# THE MYTH OF ZAYLA

INSTRUCTION BOOKLET

**Thank you for selecting the Myth of Zayla Game Pak for your Nintendo Entertainment System®**

**Please read this instruction booklet thoroughly to ensure proper handling of your new game. Then save this booklet for future reference.**

## PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
6) Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

**Note:** In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

# THE MYTH OF ZAYLA

Once there was a princess named Zayla who ruled the town of Taroon. One day the town was attacked by legion of Undead Warriors. They spread horror and suffering all around Taroon.

Zayla had no choice than to surrender...

Decades passed and once so beloved princess became a myth. Suddenly a mysterious letter arrives.

Dear Zerno,
Please help! I am a prisoner in the castle of Undeads.

Yours,
Princess Zayla

# IT IS TIME FOR AN ADVENTURE

Insert the Legend of Zayla Game Pak in the NES Control Deck and turn the power on. The story of the Myth of Zayla will appear on the screen and music will start to play.

If you would like to skip the story you may press the Start button to take you to title of the game. Otherwise the story will play and the title of the game will show after the story has finished.

Press the Start button on the Title Screen to start the Game. (Photo)

# HOW TO USE THE CONTROLLER

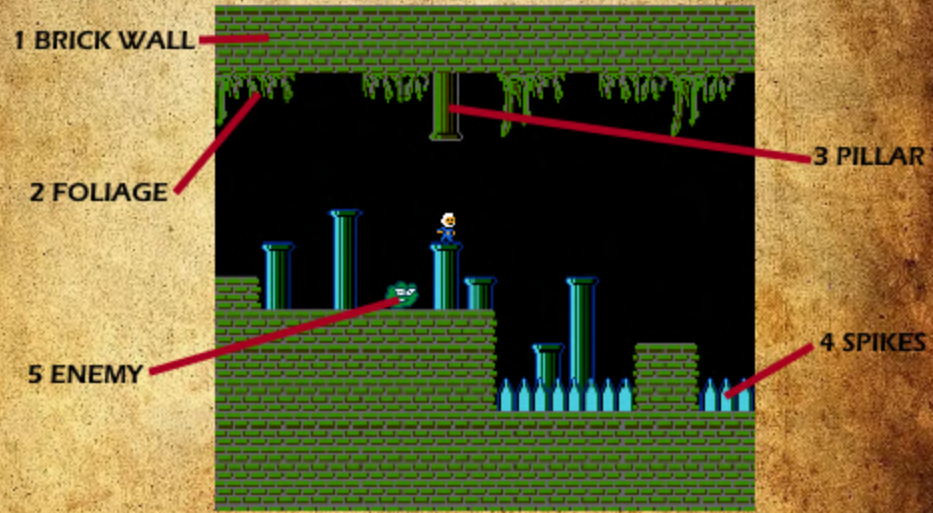
**CONTROL PAD**
This moves your character Left and Right.

**(A) BUTTON**
When you press this button your character will jump.

**START BUTTON**
Open a teleport by pressing the Start button. (teleports can be accessed only in a ghost form.)

**(B) BUTTON**
Press this button near another character to speak to him/her

# KNOW YOUR SURROUNDINGS



**BRICK WALL**
You cannot pass a brick wall as human, but can walk on top of it.

**FOLIAGE**
For centuries the Castle of The Undead has been filled with foliage. Luckily it is not hazardous to the player.

**PILLAR**
Pillars are on the background and can be walked through. It is possible to jump on top of the pillars.

**SPIKES**
Watch out for these. They "really hurt"

**ENEMY**
Minion of the Undead. Stay away or it will kill you

# ZERNO

When Zerno least expected he received a letter from the long lost princess Zayla. Unsure of what to do next Zerno went to see the elders of the city of Taroon. With their help Zerno managed to figure out the whereabouts of the Castle of the Undead.

**HUMAN FORM**
While in human form Zerno can move normally and use the abilities of his special shoes

**GHOST FORM**
Ghost can fly through walls but is unable to jump. While in ghost form Zerno cannot use any special abilities.
*(it's impossible to wear shoes when you have no legs)*

*(see next page for shoes...)*

# SHOES - THE FOUNDATION OF A SUCCESFUL ADVENTURE

**SPIKY SANDALS**

These sandals make Zerno look cool and will also let him stomp on emenies and turn them into pancakes.

**BOUNCY BOOTS**

Higher... Higher... Double jump... Double jump... Press A in midair... Press A in midair...

**CRUSHING CROCS**

Oh yeah... With these babies you can start to break those bricks apart. "If there is a crack it can be crocked"

# MAFALDRIAN

Mafaldrian is the guardian angel of Zerno living in the Castle of the Undead.

If you ever find yourself dead, you may press the Start button to enter a teleport that takes you to her sanctuary.

With her special powers she will be able to revive Zerno and transform him form his ghost form back to a human form.

# HORDE OF THE UNDEAD

**BLAB**
Blab is a blob. Loves simple things like walking left & right. Can't be killed without proper shoes (spiky)

**BLOB**
Blob isn't blab like blab is a blob. Blob is a blob and her favorite thing is flying around the Castle of Undeads.

**FRANK PAPA**

Frank is the result of an unsuccesful experiment made by the wise men of Taroon. Even though they managed to create a living head by combining rotten flesh and magic. The treasurer of Taroon cut the funding and the torso of frank was never made. His power was so overwhelming that very soon Frank escaped from Taroon and started to plan his revenge against humanity.

# CREDITS

Game, Art & Story made by m8siBit Games in 2022 for ByteOff III

All music composed by m8siBit Games except Mafaldrian's Theme composed by J.S Bach (Toccata and Fugue in D minor BWV 565)

Powered by NES Maker by The New 8bit Heroes

# SPECIAL THANKS

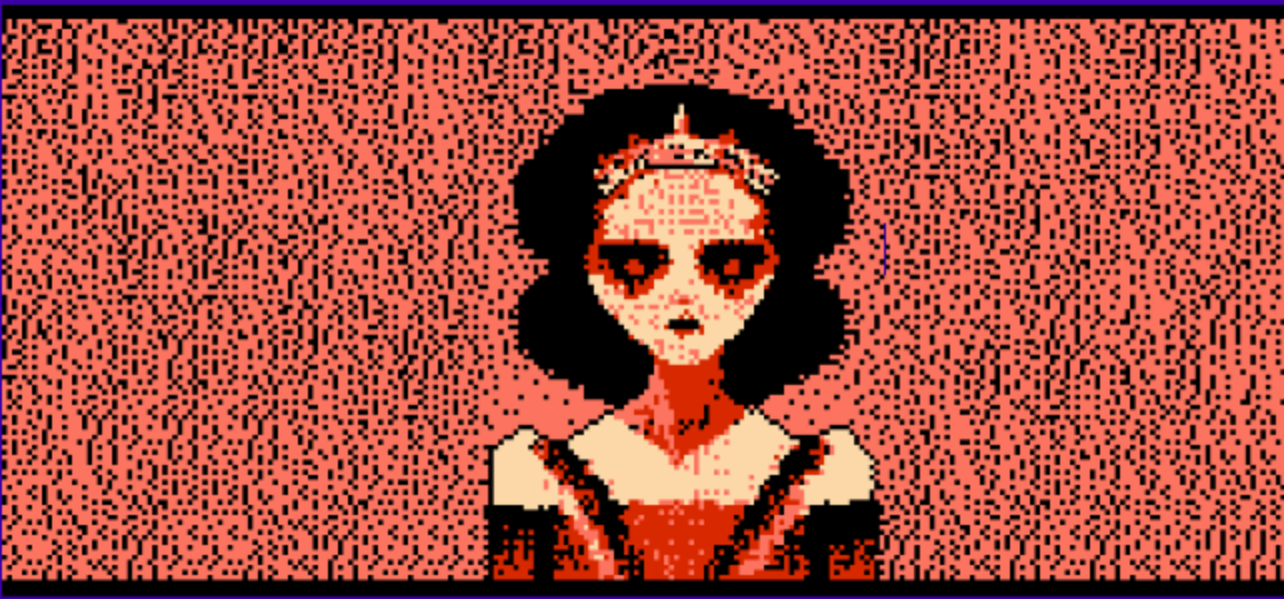
NES Maker community  Testing Tuomas Korhonen & Vecekio

Dall-E 2 by Open AI  Midjourneybot  Famitracker

# THINGS YOU MAY LIKE

More games by m8siBit Games  https://m8si.itch.io/

Accordion VGM Cover Songs  https://youtube.com/c/PlayAccordion



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