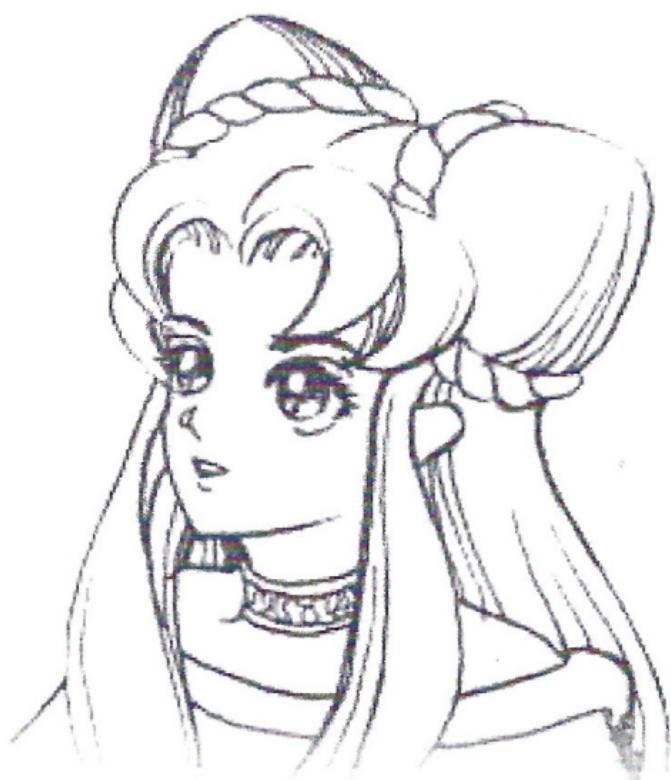
- |                      |                       |
|----------------------|-----------------------|
| 1. Capital           | 6. Fog Forest         |
| 2. Mount Tigerhead   | 7. Mysterious Mansion |
| 3. Skeleton Mountain | 8. Demon Graveyard    |
| 4. Garden of Wonder  | 9. Primeval Forest    |
| 5. Desert            | 10. Boya Volcano      |



# Game Tips

- For your magic attacks to be more effective, you should focus them on a reduced number of enemies.
- Don't hesitate to use healing magic or food to increase the prince's HP when he is in danger. Enemies can be unpredictable, and one mistake can mean death.
- Dynamite is a very useful, powerful item that can make the first portion of the game easier to manage.
- Talk to the people around you frequently. Their dialogue will change after key events, and you can learn important pieces of information from them. Plus you're a prince, so it's good for you to practice those social skills.
- To give another character an item, you must first speak with them. Then, while still facing them, select the item and **USE** it. The character will then react to your action, unless they have no interest in what you are presenting.







## SUPER FIGHTER TEAM

Beggar Prince: Product #SF-010

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