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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.

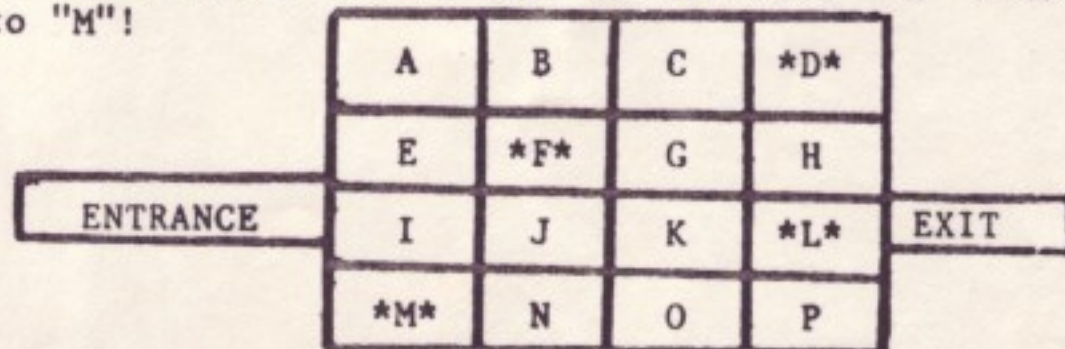
Long Range Missiles:

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-



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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-MAGIC CASTLE

When on the draw bridge, get the two stars--jump down and go all the way down, to the right. Go down the first ladder--jump over the flame, go left and punch out the gold boxes.

You can use your bracelet at this point. Keep going left, jump between the open bricks, get the star and money on the left side of the room. If need be, you may Crawl here. Go right, shoot out all the gold bricks. Pass by the next ladder you see. Enter the room with lots of gold boxes and two (2) star boxes. Get the money in the boxes and take the ladder going down.

Go along the top of the room, make your way down and go towards the right into the gas chamber. Pass the spikes. Keep going right to the frog room. Take out the frog, keep going right into the room with two (2) question boxes--scorpion--and flame. The bottom question box is a bracelet.

Take the ladder located in the top right portion of this room. You will enter a "U" shaped room. Break the gold boxes, this will enable you to make your way up. At the top you will want to go left. On the other side of this room is a room with two question boxes and spikes just hanging in mid-air. Do not attempt to get these question boxes. Jump over the spikes and the question boxes, keep moving to the left.

The next room has bricks, plants and water. Take the ladder in the left side of the room and go up. At the top of this ladder, go left into a room with only one star box. This box contains an Alex. There is also a flame in this room. Make your way to the top left of the room towards the ladder in the next room. Take the ladder all the way up and go left. You will enter a room with four ladders, three flames and a question box. Take the ladder at the top left of the room.

You will enter another gas room with a pink fish box at the left side of the room. Punch the fish box quickly, two or three times and run fast to the right side of the room. Go up the ladder. You will enter a room with three frogs, take out the frogs, exit the top right portion of this room. The next room will have hanging spikes. Cross over the bottom portion, jump over the floor that opens when you cross it. Punch the gold box at the end of the floor and drop down to another room. This room contains one fish box and two spikes. Punch the fish box twice, take out the scorpion and go towards the right.

The following room is a good spot to use the cane of flight. This room has a question package and watch out the floor drops out! Use the cane to float to the top of the room using the ladder in the right portion of the screen. You will enter a room with scorpions, frogs and a pink fish box, punch the box five times and go to the right into the next room.

In this room, there will be a frog and moving flames. Hit the pause button and use your question package (Teleport Powder). Jump past the frog, go down the ladder that is second closest to the wall on the right hand side. Jump down, watch out for scorpions and flames, go right.

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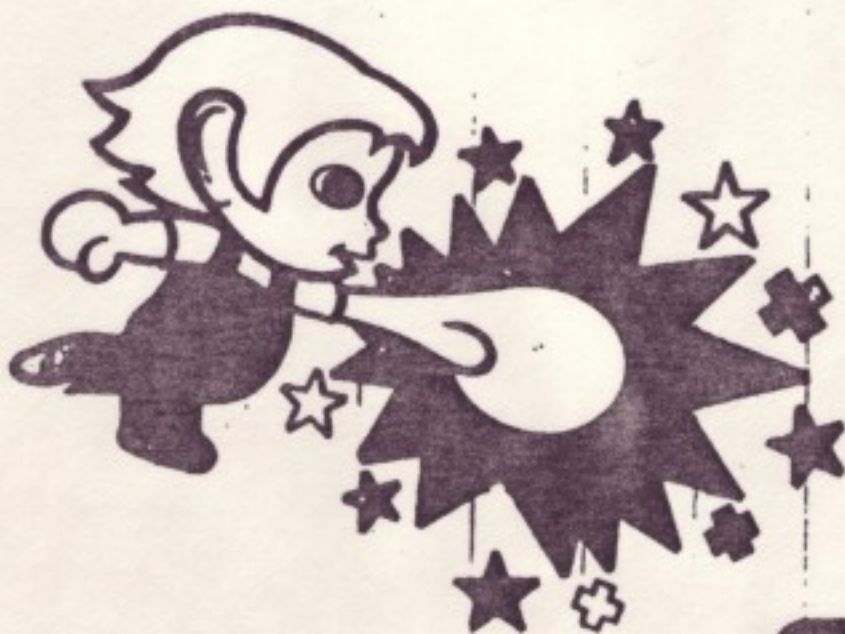
ALEX KIDD IN MIRACLE WORLD continued

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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ALEX KIDD IN MIRACLE WORLD-HELPFUL HINTS

At the beginning of the game, you will come to a box marked "?" (question mark). Upon opening the box, you will receive a ring. Capture the ring, press the pause button, press button 1, then press the pause button again to return to the first screen. Now, every time you use the "punch" button, you will send out a long range missile.

Notes:

The following procedure will enable you to continue play after "GAME OVER" appears on the screen.

Press and hold the control pad in the "up" direction.

Push Button 2 eight times.

This procedure should enable you to continue play but 0400 is required to continue the game. (Player must have 0400 or more in order to use this feature)

In stage 11...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 (not in order), then a cage which has Egle inside will open. Save 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.

The Madactian Castle Map -

	A	B	C	D
	E	F	G	H
ENTRANCE	I	J	K	L
	M	N	O	P

In stage 16...Alex is inside of the castle of Janken the Great. There are two rooms with a hanging ceiling 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.

In the 2nd room with the dropping ceiling, there are no "fish" boxes so try your best by dashing to the other side. You can make it!

Pink Boxes...Punch the pink box to make the exit (Note: The pink box will not disappear.).

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Dear Sega Customer:

The following are some "Helpful Hints" for 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 with three spikes will appear on the ledge. Grab the Crown and read the attached note. To read the note you must read it Top to Bottom, Right to Left.

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, 400~~0~~ or more is required.

Long Range Missles:

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 Master System 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 Missle will shot 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 be punch the "Fish" and the "Wave" box once, then a cage which has Egle inside will open. Save 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.

The Radactian Castle Map -

	A	B	C	*D*	
	E	*F*	G	H	
ENTRANCE	I	J	K	*L*	EXIT
	M	N	O	P	

"Helpful Hints" for Alex Kidd in Miracle World Continued

In Stage Sixteen:

When Alex is inside the castle of Janken the Great, there are two rooms with a hanging ceiling 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.

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 punch that box. The second box marked with a "?" contains an extra life so punch it!