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Alex Kidd in Miracle World

Journey through the planet Aries to the beautiful City of Radactian — and save it from the evil Janken the Great.

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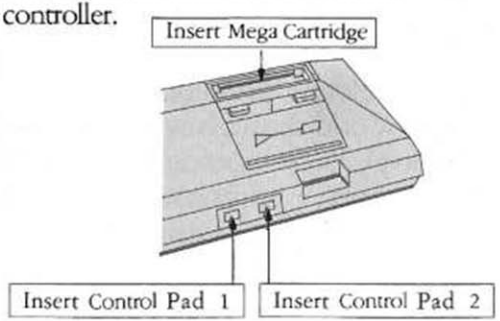
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the ALEX KIDD CARTRIDGE in power base (shown below) by following instructions 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 insertion.

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



What's Happening

Many centuries ago, on the planet Aries, there lived a boy named ALEX KIDD. For seven years he lived on Mt. Eternal studying Shellcore, an ancient art that makes one strong enough to break rocks into pieces.

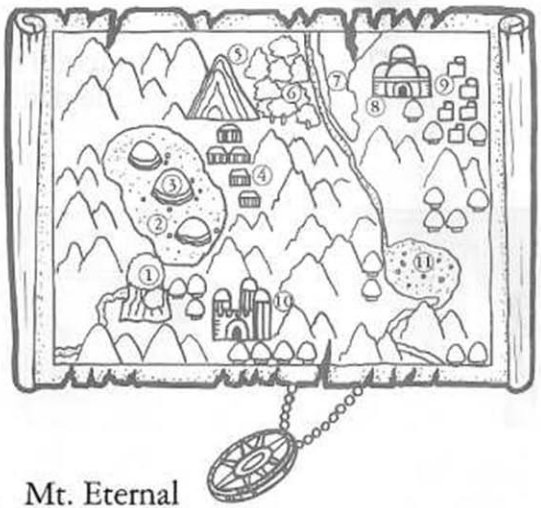
One day, as he was leaving the mountain for his spiritual homeland, he encountered a dying man who told him that the peaceful city of Radactian was in grave danger. Before taking his last breath, the man gave ALEX a piece of a map and a medallion made of Sun Stone.

What does it all mean? The only way to find out is to journey through The Miracle World looking for the answers.

The Eleven Locations in The Miracle World

There are eleven different locations in The Miracle World through which you and Alex must travel. Each location holds its own special beauty. And its own unique dangers. So be prepared. For anything.

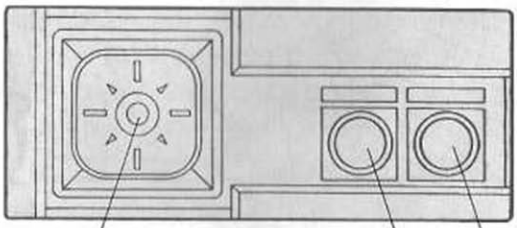
THESE ARE THE ELEVEN LOCATIONS:

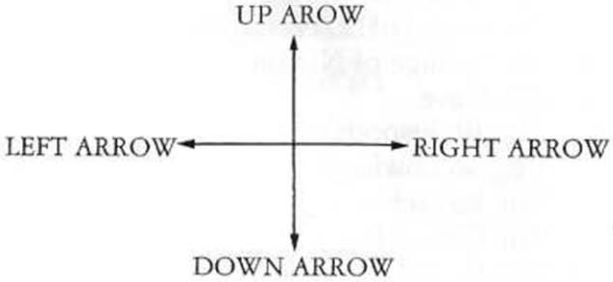


1. Mt. Eternal
2. Lake Fathom
3. The Island of St. Nurari
4. The Village of Namui
5. Mt. Kave
6. The Blakwoods
7. Bingoo Lowland
8. The Radactian Castle
9. The City of Radactian
10. The Kingdom of Nibana
11. Cragg Lake

Taking Control

The following illustration shows you the control points on your SEGA SYSTEM™ control pad. Throughout the 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 SQUAT —
press the DOWN ARROW

TO JUMP —
press BUTTON 1

TO JUMP
AND DESTROY BLOCKS ABOVE YOU —
press BUTTON 1 and BUTTON 2 simultaneously

TO SLIP BETWEEN BLOCKS —
quickly press the DOWN ARROW while moving LEFT or RIGHT

TO PUNCH OR THROW CAPSULES —
press BUTTON 2

Who's Who

You're ALEX. The Shellcore master in the red overalls.
Your family and friends include: King Thunder, Alex's real father: Saint Nurari, Alex's spiritual father; Patricia, Alex's mother; Egle, Alex's twin brother; High Stone, King of Nibana and Princess Lora, Egle's fiancee. At times, you can summon these people to help you.

Alex

King Thunder

Saint Nurari

Patricia

Egle

High Stone

Princess Lora

You'll soon find out that Janken The Great, Emperor of planet Janbarik is your enemy. His plan is to invade the beautiful City of Radactian and rule it forever.

Janken the Great got his name from his expertise at the game of Janken — better known in the western world as the scissors, paper and stone game.

Like all evil leaders, Janken the Great has an army of devoted followers including Parplin the Pursuer, Chokkinna the Sly and Gooseka the Slippery. Plus, Janken also has many helpers from the animal world — such as a monstrous bird, a sea horse, a bat, a monkey, a frog and a host of others.

Janken the Great

Parplin

Chokkinna

Gooseka

In order for you to keep Janken the Great from taking over Radactian, you must journey through the Miracle World, defeating Janken and his followers as you go.

What's What

The Stone Blocks

The Miracle World is built from millions of rocklike blocks. Hence the importance of an art like Shellcore.

You must use Alex's Shellcore skills to destroy the blocks and move through them. But be warned. *All* blocks are not breakable.

NOTE: In each location the blocks that can't be destroyed are different colors. To find out which ones can't be destroyed, press BUTTON 2.

The Treasures

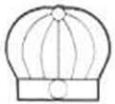
There are five treasures that you will find at various points along the way. These treasures will help bring peace to Radactian and their roles will be revealed as the game progresses.

The treasures are:

- The Sun Stone Medallion
- The Moonlight Stone Medallion
- The Gold Crown — It has magical powers — but can't be obtained without the Sun Stone and Moonstone medallions.
- The Hirotta Stone — It holds the key to the mysteries surrounding the crown.
- A personal letter to the kingdom of Nibana — without this letter, certain items can't be obtained.

The Sun Stone Medallion

The Moonlight Stone Medallion



The Gold Crown

The Hirotta Stone

A personal letter to the kingdom of Nibana

The Boxes

As Alex travels through the Miracle World he will discover several strange boxes. Each box has different contents — and different powers. Some are beneficial. Others are quite dangerous.

Here's what's inside each of the boxes:

- The Bags of Gold Coins — The big bag contains 20 ₩. The small one has 10 ₩. (₩ is the currency exchange unit on the planet Aries.)

- The powerful Bracelet — Use it to perform the "The Shocking Waves of Destruction" trick. (See The Power Bracelet, page 12.)

- Alex Kidd — Get an extra life.
- The Ghost — He'll try to possess you. So get away from him.

- The Box of a Skull — It'll make Alex get the jitters.

- The Box in Pink — Inside lies an important secret.

- The Skull's Box in Pink — Just jump over this one. Or a ghost will come out and get you.

The Telepathy Ball

This miraculous ball lets you know what other people are thinking. It is very valuable to you. Especially when you're playing the scissors/paper/stone game.

The Shop

Whenever you see the shop, don't miss the opportunity to purchase a few items. The shop contains many useful things you can buy with the money you collected from the Bag of Gold Coins box.

Here's how to enter the shop: Using the ARROWS, move ALEX directly in front of the entrance to the shop.

How to buy an item in the shop: By pressing BUTTON 1, jump up and touch the item you want.

What You Can Buy In The Shop

- Teleport Powder — 100 ₩
  This magic powder makes you invisible to the enemy. So you can maneuver right through them. But remember: Its magic only lasts a short time.

- The Power Bracelet — 100 ₩
  Use this bracelet to create "The Shocking Waves of Destruction," a powerful ancient trick in the art of Shellcore.

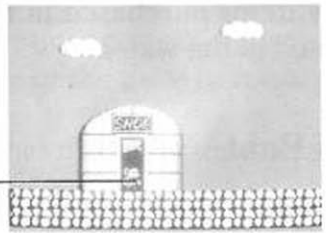
NOTE: The bracelet will disappear when you lose a life or when you enter a new location. Also, the bracelet can't be used in the water.

- Alex Kidd — 500 ₩
  You can actually buy yourself another life.

- The Cane of Flight — 120 ₩
  This cane gives you so much psychic power that you can actually fly for a limited amount of time.

- The Magic Capsule A — 100 ₩
  When you need help badly, throw this capsule and eight of your friends will magically appear.

- The Magic Capsule B — 120 ₩
  Throw this capsule, and a barrier will surround you to protect you from enemies.



- Sukopako Motorcycle — 200 ₩
  Not only is it fast. It can also break rocks. But it can't go in water. And it can't go in reverse.

  To accelerate the motorcycle — press the RIGHT ARROW.

  To slow down — press the LEFT ARROW.

  To jump — press BUTTON 1.

- Peticopter — 200 ₩
  It's like a helicopter that's equipped with a missile.

  To pilot the helicopter — use the ARROWS.

  To accelerate — press BUTTON 1.

  To fire a missile — press BUTTON 2.

NOTE: Any items purchased in the shop cannot be used in the water.

The Suisui Boat

When you get to the river, you'll see a special speedboat you can use to cross the water.

To accelerate the speedboat — use the RIGHT ARROW.
To slow down the speedboat — use the LEFT ARROW.

To fire the speedboat — press BUTTON 2.

NOTE: In this river location, the blocks you *can't* destroy are red.

A Game Within The Game

Whenever you encounter Janken or one of his followers, they will challenge you to three games of scissors/paper/stone.

Here's how it works: Paper is stronger than stone, but weaker than scissors. The scissors are stronger than paper, but weaker than stone. The stone is stronger than scissors, but weaker than paper.

You and your opponent simultaneously choose one of the three (scissors, paper or stone).
Whoever has made the stronger selection, wins.

To make your selection (stone, scissors or paper): Use the ARROWS to point the white arrow to the desired object while the music is still playing.

To start the next game: Press the START button.

If you lose two of the three games, ALEX will turn into a stone and lose a life.

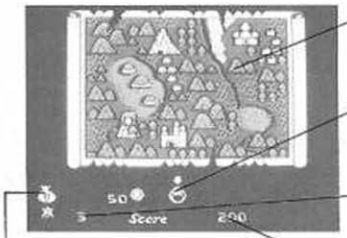
If you win at least two of the games, you will go on to the next location.

Keeping Track of Things

Because there are so many locations in The Miracle World and so many things that you will either pick up or buy, you'll need a way to keep track of it all. That's why you have access to a subscreen that gives all this information in a flash.

To bring up the subscreen. Press the PAUSE button.

What you'll find:



- A map designating your location.
- A list of all your possessions.
- The number of lives you have left.
- Your current score.
- The amount of money you have.

To select an item from the subscreen:

Point the white arrow to the item using the ARROWS and press the START BUTTON. Then, to return to the location screen with your selected item, press the PAUSE button.

NOTE: You can't access the subscreen when you are in the shop or when you are playing a game of scissors/paper/stone.

Oops. Try Again

At the beginning of each game you get three lives. When you lose all 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) You lose two out of three scissors/paper/stone games to Janken.

NOTE: You can get an additional life by buying it at The Shop.

Know The Score

The points you earn for defeating different enemies are added together to produce your final score.

Here's what earns what:

DESTROYING A

MONSTER BIRD ····· 200 points
MONSTER FROG ····· 200 points
SCORPION ····· 200 points

FLYING FISH ····· 200 points
SMALL POISONOUS FISH ····· 200 points
ROLLING ROCK ····· 200 points
BAT ····· 400 points
MONKEY ····· 400 points
HOPPER ····· 400 points
KILLER FISH ····· 400 points
SEA HORSE ····· 400 points
MERMAN ····· 600 points
OX ····· 600 points
GRIZZLY BEAR ····· 800 points
RICE BALL ····· 1,000 points
OCTOPUS ····· 4,200 points

PARPLIN THE PURSUER ····· 2,000 points
CHOKKINNA THE SLY ····· 2,000 points
GOOSEKA THE SLIPPERY ····· 2,000 points

FOR HITTING ANY OF
THE ABOVE 3 DIRECTLY
ON THE HEAD ····· 200 points
JANKEN THE GREAT ····· 10,000 points

Helpful Hints

Timing is everything when jumping and punching.

Grab as many bags of coins as you can. That way you'll be able to buy lots of helpful items at The Shop.

Be sure to eat the RICE BALL at the end of each location. It'll give you energy. And it's worth 1,000 points.

Don't try to attack the FLAME. It's invincible. Just avoid it at all costs.

Scorebook

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Handling This Cartridge

- This 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.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this 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 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 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.