



Wonder Boy

the dragon's trap

Instruction Booklet

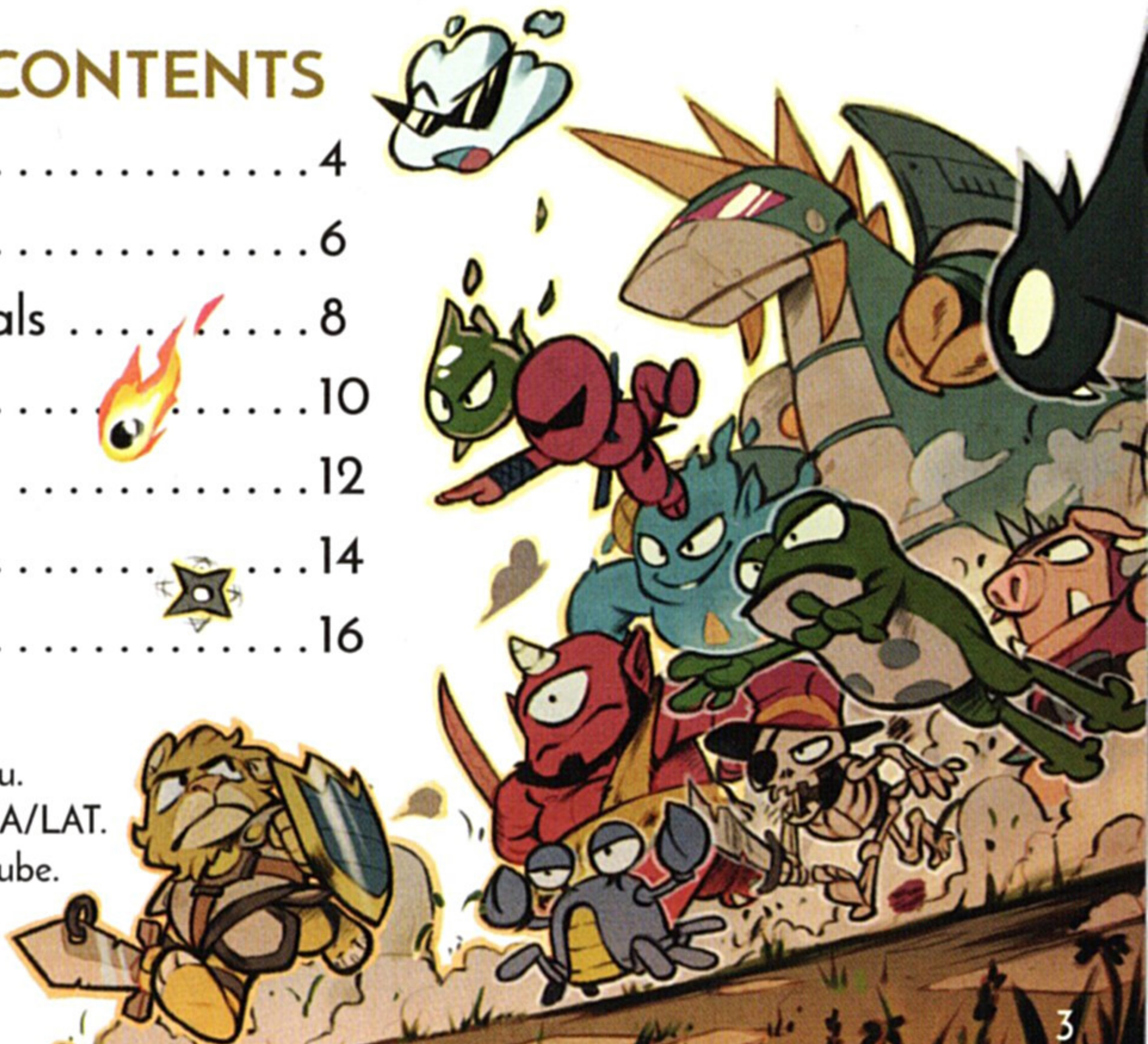
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Developed by Lizardcube.





Before you is the **Monster Land**.

Overcoming various hardships,
you have at last entered the
Monster's Castle.

Your target is the dreaded
dragon's room.

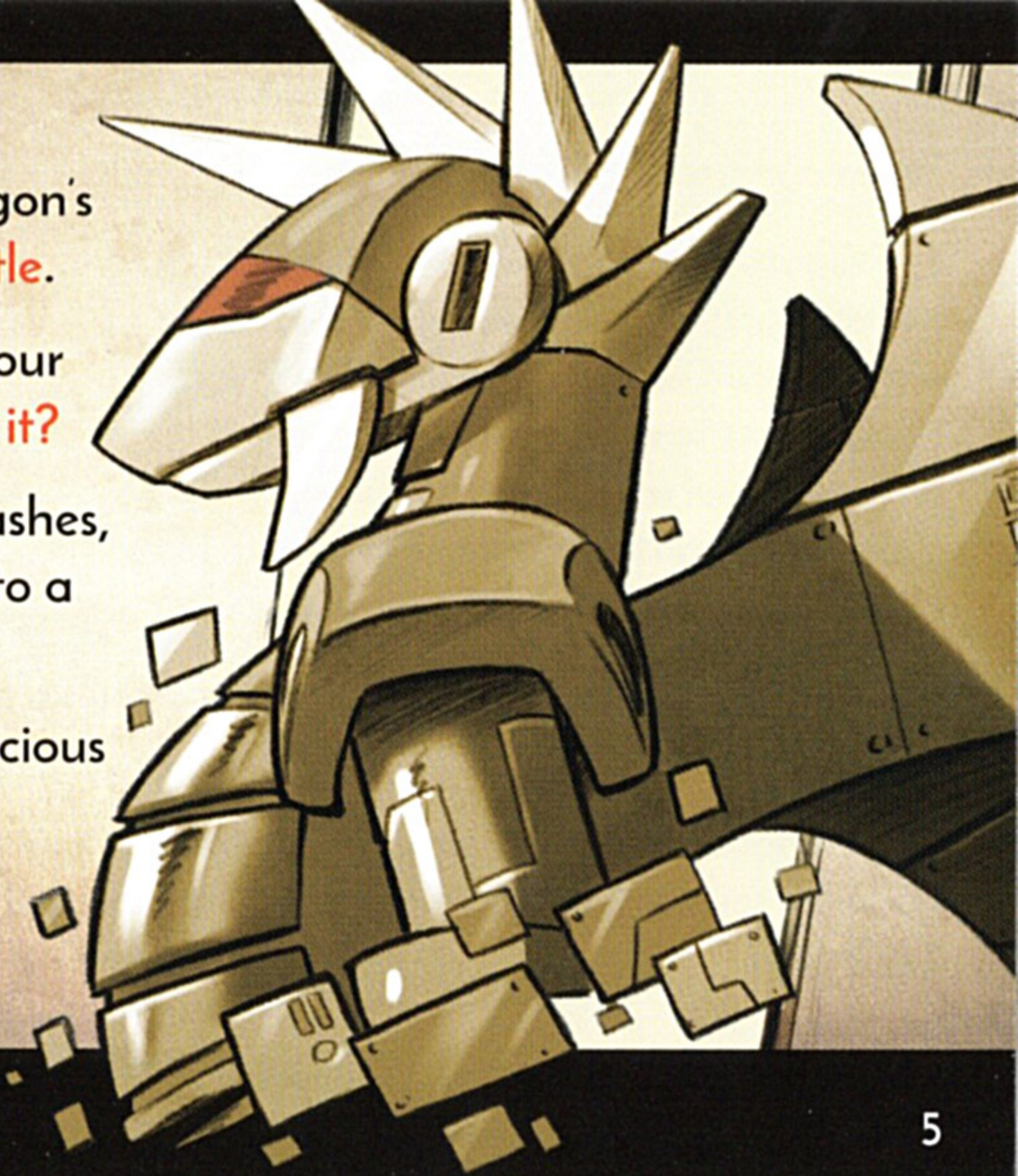
But unbeknownst to you
is the fact that the dragon
has the power to cast **curse**s
on his enemies.

Gaining access to the dragon's room initiates a great **battle**.

It takes some doing, but your foe is soon **defeated...or is it?**

Rising from the dragon's ashes, its **spirit** transforms you into a scaly **Lizard-Man!**

Legend has it that the precious **Salamander Cross** can lift the dragon's curse...



Three options are available at the title screen:

👉 Choose “**play**” to start the game. If you have an existing save file, select it to begin playing from where you last saved. If you select a new save file, you can choose a difficulty level and character (boy or girl) to start a new game. You can also enter a retro password at the Select Character screen.

👉 Choose “**gallery**” to view the artwork and video clips that you’ve unlocked during gameplay.

👉 Choose “**options**” to view the control configuration (“**how to play**”), adjust the **retro** features, modify the music and sound effects **settings** or watch the **credits** roll.



Vital information on the gameplay screen:

1 Player Life

When all of the red hearts are depleted, it's "game over."

2 Boss HP

Shows the remaining % of a boss' health.

3 Weapon Item

Shows the type and remaining quantity of the currently equipped Weapon Item.

4 Medicine

If you have Medicine when your life hearts are depleted, they will be refilled.

5 Gold

Amount of Gold currently in your possession.



Many **Shops** can be found throughout Monster Land. Here you can trade Gold for stronger weapons, better armor and other useful goods. In some shops, the proprietor may be unwilling to show you certain precious items unless you have enough **Charm Stones** in your possession.



When you're in poor health, a **Hospital** can help to get you back in the game. There's no health insurance in Monster Land, though, so you'll need to pay for your treatment in Gold up front.

Hospitals are not as commonplace as Shops, so if you find one, try to remember its location in case you need to come back and visit the **Nurse** again.



Vital information at the Inventory Menu:

1 Attack Points

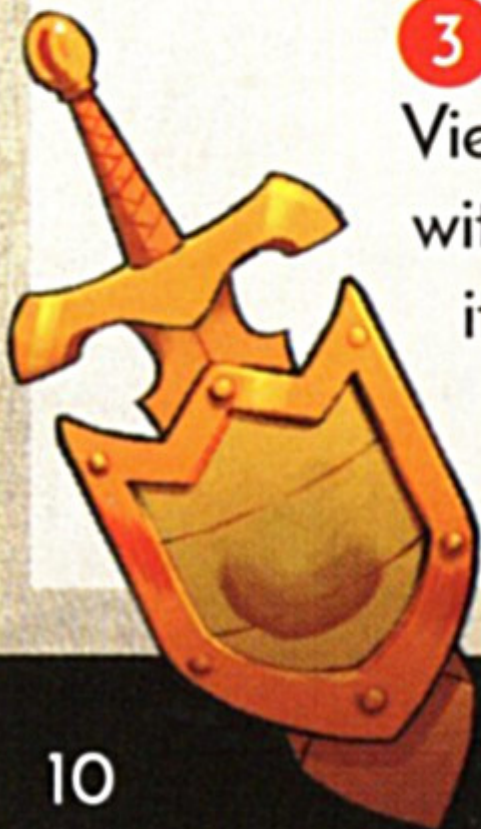
Shows your attack power, based on your current form and Sword.

2 Defense Points

Shows your defensive power, based on your current form and Shield/Armor.

3 ITEMS Sub-Menu

View the Weapon Items you've collected, along with the number of Keys and any other special items in your possession. Highlight a Weapon Item to read a description and select it to equip it.



4 SWORDS Sub-Menu

View the Swords you've acquired. Highlight a Sword to view its description and Attack Points, and select it to equip it.

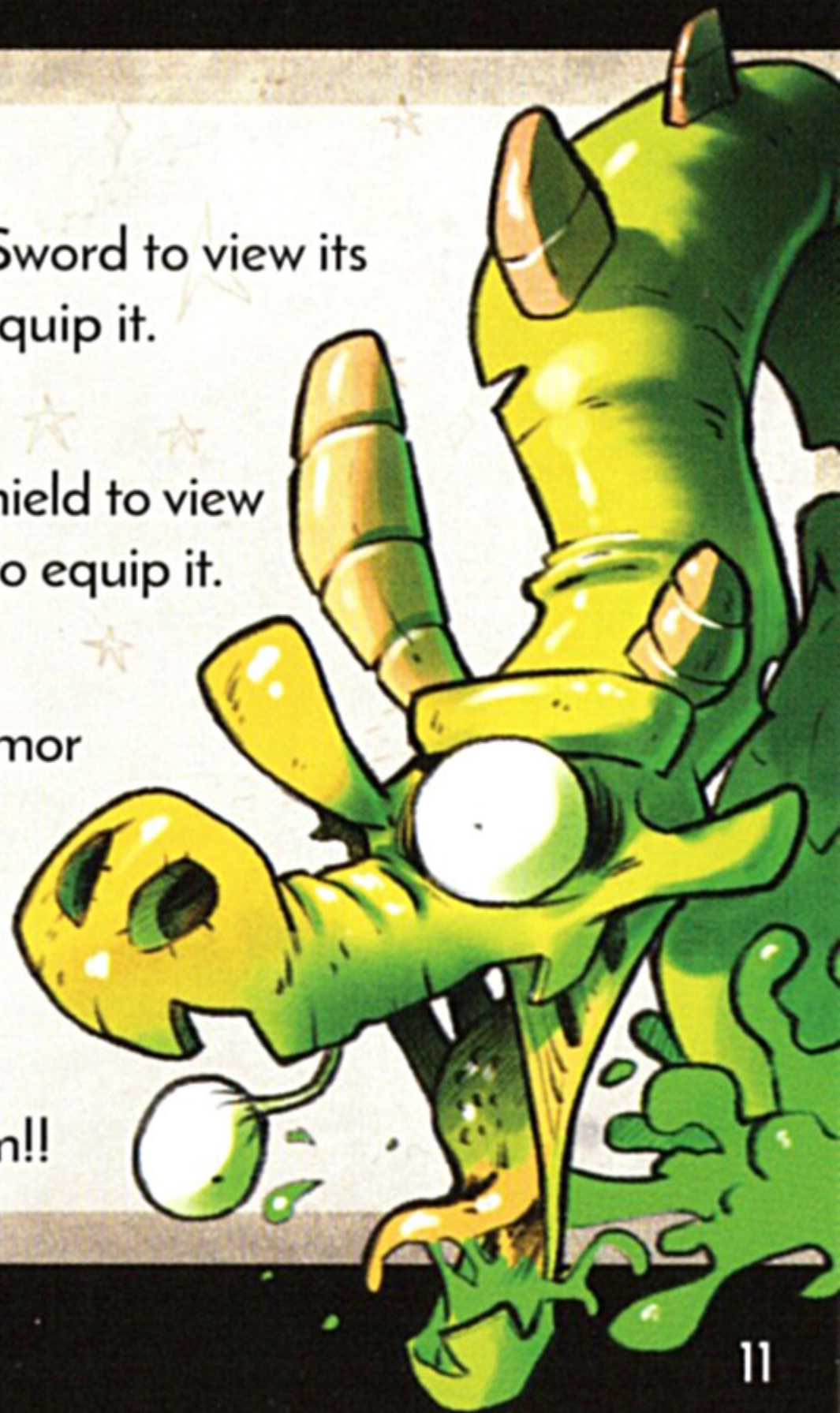
5 SHIELDS Sub-Menu

View the Shields you've acquired. Highlight a Shield to view its description and Defense Points, and select it to equip it.

6 ARMOR Sub-Menu

View the Armor you've acquired. Highlight an Armor type to view its description and Defense Points, and select it to equip it.

Note: Some Swords/Armor have **+special** attributes, and their Attack/Defense points can change depending on your current monster form!!



These are just a few of the many different areas in Monster Land. Search them all to find the Salamander Cross and reverse the Dragon's Curse!



Canyon



Castle



Beach



Temple



Desert

Be curious, be patient and explore everywhere! Some locations are hard to find.



An ordinary door. Who knows what lies on the other side? Press Up to enter.



A door with a window is usually a Shop, but not all Shops have windows.



Some doors have locks. You'll need to find a key to open these.



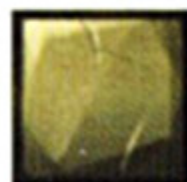


Normal Blocks are just obstacles. You can stand on them.

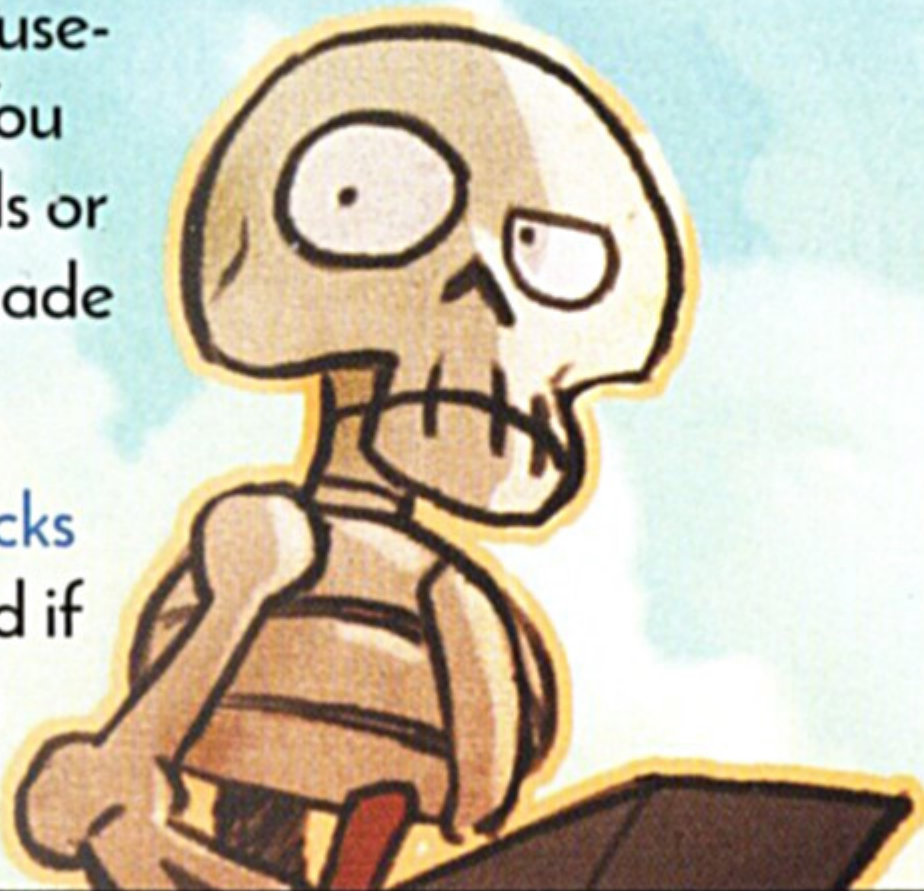
Jump Blocks have a springed platform that can catapult you high into the air.



Mouse Blocks have a special surface that Mouse-Man clings to. You can walk on walls or even ceilings that are made of Mouse Blocks!



Destructible Blocks can be destroyed if you have a certain item in your inventory.



HU-MAN

A.K.A. Wonder Boy, the character with the most convoluted history in all of video games. When starting a new game, you can choose instead to play as his distaff doppelgänger, Wonder Girl. Both are equally brave, agile and skilled in sword combat.



LIZARD-MAN

Just a few minutes into your adventure, the Meka Dragon enacts a curse that transforms you into Lizard-Man. In Lizard-Man form, you have a powerful projectile attack: a hot blast of dragon breath that can damage enemies from a distance.





HAWK-MAN

In Hawk-Man form, you can fly to areas that the other characters can't reach.



LION-MAN

This form has a powerful sword swing with a very wide attack range.



PIRANHA-MAN

Piranha-Man form lets you swim to remote underwater areas with ease.

MOUSE-MAN

Mouse-Man can fit through small openings and walk on walls or ceilings made of Mouse Blocks.



You can acquire many different items by defeating enemies, opening treasure chests and visiting Shops.



Gold Coin/Sack of Gold

The currency of Monster Land.
Grab as much as you can!



Large Heart/Small Heart

Guess which one refills more
of your life meter.



Charm Stone

Some Shop items can't be bought
unless you have enough of these.



Salamander Cross

Cures the curse that transformed
you into a monster!





Sword/Shield/Armor

Some of these types of items grant special abilities.



Life Heart

Extends the capacity of your life meter.



Medicine

Refills your life meter when it's drained.



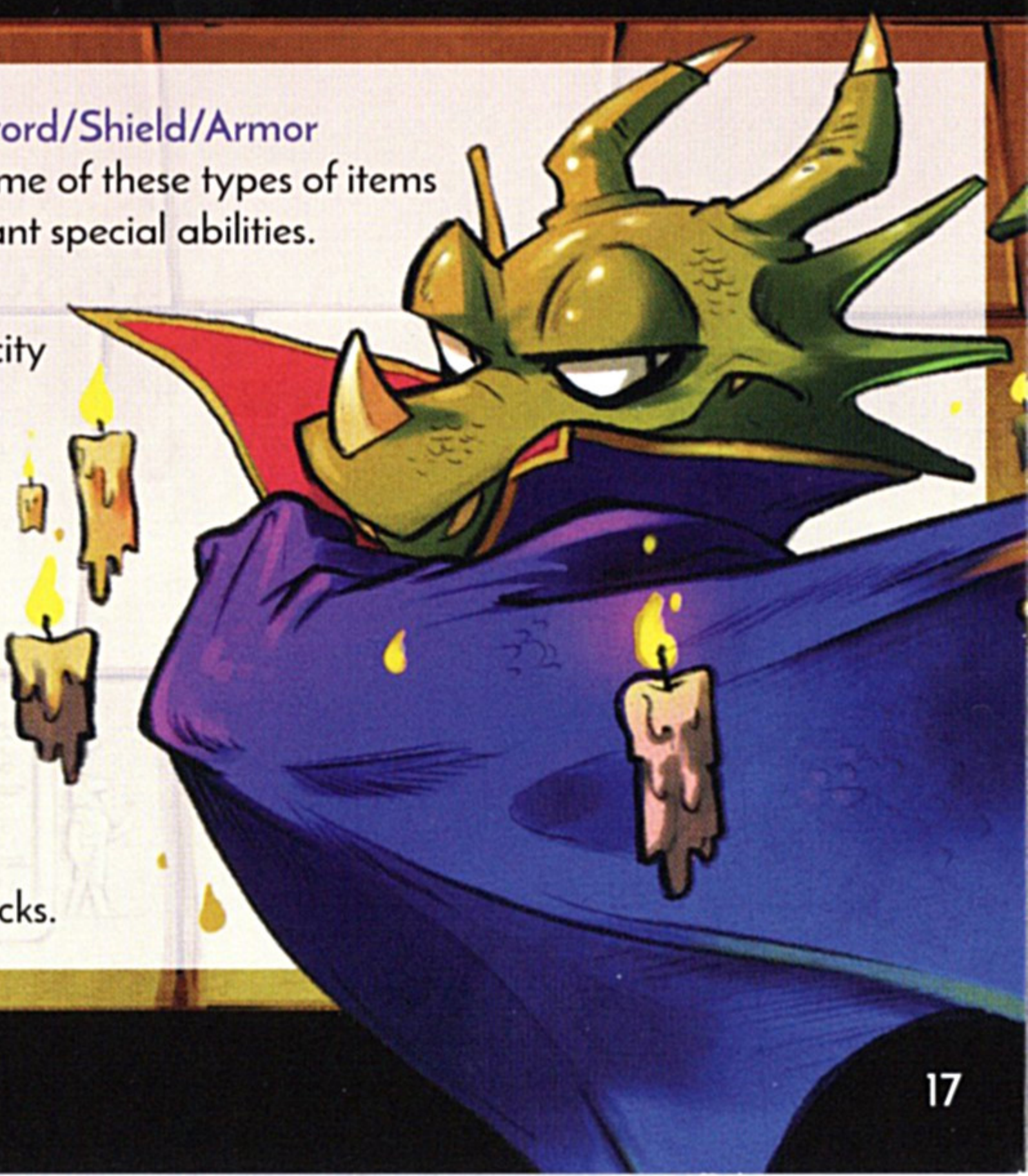
Key

Useful for opening locked doors.



Thunder Ring

Lets you smash Destructible Blocks.





Fireball

Burns your enemies from long range.



Tornado

Travels along the ground, bouncing off multiple enemies.



Arrow

Fires straight upward to hit enemies above you.



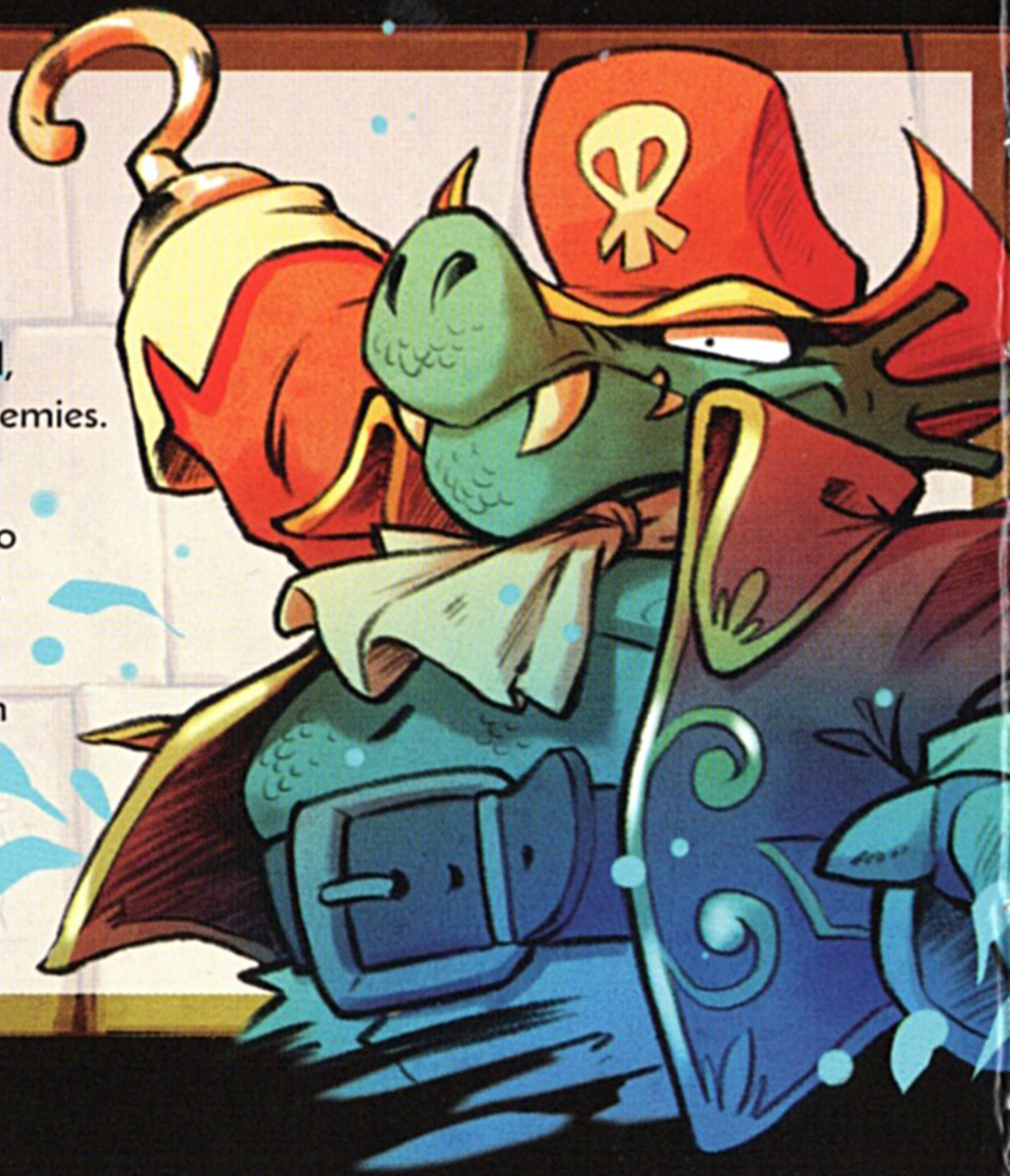
Boomerang

Flies forward, then returns to you.



Thunder


Damages all enemies on the screen.



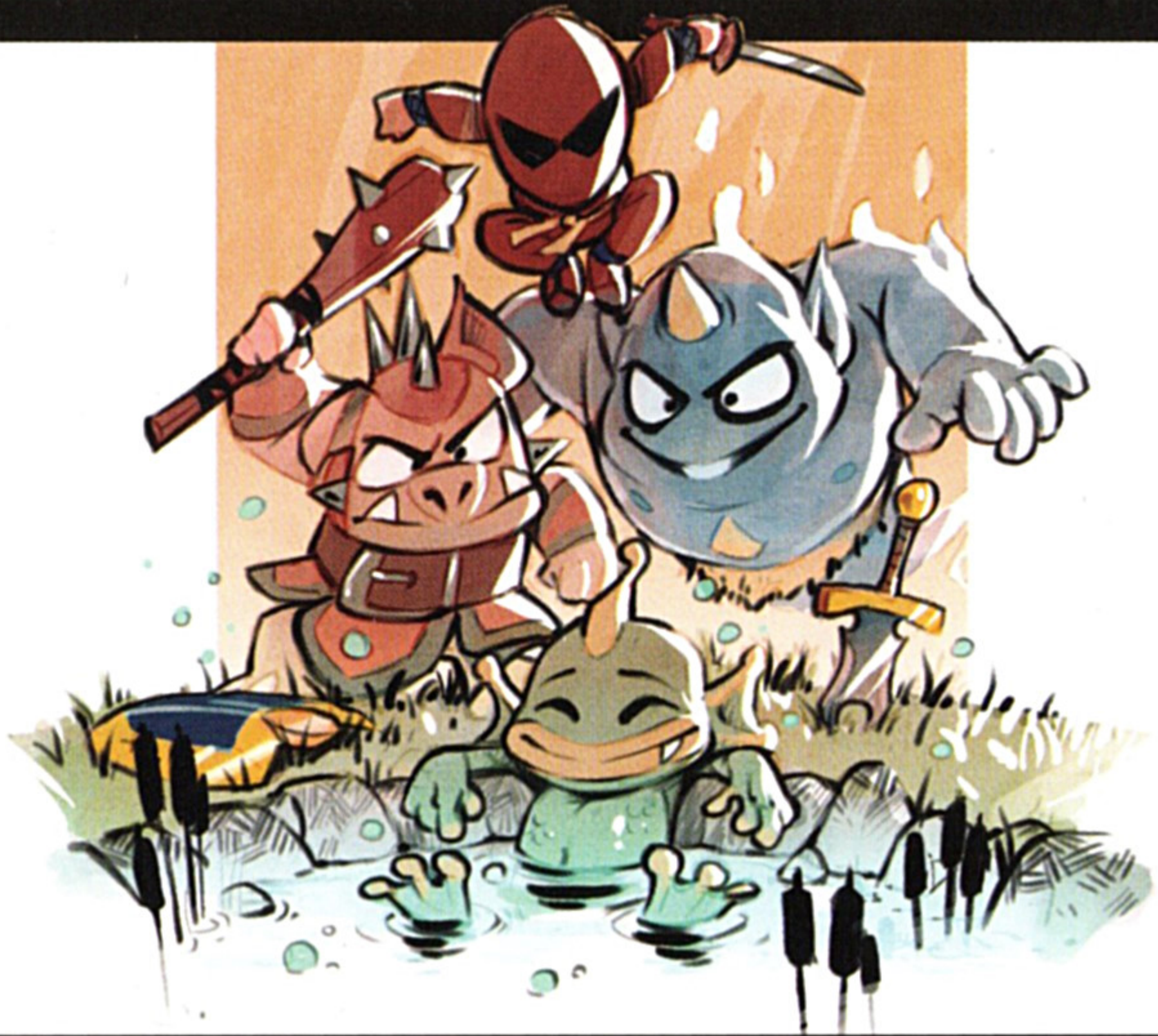


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