Alex Kidd™

High-Tech World



SEGA®

Life isn't always easy for the Crown Prince of Radactian. When the High-Tech World arcade opened up, someone in your castle tore the map into eight pieces! But it's such a cool arcade, you have to go there. To do it you have to find the eight pieces of the map, make it through the woods and get past the border guards! But you better do it fast, because it's 9:00 in the morning...and the arcade closes at 5:00 p.m.

It's a challenge worthy of any Kidd!

Loading Instructions:
Starting Up:

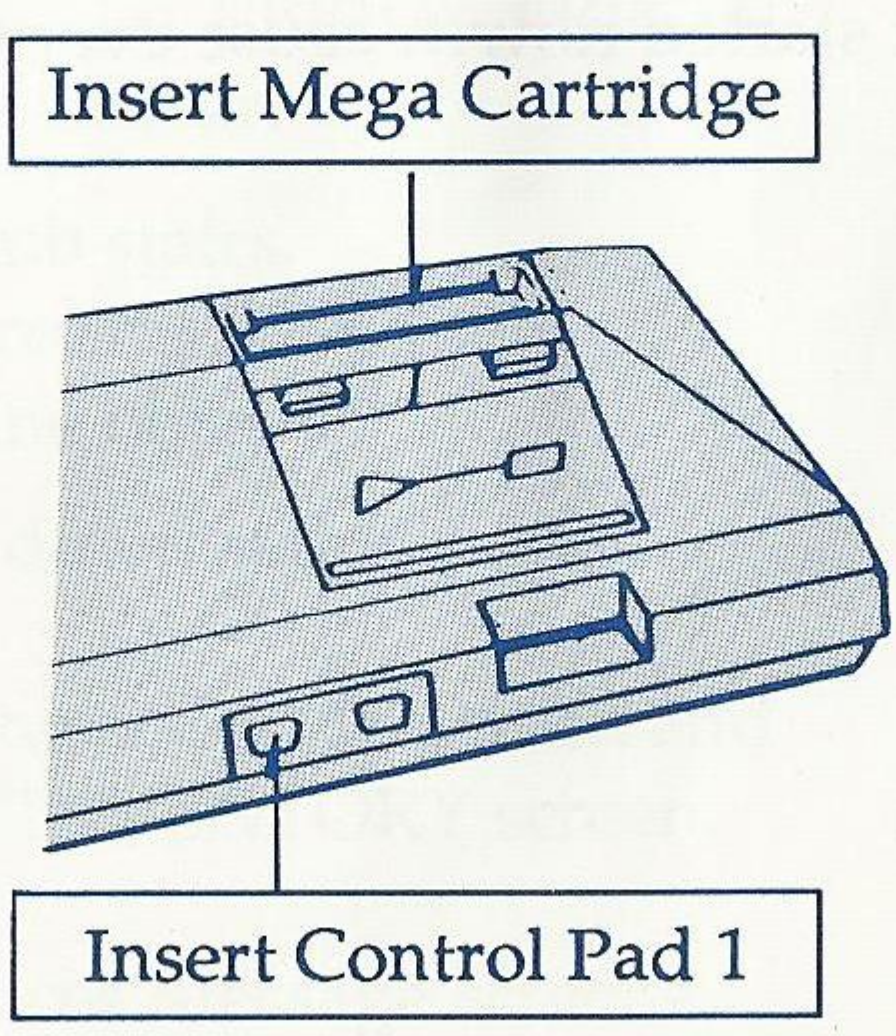
1. Make sure the power switch is OFF.

2. Insert Control Pad 1 into the "Control 1" input for a one player game.

3. Gently insert the game cartridge into the Power Base. If the cartridge is properly aligned, it will easily slip into place.

4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



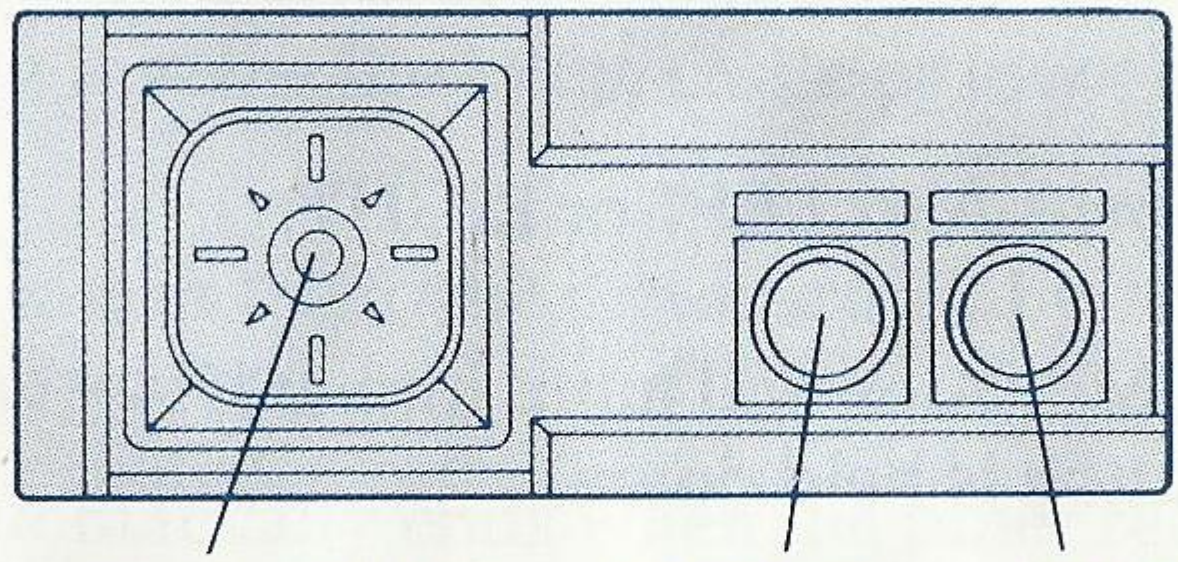
Alex Kidd™ : High-Tech World

You're Alex Kidd, the Crown Prince of the planet Radactian. You are known by various titles; such as hero, all-around radical dude and the little guy with big ears! But when all this hero stuff is said and done, you are still a kidd at heart.

That's why you got all excited when your sometimes friend Paul told you about the wildest new video arcade, High-Tech World. It wasn't too far away…just through the forest and past the village. After Paul told you about the new games and cool stuff there, he mentioned something about a map with guaranteed directions. The problem was, the map had been torn up into eight pieces and hidden in different parts of the castle! Who did it? Paul, of course. He is sometimes a very big rat!

What the heck. It's just another challenge for the Kidd! You must find the eight pieces of the map, get through the forest, find a Travel Pass and get through the village to the arcade before it closes at 17:00 (5:00 p.m.). What? It's 9:00 a.m. now? Time to jam! Get started now…'cause every minute counts!

Taking Control



The Alex Kidd: High-Tech World game takes place in two different formats: Adventure Scenes and Action Scenes. The Control Pad works differently for each type of scene.

Adventure Scenes

Castle and Village

D-Button: Moves Alex LEFT and RIGHT.
Moves Cursor.

UP: To climb stairs.
Enter rooms/buildings.
Examine objects.

DOWN: To go down stairs.

Button 1: Exchanges GAME screen and MAP/INVENTORY screen.

Button 2: Advances Message screens.
Confirms Cursor selections.

Action Scenes

The Forest

D-Button: Moves Alex LEFT or RIGHT.

Button 1: JUMP (Alex will jump higher if Button is held down).

Button 2: Throws stars.

Object

The object of Alex Kidd: High-Tech World is to get to the High-Tech World arcade before it closes at 17:00 (5:00 p.m.). To do this you must accomplish three tasks:

1. Find the eight pieces of the map to the arcade.

2. Fight your way through the Ninja infested forest.

3. Get the Travel Pass in the border town and make it to the arcade before closing time.

The End of The Game

You begin the game with one life. If this life is lost, the game ends. You can lose the life in the castle or town by misadventure.

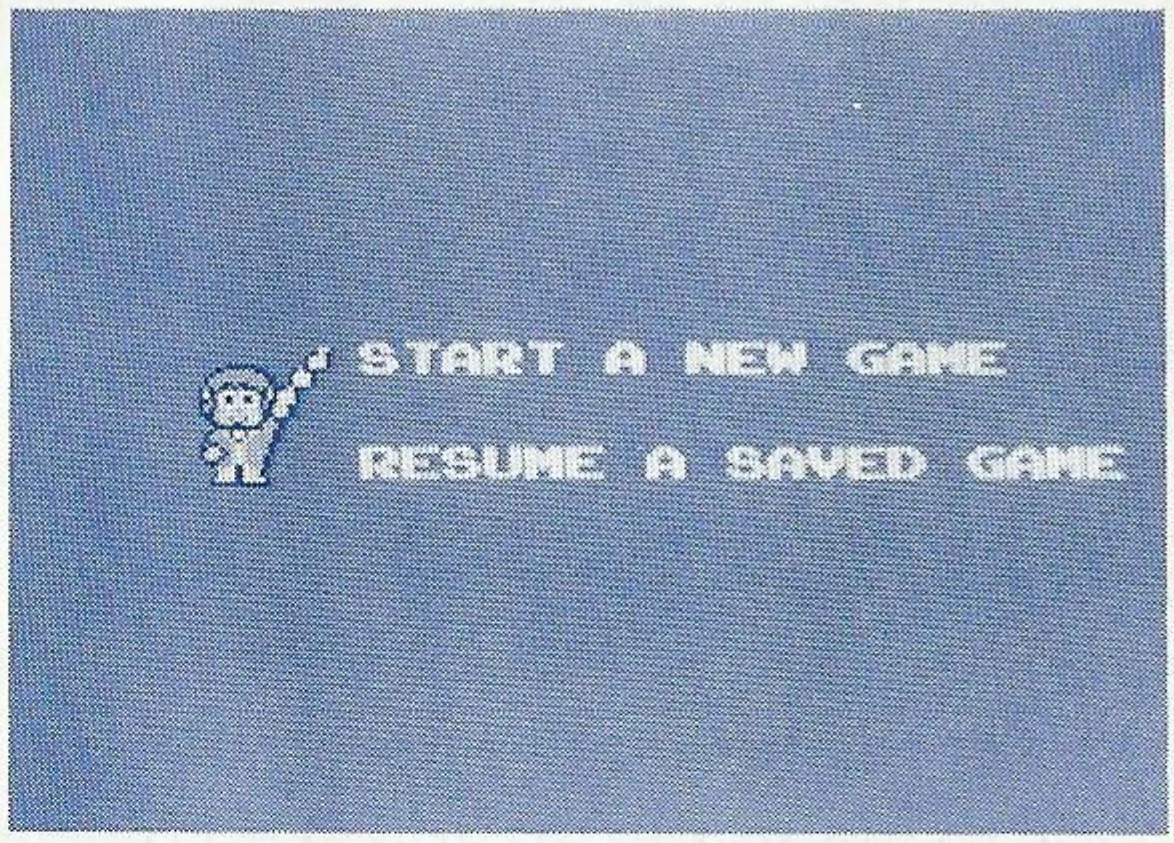
A life can be lost in the forest if you are hit by Ninja Shuriken or fall into the water.

The game automatically ends when the timer reaches 17:00 (5:00 p.m.).

But...if you make it out of the castle, you can continue the game at the beginning of the area in which the life was lost by selecting RESUME.

Getting Started

There are two ways to start the game: starting from the beginning and starting by using a password. The options are presented when you press either Button 1 or Button 2 during the Title Screen.



Make your selection with the D-Button and press Button 2 to confirm.

NOTE: When the game ends in the forest or in town, the following screen will display the START/RESUME selection. Choosing RESUME without first powering down the game will place you at the beginning of the forest scene without having to enter the password.

Entering Passwords

You receive a password when you exit the castle. To use this password to get back into the game, select RESUME A GAME and press Button 2. You will then see the Password Entry Scene.



Use the D-Button to select the appropriate symbols by moving UP, DOWN, LEFT or RIGHT. Press Button 2 to enter them, or Button 1 to cancel symbols. If the password you entered is not correct, you will get the message "WRONG," and you will be returned to the Starting screen. If this happens, check your password before reentering.

When the password is entered correctly, the game will restart at the beginning of the forest.

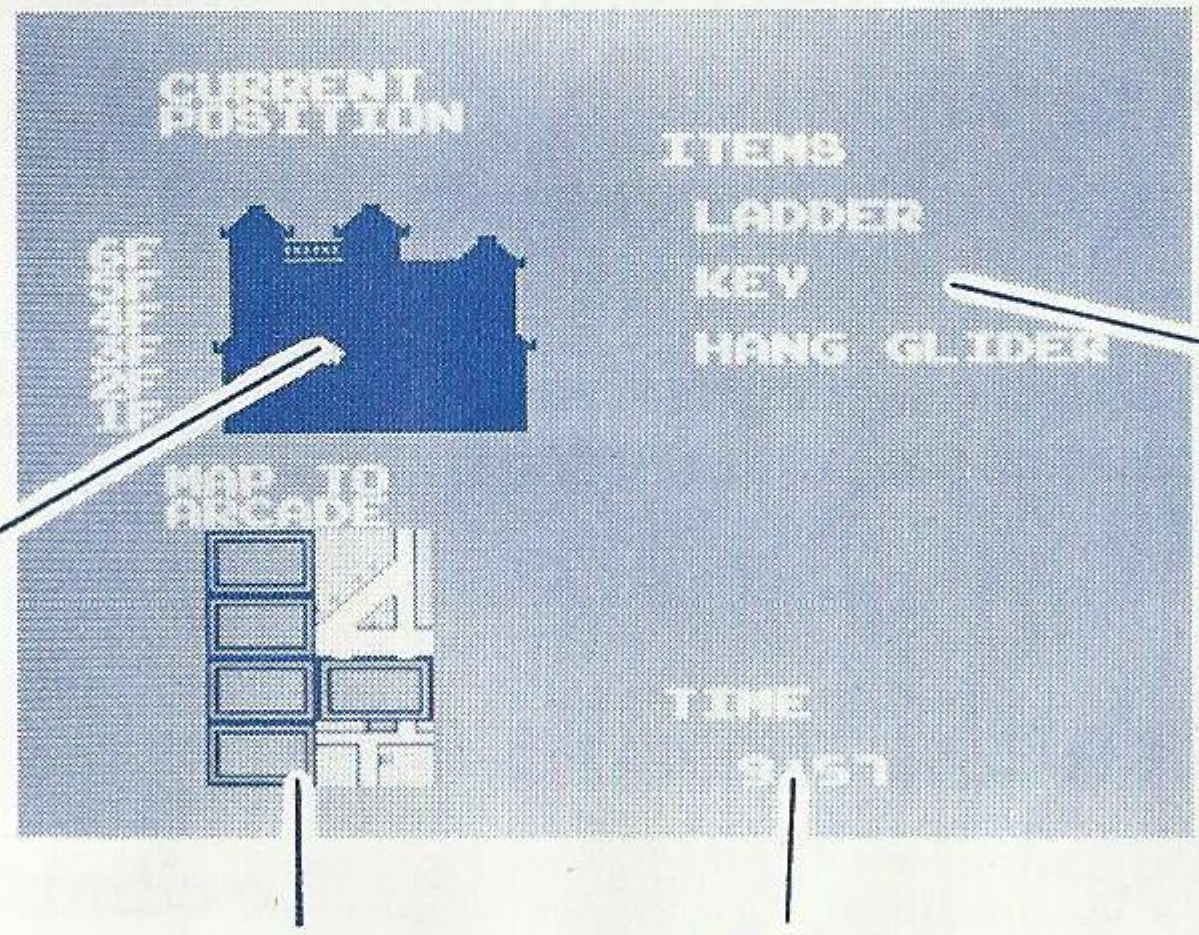
In Alex's Castle

In the castle you must find the eight pieces of the map Alex needs to get to the arcade. The pieces are scattered all over the castle...in the most unlikely places!

To find the map, get information by talking with the people you see in the castle. Often they will give you clues!

Remember...the game will end if you get trapped by the little tricks every castle contains!

Map Screen



Current Position

Items

Map to Arcade

Time

When in the castle, press Button 1 to call up the Map Screen. The Map Screen gives you important information about your progress in the game.

Items: Shows what items you have found.

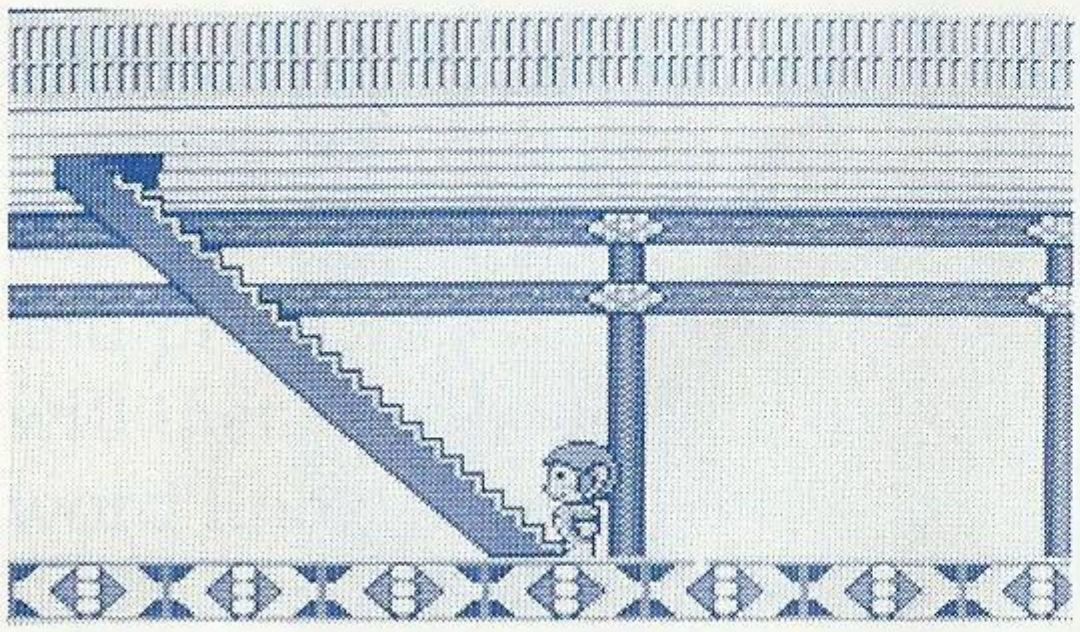
Current Position: Shows exactly where you are in the castle.

Map to Arcade: Shows how many pieces of the map you currently have.

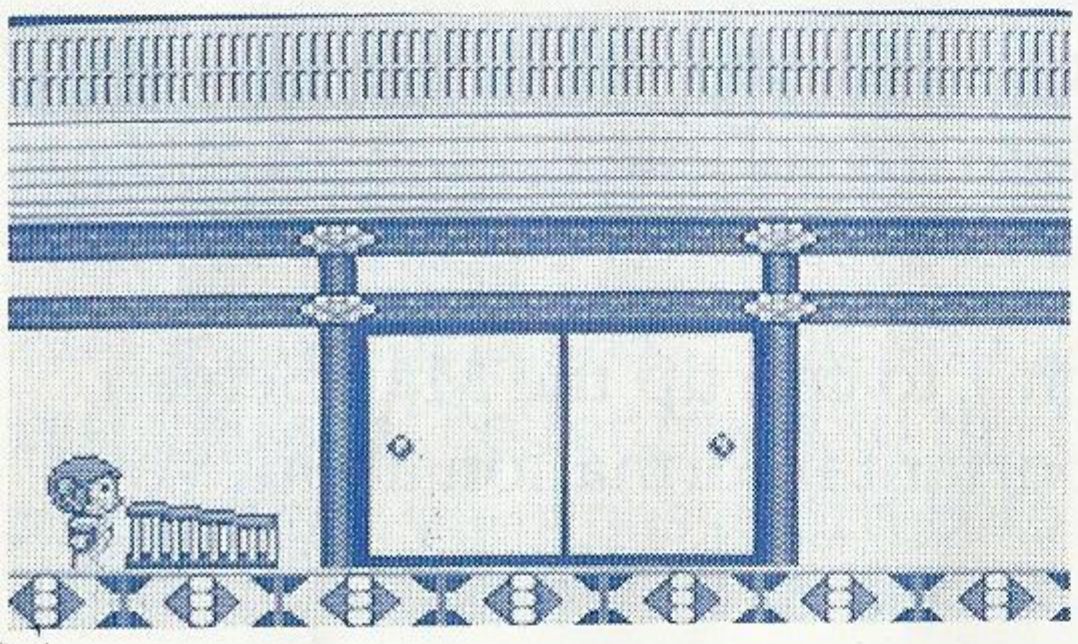
Time: Shows what time it is.
Remember: You have until 17:00 (5:00 p.m.) to get to the arcade.

Getting Around

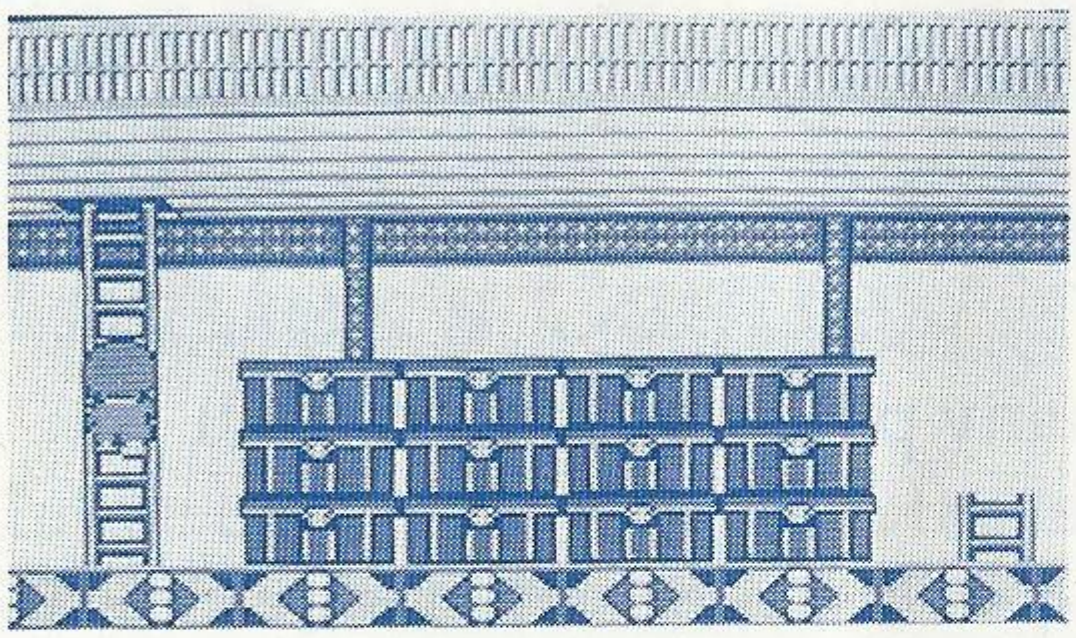
In the castle you must climb up and down stairs and ladders, and enter rooms.



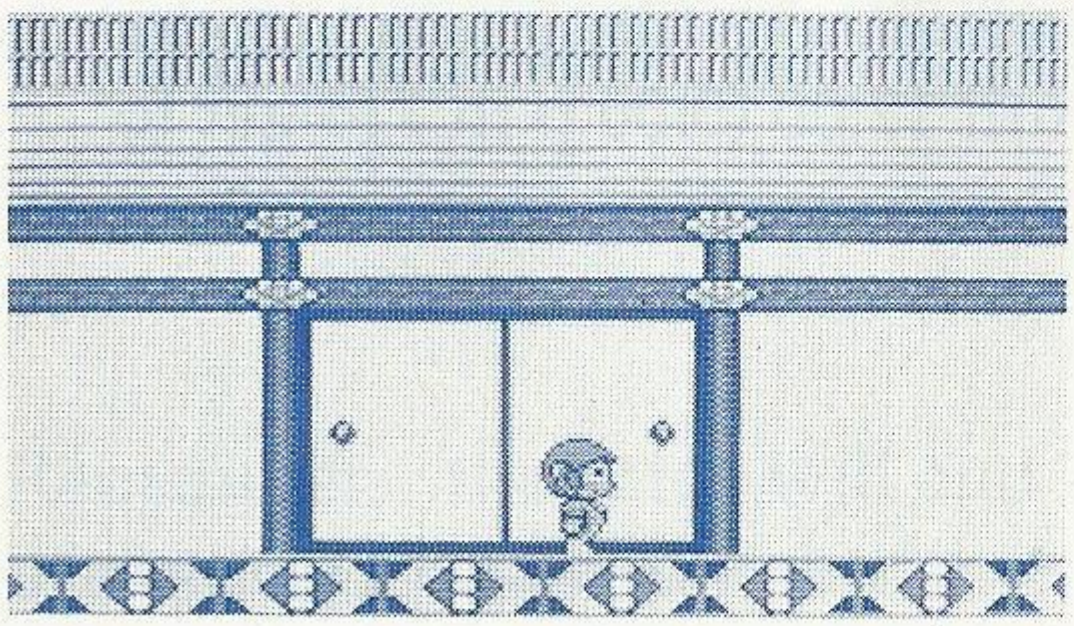
To climb up stairs:
Place Alex in front of the stairs and press UP on the D-Button.



To climb down stairs:
Place Alex in front of the handrail and press DOWN to go down the stairs.



To climb up or down ladders:
Place Alex in front of the ladder and press the D-Button UP or DOWN to make him climb.



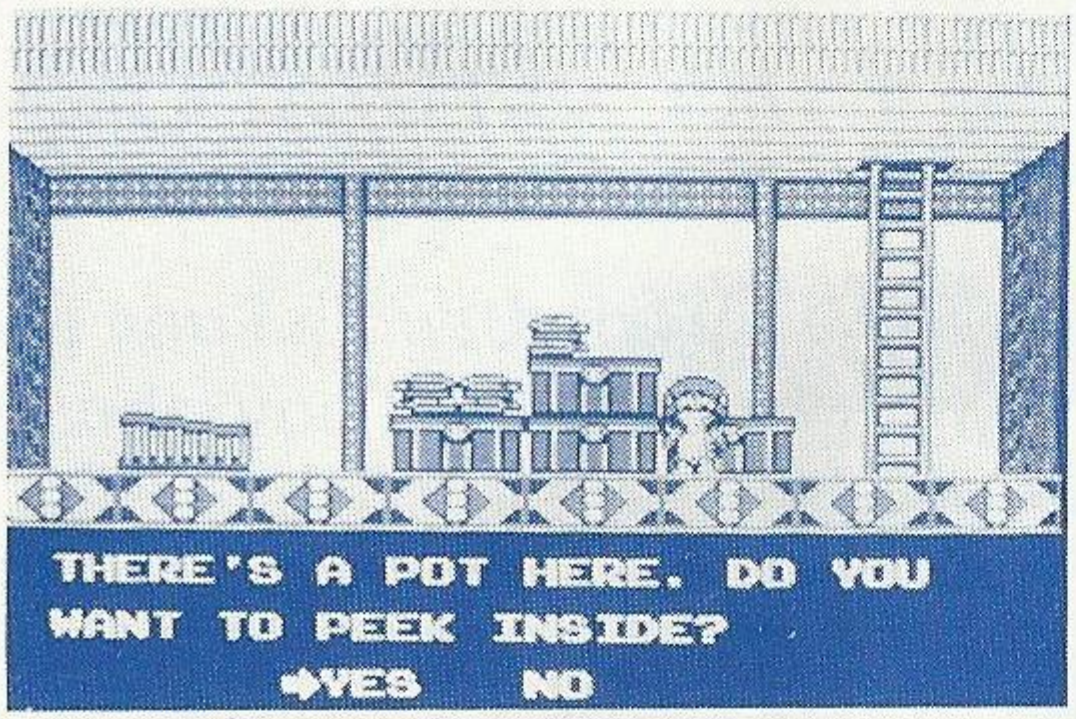
To enter a room:
Place Alex in front of the doors and press UP on the D-Button.

NOTE: The clock advances five minutes every time you enter a room.



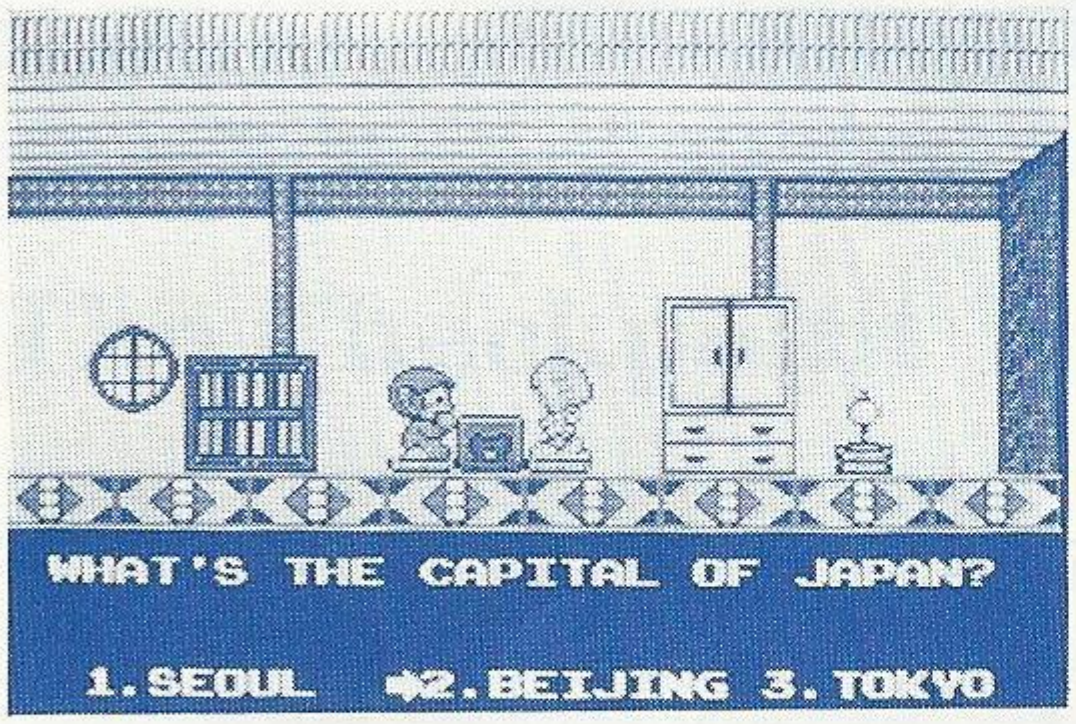
Inside rooms:

When you enter a room, you will see a message at the bottom of the screen. Press Button 2 to advance the message or to continue conversations with people in the room.



Investigating Items

If you want to know more information about something you see in a room or hallway, move Alex in front of the object and press the D-Button UP. Read the message at the bottom of the screen and use the D-Button to select options as necessary.



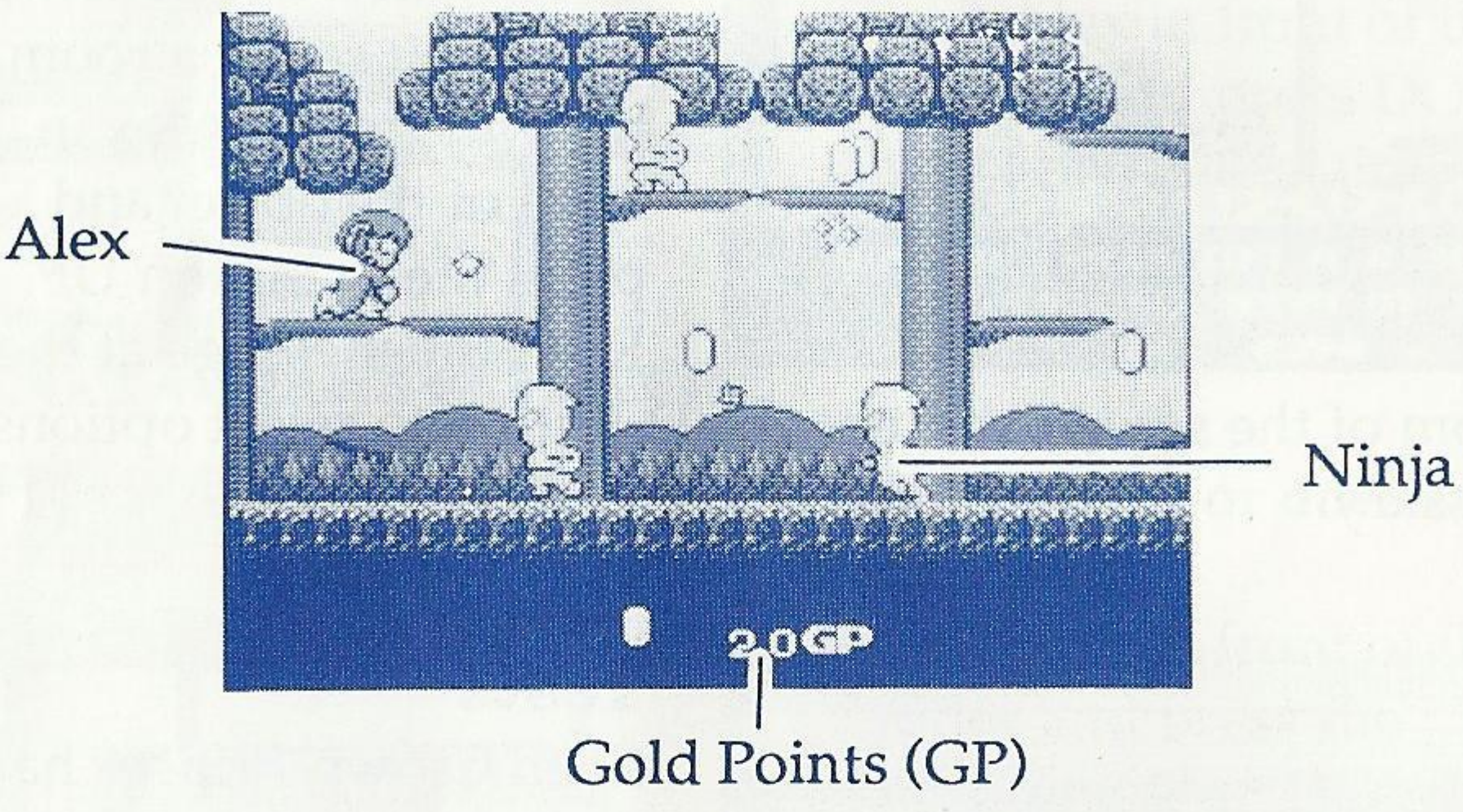
Tests

Even Crown Princes have to go to school! Mary the governess is also the castle schoolteacher. And surprise ...today is the day of a big test! Use the D-Button to select what you think are the right answers in this multiple choice and use Button 2 to confirm them. If you get them right, maybe Mary will help you! If not...let's just say that Mary can be a hard teacher!

In The Forest

After the castle, Alex must make his way through the forest to the town. The forest is filled with blue Ninjas, all waiting to take a shot at Alex with their throwing stars!

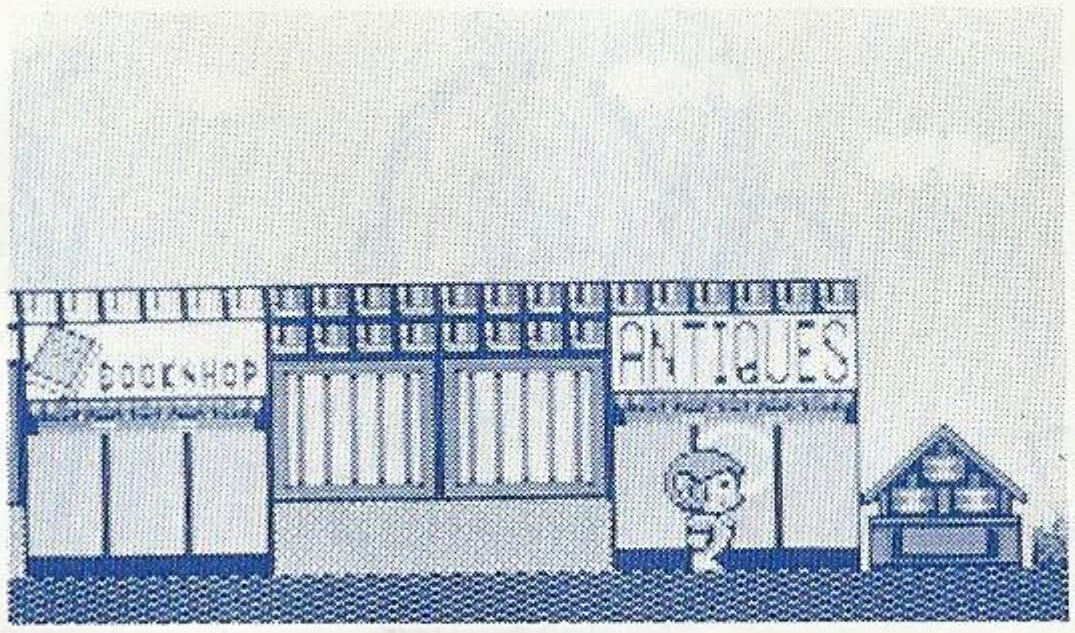
If Alex is touched by a Ninja or hit by their throwing stars, the game ends. But Alex has the power to fight back. No Prince in his right mind travels through Ninja infested woods without his own throwing stars! Press Button 1 to throw the stars, and Button 2 to jump.



GP's

There are many Gold Point coins scattered throughout the forest. Collect the coins by touching them with Alex. The more you have, the more things you will be able to buy in town.

The Village



In order to get to the town where High-Tech World is, you need a Travel Pass. You can get it in the Village...if you're smart enough to find it!

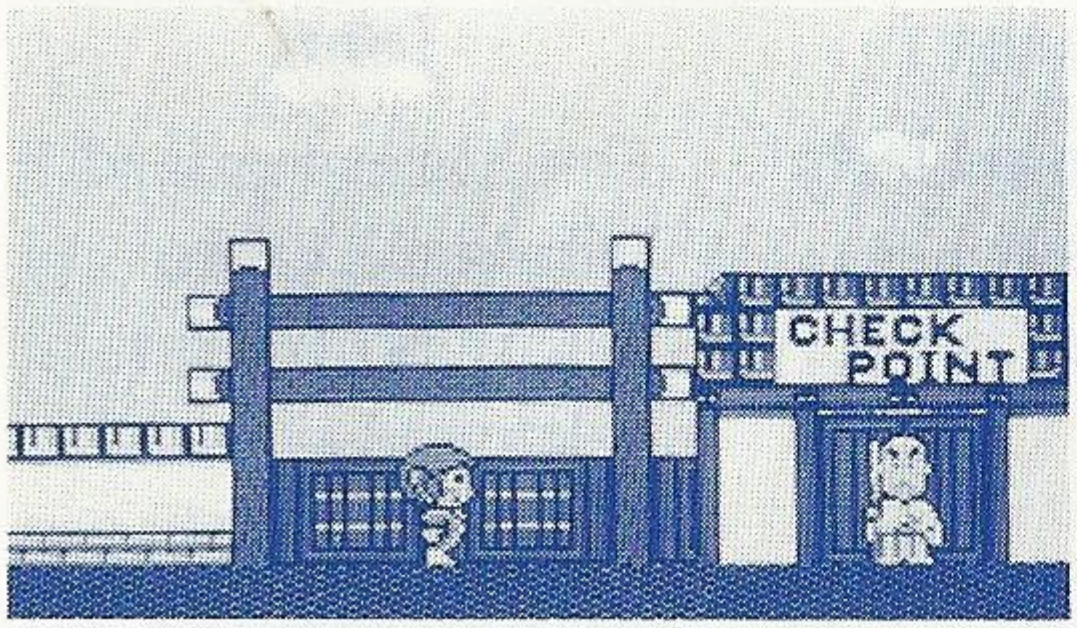
As you talk with the village people, make purchases and sell goods, you'll get clues on how to get a Travel Pass.

If you get close enough to people in the shops, you'll be able to talk to them. To select merchandise, use the D-Button. Confirm your purchases with Button 2.

In town, you can keep track of your possessions by pressing Button 1. Pressing Button 1 again will return you to the game.

NOTE: As with the castle, entering shops and doorways will advance the clock 5 minutes.

The Checkpoint



If you make it through the Checkpoint, you've won the game! But you can't get through unless you have a Travel Pass.

Some People You Should Know



Alex Kidd

Hero, Crown Prince, and a good little guy with big ears! He wants to go to the new High-Tech World arcade!



Alex's Papa

A carefree Lord. He is sometimes a little absent-minded!



Alex's Mama

A nice lady. But don't get in the way or she'll get mad!



James

He's the Castle retainer. When it's chilly, he burns things to stay warm.



Barbara

She's a court lady who likes to read...and bake!



John

The library guard. John's a likable fellow who can help you...if you know what you are looking for.



Rockwell

Alex's good friend and advisor. He often gives good advice.



Mary

The castle governess and school teacher. It's test time, Alex!



Paul

The rascal who tore up the map! He's a good friend, sometimes...and a real rat at others!



Bob

The gate guard. He's Alex's good friend, but he obeys the King's word and keeps the gates closed.



Tom & Mark

They only show up at break time. But where and when?



Spot

Alex's pet dog, of course!

Helpful Hints

- Always keep in mind that this is a time limit game. Keep an eye on the clock!

- There is a certain order for obtaining the map and the necessary items in town. Write down where you find things in the game for your future reference.

- You may get new information from a room by entering it later. But remember that every time you enter a room it costs you five minutes.

- Read signs you find on the walls. They often contain clues that can help you win the game.

- Not everybody in town will tell you the truth!

- Who are Mark and Tom? When and where do they appear? And what do they have to do with "45 from 30?"

- In town, being in the right place at the right time (: 00) is very important!

- Make maps of where you find things in the castle and town!

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

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

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