

# SEGA® OF AMERICA, INC.

## HELPFUL HINTS: ALEX KIDD IN MIRACLE WORLD

### Cragg Lake Sequence:

Run over the Sun Box  
Run over the Two Waves Box  
Run over the Moon Box  
Run over the Star Box  
Run over the Sun Box  
Run over the Moon Box  
Run over the Two Waves Box  
Run over the Fish Box  
Run over the Star Box  
Run over the Fish Box



Upon completing the above sequence, a crown will appear on the ledge with three spikes. Grab the crown and a secret message will appear! Read the message.

### To Continue the Game:

When the words "GAME OVER" appears on the screen, press and hold the control pad in the "up" direction and push button #2 on the control pad eight times. This procedure should enable you to continue play, but you must have \$400 or more.

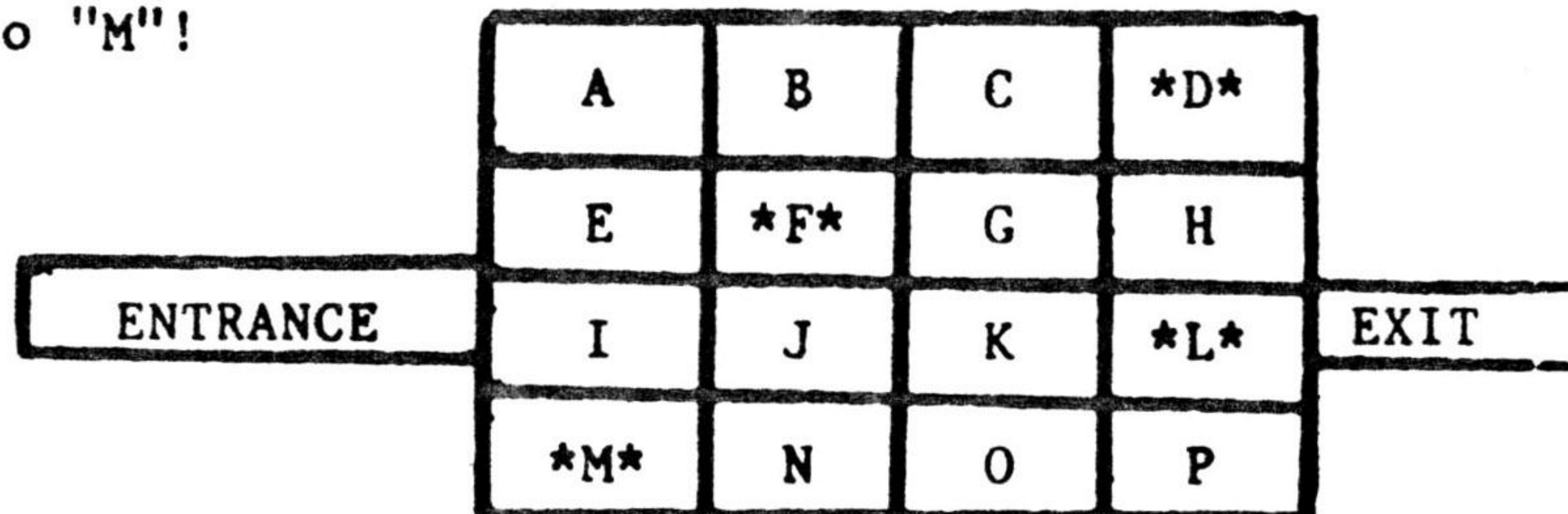
### Long Range Missiles:

At the beginning of the game, you will come across a box marked with a "?" (question mark). When you punch the box, you will receive a ring. Upon capturing the ring, press the pause button on the power base, press button #1 on the control pad, then press the pause button again to return to the first screen. Now each time you punch a long range missile will shoot out. You will only be able to use this function prior to being under water.

### In Stage Eleven:

The room with the boxes of the "Fish", the "Wave" and the "Star"...in area "D" of the map below, punch the "Fish" and the "Wave" box once, then a cage which has Egle inside will open. Save the Egle and go to area "F" to find a personal letter. After the letter has been found, go to area "L" and this round will be cleared. "M" contains a special stone - crawl from "N" to "M"!

### The Radactian Castle Map-



Now, there are no limits.

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ALEX KIDD IN MIRACLE WORLD continued

## The Secret Red Castle:

When Alex is inside the castle of Janken the Great, there are two rooms with hanging ceilings with spikes. The first room with the hanging ceiling contains a "FISH BOX" and the second one does not. Punch the "FISH BOX" on the left wall in the first room with the dropping ceiling and the ceiling will cease to fall. Also, the floor will open up for you to go down to the next room.

The second room with the dropping ceiling does not contain a "FISH BOX" so try your best at dashing to the other side. You can make it!!!

## Pink Boxes:

Punch the Pink Boxes to make the exit. The Pink Boxes will not disappear when you hit them, so just hit them and go. (They will not break!)

## In Stage Five:

There are two boxes marked with a "?" (question mark) in Stage Five. The first box marked with a "?" you will come across contains a Ghost! So be careful not to touch that one. The second box marked with a "?" contains an extra life, so punch it!

## Rock/Paper Game Number One:

Rock first then Scissors. When he tosses stuff at you, duck and punch him!  
Second Guy- Same as he does. Whatever he is you do. Scissors/Paper  
Third Guy- Paperhead tries to beat you. Whatever you are he tries to beat. He dies twice.

## Rock/Paper Game Number Two:

The second time you play against Paperhead, run to the left and tuck in as much as possible. Shoot towards the bottom of the screen when his head comes towards you. Shoot it three times,

In the second game, their heads come off! After you have won watch out, because their heads will roll. They are trying to touch you. If they do, you will die, so punch the heads three times!

## To Kill the Merman:

Alex will come across a Merman in the water. To kill him you must punch him three times.

## To Kill the Octopus:

Alex will come across an Octopus in the water. To kill him you must punch his tentacles. (One at a time).

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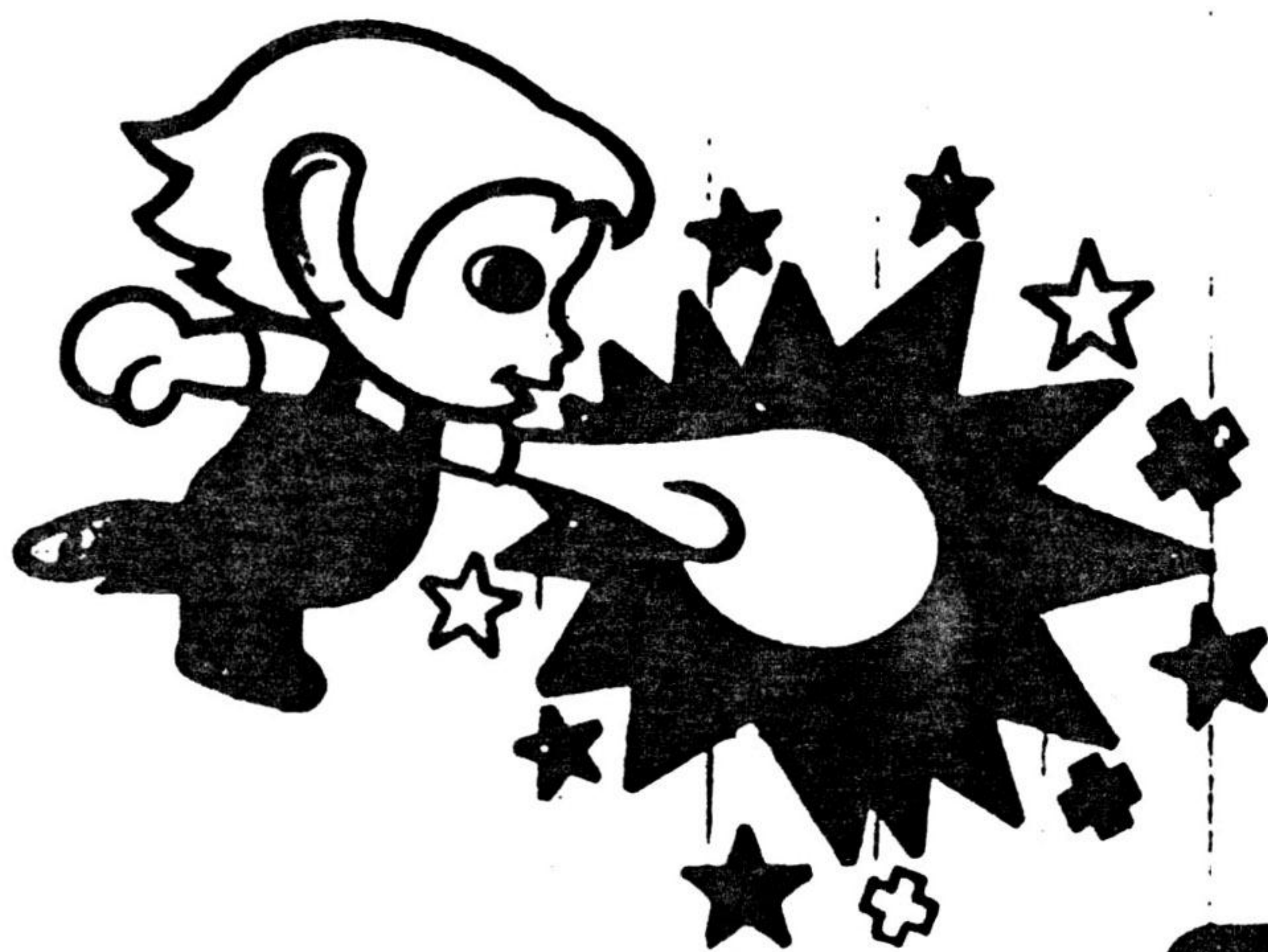
ALEX KIDD IN MIRACLE WORLD continued

You are now faced with "JANKEN THE GREAT"! Play Janken with him. Watch out because he cheats!

Possible selection of play: Rock, then change to Paper before the music stops.  
Rock, then change to scissors before the music stops.

When you win, he will get mad and toss balls at you. You will need to punch him in the forehead twice in order to continue on. Once you hit him there will be a present at his feet. Take the present and exit at the top left portion of the screen. At the top of the ladder in the next room, a young girl has a message for you!

GOOD LUCK!



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