



WONDER BOY™ MONSTER LAND™

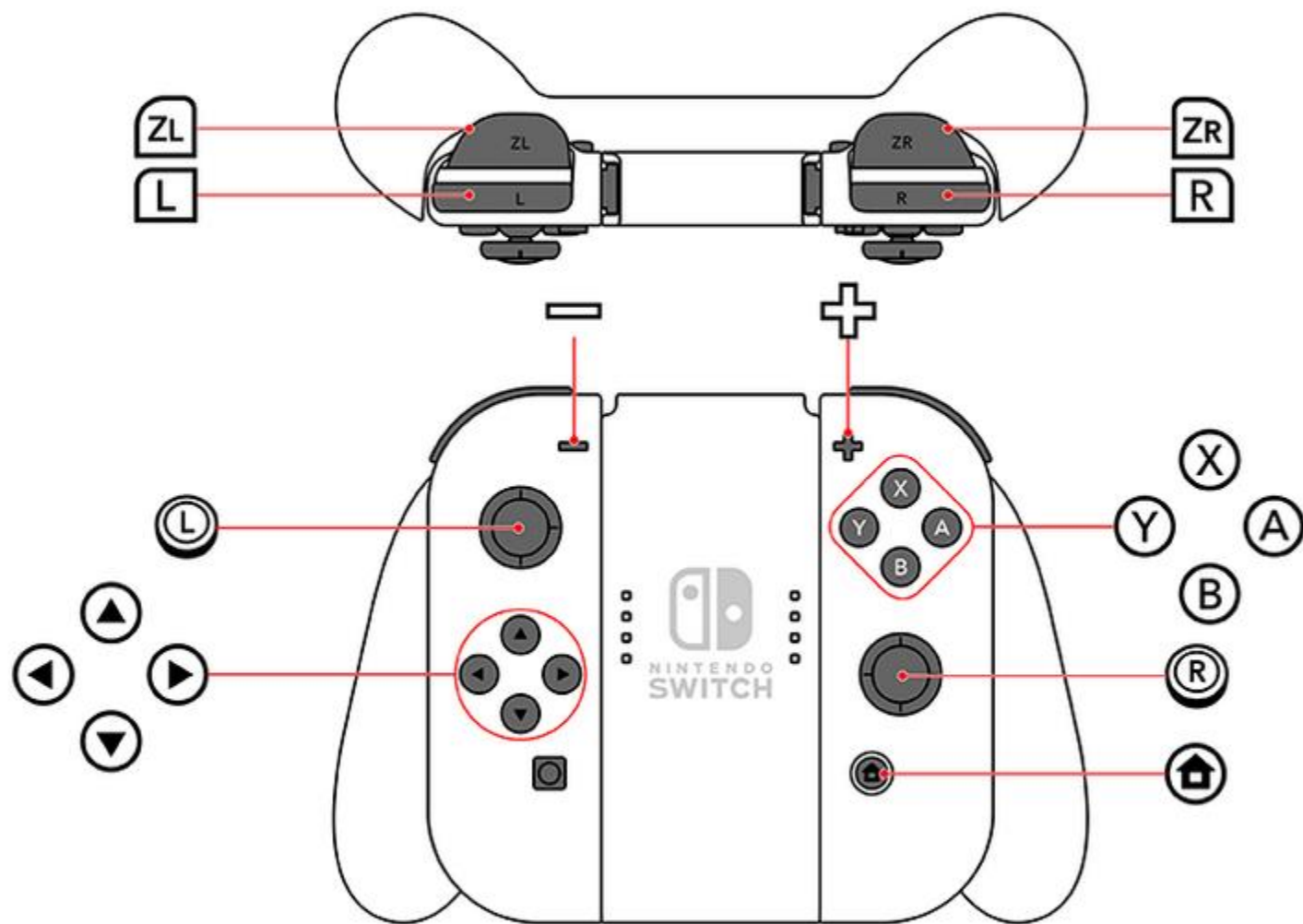
Wonder Boy in Monster Land

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Basic Controls

Joy-Con™ Grip



Commands that use the directional buttons (▲ / ▼ / ◀ / ▶) may also be performed using the Left Stick (L).

* The Nintendo Switch Pro controller uses the same commands.

Button Assignments (Default Setting)

◀ / ▶	Move Left / Right
▲	Climb Ladder / Enter Doorway
▼	Cast Spell / Throw Bomb
A	Attack
B	Jump
X	Coin / Start
Y	Attack
L	Unassigned
R	Mashing

* The action button assignments can be changed via the **SETTING MENU**.

START MENU

Start the game to display the START MENU. Use ▲ / ▼ to select an option and press A to confirm.

📌 Arcade Mode

Play the original arcade version of the game.

Press ◀ / ▶ to set 📌 **POWER UP NEW GAME** On / Off.

📌 Money Hungry Mode

Play an alternative take on the arcade version with all the cheats removed.

📌 Challenge Mode

Press ◀ / ▶ to choose between *Sphinx Challenge Time Attack*, *Monster Castle Challenge Time Attack* and *Fire Ball Challenge Score Attack*.

■ Load

Press ◀ / ▶ to select a save slot, and begin from where you left off.

Press Y to lock and unlock the selected data. Hold L and R to delete a save that isn't locked.

* Deleted data cannot be recovered. Please use with caution.

■ Manual

Open and view the online manual (this one).

* An internet connection is required for viewing the manual.

■ Staff Credit

See the staff responsible for bringing you the SEGA AGES version of *Wonder Boy in Monster Land!*

START MENU

Ranking

See the most recent Ranking for each category. Press **A** to download the latest Ranking.

L / R	Switch between categories of ranking.
X	Switch between <i>Top Rank</i> and <i>My Rank</i> .
▲ / ▼	Switch between scores.
A	See information on selected scores (Top 50 only).

* An internet connection and Nintendo Account is required to access and register scores to the Ranking.

Play Replay

Press **◀** / **▶** to select a replay slot. Controls during Replay are as follows:

L / R	Change speed of playback.
◀ / ▶	Fast rewind / Fast forward.
A	Pause / Restart (while paused, press ▶ to skip).
B	End playback.
Y	Restart playback from beginning.
X	Display / Hide command menu.

Press **Y** to lock and unlock the selected replay data. Hold **L** and **R** to delete a replay that isn't locked.

* Deleted data cannot be recovered. Please use with caution.

SETTING MENU

Press **X** at the START MENU or PAUSE MENU to open the SETTING MENU.

Press **L** / **R** to switch between categories of settings. When settings are complete, press **B** to return to the previous screen.

■ Game Settings

Game Version	Set to <i>International</i> / <i>Japan</i> . When set to <i>Japan</i> , on-screen messages are displayed in Japanese.
Difficulty	Set to <i>Normal</i> / <i>Hard</i> .
Life	Set how much life (number of ♥ marks) you have at the beginning of the game.
Life Bonus	Set the score milestones that increase your life.

■ Command Settings

Select *Controls 1* and press **A**. Then use **▲** / **▼** to select a controller button and **◀** / **▶** to assign a command.

■ Screen Settings

Display Mode	Set to <i>Normal</i> / <i>Fit</i> / <i>Full</i> / <i>Dot by Dot</i> / <i>Vintage</i> .
Display Effect	Set to <i>Off</i> / <i>Scan line</i> / <i>Smoothing</i> / <i>Scan line + smoothing</i> .
Wallpaper	Choose a wallpaper to display.

* When *Display Mode* is set to *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold **Y** to see a preview of the selected screen settings.

■ Sound Settings

Listen to the in-game music tracks.

SETTING MENU

Press (X) at the START MENU or PAUSE MENU to open the SETTING MENU.

Press (L) / (R) to switch between categories of settings. When settings are complete, press (B) to return to the previous screen.

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Wallpaper	Choose a wallpaper to display.

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Press or hold (Y) to see a preview of the selected screen settings.

■ Sound Settings

Listen to the in-game music tracks.

PAUSE MENU

Press \oplus / \Rightarrow during gameplay to display the PAUSE MENU.

■ Save

Press \odot / \triangleright to select a save slot and save your game progress. Up to 10 games may be saved.

■ Load

Press \odot / \triangleright to select a save slot, and begin from where you left off.

■ Ranking

View the current  **RANKING**.

* There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this option, then press and hold \textcircled{A} to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this option, then press and hold \textcircled{A} to end the game and return to the START MENU.

How to Play

One day, a ferocious fire breathing dragon appeared out of nowhere with an army of evil, monstrous henchmen. Together they reduced the once serene kingdom of Wonder Land into utter chaos: a *Monster Land* as it were.

"You'll not get away with this," exclaimed Wonder Boy, as he reached for the fabled loincloth of courage. "Not on my watch!"

■ Insert Coin / Start Game

Press ⊗ to insert a Coin, and then press ⊗ again to start.



■ Continue

To Continue after game over, you will need to press ⊗ to insert another Coin.

* There is no Continue in the final round (Round 11).



Arcade Mode and Money Hungry Mode

Hidden gold can be found at various points around the game field. By **MASHING** at just the right time in *Arcade Mode*, you can increase the value of the gold you receive significantly!



In *Money Hungry Mode*, you can try Mashing all you like, it won't make any difference. You'll just get the standard value of gold.

Power Up New Game

Set *Power Up New Game* to *On* when you begin *Arcade Mode*, and you will begin the game with the most powerful sword, armor and shield you had in the previous game.

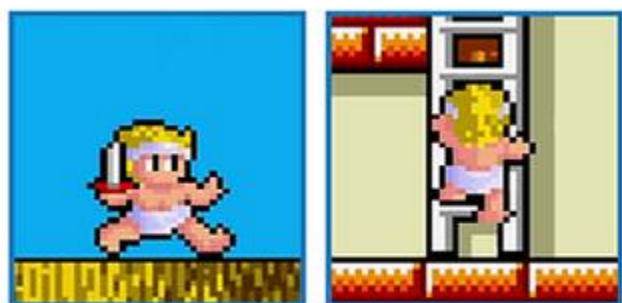
* *Power Up New Game* is only available in *Arcade Mode*.

Game Controls

■ Move

Press ◀ / ▶ to walk or run.

If there's a ladder, press ▲ / ▼ to climb up and down.



■ Attack

Press A / Y to attack enemies with your sword.



■ Jump

Press B to jump.



■ Enter Buildings

Stand at a doorway and press ▲ to enter. On the other side, you'll find ↗ SHOPS, rooms and boss enemies to fight.



■ Use Spells / Bombs

Press ▼ to use ↗ SPELLS / BOMBS. These are handy for taking out enemies from a distance.



■ Mashing

Press and hold R to have Wonder Boy spin rapidly. When you uncover hidden gold, this technique will increase the value significantly.

■ Open Pause Menu

Press + / = to open the ↗ PAUSE MENU.

Gameplay

Wonder Boy has two main hobbies: making soufflé and saving the kingdom. Today he's all out of eggs.

Join him on his adventure as he travels from one side of the kingdom to the other, wiping out tyranny in whatever dark recesses it dares to lurk.

Gold

Attack monsters to receive gold and treasures. Gold can be used to purchase goods and services at the Shops. Treasures increase your score.



Fortune Teller

Go to the Fortune Teller for useful information to help you with your quest. Sometimes you'll receive items—be sure to pick them up, as it may not be possible to proceed without them.



Life

When you're attacked, you collide with a hazard, or the temporal sands of the hourglass complete their passage, you'll lose some life (♥).

When your score reaches certain milestones, your life (♥) will increase.



Boss Enemies

There are a total of 11 rounds, and somewhere in each is a powerful Boss Enemy. Defeat the enemy to receive gold and items, as well as unlock your way to the next round. Defeating a Boss Enemy also resets the temporal sands.



Game Screen

Score

PLAYER 1
43060

HIGH
87500

High Score

Life

LIFE
♥♥♥♥♥

Gold (Money)

GOLD
377

Spells / Bombs

BOMB 4

Number indicates remaining attacks

* When you have no spells or bombs, it will show the equipped sword.

Current Items



Hourglass (Timer)



When the temporal sands complete their passage, the hourglass will reset at a cost of one ♥.

Current Round

ROUND 7



Shops

Drop by the Shops to purchase armor, spells and other items. You can also try the Tavern or Hospital to replenish your health. Choose something to buy, or select EXIT to leave with all your gold intact.



As a general rule, the more expensive an item, the more effective it is. Purchased armor, shields and boots are equipped automatically for your safety and convenience.

Polite notice: Shops are there to make a profit, so no loitering please. Fail to make a purchase within a reasonable time and the shopkeeper will exercise his or her right to give you the boot! (Not literally, in the case of the Boot Shop...)



Shops

■ Types of Shop

Boot Shop

Better boots help you run faster, jump higher, and feel great! Give your feet the care they deserve!



Shield Shop

A shield increases your defenses and deflects arrows and fireballs, as long as you're facing the right direction...



Armor Shop

Feeling over-exposed? Armor puts a protective layer over your delicate skin and reduces the damage enemy attacks can cause.



Magical Shop

📦 **SPELLS / BOMBS** of nefarious destructive purpose can be purchased here.



Tavern

Enjoy a life restoring beverage with some light conversation. Barkeepers hear all sorts of things; who knows what they'll tell you.



Hospital

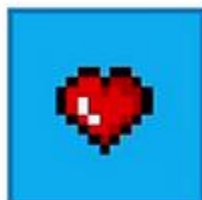
Not as fun as the Tavern, but much more effective at fully restoring life and resetting the hourglass.



There is a common saying that goes, "A sword bought is fit for nowt", so try to imagine the shame as the villagers laugh and point, mockingly baiting that the mighty Wonder Boy *buys his own sword like a common vulgarian...* You don't come back from that! This is why you will not find them for sale in any Shop. Swords are only gifted, or acquired by defeating certain boss enemies.

Items

These items can be found hidden around the game field. Some can also be purchased at Shops.



Small Heart

Restores your life by one ♥ and resets the hourglass.



Big Heart

Restores your life completely and resets the hourglass.



Hourglass

Predictably, this also resets the hourglass.



Mysterious Mantle

This powerful item cannot be purchased in any Shop. If you're lucky enough to find one though, it will make you temporarily invisible to all the evil monsters. You can walk right by them like you're not even there.



Gauntlet (20G)

Doubles your striking power for a while.



Helmet (25G)

Doubles your protective power, but take too many bangs to the noggin and it'll disintegrate.



Wing Boots (30G)

When you find these in a Shop, know that difficulties lie ahead. These can help you fly over obstacles.



Revival Potion (100G)

In addition to the one you receive at the beginning of the game, these are also available for purchase. You can carry more than one, but only one will show in your inventory.

Items

Press ⓪ to cast destructive Spells and throw bombs.

**Bomb (10G)**

Attacks enemies straight ahead of you.

**FireBall (20G)**

Magical fireballs which will even attack mid-air enemies.

**Tornado (30G)**

Runs along the ground encircling and attacking enemies.

**Thunder Flash (50G)**

A very strong spell! All enemies in the upper part of the screen are automatically weakened by it.

Order of Use

The most recently acquired Spell or Bomb will be used first. You cannot choose which to use.

Replay and Ranking

■ Saving Replay Data

At game clear or game over, a replay data will be saved. Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

■ Ranking

Upon game over, if you earned a record amount of gold, it will be registered to the ranking server of the mode you played (regular *Arcade Mode* is called *Gold Rush Ranking*). At the time of ranking registration, replay data is uploaded, and replays of the top 50 places can be viewed by anyone.

- * Only the gold earned during the first play is registered in the Ranking. If you use Continue, any subsequent gold earned will not be registered.
- * Rankings are not registered if the *Load* function has been used.
- * If network connection issues prevent you from registering your score, it cannot be registered at a later time.

Challenge Mode

■ Sphinx Challenge Time Attack

Enter the pyramid, then track down and defeat the Sphinx as quickly as you can.

You have as much Revival Potion as you need!



■ Monster Castle Challenge Time Attack

Enter the Monster Castle and defeat the evil dragon.

You have as much Revival Potion as you need!



■ Fire Ball Challenge Score Attack

Swap your sword for all the FireBalls you could possibly use, and aim for the highest score you can.

Take damage or run out of time without a Revival Potion and it's game over!



Registering Your Ranking

If you achieve a new record clear time (time attack modes) or score (score attack) it will be registered to the ranking that corresponds with the mode. Replay data is also submitted.

Retry

If you're in the middle of a particularly unsuccessful attempt and just want to start over as quickly as possible, press **[L] [R] + / =** simultaneously, or open the PAUSE MENU and select *Retry*. On completion (or failure), press **(X)** to retry.

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