



ISBIT CART

INSTRUCTION MANUAL

Janglewood

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Epilepsy Warning

A small percentage of people suffer from a condition that causes them to experience epileptic seizures or altered consciousness in response to flashing images or certain patterns. Please seek medical advice if you or anyone in your family has experienced such a condition before playing.

If you experience dizziness, restricted vision, eye or muscle twitches, loss of awareness, disorientation, or convulsions, stop playing immediately and seek medical advice.

Always play at least 2.5 metres (8 feet) from your television, in a well lit room, and take regular breaks.

Parents should supervise children when playing video games.

Do not play games for extended periods of time without taking a break.

Projection Televisions

Still images may cause permanent “burn-in” damage to projection television sets. Do not play games for extended periods of time on projected televisions.

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Handling the SEGA MEGA DRIVE cartridge

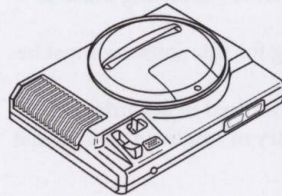
This TANGLEWOOD® cartridge is intended for use with genuine SEGA Mega Drive and Genesis systems, and compatible clones.

Do not disassemble the cartridge, bend it, crush it, submerge it in liquid, leave it in direct sunlight, or expose it to extreme temperatures.

Starting Up

1. Ensure the console power switch is in the OFF position
2. Insert the TANGLEWOOD® cartridge into the system with the label facing towards the front
3. Turn the power switch to the ON position

Ensure the power switch is in the OFF position before removing the cartridge.



OPTIONS Menu

The OPTIONS menu is accessible from the MAIN MENU.

CONTROL SCHEME

There are 4 control schemes to configure the A, B, and C buttons. Select the CONTROL SCHEME option and use D-PAD LEFT/RIGHT to choose a new scheme.



YM2612 SSG-EG

TANGLEWOOD makes use of the Mega Drive sound chip's SSG-EG feature, which enhances the sound of some instruments. There are known compatibility issues with some clone consoles regarding this feature. If you experience poor audio quality, hissing, or corrupted audio, then try turning this feature off before playing.

You can use the SOUND TEST option from the MAIN MENU to test the audio before playing.

Continuing a Game

During gameplay, press the START button to view the SAVE CODE.

To continue playing from where you left off, select CONTINUE from the MAIN MENU. Use the D-PAD LEFT/RIGHT buttons to enter a SAVE CODE character, and the D-PAD DOWN button to move to the next character. Select the LOAD option when finished, and gameplay will resume.



Welcome to TANGLEWOOD

TANGLEWOOD is a beautiful place during the day, home to thick green forests, vast landscapes, refreshing water pools, and a whole variety of interesting wildlife, but at night... everything changes.

Help Nymn, a youngling who is lost from home, avoid the night terrors of TANGLEWOOD and make it through to morning. TANGLEWOOD is a dangerous place to be after dark, and Nymn will taste great to the beasts that lurk in the darkness.



The smaller forest dwellers will lend Nymn their abilities in return for helping them. Nymn can fly, stop time, and even take control of his enemies with the right abilities.

Use tricks, traps, and the powers of the forest to help Nymn shake off his predators and survive another night.



Controlling Nymn

Nymn is a nimble creature, lightweight, quick on his toes, and fast to react to danger.

The control scheme can be changed from the OPTIONS screen, accessible from the MAIN MENU. The default controls are listed below:

D-Pad LEFT/RIGHT: Move

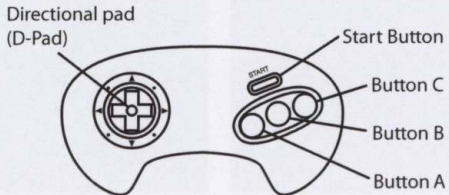
D-Pad UP/DOWN: Camera peek (hold button to use)

A: Interact with object

B: Use colour ability

C: Jump

START: Pause or resume game



Pushing and pulling objects

Nymn is strong for his size, and can push or roll big objects (such as boulders or crates) to help him reach high places, or to squash an unsuspecting beast that didn't see it coming!

If the object is small enough, Nymn can also roll it towards him.

When standing close to an object, hold the A button and use the directional buttons to push or pull.



Night Time

TANGLEWOOD is a calm and tranquil place by day, but as the many suns begin to set, Nymn needs to tread carefully. Some night-time creatures appear safe at first but will turn on you, whilst others can smell you from across the forest and will hunt you down.

We've prepared an introduction to some of the common types of enemy you'll encounter on your journey, but there are more to discover for yourself!

Scirus

A fast and curious critter that will turn on you if cornered, the Scirus appears harmless at first sight. Be careful not to back it into a corner, else it will turn on you and give chase. If it hisses, it's too late!



Hogg

It's not very clever, but it's certainly very sharp! The Hogg is a very fast, very unforgiving creature that will charge at you, in order to impale you with its horns. Try not to get in its way!

With some quick thinking, it's possible to trick the Hogg into getting stuck in a wall to buy you some time.



Djakk

Djakks are some of the larger, more difficult to evade monsters of TANGLEWOOD. These animals were used as hunting pets in the days of old, but their masters are long gone, leaving these hungry beasts to fend for themselves. Djakks can track you by smell, but may lose you if you're sneaky enough to lose its line of sight for a while.

You won't be able to evade a Djakk for long, so find a way to kill it...



Elder

These near 1000 year old Djakks remained in their cages when their masters disappeared, and have been slowly starving to death. If you release one from its cage, expect it to be hungrier, faster, and more desperate to get hold of your tasty flesh than its younger siblings.

Its sense of smell is more refined, so don't expect to lose it.



Colour Abilities

Nymn is not alone in his quest. Some of the smaller creatures of the forest also need help getting home, and will reward Nymn handsomely for his efforts.

Introducing the Fuzzl! A tiny ball of fluff that's lost from its nest. Fuzzls are a bit of a mystery; nobody knows where they came from, what they eat, or what they're thinking. They spend most of their time asleep, or getting startled by their own shadows.

Fuzzls harness powerful abilities, which they can share with Nymn if he helps them back to their nests. Roll a Fuzzl home, then use the A button to take its ability. If your ability runs out, you can return to the Fuzzl and press A to take it again.



Yellow Ability - Gliding

A yellow Fuzzl will grant Nymn the ability to glide. Jump up then hold B to glide over large gaps, or to catch the wind and fly upwards.



Green Ability - Time Control

A green Fuzzl will enable Nymn to slow down time, giving him the edge over his fast predators, or slow down to think in a tricky situation.

Hold down B to slow time, and release again to return to normal speed.



Blue Ability - Beast Taming

A blue Fuzzl will help Nymn control the mind of a beast! If Nymn holds the blue ability, monsters will stop giving chase, allowing Nymn to saddle up and ride it. Walk up to the monster – don't be scared – and tap the B button to mount it. Use the directional buttons to move, the C button to jump, or the B button to dismount.

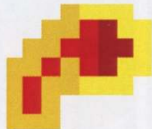
Be careful – when the ability runs out, the beast will regain consciousness, and it won't be very happy!



Fireflies

The forest is littered with secret areas and hidden dwellings, home to the fireflies trying to stay out of trouble. Collect fireflies on your adventure, and keep them safe!

You can view the number of fireflies collected in the current act, and the total number collected in the game, by pressing the START button.



Flues and Mushrooms

Getting high up into the trees is sometimes harder than it looks, even for a nimble creature like Nymn.

Keep a lookout for flues – holes in the ground that will fling you up high, and mushrooms – they're bouncy!



Contraptions

TANGLEWOOD was once inhabited by an advanced species, who built houses and tools up in the trees. They set up traps to catch Djakks in order to keep them as hunting pets, and although they are now extinct, some of their traps and contraptions remain. If they still work, you can use them to reach new areas, trap a Djakk, or to avoid trouble.

Some equipment requires a Fuzzl in order to power it, and some also requires a button to be pressed. Find a red Fuzzl, and push it into the generator to start up a lift or raise a drawbridge.



Checkpoints

If you pass a checkpoint totem, it will activate, and its belly will begin to glow the same colour as Nymn. If you die, Nymn will return to the last activated totem.

Some totems will not activate without a power source from a nearby generator.



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To speak to our service centre about the warranty, please write to: **help@tanglewoodgame.com**

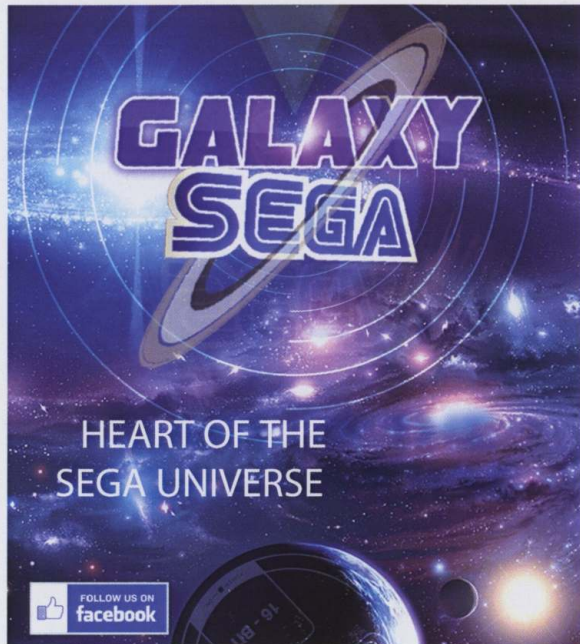
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Notes





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