

# \*\*\* LA VALEUR – KOGADO Software (1989) \*\*\*

## THE STORY :

The medieval country of VESUGAR, surrounded by forests and lakes, once lived in peace. One day, in a remote area of steep mountains, people heard about the discovery of a large Razanium crystal called « Le Ciel ». The legend said that the possession of two stones gave absolute power. It was then that the search for the other crystal « La Mer » began.



## INTRODUCTION :

(Insert disc 2 to see the introduction)



« This is a unique rock crystal.  
Around this stone, so far, much blood has been spilled.  
RAZANIUM is the name of this stone with magical and mysterious power.

If I focus on the stone and listen to the demands of the people, this will cause a miracle. A simple wish that is not impossible to achieve.

But if the person who possesses it is bad, it will be a disaster.

A long time ago, in this country, the « Le Ciel » crystal was found and fell into the hands of an evil wizard. He thought only of his personal ambition.

It was told to me that there were two large crystals of Razanium.

One day, a man found the other great crystal « La Mer ».

The wizard wanted to use the power of the two stones to dominate the world by using the spirit a demon.

He took possession of the mine to extract magical ore.

Since that time, fearsome beasts roam the country.

Now, every day, I hear the call of a young lady who has sorrow in her soul.

I will report her words. »

« "Your Lord, save this country. The Razanium crystal is in the hands of an evil wizard who terrorizes the people. Go quickly to the country of VESUGAR ».

« My name is FETISIA. Please, come help this crumbling country, otherwise, my honest soul will be destroyed.

If this happens, the country will perish by hunger. Join me to save the country. Time is running out, come quickly and help me. »



## THE GAME :

To start the game from the beginning press « ENTER ».  
Otherwise insert the data disk where the file " LAVALEUR .1" is located.

"ESC" key for the MENU:



**1 : ITEMS** see all items in your possession. No selection to make. (full list below)

### 2 : WEAPON

**EQUIP** = equip weapons and armor

**THROW** = throw away

WEAPON

ARMOR

SHIELD

**ESC** = return to Menu.

### 3 : DRUGS

To recover health (HP) and magic (MP)

FRUIT (100 HP)      Fruit of Angers

POTION (HP MAXIMUM) - Papia Water – drink made by fairies

ORE (100 MP ) – Razanium Ore

CRYSTAL (MP maximum) – Razanium Crystal



FRUIT

POTION

ORE

CRYSTAL

## 4 : MAGIC

### 1 : SHOW

**1 : ITEMS** Displays items used for a spell  
(5 maximum): RING, BOTTLE, VASE,  
BOOK, SCROLL.

**2 : SPELL** Show all the spells in your possession  
obtained with the above-mentioned items.

**3 : ESC** Return to Menu

**2 : USE** Use a Spell (example: restore HP)

**3 : ESC** Return to Menu



RING



BOTTLE



VASE



BOOK



SCROLL

By bringing back 5 items of the same kind, of a choice of 7, to the (WIZARD) who gave you the (KEY), a powerful magic (SPELL) is obtained.

**5 : SAVE** Save the game file « LAVALEUR. 1 » on any disk.

**6 : QUIT** Exit the menu and return to the game.

Combat Menu:

HIT  
WEAPON (change weapon)  
TALK  
RUN

From Level 6, the choice of 3 attack modes : Slice, Pierce, Cost - with the right kind of weapon and enemy. (For example: WEAPON to use the Lance, then attack by piercing with PIERCE.

(SLICE) with Sword.

COST for Axes.

You can move through the menus with the up and down arrow keys.

Magic powers are obtained by bringing 5 objects back to the wizard who gave you the key. These powers (SPELL) vary according to the 5 objects brought back on a choice of 7. The key is taken back. These powers are very useful in combat. You can only have one wizard key at a time. If you come back to see him, you can undo the spell he gave you, he again gives you the key and you start your search again.

## **SPELL ( MAGIC ) :**

### Spells that can be obtained with rings (RING)

BIT	Makes your spears magic before using them.
Silk CAPE	Magic Defense. Reduces the strength of the opponent's attack.
CLOUD	Escape in a magical cloud.
PARALyze	Slows down the top of the enemy (hands), his attacks are weakened.
HEAL	Light Health : to recover a certain degree of physical fitness.

### Spells that can be obtained with bottles (BOTTLE)

EDGE	Makes your swords magic before using them.
Tight ROPE	Flexibility to recover mobility.
STORM	Magic blow to the enemy causing it to flee. No experience points.
LUCIFA	Slows down the movement of the enemy's hands and feet. Attacks become weak.
HEAVY	The enemy's body becomes heavy. His movements slow down.

### Spells that can be obtained with vases (VASE)

STRAIN	Makes your clubs and axes stronger. Before using them.
NOISE	Magic ultrasounds to attack the enemy. Effective on Sound-sensitive enemies.
WARP	Teleports to one of 3 locations. Use all the magic.
SLEEP	Put the enemy to sleep.
X-RAY	Clairvoyance

### Spells that can be obtained with books (BOOK)

SERIAL Health	Maximum HP.
FLASH	Flash of magical light. Effective on enemies sensitive to light.
FIRE	Inflammation of the enemy. Effective on enemies with low body temperature.
CRY	The enemy is crying. Blurred eyes, his attacks are imprecise.
METAL	Turns the enemy into metal. It will be easy to defeat.

### Spells that can be obtained with scrolls (SCROLL)

STING	Huge punch. The enemy is down, however, this requires a lot of magic.
BLIZZARD	Causes a snowstorm. Effective on enemies with high body temperature.
CHAOS	Causes confusion in the enemy that makes him want to stop his attacks.
STONE	Turns the enemy into stone. Effective on a difficult enemy.
POISON	Affected by poison, the enemy is slowed down.

## ITEMS :

TORCH	required for entering caves.
*RING KEY	opens chests containing rings.
CANOE	to use in the cave to go on the water.
TOWER KEY	Key that allows entry into the Somurie Tower in the desert.
*BOTTLE KEY	open chests containing bottles of alcohol (BOTLKEY)
SPIDER (LEGS)	Spider legs for use on Spider Traps.
THIEF KEY	Thief key that opens all the doors of the tower.
MAUNG KEY	to enter the cave on LION Island.
STATUE	Teleport to the Lion statue.
TEAR	Tears - Allows the opening of the Lion building to the third part.
EYE – MANE – TAIL CLAWS – LION KEY	Eye – Mane – Tail – Claws – Key – Open the door to other Lions buildings.
*BOOK KEY	opens chests containing books.
*POT KEY	Open the doors where the vases are.
*SCROLL KEY	Open the doors where the Scrolls are.
LADY KEY	Key that opens the door at the bottom of the castle in the mine.
MINE KEY	Key purchased from the store at the entrance to the Mine.
LA MER	to trade for Throne Key at Water Castle.
THRONE KEY	Opens the door to the King.
JAWS of dragon	Dragon Jaws obtained in the Cave of Trial to show the King.
FANG of Satan	Canine of Satan which is the key to the Castle of Zanzerian.

The 5 keys (KEY) preceded by « \* » are not necessary for the continuation of the game, but are useful for obtaining magical powers (SPELL – MAGIC). Besides, the Sorcerers then take them back.

## WEAPONS :

SHORT	STR +1	SHORT SWORD.
LONG	STR +3	LONG SWORD.
BROAD	STR +6	BROAD SWORD.
TWIN	STR +12	TWIN SWORD.
MURA	STR +18	MURAMASA
HOLY	STR +32	HOLY SWORD.



TRIDENT	STR +1	
SPEAR	STR +2	
LANCE	STR +5	
HALBERD	STR +10	
PARTIS	STR +19	PARTISAN
HOLYLNC	STR +33	HOLY LANCE



CLUB	STR +2	
FRAIL	STR +3	
AXE	STR +6	
WAR AXE	STR +12	
STAR	STR +17	
ST STAR	STR +29	HOLY STAR



### ARMOR :

LINEN	DEF +2	LINEN ARMOR
RING	DEF +4	RING MAIL
CHAIN	DEF +6	CHAIN ARMOR
LAME	DEF +12	LAME ARMOR
BRIGAN	DEF +24	BRIGANDINE
HOLY	DEF +32	HOLY ARMOR



### SHIELD :

LEATHER	DEF +2	LEATHER SHIELD
SMALL	DEF +4	SMALL SHIELD
LAND	DEF +6	LAND SHIELD
LARGE	DEF +12	LARGE SHIELD
TOWER	DEF +24	TOWER SHIELD
HOLY	DEF +32	HOLY SHIELD



You may not have more than 5 weapons, armor and shields on you. You'll have to sell it or throw it away to buy new ones.

## DJANGO - COMPLETE TRANSLATION - February 2018

*Django's French help guide translated to English by Zandig Slaytanic.*