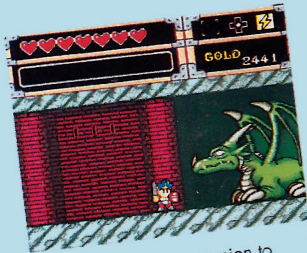


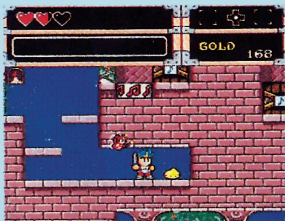
SEGA
GENESIS™
16-BIT CARTRIDGE

WONDER BOY™ IN MONSTER WORLD™

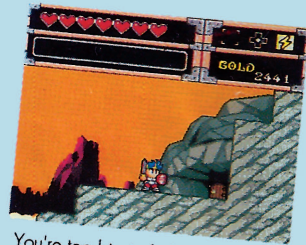
Townfolk cower in fear as legions of deadly monsters invade the planet. Only Wonder Boy™ can fight smart enough—and tough enough—to wipe out the terrible beasts. Sleuth out secret clues to thwart the undead. Match wits against an evil force of otherworldly dimensions. And prove the awesome strength and courage of the amazing Wonder Boy!



Team up with a companion to battle scores of fiendish monsters.



Play magical tunes to enter secret rooms and passage ways.



You're too big to fit through this door. Find magic to shrink down to size!



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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TOKI™
GOING APE SPIT



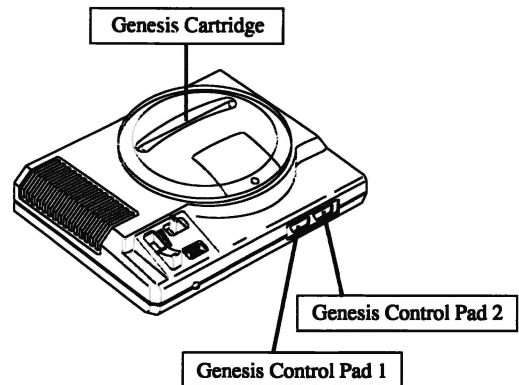
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INSTRUCTION MANUAL

Starting Up

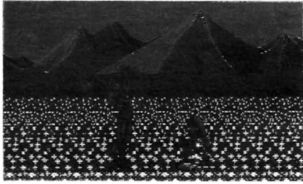
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. With the label facing you, insert the *Toki* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega 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.**

Wanda and Toki

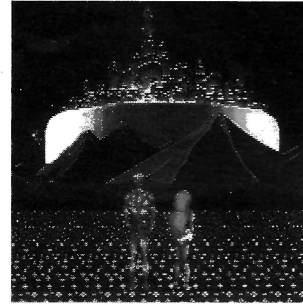


In the year 2050, a movement began and grew steadily for several years after. A wave of people, disgusted with lives dictated by clocks and schedules, abandoned their

homes and jobs and started over. They longed to experience the freedom and peace they felt nature had to offer. Civilized society came to a standstill, and appeared ready to become part of history.

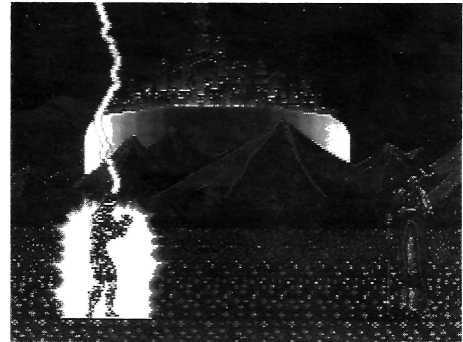
To Dr. Andrew Stark, reknowned genetic engineer, throwing away something that had taken thousands of years to build seemed a terrible waste. He was a successful man living a comfortable life. The idea of giving up all his material worth scared and angered him. He would have none of it, and made public pleas to anyone who'd listen. Most people disregarded his cries, but one small group felt threatened by his persistence. They kidnapped him, took him deep into the mountains and confined him in a cave. They kept watch over their prisoner for nearly a year. He showed no signs of resistance— many thought him to be dead, and he was soon forgotten.

Time passed, conditions were harsh and many people weren't able to survive the rigors of life without civilization. One who did was Wanda. Stricken with an illness soon after her birth, she was found and nursed back to health by Toki, a young man born and raised in the wild. Wanda fell in love with him and they became inseparable. But one day, as they enjoyed a gorgeous



summer afternoon, the ground began to rumble and the sky grew dark. Almost out of nowhere, a structure rose and became visible above the mountains to the west. A palace! Before Toki knew what was happening, Wanda was whisked away by the evil hands of Dr. Stark. Toki then came face to face with the sinister scientist.

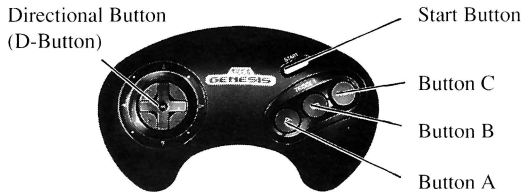
“Now all will suffer as I have for so long. See how this suits you,” Stark ranted.



Stark then cast a spell that transformed Toki into an ape! Frightened and confused, Toki began to collect his thoughts and realized that Wanda was doomed if no one helped her. And so he headed in the direction of Stark's Palace. You can reunite Toki and Wanda by guiding Toki to the palace. Be warned, however, it's much easier said than done!

Take Control!

Toki is for one or two players. Learn the functions of each button on your Control Pad for the best game play.



Regular Game Play Functions

Start Button

- Press to start the game.
- Press to pause the action, press again to resume play.

D-Button

- Press to move the selection marker or highlight choices in selection screens.
- Press left or right to move Toki in either direction.
- Press down to make Toki squat.
- Press down, and diagonally to the left or right to make Toki walk on all fours.
- Press to aim Toki's energy spitballs (see page 8).

Buttons A and C

- Press to shoot in the direction Toki is facing.

Button B

- Press to make Toki jump. If you press the D-Button to move him at the same time, he'll jump in the direction he's moving.

Note: The functions of Buttons A, B and C can be rearranged at the Options menu.

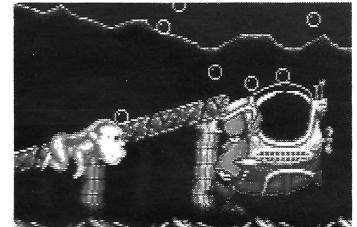
While Underwater

D-Button

- Press in any direction to move Toki about.

Buttons A and C

- Press to shoot.



Note: You can rearrange the functions of Buttons A, B and C at the Options menu.

While on a Rope or Vine

D-Button

- Press up to climb and down to descend.
- Press to control the direction of a jump.

Buttons A and C

- Press to shoot in the direction Toki is facing.



Button B

- Press to jump (in conjunction with the D-Button).

Note: You can rearrange the functions of Buttons A, B and C at the Options menu.

Two-Player Game

Two players can share a single Control Pad and take turns playing, or each player can use a separate Control Pad. The winner can be the player with the highest score, or the one who gets closest to Wanda. You be the judge.

Either player can advance through the screens by pressing the Start Button, but only Player One (using Control Pad 1) can move the selection marker and choose settings at the Options screen. The functions of Buttons A, B and C chosen by Player One automatically apply to Player Two.

What's the Story?



After you turn the power on, take a look at the introduction. You see evil, magical hands swoop down and take Wanda away. Poor Toki is transformed into an ape and must fight his way across the beast-

infested land to rescue his sweetheart. The Title screen appears next, giving you three choices: begin a one-player or two-player game, or go to the Options menu.

Setting Game Conditions

At the Options menu, you can set the conditions for play. Press the D-Button up or down to specify a category, and press left or right to cycle through the choices.



Player: Begin the game with 1, 3, 5 or 9 players, or lives.

Difficulty: Select an Easy, Normal, Hard or Hardest game.

Extended Play: Set the point total for which you are awarded an extra life (5,000 and 15,000; 70,000; 10,000 and 20,000; 7,000 and multiples thereof).

Continue: Choose to have as many as 7 chances to keep playing after the game ends.

Control Pad: Set the functions of Buttons A, B and C. A and C will always have identical functions.

Button A..... Shoot Jump
Button B..... Jump **OR** Shoot
Button C..... Shoot Jump

Music, S.E. (Sound Effects) and Voice: To hear any of the sounds, voices or music tracks, place the selection marker next to the category you want and press the D-Button left or right to select a track number. Then press Button A to play the track.

Color: To check the color pattern, move the selection marker next to Color and press Button A or B. Press any button to return to the Options menu.

“What Will Become of Me...”



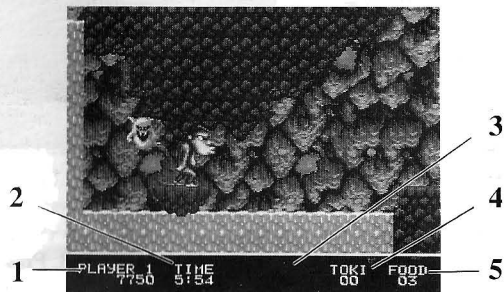
Poor Wanda is being held by Dr. Stark, the scientist-gone-mad, in his fabulous yet frightening palace. You must guide Toki through the jungle, scaling rocks, climbing vines and swimming in the dark depths of the sea. The land between Toki and the palace is heavily populated with dangerous creatures. Learn quickly which direction you must move in to continue through each area.



Toki can topple enemies by jumping on top of them, but he has only one weapon—energy balls which he can spit at enemies. The energy

spitballs can be fired in five directions: left, right, up, and diagonally up/left and up/right. Toki can also pick up items that increase his firepower (see pages 9–10). Dr. Stark has assembled a legion of unbelievable monsters to guard his fortress. If you can't get through them, Wanda's fate is sealed!

Screen Signals



- 1) Your current score.
- 2) The time remaining for you to clear the area you're in. If the timer runs out on you, you have to start over from the beginning of that area.
- 3) The spitball boost you're using, if you've picked up a boost item.
- 4) The number of players remaining. When you run out of players, the game ends (see *Game Over/Continue* on page 13).
- 5) Toki picks up food items as he goes. Each one is worth points (see *Food*). If you can collect 50 food items, you get an extra player/life!

Items

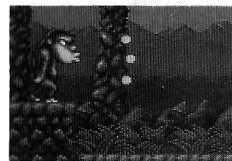


Weapons

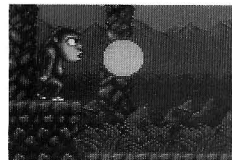
These items give Toki's energy spitballs a little more power. Each one is available for a limited time. Remember what each symbol represents, and don't pick up an item unless you think will help you!



Spray energy balls in three directions.



This super blast builds up a monstrous laser charge while you're not firing. Watch the power gauge and fire when it's full for the highest power.

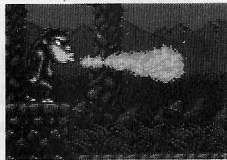




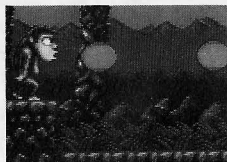
Fire a powerful looping blast.



Toki spits sizzling flameballs! This weapon is most effective on enemies at close range.



Oversized spitballs that can be fired rapidly.



These large spitballs bounce in front of Toki, allowing him to nail enemies from a distance.



Food

You'll come across different types of fruit as you move along. Each time you pick one up, you receive points. Additionally, if you can collect fifty (50) food items, you get an extra player/life!

Note: When you get an extra player/life, the food counter is reset to zero. Keep collecting food!



Grapes— 80 pts.



Bananas— 200 pts.



Pineapple— 1,000 pts.



Apple— 500 pts.



Juice— 100 pts.

Other Helpful Items



Increases the total in your food counter by three.



Lets you become invincible for a short time.



Gives you an extra player/life.

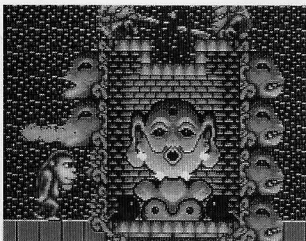


Lets you run faster and jump higher.

The Palace Guards

Here are just a few of the “obstacles” you’ll encounter on your journey. If they don’t scare you, nothing will!

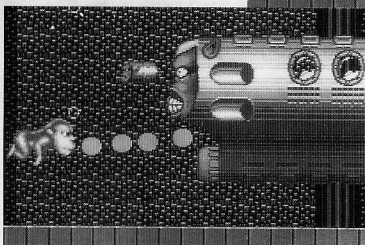
Stark’s Machine



Primeval



Boomer



These foes can be defeated, but if you don’t find their weak spots early, you’ve had it!

Game Over/Continue



You lose one player each time Toki is hit by enemy fire, comes in contact with an enemy or falls into a chasm. You also lose one player if time runs out. When you run out of players/lives, the game ends. You can keep playing if you still have

Continue chances remaining. When the Continue/End screen appears, place the selection marker next to Continue and press Button A, B or C. The game resumes at the beginning of the area where you ran out of luck.

To start a new game, select End and press Button A, B or C. You can then give it another try. Don’t let Wanda become another of the demented Dr. Stark’s victims!

High Score Screen

You’ll no doubt have some tragic “accidents” while first learning to play this game. You will get better, though, and when you do, you might even get your name on the High Score Screen!

You will have registered many scores by the time your game ends. If the highest of your scores is one of the top ten scores during the current session of playing (since the Genesis machine was

LEGEND OF TOKI		BEST PLAYERS??	
RANK	SCORE	NAME	AREA
1 :	21978		2-2
2 :	10000	GONCHAN	1-1
3 :	9000	YAJIMA	1-1
4 :	8000	ROKI	1-1
5 :	7000	KANCHAN	1-1
6 :	6000	TORIUMI	1-1
7 :	5000	HIRAWA	1-1
8 :	4000	OKIYAMA	1-1
9 :	3000	NAGAO	1-1
10 :	2000	MURASAKI	1-1

last turned ON), you can enter your name and have it displayed. Next to your score you'll see a flashing letter "A." Press the D-Button up or down to reveal the letters A-Z and the numbers 0-9. Stop when the one you want is showing, and press Button A or C to enter it. You can enter as many as eight characters.

Note: To go back and change a character, press Button B.

Toki's Tips

- Enemies pop up unexpectedly. Be ready for anything!
- Watch for moving platforms. They may be your only way to cross a chasm.
- Some platforms disintegrate soon after Toki lands on them. Move quickly when using these platforms.
- When moving upward, be sure to shoot upward whether you see an enemy or not, as flying creatures can surprise you.

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.
