Wonder Boy™

Brave deep dark forests. Cross endles oceans. Endure arid deserts. All the while, fending off nasty creatures and natural disasters. Until you find her.

Until you rescue your girlfriend, Tanya, from the clutches of a brutish king.



SEGA®

Loading Instructions:

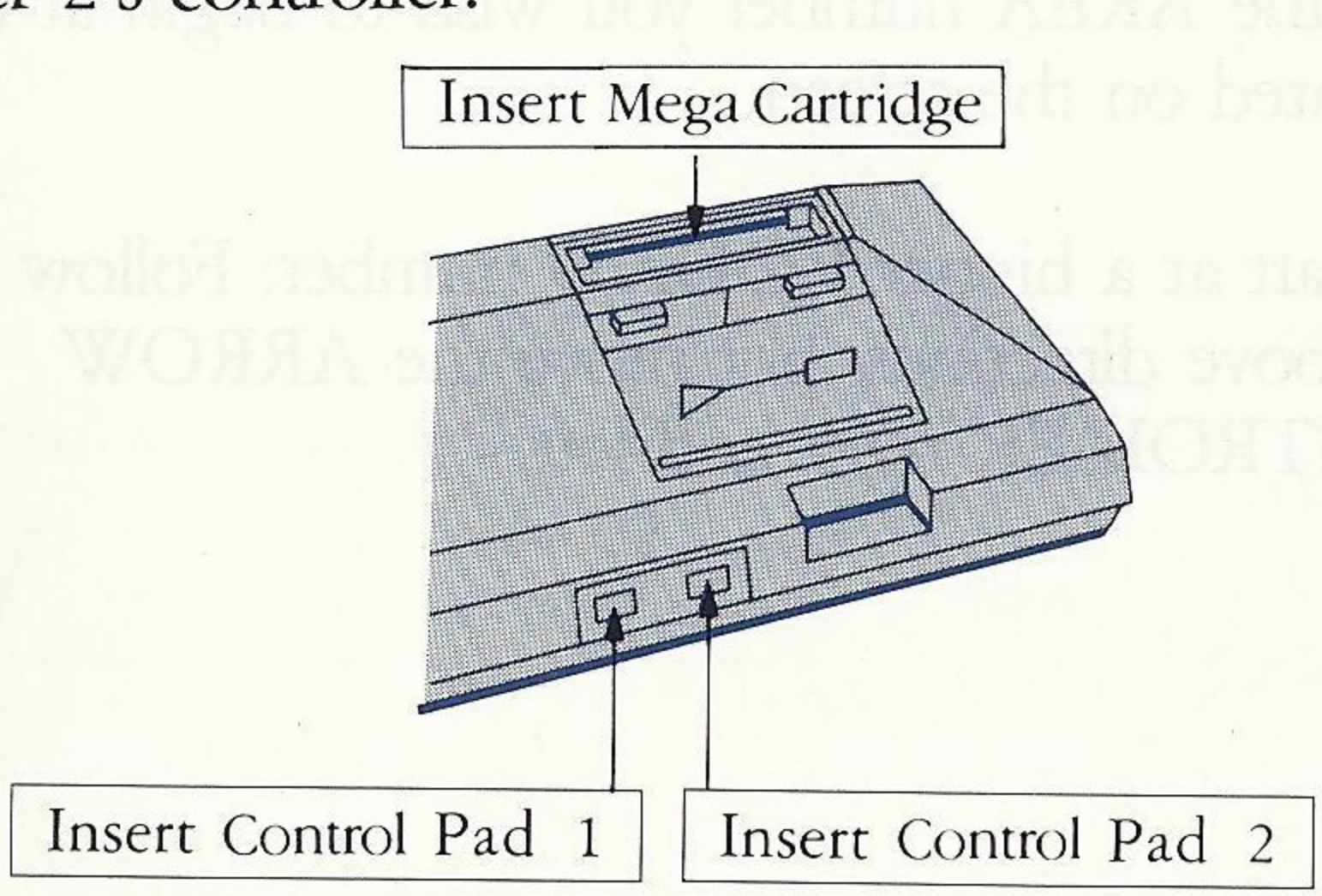
Starting Up

1. Make sure the power switch is OFF.
2. Insert the WONDER BOY™ CARTRIDGE into the power base (show below) as described in your SEGA SYSTEM™ manual.
3. Insert a control pad into port 1 on the power base. If two people are to play, insert another control pad into port 2.
4. Turn the power switch ON. If nothing appears on screen, recheck cartridge insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Cards/Cartridge.

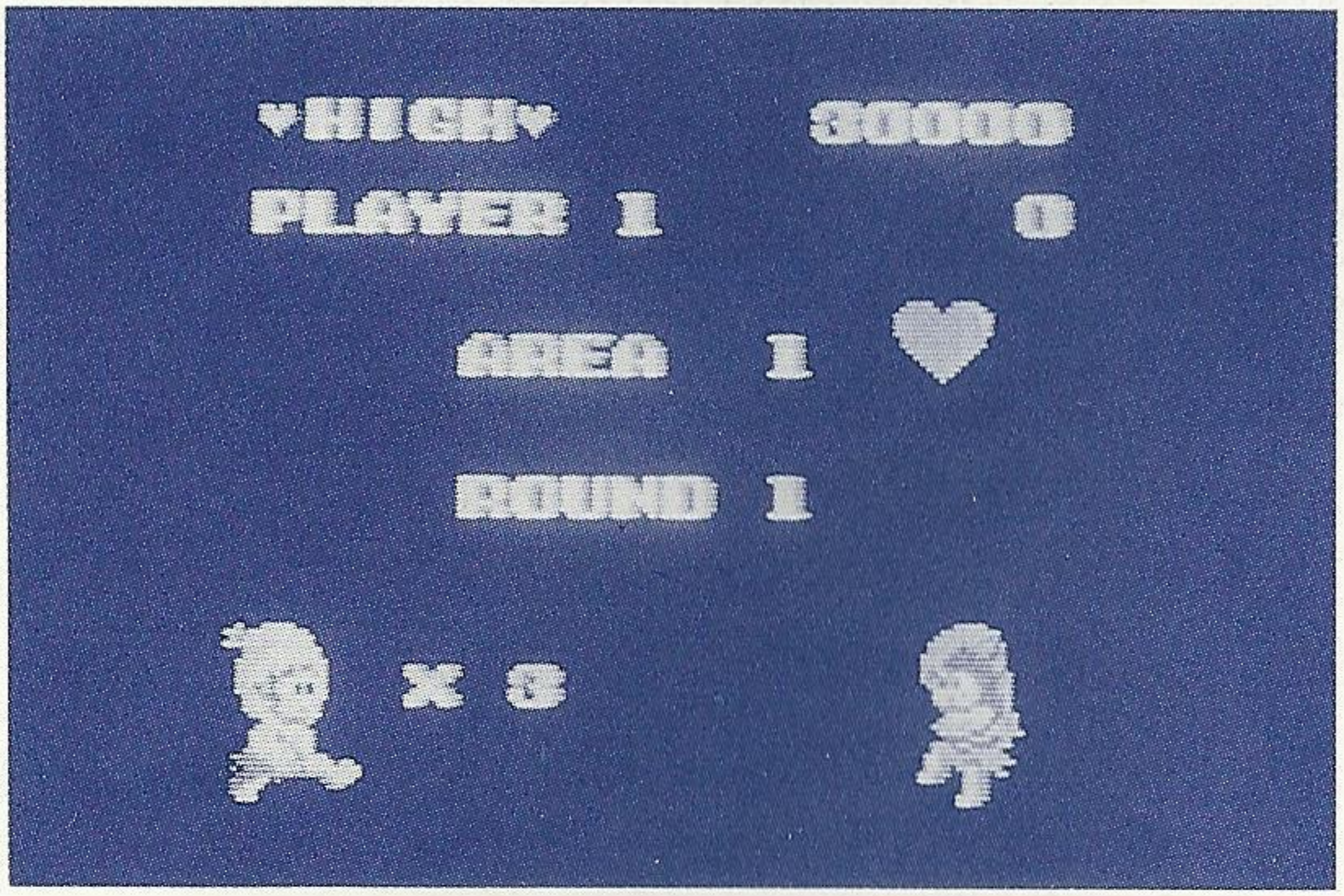
For 1 player: Push the START BUTTON on player 1's controller.

For 2 players : Push the START BUTTON on Player 2's controller.



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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 volcanos.
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.

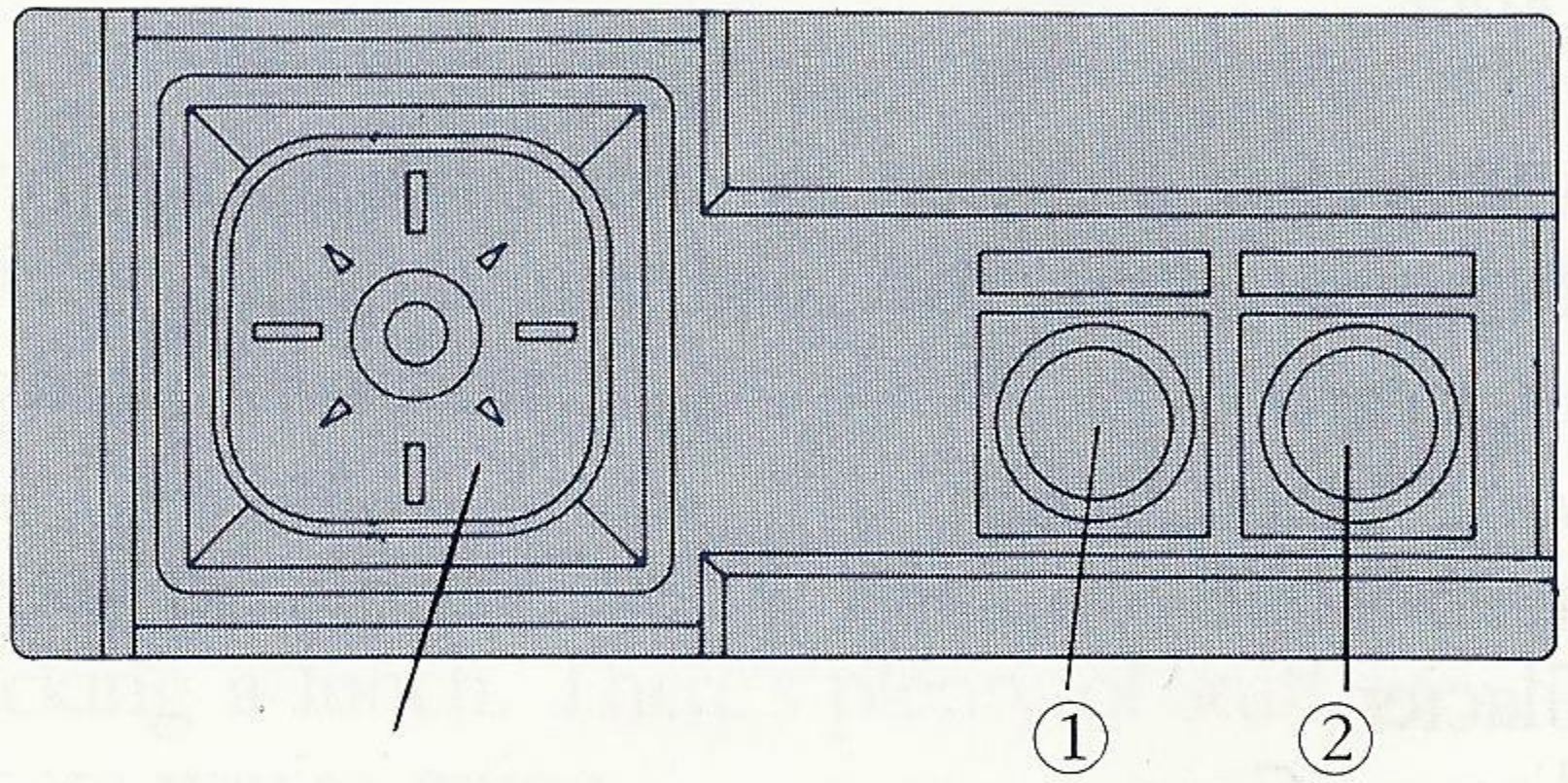
There are fourteen different locations you'll have to pass through on your search. And forty rounds for the entire game. Some locations will be repeated. Others, like the woods, will change as you go.

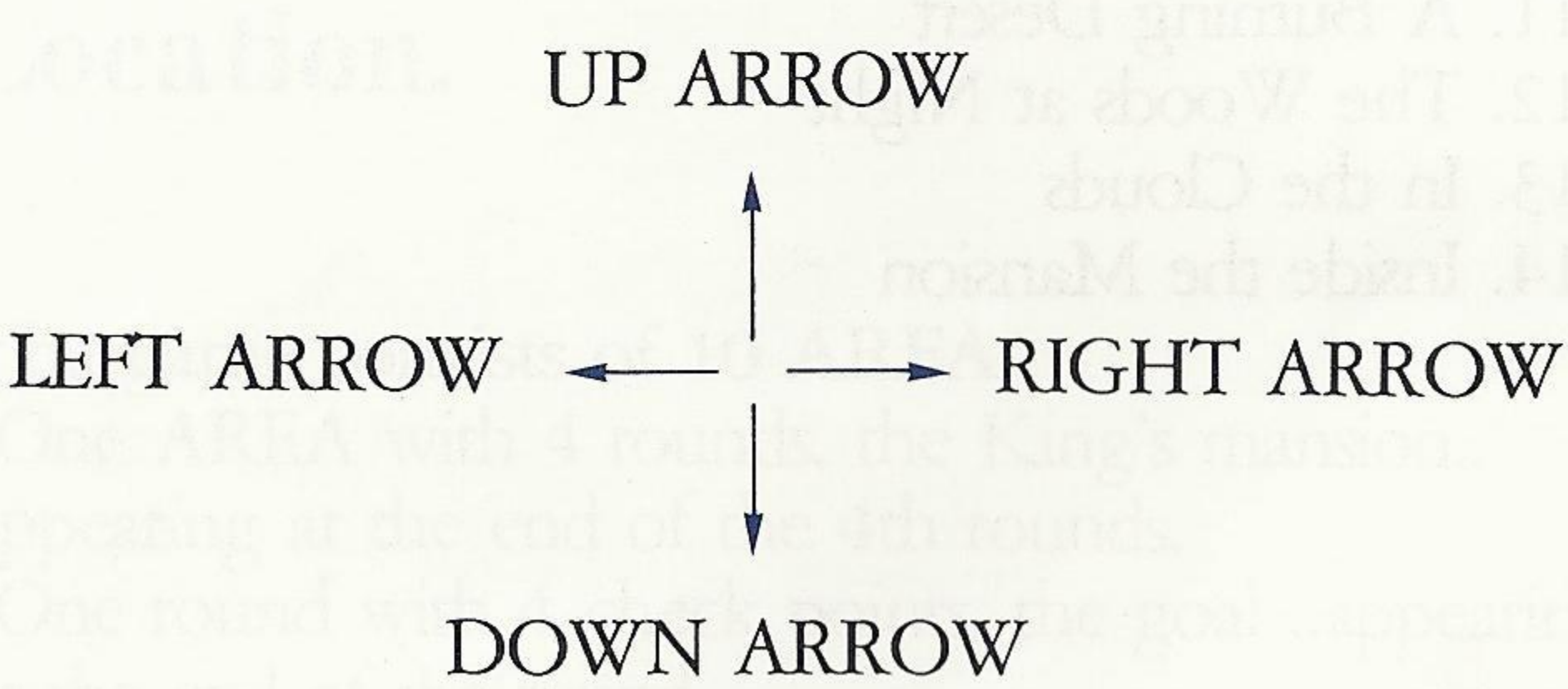
There are the fourteen locations, but since some locations are repeated, they will not always fall in this exact order.

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.





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.

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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.

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.

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.

TANYA



This is your lost girlfriend. When you find her, you will have won the last round. Or the whole game.

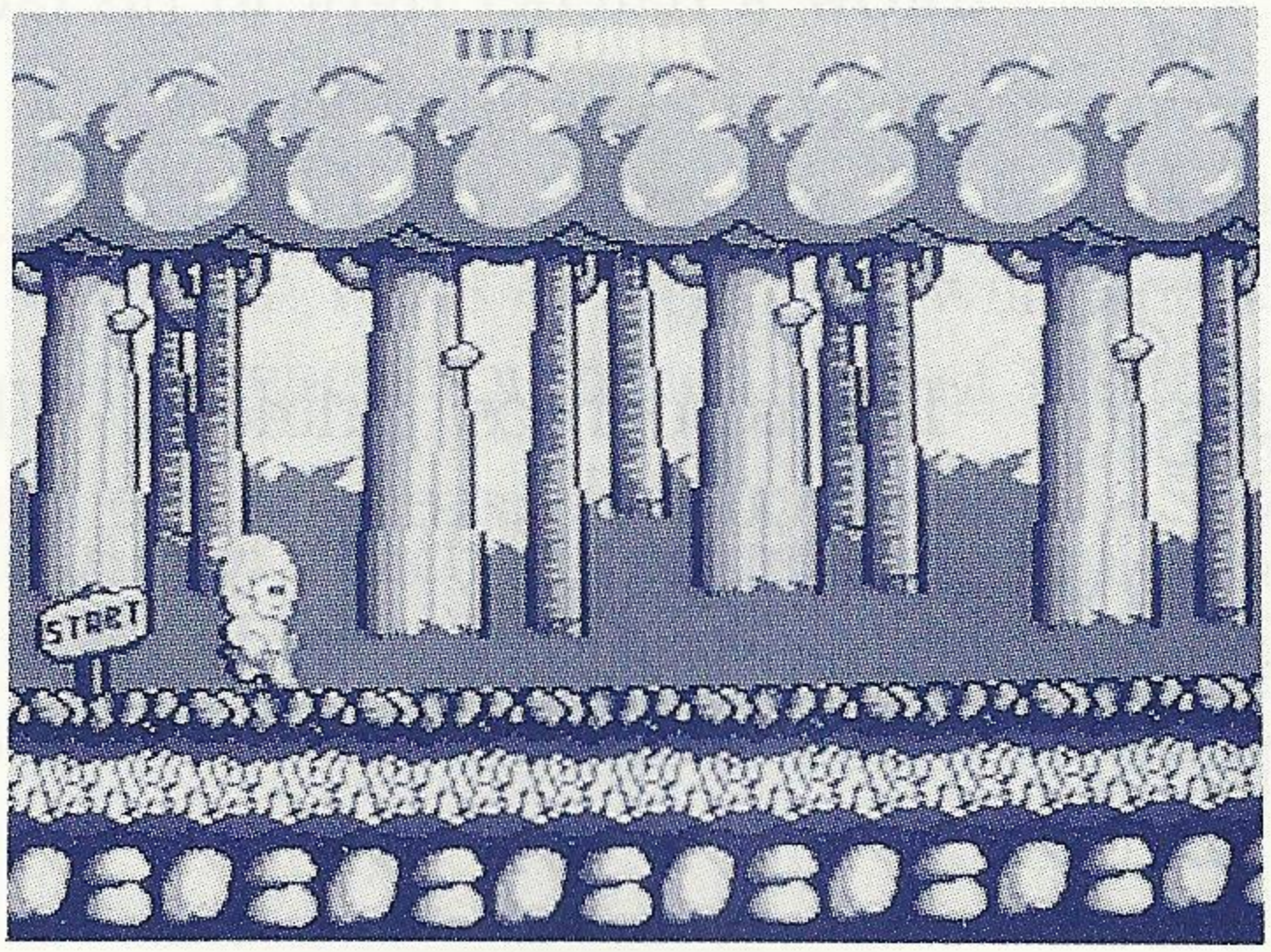
10

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.

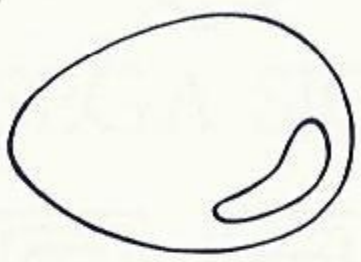
Finally, there are those things, like insects, animals and the elements, that are out to get you. The trick is to know which things are friends. And which things are foes. The following list will help you keep it all straight.



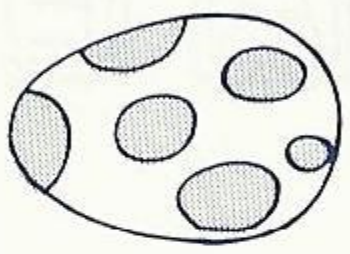
EGGS

There are two kinds of eggs.

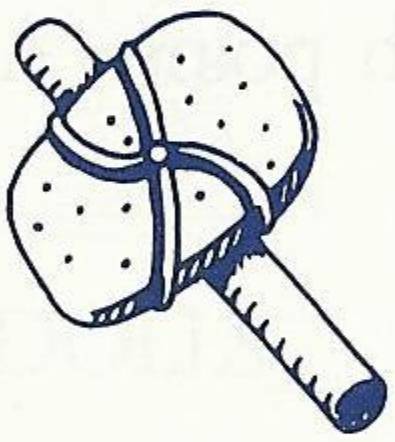
WHITE EGGS —— These contain good things. Either a hatchet, a skateboard, a mushroom, some milk, or an Angel.



SPECKLED EGGS —— These are the bad eggs. They contain The God of Death.



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.

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.

MUSHROOMS



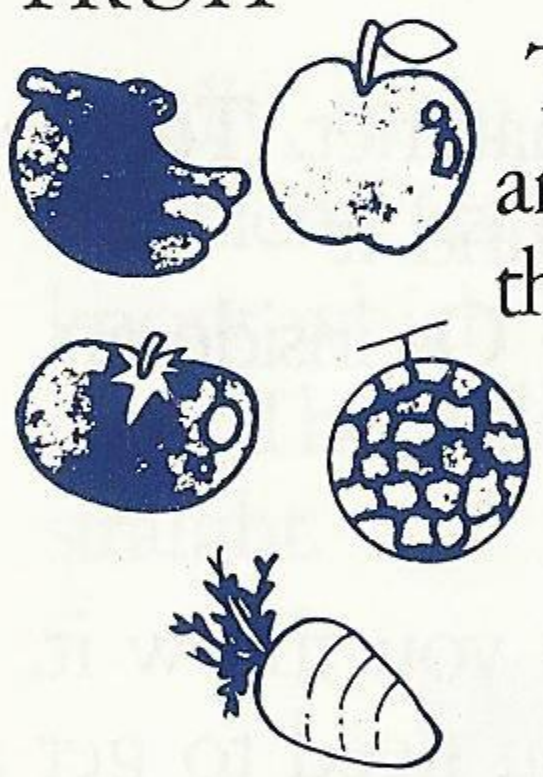
These are inside eggs too. They increase your vitality. And are worth even more if you can get some fruit later on.

MILK



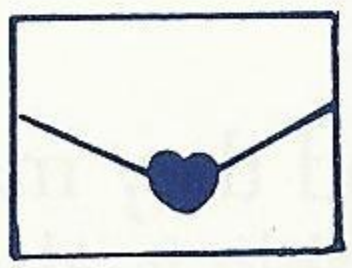
Again, they're inside eggs. Which is a good thing, since they're your best source of vitality.

FRUIT



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

LETTER



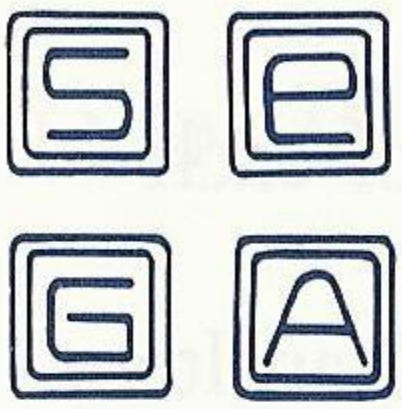
You'll find the letter when you knock down a coyote from behind . It increases your points and your vitality.

POTATOES



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

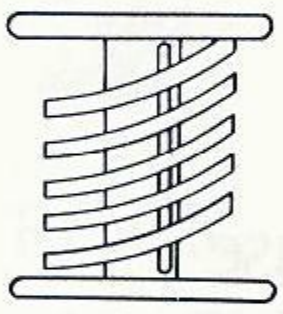
SEGA SIGN



This illusive 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.

SPRING



Use this to increase the length of your jumps.

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.

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THE WARPED GATE

What It Does

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

Warps 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.

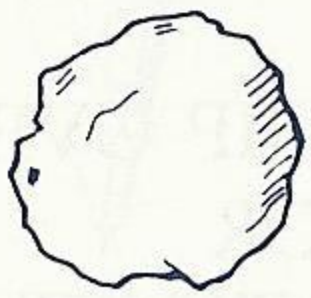
Where To Find It

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
APendant
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
FIRE —— You'll find it anywhere. Don't touch it. 	JUMP OVER OR AVOID
ROCK —— It'll deplete your vitality. 	JUMP OVER OR AVOID
COBRA —— It pops up all of a sudden. But won't attack you. 	AVOID OR HATCHET
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

COAL—KID —— They move from right to left. In two different speeds. JUMP OVER OR HATCHET



FROG



STATIC FROG ——You can kill it with one stab of your hatchet. AVOID OR HATCHET



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

BEE —— It'll follow you anywhere. High or low. AVOID OR HATCHET



BAT —— Don't get too close to it. JUMP OVER OR HATCHET



SNAIL —— True to form, this guy moves slowly. JUMP OVER OR HATCHET



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



AVOID OR HATCHET

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



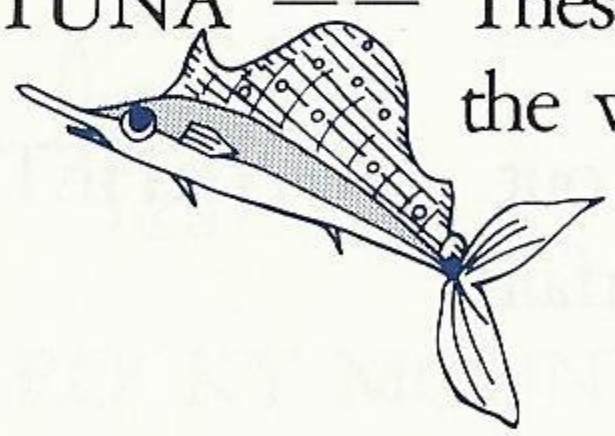
AVOID OR HATCHET

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



AVOID OR HATCHET

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



AVOID OR HATCHET

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



AVOID OR HATCHET

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



CHESTNUT —— They'll fall on your head as you get closer to them. HATCHET



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



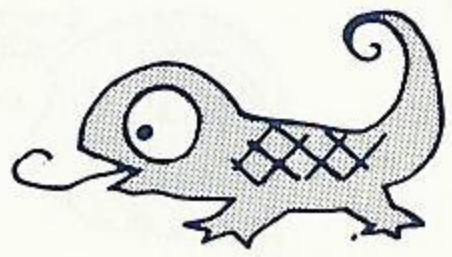
LOCUST —— They'll try to attack you as you approach them. HATCHET



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



CHAMELEONS —— You'll find them in the desert. JUMP OVER OR HATCHET



SCORPION —— Watch out! They're really fast. JUMP OVER OR HATCHET



OWL —— If you leave them alone, they'll leave you alone. AVOID OR HATCHET



FLYING SQUIRRELS —— They'll attack from the air. AVOID OR HATCHET



LIGHTNING —— You can't control it. AVOID



SPIDER —— They hang around. And climb around. AVOID OR HATCHET



ROCKY MOUNTAIN —— It'll crumble when you least expect it. JUMP OVER



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



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



LOG BRIDGE —— Same as CLOUD.



ICE BOARD —— Same as CLOUD.



Oops. Try Again.

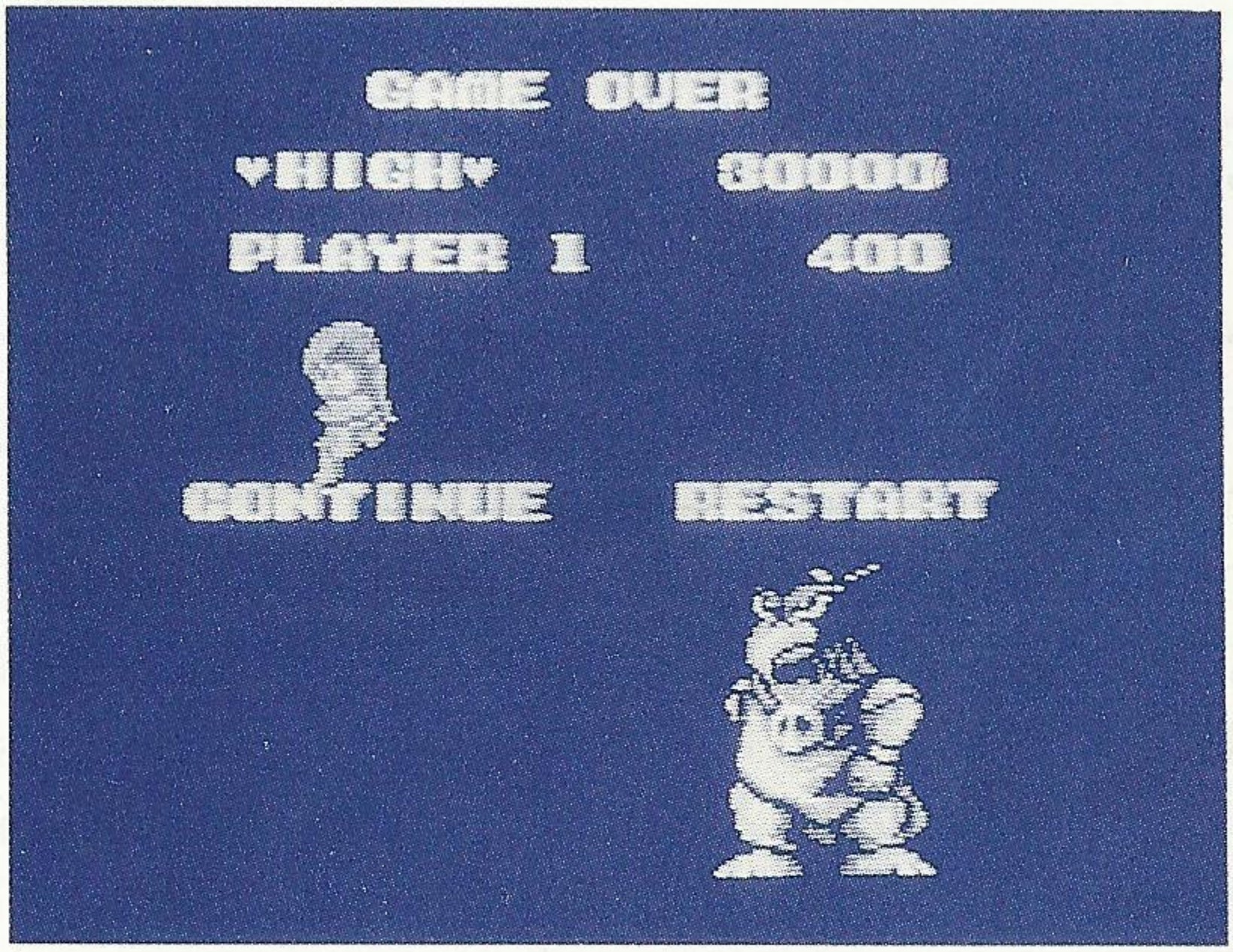
At the beginning of each game you get three lives. When you lose all three of them, the game is over.

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 serect '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
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	—
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

ENEMY	POINTS FOR KILLING WITH HATCHET	POINTS FOR AVOIDING WITH ANGEL
EAGLE	50	20
CHESTNUT	50	—
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 #) x 2

POINTS EARNED = 100 x 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 1000 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 untill 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

Scorebook

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
Score					

Name					
Date					
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.

90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, 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 service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA
Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.
Warranty Repair
573 Forbes Blvd.
South San Francisco, CA 94080

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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.

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