

MALLET LEGEND'S

WHAC-A-CRITTER



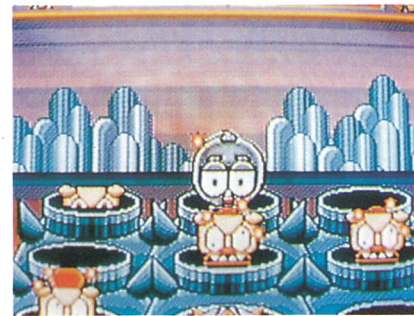
or Sega Genesis™

## History



When the evil monster kidnaps the beautiful Princess Philia and her little dog, what will Prince David do? Will he sit in his room and cry? No way. Will he run and tell his Mommy? Yeah, right. Prince David will grab his trusty mallet and bash the evil monster's heads in!!! It is your duty as David to thrash and bash your way through all the levels, destroy all the nasty critters, and rescue Princess Philia (Oh yeah—and her little dog, too).

## Contents



When you begin the game, you will notice two counters at the top of the screen. The left counter shows how many monsters will come out in this level. The right counter shows how many points you have earned.

Monsters will pop out from the nine holes on the screen. When thirty monsters have jumped out of their holes, the speed will increase. There are two types of monsters, regular and masked monsters. Regular monsters always need just one hit. The masked monsters, however, must be hit three times in levels 1 and 2; four times in levels 3 and 4; and five times in the fifth level.

# Levels



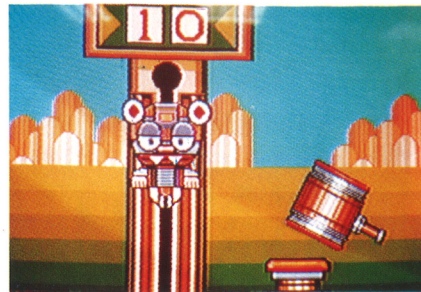
Mallet Legend has six playing levels. In order to advance to the next level, you must reach the minimum percentage hitting rate.

The percentage rates are as follows:

Level 1	55%
Level 2	65%
Level 3	75%
Level 4	80%
Level 5	80%

**Good Luck &  
Bash Some Skulls!!!**

# Bonus Screens



There are two types of Bonus Screens.

## First Bonus Screen

Hit any key. If you reach the top you will receive 3000 points.

## Second Bonus Screen

For every monster you hit you will receive 100 points. There is a 30 second limit.

# Points



## Princess Philia

Deduct three points if you hit the princess.



## Dog

Deduct one point if you hit the dog.



## Bomb

Destroys all monsters. Cool!