

SEGA
GENESIS
16-BIT CARTRIDGE



WONDER BOY™ IN MONSTER WORLD

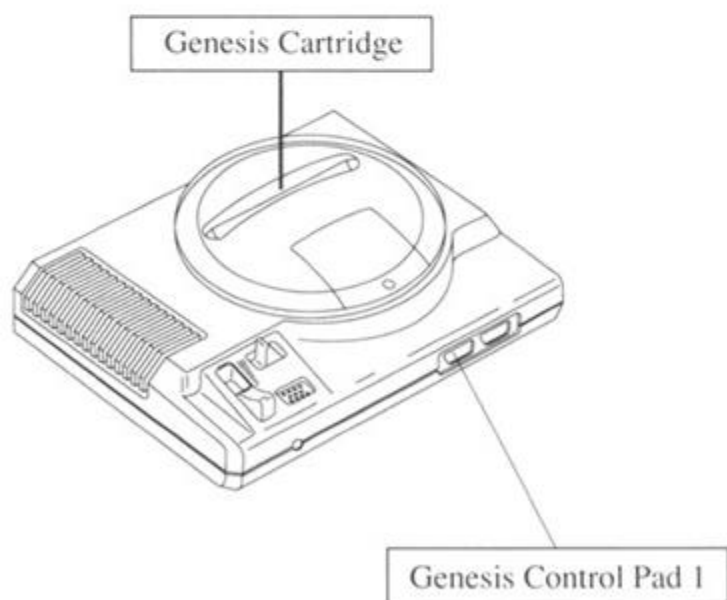


INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the *Wonder Boy in Monster World* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



**For Game Play Assistance, call
1-415-591-PLAY.**





Prologue

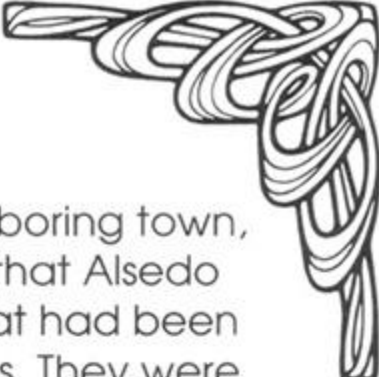
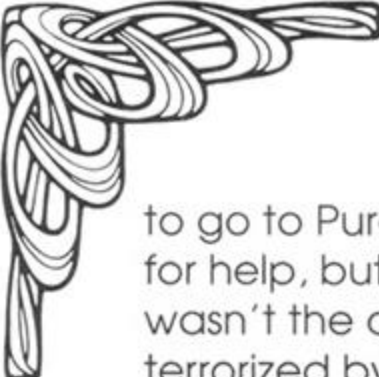


Allow me to introduce myself. My name's Priscilla, and I'm from a village called Alsedo, located in Monster World. I'd like to tell you of the recent happenings in my village and the surrounding area.

Alsedo is a lovely, tranquil place— or was, until recently. I'm an aide to the Queen, a kindly girl who's wise beyond her years. I've helped to keep the peace here for several hundred years now. Life has been, for the most part, very pleasant.

One day, though, the monsters came to my village and turned it upside down. The Queen decided

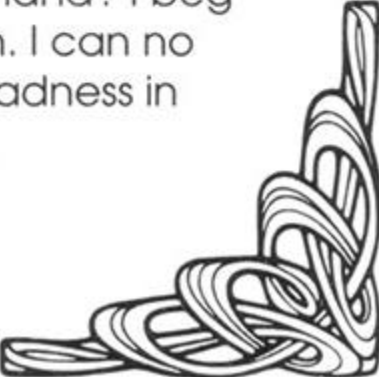





to go to Purapril, a neighboring town, for help, but discovered that Alsedo wasn't the only place that had been terrorized by the monsters. They were everywhere— the villagers live each day fearing for their lives...



The Queen, realizing that she and the citizens of Monster World are powerless against the monsters, is desperately hoping for someone to step forth— a hero— someone with courage, strength and wisdom. Are you the hero? Is that why you've come? Are you the one to return peace to this embattled land? I beg of you— do what you can. I can no longer stand to see the sadness in the face of the Queen...



Take Control!



Start Button

- Press to start the game.
- Press to pause the game and bring up the Equipment window (page 12).

D-Button

- Press up to enter a house or shop, to talk to someone or to look up.
- Press down to leave a house or shop, or to crouch.
- Press left to move to the left.
- Press right to move to the right.
- Press in the appropriate direction to climb, descend, or get off of a ladder.

Button A

- Press and hold while pressing the D-Button left or right to use magic or items (selected in the Equipment window).
- Press to accept a choice.

Button B

- Press to attack with the weapon currently equipped.
- Press to cancel a choice.

Button C

- Press to jump. Press and hold the D-Button left or right and press Button C to perform a running jump.
- Press to accept a choice.

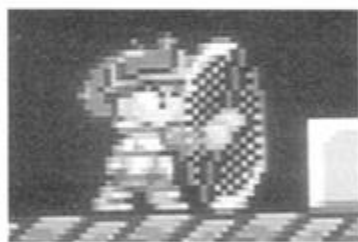
Special Techniques

While Underwater

- Press the D-Button in any direction to swim about.
- Press Button C repeatedly to rise toward the surface.



Defending Yourself



- If you have a Spear or Trident equipped, you can use it as a shield. Press and hold the D-Button up and press Button B repeatedly to fend off attacks. **Note:** You can't equip a shield if you have a spear equipped.

Getting Started

The Title screen follows the Sega logo. Press the Start Button and the New Game/Continue window appears. Here you can select a new game, or choose to take up a saved game where you left off earlier. The





first time you play, naturally the word "Continue" won't appear. Place the marker next to your choice and press the Start Button.

Note: You may save only one game at a time. Each time you save your adventures, you erase previously-saved action.

Saving Your Game

If you decide to stop playing at any time, find the Inn in the nearest village and save your game.

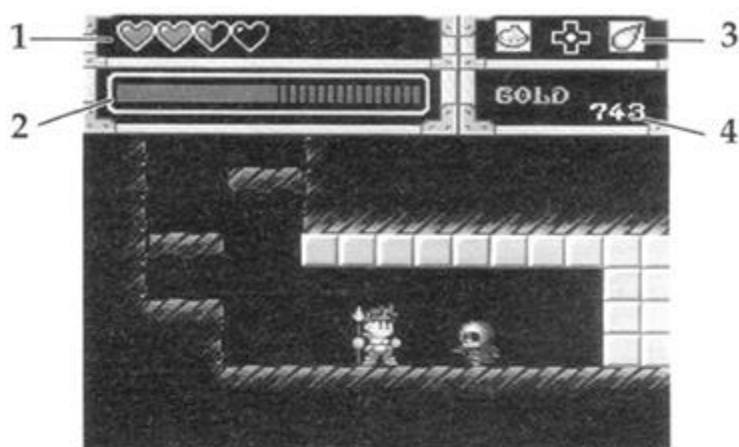
The Innkeeper tells you how much it will cost to get a night's rest, and asks you if you'd like to stay. Select Yes and press Button C.

You'll then be asked if you want to save your game. Again, select Yes and press Button C. You can continue from this point later on by selecting Continue at the Title screen.



The last question you'll be asked is whether or not you'll continue your journey in the morning. Selecting Yes allows you to keep playing after a good night's sleep. If you choose No, the game stops and the Sega logo reappears.

Screen Signals



- 1) **Vitality Meter:** Shows Shion's remaining energy. If this meter becomes empty, the game ends.
- 2) **Enemy Life Gauge:** This shows an enemy's remaining strength, and appears during a battle.
- 3) **Item/Magic Equipped:** Displays the Item or type of Magic Shion currently has ready to use.
- 4) **Gold:** Shows the number of Gold Pieces that Shion has collected so far.

The Shops

During your journey you'll pass through many towns and villages, where you'll find various types of shops. You can buy many different items to help you continue your adventure.

Combat Shop



Here you may purchase Weapons, Armor and Shields. The Monsters get stronger as the game progresses, so upgrade these items as soon as you can afford to.

Item Shop



You can buy Boots, Medicine and other important goods here.

Inn



Come to the Inn when you need a rest, or when you want to save your game.

Helpful Information

Treasure Chest

You'll find treasure chests in the dungeons of Monster World. To open one, stand in front of it and press the D-Button up. There may be Gold, an Item or other valuable piece inside.



Hearts



The small ones add vitality to Shion's gauge, and the large ones make the gauge bigger. You'll find them after defeating particularly tough enemies, or after opening treasure chests.

Gold

Gold can be collected by defeating monsters and emptying treasure chests. It may appear



in the form of coins or money bags. Tougher enemies carry more Gold. Help Shion to collect Gold and use it to buy new Weapons, Items, etc.

Combat Gear

The following pieces can be purchased at the Combat shop:

Weapon



Armor



Shield



Items

The following Items can be acquired in one of three ways: by defeating an enemy, by purchasing them at the Item shop, or by opening a treasure chest.

Boots



Magic Items

(You'll need these in order to use Magic.)



Special Items

These items cannot be equipped. You'll be able to use them automatically when they're necessary.

Elixir



Key



Lamp



The following items can be equipped and used anytime.



Medicine: Restores some of Shion's lost vitality (can only be used once).

Note: There are varying grades of this that will restore more vitality.

Ocarina: A musical instrument required to open certain doors (can be used repeatedly).

Note: This item is useless if you don't learn the tunes which open the doors.



Magic

There are six types of Magic that Shion can use. Magic can be equipped and used when necessary, as long as you have Magic Items.

You may have two types of Magic equipped at one time. To use the Magic in the box on the left, press and hold Button A and press the D-Button to the left. To use the other Magic currently equipped, press and hold Button A and press the D-Button to the right. Shion will find it almost impossible to succeed without Magic!



Fire Storm: Burning spheres rain down on enemies, causing considerable damage.

Quake: An earth-shattering blast that does great damage to stronger monsters when they're on the ground.



Power: Shion becomes more powerful for a short time.

Shield: For a short time, Shion is enveloped in a force field that protects him while under attack. As he is attacked, he won't suffer any damage but remember that the force field is gradually weakened.



Thunder: Capture the power of real thunder and turn it against your enemies!

Return: Use this Magic to return to the last Inn you visited. Return Magic can literally save your skin!



Equipment Window

Press the Start Button to pause the game and open this window. When you're finished, press the Start Button again or press Button B to return to the game. You cannot access the Equipment window at the following times:

- During combat.
- During movement.
- While underwater.
- While in mid-air.

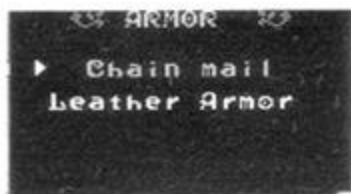


- 1) Vitality Meter.
- 2) Item/Magic currently equipped.
- 3) Attack Points.
- 4) Defense Points.
- 5) Special Points.
- 6) Equipment Inventory/Selection.

Selecting an Item

In the Equipment Inventory section, use the D-Button to place the marker next to a category (Weapon, Armor, Shield, Boots, Item or Magic) and press Button A or C. The list of available items appears.

Place the marker next to the item you want to equip, and press Button C. In the beginning of the game, certain items are already equipped. You can upgrade when you find the Shops later on (page 7).



In the case of Item or Magic, select an item by placing the marker next to it. Then press Button A and hold the D-Button left or right. A symbol showing what you've equipped is displayed in one of the two boxes in the upper right corner of the main screen.

Note: When you equip a new Item or Magic, the one previously visible is no longer equipped.

Talk

The people in and around Monster World might have information that will aid you in your quest, so talk with them at every opportunity. Move Shion in front of the person to whom you want to speak, and press the D-Button up. That person will then tell you what he/she knows. Press Button C to speed up the messages.

Enter/Exit

There are many shops and houses in Monster World and the surrounding area. To enter one, move Shion in front of the door and press the D-Button up. When you're ready to leave, again move Shion so he's facing the door, and press the D-Button down.

Shopping

In the many shops, goods are displayed on a counter. To purchase one, move Shion in front of it and press the

D-Button up. When the shopkeeper asks you whether or not you're interested, place the marker next to Yes or No using the D-Button, and press Button A or C. Press Button B at any time to cancel.

Game Over

When the Hearts in Shion's Vitality Meter become empty, the game ends. Don't give up so easily— the people of Monster World are depending on you to restore peace to their devastated land! If you had saved your game earlier, you can restart from that point by selecting Continue at the Title screen.

Words of Wisdom...

- Talk to everyone each time you see them. They may have new information, without which you can't hope to rid Monster World of its uninvited guests!
- Upgrade your weapons, shields, etc. as soon as you have the Gold to do so. The monsters get tougher as you continue on your journey!
- Save your game often. Remember that you can't save your game unless you consent to stay the night at the Inn. It'll cost you a few Gold Pieces, but it's a wise investment (even if you don't need the rest).
- Make sure you've always got some form of Magic equipped. You never know when you'll need to use it!
- You'll learn tunes to play on your Ocarina that open sealed doors. The notes are A, B and C, and the tunes consist of different arrangements/combinations of the notes. Can you figure out how to make music?

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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