

Wonder Boy™



SEGA®

READ THIS BEFORE YOU START

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

HOW-TO-USE SEGA CARD MEGA CARTRIDGE

- ① Make sure that the POWER SWITCH is "OFF".
- ② Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration).
- ③ Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
- ④ After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.

For 1 player, push the START button of CONTROL PAD 1.

For 2 players, push the START button of CONTROL PAD 2.



Once you press the START BUTTON, you will see this listing on the screen.

To start at a higher AREA number: Press BUTTON #1 twice, then press BUTTON #2 twice. Next, while holding down both BUTTONS #1 and #2, move the ARROW CONTROLLER up and down until the AREA number you wish to begin at is indicated on the screen.

To start at a higher ROUND number: Follow the above directions, but move the ARROW CONTROLLER right and left.



What's Happening

Just when things were really going great with you and your girlfriend, Tanya, some thug of a woodland King had to go kidnap her and hide her away.

Just where does he have your little pretty locked up? Well, that's part of the problem. You really don't have a clue.

And since she could be anywhere, you're going to have to look everywhere.

You'll go through deep dark forests. You'll cross endless oceans. Climb treacherous slopes.

You'll explore exploding volcanoes.

Treacherous glaciers. And even walk through clouds — some of which will hold you up and some which won't.

But you'll never be totally alone. Unfortunately. There'll always be some nasty little woodland creature, sea monster or creepy insect who'll try to off you.

You'll have to learn to be handy with a hatchet. It's your only form of defense. Short of simply running for it.

And if it all starts to seem hopeless, take heart. You've always got your guardian Angel who can make you virtually invincible.

So say good-bye to the folks. And don't worry about packing a lunch. There's plenty of stuff growing wild where you're going.

Area, Round, Checkpoint, Location.

The game consists of 10 AREA:

One AREA with 4 rounds, the King's mansion., appearing at the end of the 4th rounds.

One round with 4 check points, the goal appearing at the end of the round.

The Tom—Tom's course contains 14 locations.

There are fourteen different locations you'll have to pass through on your search. And forty rounds for the entire game. Some locations will be repeated. Others, like the woods, will change as you go.

There are the fourteen locations, but since some locations are repeated, they will not always fall in this exact order.

1. The Woods
2. A Valley
3. The Ocean
4. A Long Open Road
5. A Steep Slope
6. A Glacier
7. A Slippery Cave
8. An Even Deeper Cave
9. A Volcano
10. A Log Bridge
11. A Burning Desert
12. The Woods at Night
13. In the Clouds
14. Inside the Mansion

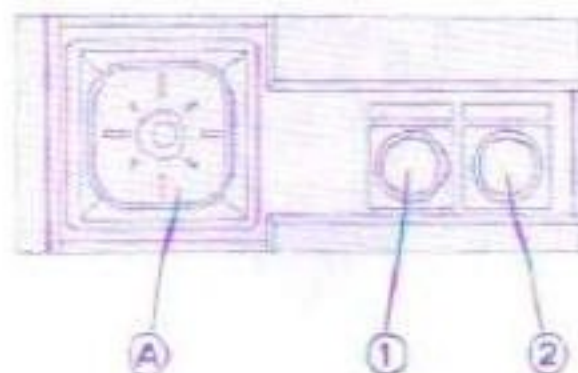
Taking Control

The following illustration shows you the control points on your SEGA SYSTEM™ control pad. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.

Ⓐ ARROW CONTROLLERS

① BUTTON 1

② BUTTON 2



TO MOVE RIGHT OR LEFT —
Press the RIGHT or LEFT
ARROW

TO ACCELERATE MOVEMENT

—
Press BUTTON 2 and the
RIGHT or LEFT arrow
simultaneously.

FOR A SHORT JUMP —

Use the ARROWS to indicate
your direction and press
BUTTON 1.

FOR A LONG JUMP —

Use the ARROWS to indicate
your direction and press
BUTTON 1 and BUTTON 2
simultaneously.

TO THROW THE HATCHET —
Press BUTTON 2

TO JUMP AND THROW THE
HATCHET SIMULTANEOUSLY

—
Press the RIGHT or LEFT
ARROW and BUTTONS 1
and 2 all at the same time.

Who's Who

You're Tom—Tom, who's looking everywhere for his kidnapped girlfriend.

You're pretty much on your own. Against a slew of nasty — and often deadly — little creatures. But there is someone who can help you. Your Angel.

Here's a list of the folks you'll encounter:

YOUR ANGEL

One of your allies is your very own Angel. Your Angel can be found inside certain types of eggs and will simply pop out when you touch one of these eggs.

When your Angel attaches itself to you, you'll be protected from all enemies. But your Angel's help doesn't last forever. So take advantage of it while it lasts.

NOTE: Though the Angel makes you invincible against attackers, it doesn't help in natural disasters like falling off a cliff or a cloud.



- ① **GOD OF DEATH**
Inside another egg is the God of Death. You don't want to mess around with this guy. Because if he possesses you, your energy will be drastically depleted.
- ② **KING**
This is the rogue who nabbed your girl. He's as strong as he is mean. And he'll attack you with fire balls. Gruesome as it may sound, the best way to get him is to throw a hatchet right in his face.
- ③ **TANYA**
This is your last girlfriend. When you find her, you will have won the last round. Or the whole game.

①



②



③

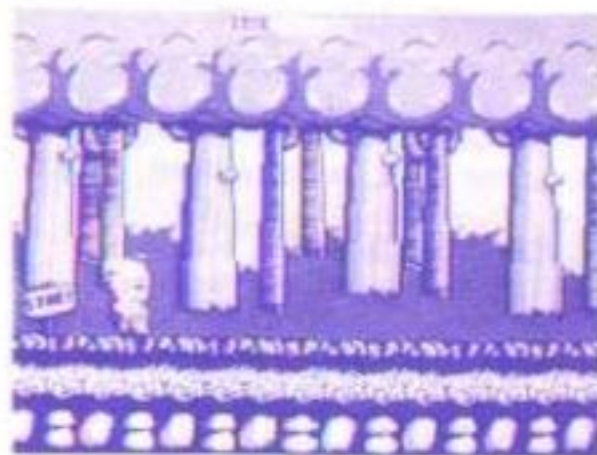


What's What

There are dozens of items — animals, tools, foods, and what-have-you — to be on the lookout for. Some items, like hatchets and skateboards, are valuable tools. Others, like fruits and vegetables help increase your vitality.

Almost all items are worth a certain number of points. But all dolls must be collected to allow you to go on to last area.

Finally, there are those things, like insects, animals and the elements, that are out to get you. The trick is to know which things are friends. And which things are foes. The following list will help you keep it all straight.



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EGGS

There are two kinds of eggs.

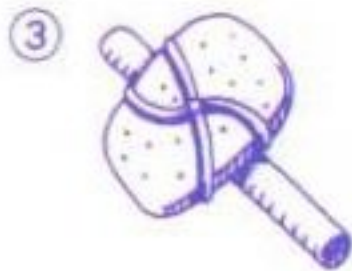
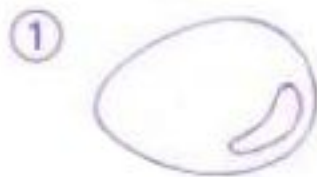
- ① **WHITE EGGS** –
These contain good things.
Either a hatchet, a skateboard, a mushroom, some milk, or an Angel.

- ② **SPECKLED EGGS** –
These are the bad eggs.
They contain The God of Death.

- ③ **HATCHET**
You've got to get your hatchet. To use against evil forces. You'll find it somewhere on the course. Or inside an egg.

Your hatchet does not disappear when you throw it. But every time you start a new life, you need to get a new hatchet.

- ④ **SKATEBOARD**
You get 'em from eggs. And they make you go a lot faster. Only trouble is, they don't have any brakes. So when you run into anything, they disappear. But you don't.

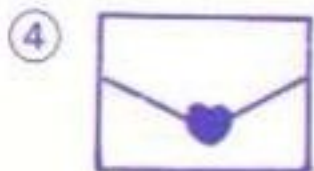
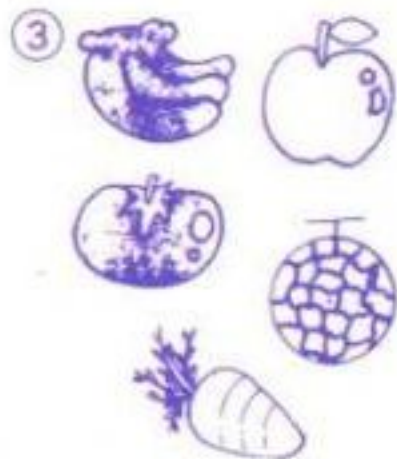
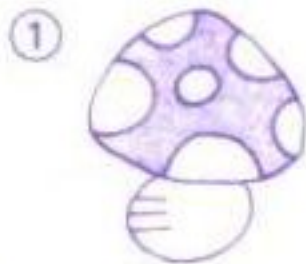


- ① **MUSHROOMS**
These are inside eggs too.
They increase your vitality.
And are worth even more if you can get some fruit later on.

- ② **MILK**
Again, they're inside eggs.
Which is a good thing, since they're your best source of vitality.

- ③ **FRUIT**
There's bananas, apples, tomatoes, carrots and melons. They're all worth points. And they all increase your vitality.

- ④ **LETTER**
You'll find the letter when you knock down a coyote from behind. It increases your points and your vitality.



① **POTATOES**

You will find them when you jump or throw the hatchet.

② **SEGA SIGN**

This ilusive sign will appear when you jump or throw the hatchet in a certain place. When you collect all 4 of them, you will get an additional life.

③ **SPRING**

Use this to increase the length of your jumps.

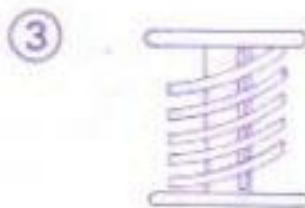
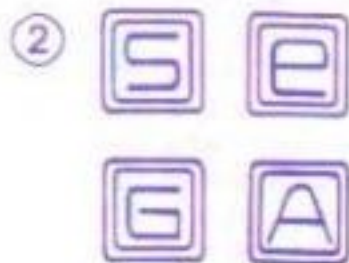
④ **DOLLS**

There are two kinds of dolls.

1. Visible Dolls – these you can see on the course.
2. Invisible Dolls – these pop on when you pass them.

There are 40 dolls in all (one per round). And you can't go on to area 10 until you have all 36 dolls.

NOTE: Every time you collect a doll, she will be replaced by a hibiscus flower.



THE WARPED GATE

What It Does

You don't exactly find the **WARPED GATE**. It finds you. Here's how it works.

Warp to the Bonus stage. Warp occurs somewhere in rounds 1-4 of each AREA. If you take one fruit, another changes into an Item. Take the Item and **WARP** to the **BONUS** stage. When you came back from the **BONUS** stage to the previous course, you will find yourself in a position ahead of you original one.

Dolls that Tom — Tom could not take because of **WARP** are automatically considered as taken. And remember, you need a total of 36 dolls in all to get to the final area.

Where To Find It

You'll get a piece of fruit. Then, all of a sudden, you'll see another kind of fruit turn into one of the following items:

- A Handbag
- A Wrist Watch
- A Pair of Shoes
- A Teddy Bear
- A Bottle of Perfume
- A Pair of Glasses
- A Pendant
- A Ring
- An Umbrella
- A Pair of Socks

ENEMIES

The following is a list of all your enemies.

Where you might find them. And how to avoid or kill them.

ENEMY	HOW TO OVERCOME IT
① FIRE — You'll find it anywhere. Don't touch it.	JUMP OVER OR AVOID
② ROCK — It'll deplete your vitality.	JUMP OVER OR AVOID
③ COBRA — It pops up all of a sudden. But won't attack you.	AVOID OR HATCHET
④ ROLLING STONE — This too will appear suddenly. It has two different speeds. And since it's not really alive, it can't be killed.	JUMP OVER OR AVOID

①



- ① COAL-KID —
They move
from right to
left.
In two different
speeds.

JUMP OVER
OR
HATCHET

FROG

- ② STATIC
FROG —
You can kill it
with one stab
of your hatchet.

AVOID
OR
HATCHET

- ③ JUMPING
FROG —
It'll take two
stabs with your
hatchet to kill
it.

HATCHET

- ④ BEE —
It'll follow you
anywhere.
High or low.

AVOID
OR
HATCHET

- ⑤ BAT —
Don't get too
close to it.

JUMP OVER
OR
HATCHET

- ⑥ SNAIL —
True to form,
this guy moves
slowly.

JUMP OVER
OR
HATCHET

①



②



③



④



⑤



⑥



②



③



④



① **FLAMING SKELETON** —
So hot, it puts
out a blue
flame.

AVOID
OR
HATCHET

② **COYOTE** —
They'll attack
you from
behind when
you see a
flower. And it'll
take two
hatchet throws
to kill them.

AVOID
OR
HATCHET

③ **OCTOPUS** —
It appears in
the ocean.
But it's always
jumping out of
the sea.

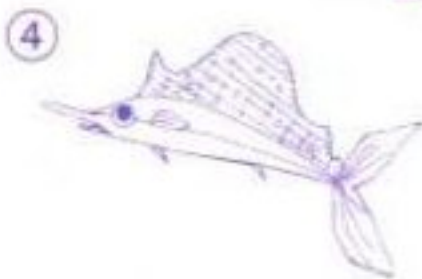
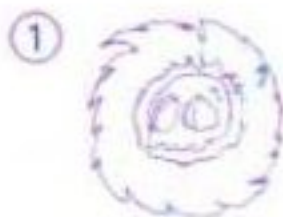
AVOID
OR
HATCHET

④ **TUNA** —
These guys
jump out of the
water too.

AVOID
OR
HATCHET

⑤ **ICICLE** —
It may fall and
hit you if you
get too close.

AVOID
OR
HATCHET



① **EAGLE** —
They fly in a
perfectly
straight line.
Dropping
perfectly deadly
rocks as they
go.

HATCHET

② **CHESTNUG** —
They'll fall on
your head as
you get closer
to them.

HATCHET

③ **VOLCANIC
ROCK** —
The closer you
get, the better
chance they
might erupt.

HATCHET

④ **LOCUST** —
They'll try to
attack you as
you approach
them.

HATCHET

⑤ **SMALL FISH** —
They like to
jump out at you
from behind
waterfalls.

HATCHET



① CHAMELEONS — JUMP OVER
OR
HATCHET



② SCORPION — JUMP OVER
OR
HATCHET



③ OWL — AVOID
OR
HATCHET



④ FLYING
SQUIRRELS — AVOID
OR
HATCHET



⑤ LIGHTNING — VOID



⑥ SPIDER — AVOID
OR
HATCHET



① **ROCKY MOUNTAIN** —
It'll crumble
when you least
expect it

JUMP OVER

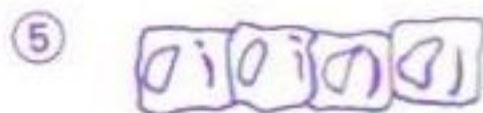
② **KING** —
You'll find him
in the final
round of each
area. Make sure
your **HATCHET**
hits him on the
face.

HATCHET

③ **CLOUD** —
Some you can
walk on. Some
you can't.

④ **LOG BRIDGE** —
Same as
CLOUD.

⑤ **ICE BOARD** —
Same as
CLOUD.



Oops. Try Again.

At the beginning of each game you get three lives. When you lose all three of them, the game is over.

There are two ways in which you can lose a life:

1. You are attacked by the enemy.
2. Your vitality level can become depleted.

NOTE: You can get an additional life when your score reaches 30,000, 70,000 and 170,000. After that, you get an extra life for each additional 70,000 points.

Starting Over

When you've finally lost all of your lives, the following text will appear on the screen:



To begin where you just left off – use the ARROW CONTROLLER to select 'CONTINUE,' then press either BUTTON.

To start from the beginning – use the ARROW CONTROLLER to select 'restart,' then press either BUTTON.

Know The Score

The points you earn for finding certain items and defeating different enemies are added together to produce your final score.

Some items are also worth additional vitality points. Here's what earns what:

ITEM	POINTS	SPECIAL BONUS	VITALITY EFFECTS
HATCHET	100	-----	----
SKATEBOARD	200	-----	----
MUSHROOM	100	-----	----
MILK	500	-----	replenishes all vitality
BANANA	50	500 w/MUSHROOM	+1
APPLE	50	500 w/MUSHROOM	+1
TOMATO	100	500 w/MUSHROOM	+1

ITEM	POINTS	SPECIAL BONUS	VITALITY EFFECTS
CARROT	100	500 w/MUSHROOM	+2
MELON	200	500 w/MUSHROOM	+2
POTATO	500	-----	+2
LETTER	500	-----	+2
SEGA SIGN	1,000	-----	----
DOLL	1,000	Bonus point for clearing round will be doubled.	----
HIBISCUS	500	-----	----

ENEMY	POINTS FOR KILLING WITH HATCHET	POINTS FOR AVOIDING WITH ANGEL
FIRE	-	50
ROCK	-	100
COBRA	100	50
ROLLING STONE	-	50
COAL-KID	100	50
STATIC FROG	20	100
JUMPING FROG	200	100
BEE	100	50
BAT	50	-

POINTS FOR
KILLING
WITH HATCHET

POINTS FOR
AVOIDING
WITH ANGEL

ENEMY		
SNAIL	20	10
SKELETON	20	10
COYOTE (1ST BLOW)	20	100
COYOTE (2ND BLOW)	200	
OCTOPUS	100	50
TUNA	100	50
ICICLE	20	10
SPIDER	50	20
EAGLE	50	20
CHESTNUT	50	-

ENEMY

POINTS FOR
KILLING
WITH HATCHET

POINTS FOR
AVOIDING
WITH ANGEL

VOLCANIC ROCK	50	-
LOCUST	100	-
SMALL FISH	50	-
CHAMELEON	50	-
SCORPION	50	-
OWL	100	50
FLYING SQUIRREL	100	50
LIGHTNING		100

POINTS FOR KILLING THE KING
AT THE END OF EACH AREA

NUMBER OF HITS TO DESTROY
HIM = (6 + AREA #) × 2

POINTS EARNED = 100 × TIMES
YOU HIT HIM WITH THE
HATCHET

BONUS POINTS

Every time you clear a round, you'll get BONUS POINTS. The number of points you get is determined by how much vitality you have and by how many dolls you've collected.

When you clear an area while being possessed by the god of death, you will get additional 1,000 bonus points.

BONUS STAGE

When you're in the clouds, you have the opportunity to increase your vitality by getting Tanya's heart.

You have these three options:

1. You can get an item and go back to another area of the game.
2. You can jump off the cloud and go back to another area of the game.
3. You can wait until your vitality runs out.

Helpful Hints

Timing is everything when throwing the hatchet.

Collect as many dolls as you can.

Because by the time you get to the last area, you will need to have at least 36 dolls to go on a # 10 area.

Be sure to eat as many fruits and vegetables as you can find. And drink the milk every time you see it. Because you're going to need all the vitality you can get.

Remember: When you lose a life, you start over from the beginning of the round you were destroyed in.

END



HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzene, etc!

- Be especially careful not to stick anything on the SEGA CARD!
- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its CASE.

- Bei Nässe vor dem Gebrauch vollständig trocknen.
- Bei Verschmutzung vorsichtig mit einem weichen, in Seifenwasser getauchten Tuch abreiben.
- Nach Gebrauch in die Hülle legen.



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