SEGA

GENESIS®



ALEX KIDD™

IN THE ENCHANTED CASTLE

INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1 only.

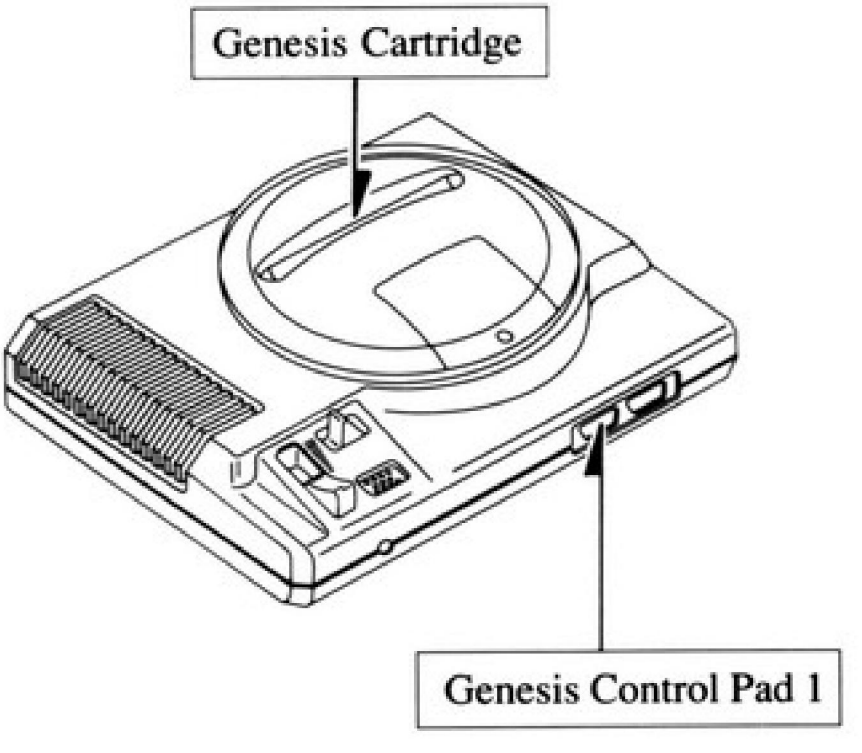
2. Make sure the power switch is OFF.

3. Insert the Alex Kidd in the Enchanted Castle Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.

4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5. Press the Start Button on Control Pad 1.



Alex Kidd in the Enchanted Castle™

The whole Kidd family is upset! Alex's father, King Thor, is missing!

At home on planet Aries, Alex hears a rumor that King Thor's been kidnapped by Ashra, the mean ruler of planet Paperock. Alex speeds to Paperock and starts searching for his dad.

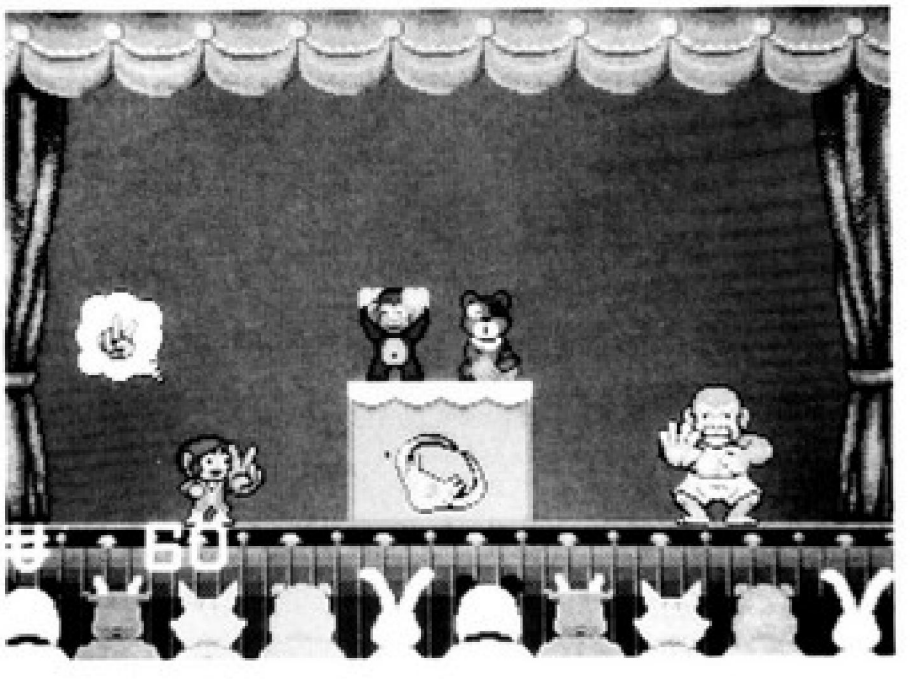
But he runs right into trouble. All the creatures on Paperock decide to keep Alex away from Sky Castle, Ashra's hideaway. They block his path and chase him when he tries to get away. So Alex gets tough! He knows how to jump, punch, and kick. And he finds out how much fun it is when the creatures explode!

Alex uses his power wallops on anything that gets in his way. And then he grabs the gold and treasures that magically appear.



But a big surprise is waiting for this Kidd. Alex finds himself dragged into a game of Janken with the Paperock bullies. In this game, he's got to make a hand signal for paper, scissors, or rock at the same time as his opponent. If Alex's sign beats the bully's sign, Alex wins. If not, Alex gets bonked out and loses some of his gold. How embarrasing!

Will Alex make it to the Enchanted Castle and find his dad? Or will the smart-aleck Paperockers get a good laugh? It's up to you!

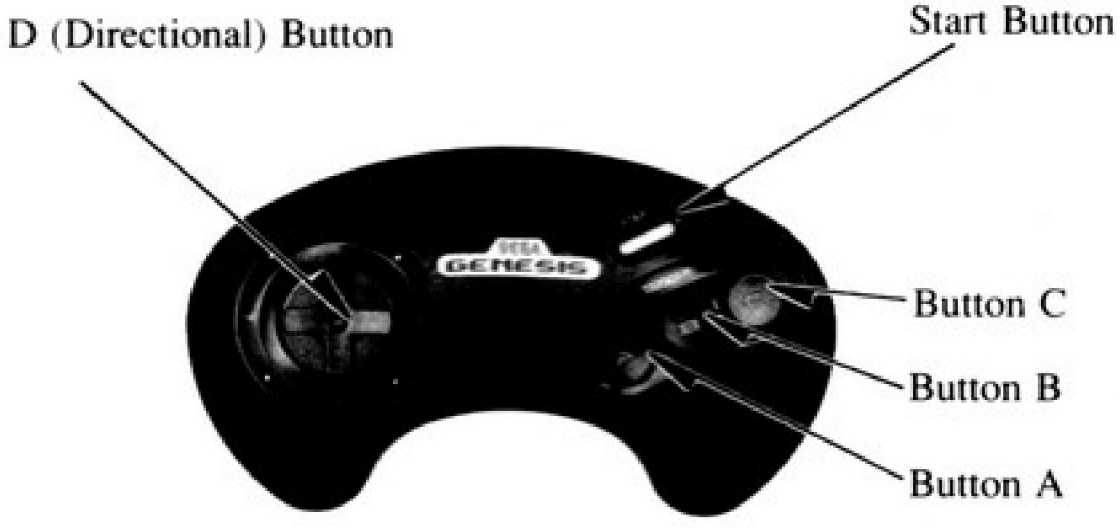






Take Control!

Alex Kidd in the Enchanted Castle is a 1 Player game using Control Pad 1 only. Learn how to use your Control Pad buttons before beginning play.



D (Directional) Button

Before play:

- Press up or down to move the marker on the Start Game screen.
- Press in any direction to move the marker on the Game Options screen.

During play:

- Press up, down, right, or left to move Alex in that direction.
- Press down and right or left to make Alex crawl in that direction.
- Press up when Alex is in front of a doorway to make him go through it.
- Press in any direction to move the marker on the Item Selection screen.

Start Button

- Press to start game.
- Press to continue from the Start Game screen.
- During play, press to enter the Item Selection screen.

Button A or Button C

- Before play, press to exit from the Game Options screen.
- During play, press to make Alex jump.
- Release during a jump to make Alex kick.
- On the Item Selection screen, press to pick up or put back the item that the marker points to.
- Press Button A to exit from the Item Selection screen.

Button B

- Press to make Alex punch and push blocks.
- On the Item Selection screen, press to put back an item you're carrying.

In the Sukopako Motorcycle

- Press the D Button right to speed up and left to slow down.
- Pressing the D Button up or down has no effect.
- Press Button A or C to jump.



In the Pedicopter

- Press the D Button left or right to fly in that direction.
- Pressing the D Button up or down has no effect.
- Press Button A or C continuously to rev up and take off.
- Press Button B to fire missiles.



On the Pogo Stick

- Press the D Button left or right to move in that direction.
- Press the D Button down for low jumps.
- Pressing the D Button up has no effect.
- Press Button A or C for high jumps.



Swimming

- Press and hold the D Button up, down, right, or left to make Alex swim in that direction.
- Release the D Button to make Alex float to the surface.
- While pressing the D Button up, press Button A or C to make Alex jump. Alex can jump only when he is on the surface of the water.
- Press Button B to punch.



Start Game Screen

At the Title screen, press the Start Button to see the Start Game screen. Then press the D Button to move the marker to Start or Options. Select Start and press the Start Button again to begin play. Select Options and press the Start Button to see the Game Options screen.



Game Options Screen

Use this screen to review and change your game settings before playing the game.



Continue

If you have 1,000 Baums of gold (or more) when the game ends, Continue lets you begin a new game at the round where the last game ended. Select Continue and press Button A to resume play. If you don't have enough gold, the words "No Credits" appear and you cannot continue.

Difficulty

Select the number of lives Alex will have when the game starts. When you change the number of lives, the difficulty level also changes.

Easy	Alex has 5 lives per game, and his enemies are only moderately mean.
Normal	Alex has 3 lives per game, and he and the bullies are equally matched.
Hard	Alex has 1 life per game, and Paperockers are everywhere!

Control

You can change the functions of Buttons A, B, and C:

Normal		Reverse	
Buttons A & C:	Jump	Buttons A & C:	Punch
Button B:	Punch	Button B:	Jump

Sound Test

Use this option to choose a game sound. Press Button A or C to preview the sound.

Janken

Select this option to practice playing Janken. Press the D Button to select your opponent. Then press Button A or C to step onto the Janken stage.

In Janken, you and your opponent both make a hand sign at the same time. There are 3 signs: paper, scissors, and rock. The player who makes the most powerful sign wins. The rules are:

Paper vs. Rock	Paper covers rock so paper wins.
Rock vs. Scissors	Rock breaks scissors so rock wins.
Scissors vs. Paper	Scissors cuts paper so scissors wins.

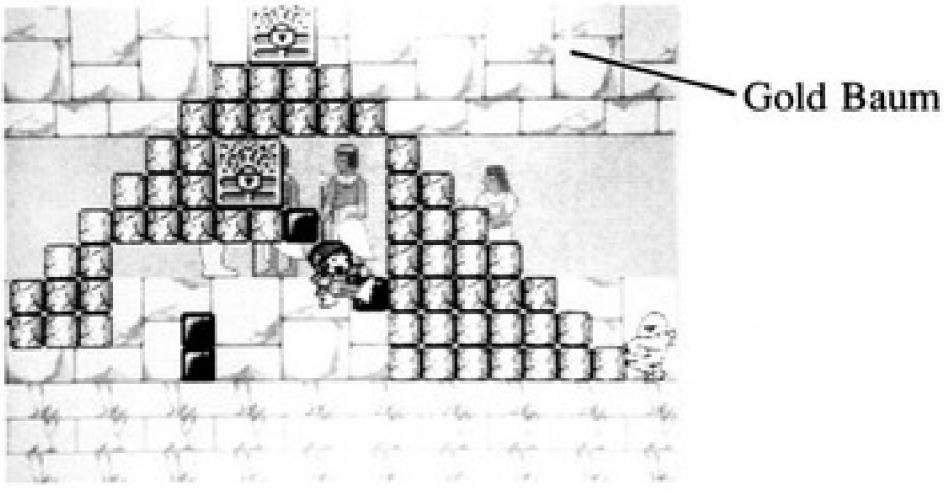
Press the D Button to select a sign, then press Button A to start playing. The judges will count, and then you and your opponent will show your signs. When the Janken game is over, you can choose another opponent. Or you can press Button B to return to the Game Options screen.

Exit

Select this option to return to the Start Game screen.

Alex in Janken Land

On Paperock planet, Alex must punch, kick, and leap to get past his enemies and other obstacles. He also finds treasure chests, which he can break open for gold and other goodies. Sometimes he's got to smash rocks before he can get to the treasure.



Press Button B to punch. Hold down Button A or C to jump. While jumping, release the button to kick. When you defeat an enemy or open a chest, gold coins and bags of gold fall out. Run over the gold to grab it. Gold pieces are called Baums. You need lots of Baums to win!

Rocks

Punch and kick rocks to break them. Butt your head against ceiling rocks to punch through.



Punch through breakable rocks.





You can't break indestructible rocks.

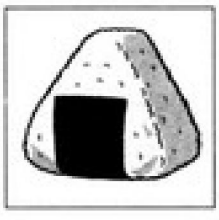




Jump and bounce off rubber rocks for greater distance.

Lives and Rounds

Alex must get through all 11 rounds of the game to find his dad. He starts his search with 1, 3, or 5 lives (depending on your difficulty level). If Alex gets hit by an enemy or falls on an obstacle, he loses a life. But he can revive as long as he has lives left.



At the end of each round Alex finds a rice cake. Grab the rice cake to finish the round.

If Alex loses all his lives, the game ends. If you have 1,000 Baums of gold or more, you can continue by pressing Button A.

Treasure

When Alex breaks open a red or black treasure chest, he finds gold and other goodies:



Gold coin, worth 10 Baums.

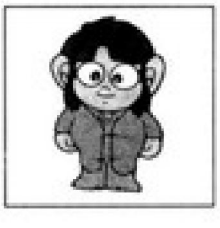
Bag of gold, worth 100 Baums.

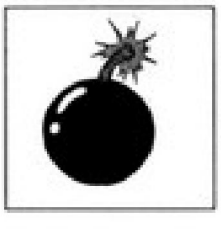




Tokens let Alex figure out what his opponent is thinking when playing Janken.

Extra life.





Bombs will destroy Alex if he gets caught in their explosion.

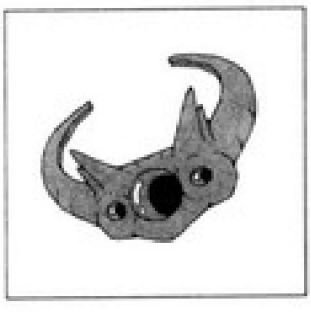
Item Selection Screen

Press the Start Button during play to see the Item Selection screen. Use this screen to pick up items that help you win!

Press the D Button to move the marker to the item you want. Then press Button A or C. The letter "E" appears next to the item, showing that you've chosen it. Move the marker to Exit and press Button A to resume play.

To put back an item, go to the Item Selection screen. Move the marker to the item you're using and press Button A, B, or C. Then press Start Button to resume play.

You can use more than one item at the same time. And you can carry more than one of the same item. The numbers by the items show how many you're carrying.



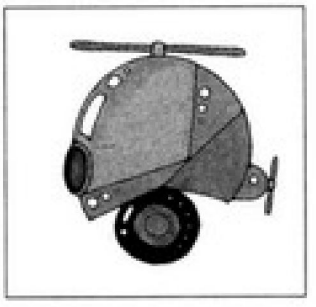
Power Bracelet

When you punch or jump, this throws a crescent weapon. Use this to knock out enemies from a distance. You can't use the Power Bracelet when riding a vehicle or using the Wizard's Cane.



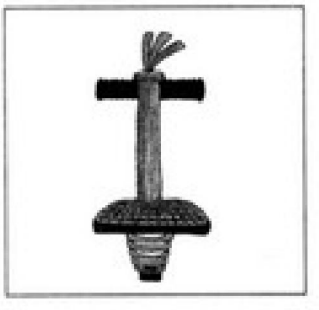
Sukopako Motorcycle

Bash into your enemies on this to send them flying. You'll lose the motorcycle if you crash into an indestructible rock.



Pedicopter

Jump into this to fly! Hold down Button A or C to take off. While flying, press Button B to fire missiles.



Pogo Stick

Hop high on your Pogo Stick. Use this to get to enemies, obstacles, and treasure chests high above you.



Wizard's Cane

Use this to walk through the air for a short time. You can use the Cane one time only.



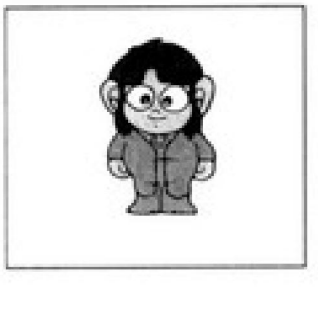
Cape

Makes you indestructible against everything except lava lakes and suspended ceilings. You can use the Cape only once.



Token

Helps you figure out what your opponent is thinking when playing Janken.



Lives

Shows how many lives Alex has left in the game.

Janken House

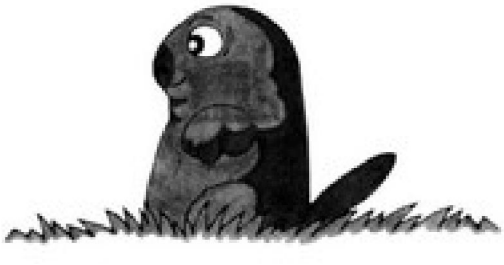
The Janken House is where you play Janken, the game of rock, scissors, and paper. To get there, stand in front of a doorway and press the D Button up.



You'll find yourself on stage with your opponent. Read the message at the top of the screen. Then press Button A or C to see the next message.

Press the D Button to choose your sign (paper, scissors, or rock). Then press Button A or C to start playing. If you win, you get the item in the center of the stage. If your opponent wins, you get bonked out and lose gold.

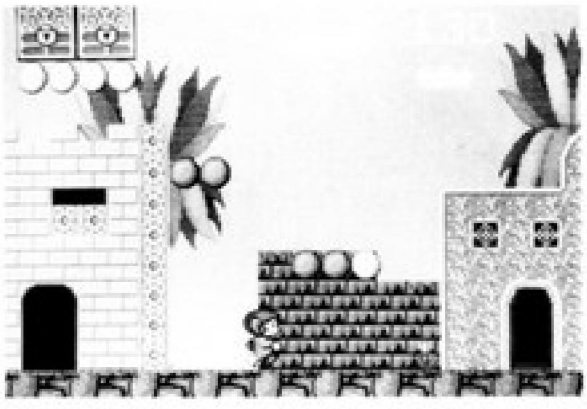
A Big Bully at the end of a round may challenge you to an automatic game of Janken. You must defeat the Bully or Alex won't be able to find his dad.

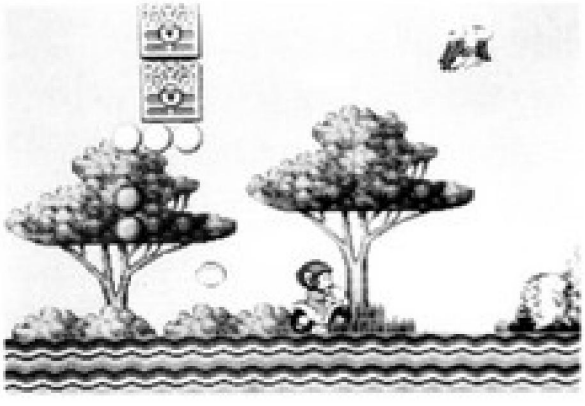


Paperock Rounds

Round 1: Rookietown

Demolish planes and cars with punches and kicks. Grab lots of gold so you can buy winning items. Look for the underground passage.



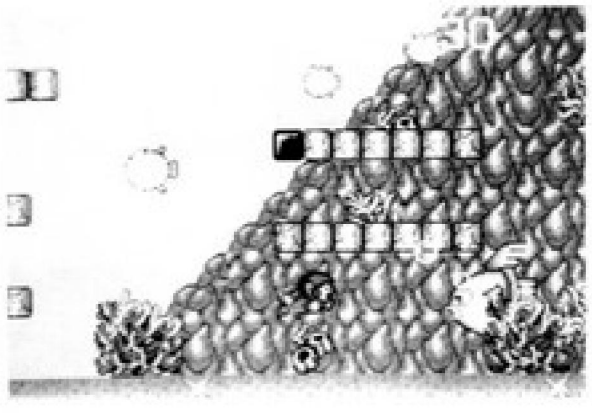


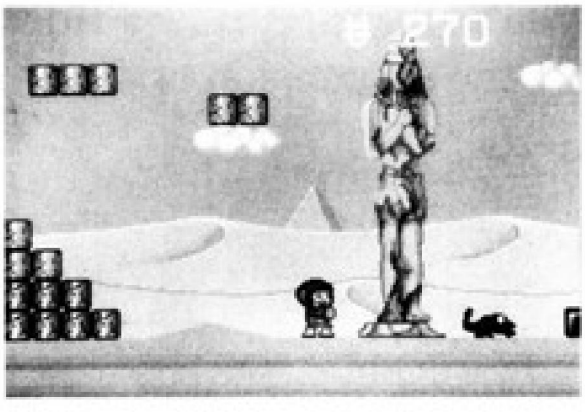
Round 2: The Prairie

Watch out for Prairie Dogs, Dirt Beetles, and Crazy Condors. When Hedgehogs curl into balls they're indestructible.

Round 3: The Splashy Sea

Pufferfish are full of hot air. The Sunfish can take a lot of wallops before giving up. Demolish the Octopus a tentacle at a time, but don't get inked!



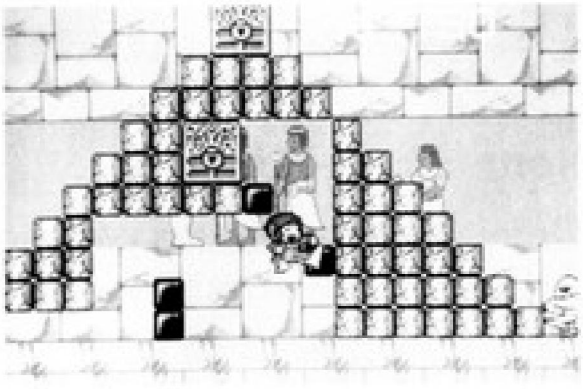


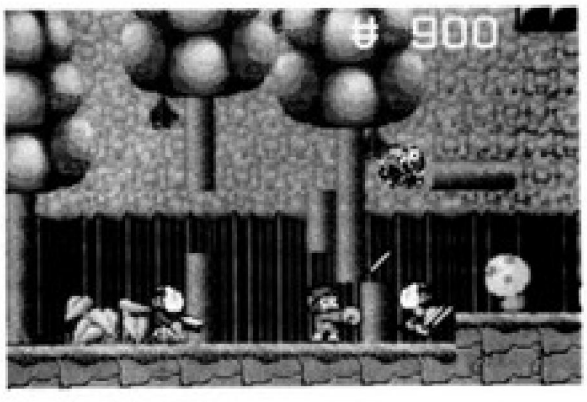
Round 4: Scorpion Desert

The Scorpion's sting is deadly! Ant Lions try to snag you from their traps.

Round 5: Pyramid

Mummies and Scorpions will give you the creeps!



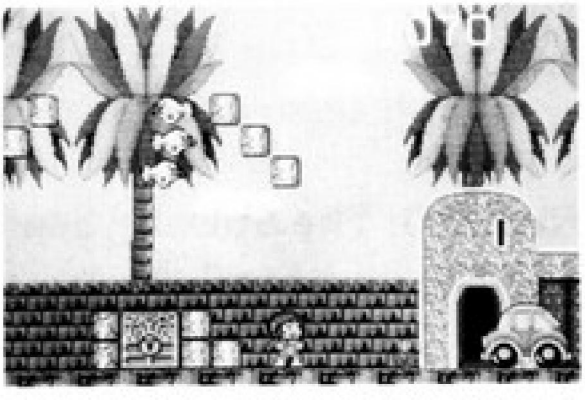


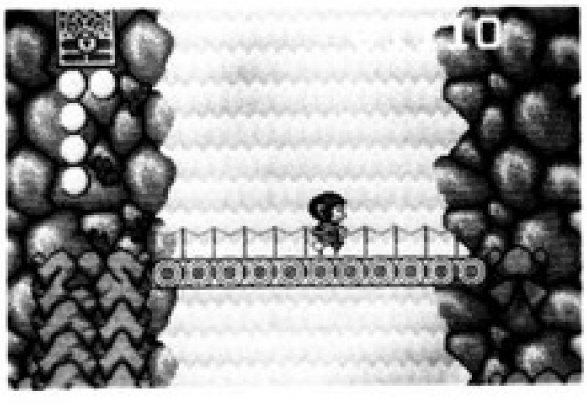
Round 6: Hiho Forest

Blaze a path through the trees. Duck or destroy the Bee Brutes and Manic Monkeys. The Woodcutter chops up everything he sees, including you!

Round 7: Tropics Town

A sister city to Rookietown.





Round 8:

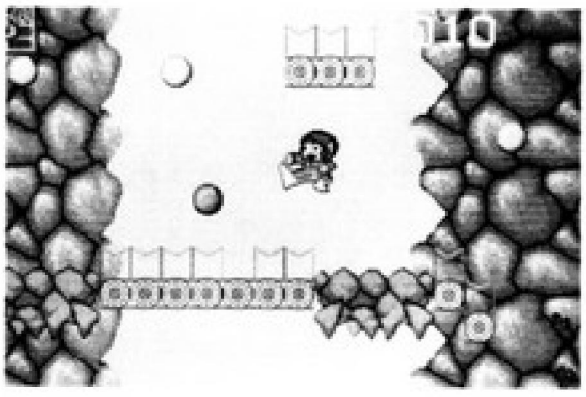
Rocky Mountain # 1

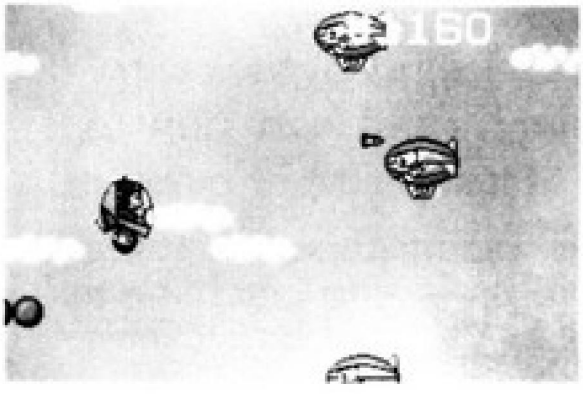
Don't lose your footing or you're a goner! Take a ride on the suspension bridges!

Round 9:

Rocky Mountain # 2

Climb, climb, climb! The Old Wizard and rolling stones test your mountain assault skills.



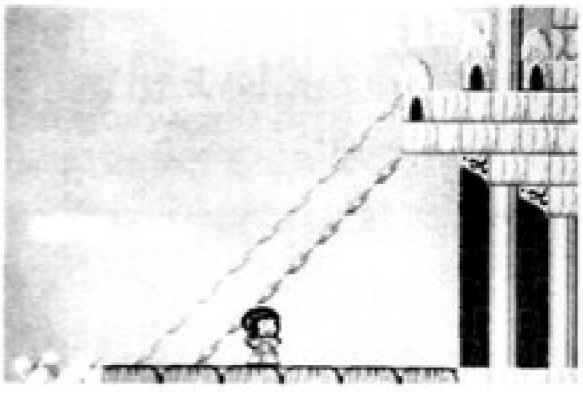


Round 10: In the Sky

Use the Pedicopter for this airy race. Blast the Blimp!

Round 11: Sky Castle

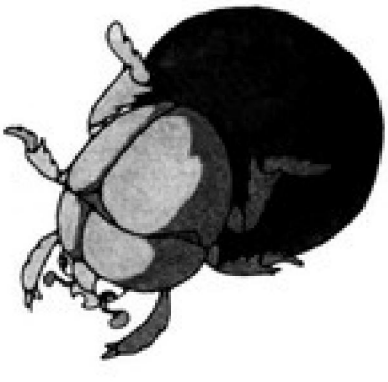
Punch the levers to control the suspended ceilings. Don't fall on the spears. Keep a lookout for mice, robots, and chameleons—they're all mean. The Fire Ghost is indestructible. Alex may find his dad, King Thor, in Sky Castle. He may also get a surprise!



Paperock Hints

- Collect as much gold as you can.
- Be sure to use the items in the Item Selection screen. Choose the most useful item for your situation. If you're not using an item, put it back. Sometimes you can carry more than one of the same item.
- Timing your punches and kicks just right is very important. Watch your enemies and learn how to press the button to punch at just the right moment.
- There are no impossible places — you just have to figure out how to get to them.
- Get a long running start for high jumps.
- Figure out how to use suspended ceilings to help you win!







Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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 90 days from the date of purchase. If a defect covered by this 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 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 fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. 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 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 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.

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