



FROM THE ARCADE ORIGINAL BY SEGA!

Highly playable and addictive, the captivating cartoon adventure – Wonder Boy is here for your home computer.

Wonder Boy is a kid with a quest: to reach his girlfriend across a very unfriendly landscape. Snakes, fires, snails, bees and tumbling boulders can all make for a short trip – but our hero can break open eggs to collect a stone axe, a guardian angel and other useful items. A skateboard speeds up his progress and picking fruit provides bonus points – if you're careful! A game of skill, timing and good, clean fun.

UDK 574



WONDER BOY

CASSETTE FOR COMMODORE 64/128™

ACTIVISION ENTERTAINMENT SOFTWARE

SEGA

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ACTIVISION ENTERTAINMENT SOFTWARE®

Commodore screens shown

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Manufactured in the United Kingdom.
Fabrique en Grande Bretagne.

SINGLE CASSETTE PACK

WONDER BOY COMMODORE CASSETTE AND DISK INSTRUCTIONS

LOADING INSTRUCTIONS

Commodore 64/128 Disk

1. Turn on your disk drive and computer.
2. If you are using a Commodore 128 type the following:
GO64 then press RETURN
Y then press RETURN
3. Insert the disk in your disk drive, label side up
4. Plug a joystick into port 2.
5. Type LOAD "*"8,1 and press RETURN. After a short while, the title screen will appear.

Commodore 64/128 Cassette

1. Turn on your computer. If you are using a Commodore 128 type the following:
GO64 then press RETURN
Y then press RETURN
2. Insert the Wonder Boy cassette into your datacassette, side A facing upwards, and ensure it is fully rewind.
3. Plug a joystick into port 2.
4. Hold down the SHIFT key, then press the key marked RUN/STOP.

CONTROLS

- | | |
|-------|---------------------------------------|
| F1 | - ONE PLAYER GAME |
| F3 | - TWO PLAYER GAME |
| F5 | - TOGGLE MUSIC ON/OFF |
| F7 | - PAUSE |
| Z | - LEFT |
| X | - RIGHT |
| = | - JUMP |
| SPACE | - RUN FASTER/JUMP
HIGHER/THROW AXE |

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.