



ALEX KIDD IN MIRACLE WORLD™

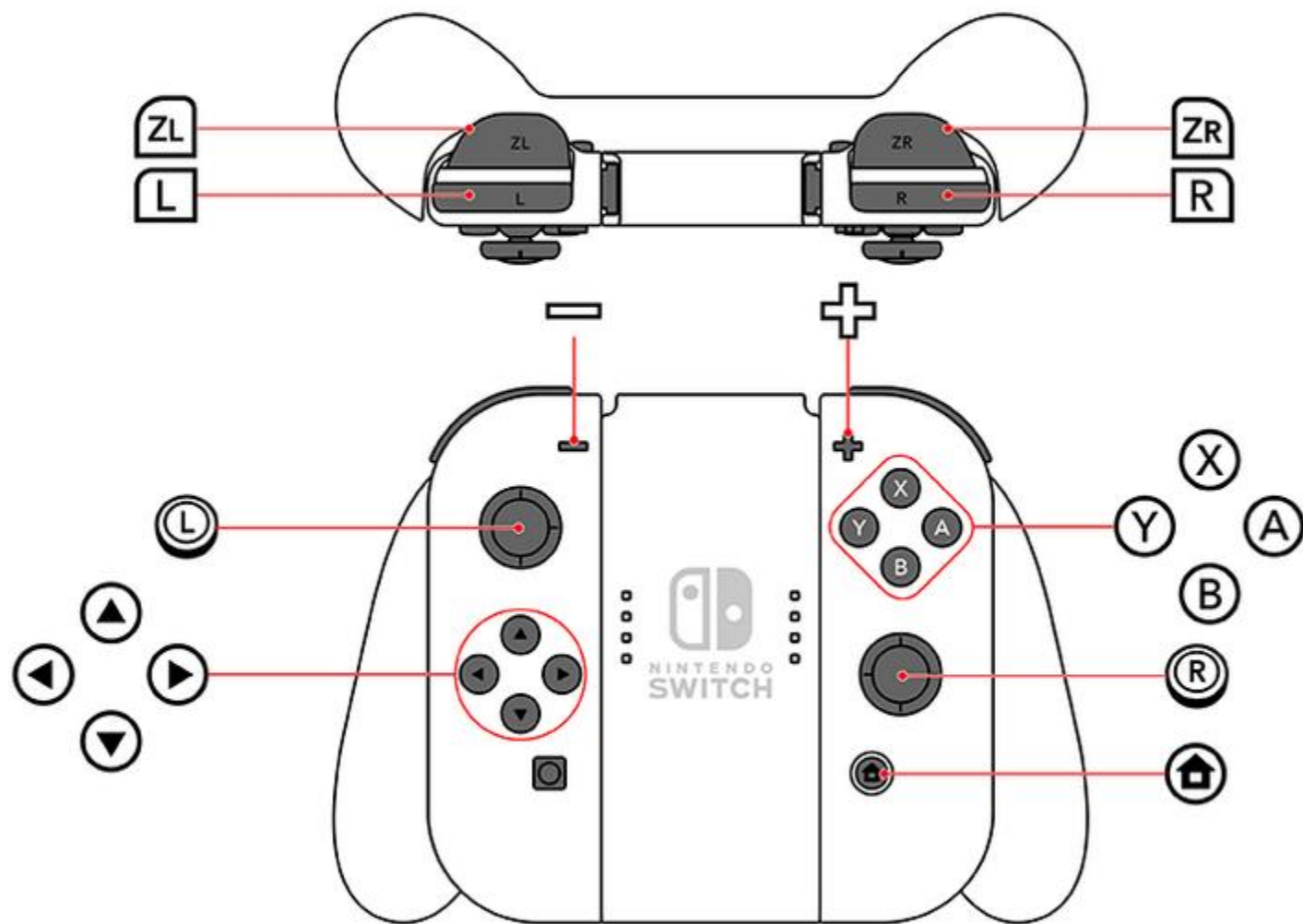
Alex Kidd in Miracle World

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Basic Controls

Joy-Con™ Grip



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

* The Nintendo Switch Pro controller uses the same commands.

Button Assignments (Default Setting)

◀ / ▶	Move Left / Right
▲ / ▼	Swim / Fly / Climb / Enter doorway
Ⓐ	Attack
Ⓑ	Jump
ⓧ	Menu
Ⓨ	Attack

* 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.

AGES Mode

An updated version of the game with *Continue* available upon game over and BGM lovingly recreated with an FM synthesizer.

Press ◀ / ▶ to set **REWIND** On / Off.

* When *Rewind* is set to *On*, replay data will not be saved, and scores will not be registered to the Ranking.

Original Mode

A faithful reproduction of the original Master System version.

Challenge Mode

Two formidable time trial game modes. Press ◀ / ▶ to select *Petit-copter Time Attack!* or *Castle Quest Time 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 *Alex Kidd in Miracle World!*

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 / Hamburger / Japan</i> .
	When set to <i>Japan</i> , on-screen messages are displayed in Japanese.
	When set to <i>Hamburger</i> , the goal mark changes from a nutritious vegan-friendly rice ball to a fatty and flavorsome fast food favorite!

■ 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 / Fit / Full / Dot by Dot / Vintage</i> .
Display Effect	Set to <i>Off / Scan line / Smoothing / 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.

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.

Story

Many centuries ago on the planet Aries, there lived a boy named **Alex Kidd**. He spent seven years on Mt. Eternal studying Shellcore, an ancient art that strengthens the body, emboldens the mind and purifies the heart.

An experienced practitioner whose cause is noble can use their fists to channel the will of the Hands, making them strong enough to smash rocks into little tiny pieces.

One day, as he was leaving the mountain for his spiritual homeland, he encountered a dying man who told him that the peaceful city of Radaxian was in grave danger! Before taking his last breath, the man gave Alex a piece of a map and a medallion made of Sun Stone.

What could it all mean?

The only way to find out is to journey through Miracle World in search for answers! Good luck, and may the merciful wisdom of the Hands avail!

■ Characters



Alex Kidd

The titular Shellcore master and his Fists of Justice. He's off to save the peaceful city of Radaxian.



Saint Nurari

An island hermit on Lake Fathom. He's a spiritual parent to Alex and has a predictive ability.



Egle

Alex's twin brother is currently tied up in Radaxian Castle. Quite possibly *literally* tied up.



Princess Lora

Egle's fiancée, currently held captive by the evil King Janken the Great.

Game Controls

■ Move (on land)

Press ◀ / ▶ to move.

In castles, press ▲ / ▼ to climb up and down ladders.



■ Swim (in water)

Press ◀ / ▶ to swim left and right, and ▼ to swim downwards. When you are not pressing ▼, you will float upwards. To swim quicker, press B.



■ Crouch (on land)

Press ▼ to crouch. Crouch while running to slide under low hanging rocks.



■ Open Pause Menu

Press + / = to open the [PAUSE MENU](#).

■ Punch

Press A / Y to punch rocks or attack enemies.



■ Jump (on land)

Press B to jump. Hold the button longer to jump higher, or jump while running to jump even higher than that!



* The buttons assigned to Punch and Jump can be changed in [SETTINGS](#).

■ Rewind (AGES Mode with Rewind set to On)

Press ZL / ZR to undo the last 5 seconds of gameplay, a handy do-over for when you find yourself in a bit of a pickle.

Game Controls

As the game progresses, vehicles will become available at the  **SHOP**. Mastering vehicles can greatly assist your adventure!

■ Sukopako Motorcycle (200 ¥)

Smash straight through enemies and breakable blocks like they're not even there. The bike has just one weakness: it can't ride on water, and it can't smash through unbreakable blocks—two weaknesses—but it will destroy itself to protect you. Also, it only goes forwards.

Press ◀ / ▶ to adjust speed, and Ⓑ to jump.



■ Petit-copter (200 ¥)

Press ◀ / ▶ to move left and right, and Ⓑ to gain altitude. When Ⓑ is not pressed, gravity will take over altitude control! Press Ⓐ / Ⓨ to fire a missile.

Collide with an enemy, catch the rotors on an obstacle, or land in water and the Petit-copter will be destroyed!



■ Suisui Boat

Press ◀ / ▶ to adjust speed, Ⓑ to jump, and Ⓐ / Ⓨ to fire a missile. Collide with an enemy or an unbreakable obstacle and the boat will be destroyed, leaving Alex to fend for himself in the open waters.



Gameplay

King Janken the Great is threatening the peaceful city of Radaxian, and it's up to you travel to all corners of Miracle World to try and stop him!

The white arrow will show you your next location, beginning at Mt. Eternal.

Punch through blocks and destroy enemies to proceed. Some blocks can be broken, others can't. The surest way to tell which is which is to give them a really good punch.



Grab the tasty rice ball (or hamburger, if you prefer) at the end of each scene to progress to the next!

Alex begins the game with 3 lives. If he loses all his lives, then it's game over.

At game over in AGES Mode, the Continue screen will offer you another chance: select Yes before the countdown reaches 0 to start over from the beginning of the last scene played. Score, Coins and Items will be left just as they were, as if the last attempt had never happened.



Gameplay

Janken the Great

The mighty King of Janbarik plans to invade the beautiful city of Radaxian and rule it forever. It's up to you to stop him!

The name *Janken* is a shortened form of *Janken-pon* (*rock-paper-scissors*), a title he earned through his renowned expertise in the Janken sciences.



■ Trial by Hands

When you encounter the King or his henchmen, they will challenge you to a Trial by Hands: 3 rounds of *Janken*.

The rules are simple: Scissors beat paper, paper beats rock, rock beats scissors. Both players make a choice simultaneously, and the stronger hand wins! Press ▲ / ▼ to make your selection before the music ends.

If you win 2 rounds, you will clear the stage. Lose 2 rounds and Alex will be turned to stone, losing a life in the process. Good luck, and may the will of the Hands be kindly!



Stone Head

The king's 3rd henchman, and your 1st opponent!



Scissors Head

The king's 2nd henchman, and your 2nd opponent!



Paper Head

The king's 1st henchman, and your 3rd opponent!

Did you know?

In Japan, *Janken* is neither fun nor frivolous! It is used by everyone from children to corporate executives when making important decisions of great consequence!

Game Screen

■ Regular Stage Screen



Star Boxes

Break to reveal a large (20 ₺) or small (10 ₺) bag of Coins.



Mystery Box

Break to reveal a Bracelet, an Extra Life, or a deadly Ghost.



Skull Box

Break to unleash a terrifying curse that will give Alex the heebie-jeebies for a little while.



Pink Skull Box

So much as touch this box and a Ghost will come out and get you! Just give it a wide berth if you can.



Pink Picture Box

There are 5 variations. You can't break them, but they each conceal an important secret!

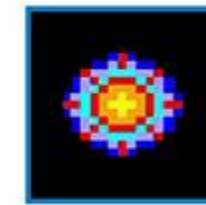
Game Screen

■ **Sub-Screen**

Press (X) during gameplay to open the sub-screen. Here you can see your score, Coins and  **ITEMS**. Press (◀) / (▶) to select an item, and (A) / (B) / (Y) to use.



■ **Treasures**



Sun Stone Medallion

Alex has this from the beginning of the game.



Moonlight Stone Medallion

Owned by Janken the Great. Beat him at *Janken* to retrieve it.



Stone Crown

A symbol of the King of Radaxian. It has magical powers, and cannot be retrieved without two medals.



Hirota Stone


Conceals a crown secret.



Personal Letter

This letter to the kingdom of Nibana is essential for retrieving certain items.

Shop

Purchase  **ITEMS** at the Shop. Stand at the doorway and press  to enter / exit. Jump to touch any Item you wish to purchase, just make sure you have enough Coins!



Items and Price

Current Coins



Items

The following items can be purchased and found:



Alex Kidd (500 ₺)

Money can't buy you happiness, but it can buy you another life!



Cane of Flight (200 ₺)

This cane gives you so much psychic power that you can actually fly for a limited amount of time.



Teleport Powder (100 ₺)

This powder makes you temporarily invisible, allowing you to sneak by enemies unnoticed.



Power Bracelet (100 ₺)

Use this bracelet to create the "Shocking Wave of Destruction", an ancient Shellcore technique.

Note: The bracelet will disappear when you lose a life or enter a new location. Also, it can't be used in water.



Magic Capsule A (100 ₺)

Any time you could benefit from there being 8 more of you, this is the Item to use!



Magic Capsule B (120 ₺)

Use this capsule to surround yourself with a barrier that protects you from enemies.



Telepathy Ball

This miraculous ball lets you know what other people are thinking. Think how valuable that could be when engaged in a *Janken* match.

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

When you finish a game with a new high score, your score and replay will be registered to the Ranking. There are a total of three separate Ranking categories for AGES Mode and both Challenge Modes. The selected game version is ignored.

- * Only the score clocked during the first play is registered in the Ranking. If you use Continue, any subsequent score clocked will not be registered.
- * Scores cannot be 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

■ Petit-copter Time Attack

Fly the Petit-copter and aim for the goal. Earn a new fastest time, and it will be registered to the Ranking. If it's among the top times, a replay data will also be registered.



You only get one life. Use it wisely!

Retry

If you're in the middle of an attempt and feel the need to start over, press **L** **R** **+** **=** simultaneously, or open the PAUSE MENU and select *Retry*. On completion (or failure), press **X** to retry.

■ Castle Quest Time Attack

Enter the castle, search for Janken the Great, and rescue the princess. Earn a new fastest time, and it will be registered to the Ranking. If it's among the top times, a replay data will also be registered.



You have infinite lives, so don't give up!

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