

# EQUESTRIA BOUND

# LONG AGO. IN THE LAND OF EQUESTRIA...

Two regal sisters ruled side by side. The elder sister, Celestia, raised the sun at dawn, while the younger, Luna, brought forth the moon to begin the night. However, over time, the younger sister became jealous, as ponies slept through her beautiful night. The hatred that grew in her heart allowed an evil force to take hold, transforming her into Nightmare Moon.

The powerful Elements of Harmony were eventually able to free Luna from the Nightmare's hold over her and peace returned to Equestria.

But evil cannot be destroyed forever...



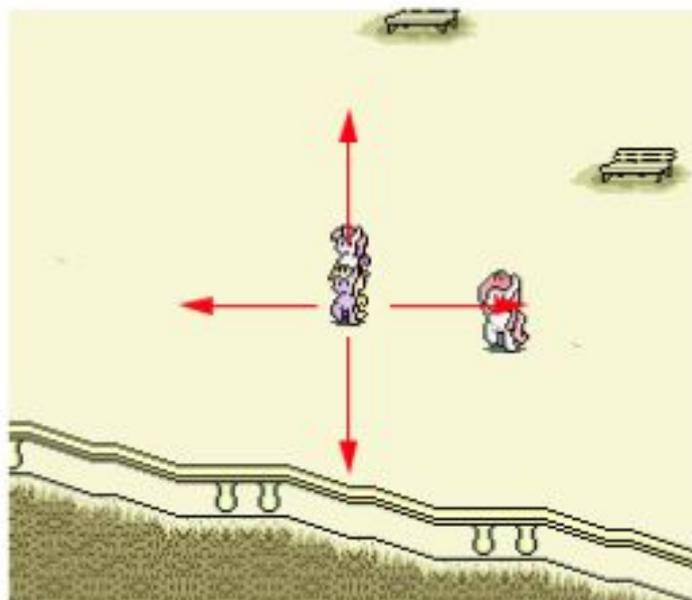
## CONTROLS



Basic game control in EquestriaBound uses the Control Pad, the A Button, and the B Button. The Control Pad is used to move your character, the A Button is used to select options and bring up the menu, and the B Button is used to cancel. Each of the buttons on the controller has at least one use, except for the Y Button, which has no function in this game.

## Control Pad

The Control Pad is used to move your character or characters while on the main screen. When controlling a group of characters, the Control Pad moves the lead character, and the others follow them. The Control Pad is also used to move the cursor in menus.



## SELECT

The Select Button has the same use as the B Button. It can be used in place of the B Button if you wish to control the game with a single hand.

## START

The Start Button will start the game from the title screen. This is the only function of this button in EquestriaBound.

## L Button

The L Button can be used to “check” an object or “talk to” somepony without needing to go through the menu. It also allows the game to be played with only the left hand. By pressing Select, the HP and MP window appears. If you then press the L Button, the Command Window will appear. Pressing Select again clears the screen.



## R Button

The R Button has only one function in the game. If pressed while your character is riding a bicycle, it will ring the bell! While this has no gameplay advantage, it can still be very fun.



## X Button



If you have a Town map, you can view it with the X Button. Pressing the X Button again will close it. You can get a Town map from Twilight Sparkle in the Ponyville Library.



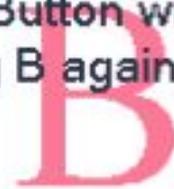
## A Button

The A Button is used to register a selection you have made from a list of options or items. The A Button is also used to open the Command Window



## B Button

The B Button is used to cancel a selection and return to the previous screen. While moving on the main screen, the B Button will bring up your party's current HP, MP, and wallet. Pressing B again clears the screen of the HP and MP window.



# Our Heroine and Her Friends



The daughter of Ponyville's mailmare. When a strange meteorite lands near her house, however, everything changes. Swept off on a whirlwind adventure, Dinky finds that the fate of Equestria rests in her hooves. Dinky has a good balance of speed, physical power, and magic. Her magical repertoire includes healing abilities she can use on her friends and some unique attack spells. Her preferred weapon is throwing old mail at her foes. Although they can't get SMAAASH!! hits, they still pack a punch.



The little sister of Rarity, the Element of Generosity. She is the first of the Cutie Mark Crusaders that Dinky meets on her adventure. Although she isn't very strong, she has a wide array of magic at her disposal. When she needs a weapon, she uses a microphone, which she also uses for her singing ability, which can have varying effects on friends and enemies.



The younger sister of Applejack, the Element of Honesty. She's recently been an exchange student at a special engineering school in Vanhoover, Caneighda. She doesn't have any magic, but her engineering skills let her use a variety of high tech gadgets and even repair broken devices. When it's time to fight, she can use her tools to bludgeon enemies. Because of the distance to Vanhoover, meeting up with the party is a bit of an undertaking.



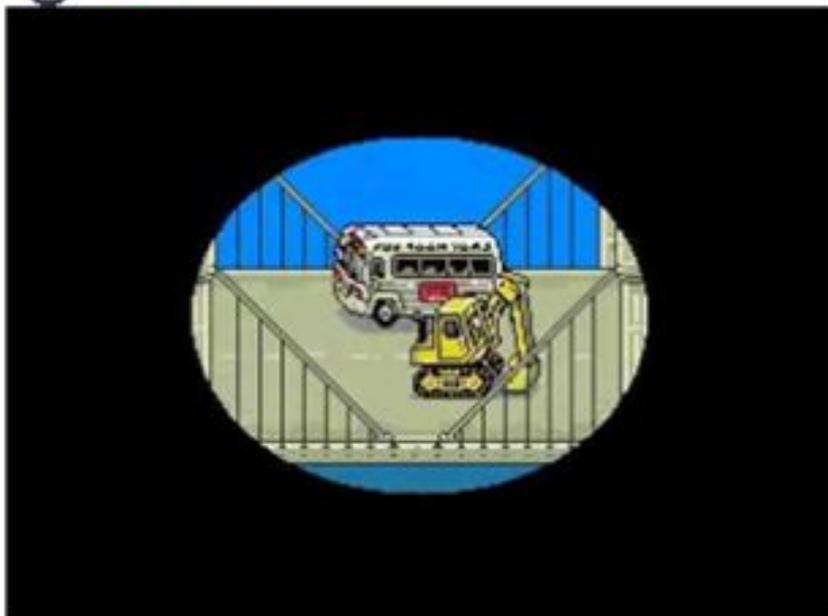
Rainbow Dash's number one fan. Scootaloo has always had trouble flying, but is now being taught in Cloudsdale by Rainbow Dash. Scootaloo's wings and low weight keep her from using equipment designed for non-pegusai, but her special training makes up for it. Although she doesn't have magic, her ability to manipulate the weather can produce similar effects.

# Starting the Game

You should be ready to start your adventure in Equestria. Your trip will be a long one, so you'll be starting by creating a game file to save your progress.

## Opening Screens

Once you've turned the Power ON, you'll see the title screen and demo. At any time during the demo, you can press the Start Button, the A Button, or the B Button to progress to the Game File Window.



## Game File Selection

After exiting the demo screen, the Game File window displays three separate files. Your progress is saved in the file you select. When you first play, all the files will list "Start New Game." After you start a game, they will list the details of that game. Selecting one of the new games starts the file set up. Selecting an existing file will let you continue your game, copy your save, or delete your save.

▶ 1: Dinky      Level: 1      Text Speed: Gallop  
2: Start New Game  
3: Start New Game

# File Set Up Selection

Once the game file has been selected, you can select a Text Speed. This allows you to change how fast text appears. This can be changed at any time by choosing your file and selecting Set Up. After this, you can choose if the sound should be in Stereo or Mono. Finally, you can select the flavor of your windows, which changes the window and text colors.



# Saving Your Adventure

While playing the game, your Dad can save for you, as well as let you know your bank balance and experience needed to level up. Calling from a black phone is free, but pay phones cost 1 bit.

# Naming Your Friends

Once you have set up your file, you will be prompted to name Dinky at her friends, as well as your pet dog, your favorite food, and your favorite thing.

When naming your characters, you have room for 5 characters. Your dog, food, and favorite thing have 6 spaces.

If you don't want to choose a name, you can select "Don't Care" to cycle through a list of default names.

# Chart of “Don’t Care” Entries

Dinky	Sweetie	Apple	Xaloo	Dog	Food	Fave Thing
Dinky	Belle	Bloom	Scoot	Winona	Apples	Friend
Pinch	Pie	Seed	Loo	Gummy	Pie	Muffin
Bloo	Bliss	Tart	Cheer	Tank	Grass	Love
Flute	Sweet	Noi	Mango	Opal	Cake	Mother
Sparky	Kins	Apple	Alula	Angel	Juice	Strong
Nyx	Stuff	Core	Dash	Peewee	Bread	Light
Ness	Bot	Babs	Razz	Faust	Hay	Art

## The Game World and Menu



In EquestriaBound, you open windows to gain information about yourself and others around you. When there is no window open, you can press the B Button to check your HP, MP, and wallet. Pressing the L Button while this is up will open the menu, like the A Button.

## Command Window

Pressing the A Button will display the Command Window. Five or six options will be listed, depending on if you have a character with magic.

- Talk To
- Goods
- Magic
- Equip
- Check
- Status

## Talk To

When next to a Pony, Griffon, or other similar creature, select Talk To in order to communicate. If you are next to a phone, it also picks up the receiver.

## Check

This command lets you check the surrounding area. This can read billboards, open presents and trash cans, or use the ATM.

## Equip

This command is very important. In order to fight effectively, you need to have weapons and armor. If you buy an item in a store, you will have a chance to equip it there.

## Magic

Selecting Magic lets you use some spells out of battle. If no one in your party can use magic, this option will not appear.

## Goods

This command allows you to look at your items. By pressing left and right, you can see your friends' items too.

## Status

This command allows you to view the attributes of your party members. Pressing left or right will let you view the statuses of other party members.

Dinky

Level: 1

Offense: 6

Defense: 2

Speed: 2

Hit Points: 30 / 30

Guts: 2

Magic Points: 10 / 10

Vitality: 2

Experience Points: 0

IQ: 2

4 Exp. for next level.

Luck: 2

♦ Press -A- Button for Magic info.

# Stats

**Level** - Your current level, determined by how much Exp you've aquired.

**Hit Points** - Your current health. When this reaches 0, you lose conciousness.

**Magic Points** - Your current magic. If you are low on this, you can't cast spells.

**Offense** - Determines the damage of your currently equipped weapon.

**Defense** - Determines the damage you receive from enemy attacks.

**Speed** - Determines how quickly you act in battle and your chance to escape.

**Guts** - Determines you chance of a SMAAASH!! hit, your chance to survive a mortal hit, slows the HP meter, and affects your chance to get some status ailments.

**Vitality** - Determines how fast your HP rises

**IQ** - Determinins how fast your MP rises.

**Luck** - Determines you chance to dodge and the success rate of some items.

# Status Ailments

 Feeling Strange	Gives a chance for your attacks to hit the wrong enemy or an ally.
 Sleep	Prevents you from taking any action until you wake up.
 Sunstroke	Gained by walking in deserts. Causes periodic damage
 Mushroomized	Causes you to sometimes attack allies. Also spins the controls.
 Cold	Causes light periodic damage.
 Nausea	Causes medium periodic damage.
 Poison	Causes heavy periodic damage.
 Paralysis	Prevents physical movement, but still allows magic.
 Diamondized	Solidifies your body, stopping all action. The character counts as unconcious.
Can't Move	Prevents all physical movement, but only lasts one turn.
Solidified	Prevents all actions, but only lasts one turn.

# How to Fight

In EquestriaBound, your travels will take you far and wide, allowing you to see many strange creatures. This includes wild animal, evil ponies, and other evils of Equestria.

On the main game screen, you'll find enemies looking for a fight.



If you come in to contact with an enemy, a swirl will appear. During this time, other enemies can try to join the fight.



Once you have encountered an enemy, you will enter the battle screen. You and the enemy continue to attack until one side is totally defeated.



Once all enemies are defeated, **YOU WON!** will appear, and you will be awarded Exp and possibly an item.

Depending on how you and an enemy collide, the battle could start in a different way

## Face to Face



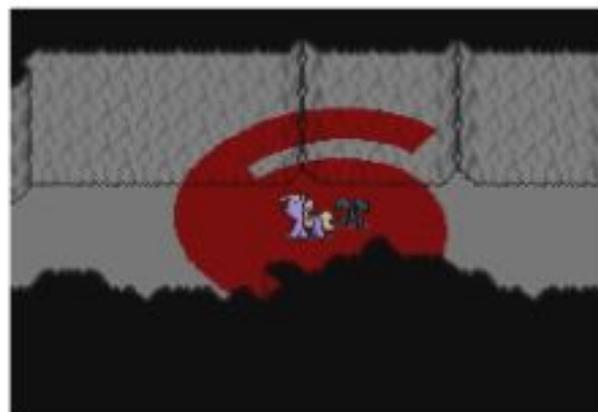
Encountering an enemy face to face will create a black swirl and begin a normal fight. Most battles occur in this manner.

## Your Surprise Opening Attack

If you encounter an enemy from behind, you will get a surprise opening attack. That gives you a free round to fight without the opponent fighting back.



## Enemy's Surprise Opening Attack



If an enemy sneaks up on you from behind, a red swirl will appear. In this situation, the enemy will get a free round of attacks at the start of combat. You will want to avoid this!

## Battle Screen and Command Window

After encountering an enemy, you will enter the Battle Screen.

Enemies that joined in the fight will appear in front of you in up to two rows. Additionally, there will be two other sets of windows. At the top is the Command Window where you can control your characters' actions. At the bottom are your HP and MP windows.

The window of the current character will be raised.



### Command Window

The Battle command window is different for each character in the game. Use the Control Pad to move the cursor and the A Button to select a command. Some commands will then need to select a target the same way. You can cancel with the B Button.

#### Dinky

While lacking a special command, Dinky still has a wide array of attacks.

#### — Throw —

Dinky's throwing weapons deal high damage, but cannot **SMAAASH!!**



#### — Magic —

Allows you to select a magic attack, recovery, or assist spell. Be sure to watch your MP!

### — Goods —

Allows you to select an item and use it on your friends or enemies. Some goods are effective in combat, some aren't.

### — Auto Fight —

Allows the computer to control the fight for you. To cancel, press the B Button. If Dinky is unable to fight, this will be given to the next party member.

### Sweetie Belle

Sweetie Belle's options are mostly similar to Dinky's, except for the Sing command.



### — Sing —

This command allows Sweetie Belle to sing a random song which can cause a variety of effects to friends and foes.

### Apple Bloom

As an Earth Pony, Apple Bloom doesn't have magic, but instead is able to repair and use an assortment of complex tools.



### — Spy —

Apple Bloom is able to check the strengths and weaknesses of an enemy. She may even find an item.

### — Defend —

Takes a defensive stance to reduce incoming damage. Fast enemies may be able to hit you before you succeed, though.

### — Run Away —

This is your shot at escaping from an unwanted battle. Your chance to escape is based on speed. This takes the turn for your entire party.

### — Goods —

As mentioned, there are many special items Apple Bloom can use. Look for broken items she can fix!

## Scootaloo

As a Pegasus, Scootaloo can't use Magic like Dinky or Sweetie Belle, but

her ability to control the weather can have similar effects.

### — Mirror —

This ability allows Scootaloo to copy the skills of her attackers. It only lasts until the end of battle.

## Rolling Hit Points

Taking Damage isn't instantaneous. Instead, your health meter will roll down. If a friend takes mortal damage, this gives you time to either heal them, or finish the battle.

### Guts!

The rolling health meter is tied to your Guts. The higher your Guts, the slower the meter falls. Additionally, a character with high Guts has a chance to survive a mortal blow with 1 HP left over.

Scoot		
Bash	Goods	Mirror
Magic	Defend	