

WONDERBOY AMSTRAD CPC CASSETTE/DISC INSTRUCTIONS

LOADING INSTRUCTIONS

AMSTRAD/SCHNEIDER CASSETTE

CASSETTE BASED COMPUTER (i.e. CPC 464)

Press **CTRL** and the small **ENTER** keys simultaneously.

DISC BASED COMPUTER WITH ADDITIONAL
CASSETTE PLAYER (i.e. CPC 6128)

Type | (shifted @) **TAPE** and press **RETURN** then press
CTRL and the small **ENTER** keys simultaneously.

AMSTRAD/SCHNEIDER DISC

CASSETTE BASED COMPUTER WITH ADDITIONAL
DISC DRIVE (i.e. CPC 464)

Type | (shifted @) **DISC** then press **RETURN** then type
RUN "DISC and press **RETURN**.

DISC BASED COMPUTER (i.e. CPC 6128)

Type **RUN "DISC** and press **RETURN**.

CONTROLS

Action:

1 PLAYER GAME
2 PLAYER GAME
PAUSE GAME
MUSIC ON/OFF
JUMP
RUN RIGHT
RUN LEFT
THROW STONE/AXE
RUN FASTER
HIGH JUMP

Keyboard:

1
2
ESC
DEL
Q or]
[or X
@ or Z
SPACE BAR or SHIFT
SPACE BAR or SHIFT
SPACE BAR or SHIFT

Joystick:

JOYSTICK UP
JOYSTICK RIGHT
JOYSTICK LEFT
JOYSTICK BUTTON
JOYSTICK BUTTON
JOYSTICK BUTTON

WONDER BOY starts off on a long and hazardous journey, his ultimate mission to rescue his girlfriend Tina, kidnapped by the evil KING. KING lives in a faraway place, across seven bizarre and treacherous territories. Each territory is made up of four lands and each land consists of four areas. When you have reached the end of each territory you will have to defeat a mad Ogre to progress to the next level.

On your way, jump over various obstacles including boulders and bonfires and kill attacking nasties such as bees, snakes and killer frogs. Whenever you see a giant egg, open it, as it will always have something for you such as a skateboard or a fairy who may protect you for a while.

Do not forget to boost your strength and collect bonus points by eating exotic fruit or (not so exotic) junk food.

SCREEN DISPLAY

At the top left of the screen the number of lives remaining are shown. Just beneath this is a box which will display the stone axe when you have picked it up.

Immediately to the right of the box are three icons representing the first three lands; upon completing a land the icon for that land will light up. When the last of the three icons is lit, they will scroll off revealing a new land to be completed.

Mid way at the top of the screen your score and the highest score achieved are shown. Under this is your Vitality Meter which may be topped up by collecting certain objects or finishing a land. You must get to the end of a land before this reads zero. Any vitality you have left at the end of a land will be converted into a Bonus Score.