

namco

SEGA
GENESIS
16 BIT CARTRIDGE

Marvel Land™



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MADE IN JAPAN

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INSTRUCTION MANUAL

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INTRODUCTION

Not Just Another Day at the Park

In the misty origins of time, Lord Coni forged the land which bore his name. He ruled from atop the lofty peaks of a mountain in the heart of the realm. Under his benevolent leadership the kingdom knew harmony. In tribute to their beloved liege, the people built a vast amusement park around his castle. The park, **Marvel Land**, consisted of four areas: *Flower Land*, *Prarie Land*, *Sweets Land*, and *Ice Land*. Each area represented a section of Coni.

Lord Coni decreed the park to be open to all citizens of the land. To protect **Marvel Land**, the King bade a fairy from each corner of the realm to guard her respective area. Princess Wondra was to oversee the fairies.

As time passed, King Coni grew old and finally passed away. But the kingdom continued to prosper, until the power-hungry Mole became leader of the underworld. Mole seduced the leaders of various factions to raise an army to capture **Marvel Land**. He imprisoned the fairies in crystal balls, and bent their powers to his evil will. Only one escaped his grasp, a maid of Princess Wondra. She found her way to a far corner of the land... to Prince Talmit, the last of the Coni line.

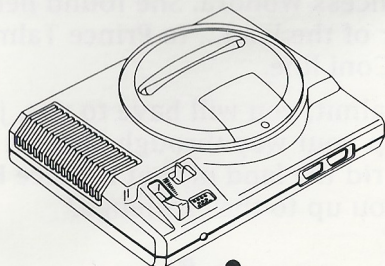
As Prince Talmit, you will have to run, jump, fly and warp your way through **Marvel Land** in order to rid the land of that rat face King Mole. Are you up to the challenge?

STARTING UP YOUR SYSTEM

1. Set up your Genesis System, following the instructions in your Genesis System Instruction manual. Plug in Control Pad 1.
2. Make sure the console's power switch is turned off.
3. Insert the Marvel Land cartridge into the console with its label facing toward you. Press the cartridge firmly into the cartridge slot.
4. Turn the power switch on. The Namco screen appears. **NOTE:** If nothing appears on screen, turn the switch off. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.

IMPORTANT: Always make sure your Genesis System is turned off before inserting or removing the game cartridge.

5. Press the start button on Control Pad 1. The title screen appears and the saga of **Marvel Land** begins.



TAKING CONTROL

Marvel Land is a 1-Player game. To guide Prince Talmit on his quest, take the time to master the game controls.



D (DIRECTIONAL) BUTTON

- Press up or down to select game modes on Pre-Game screens.
- Press left or right to make selections on the Option screen.
- Press down to make Prince Talmit duck.
- Press left or right to move Prince Talmit backward and forward.

START BUTTON

- Press during the Story screens to advance to the Title screen.
- Press during the Title screen to advance to the Pre-Game screen.
- Press during play to pause the game. Press again to resume play.

BUTTON A

- Press to jump
- Press to flap wings. (see "items" below)

BUTTON B

- Press to attack with Spirit Tail Whip.

BUTTON C

- Same functions as Button A.

SELECTING OPTIONS

Game Start: Selecting game start advances game to the Story screens. To skip Story screens push start.

Round Select: Advances to Password screen. Enter appropriate password to advance to the round of your choice.

Option: Advances to the Options screen.

OPTIONS SCREEN

Use this screen to choose various playing options. Use the D button to mark your selections. After selections are made, choose Exit and press Start.

Level: Choose from *Digest*, *Normal*, and *Game Master*

- **Digest Mode:** Least difficult setting with fewer levels and an abbreviated ending. Prince Talmit has seven lives in Digest mode.

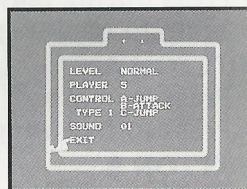
- **Normal Mode:** The default setting. Average difficulty. Prince Talmit has five lives in Normal mode.

- **Game Master:** Extremely difficult setting with only three lives. Intended for Game Masters only.

Control: allows you to tailor the buttons to your personal taste. The "+" attack allows you to perform the Spirit Tail Whip attack by pressing down on the D button.

Sound: Allows you to listen to a music/sound test.

Exit: Select this after you have completed your selections.

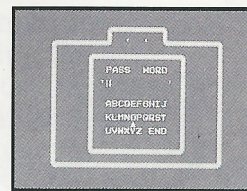


Option Screen

PASSWORD

This game features a password mode and infinite continues.

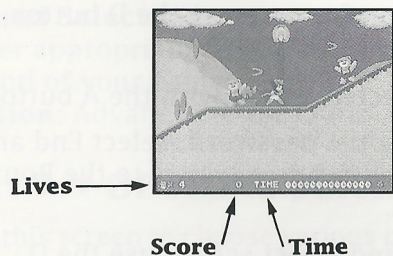
- On the Password screen use the D button to select letters of the password.
- Enter the selected letters with the A button.
- After entering the password, select End and hit the Start button to advance to the Round Select screen.
- From the Round Select screen use the D button to select the round you wish to play. Push the Start button to advance to this elected round.
- When you lose your last life, you will be given a password and option to continue.
- Be sure to remember your password to continue play later. Write it down!



Password

SCREEN EXPLANATION

Information is displayed on the screen to keep you aware of Prince Talmit's status.



- Score tallies the current amount of points you have earned.
- Time indicates time remaining to clear current level. Excess time is converted to points after completing level.
- Lives shows the number of Talmit's remaining lives.



ITEMS

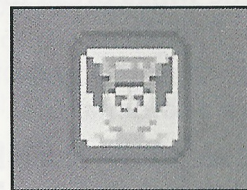
Marvel Land contains numerous items. Use them to your best advantage to make it through the game.

Spirit Tail - Finding this item will allow you to grow a Spirit Tail. This tail has two uses.

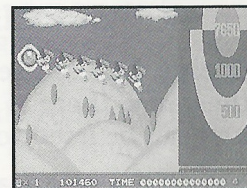
Spirit Tail Whip Attack: Pressing the B button will cause the spirit tail to whip around Talmit and destroy enemies that it hits. Each enemy destroyed will void one spirit in the tail. Items can also be taken by swinging the whip with the attack button.

Spirit Swing: Certain areas in the game have swing connectors. Jumping and pressing the B button will cause the last spirit in the tail to grab the swing connector. Talmit will swing until the A or C button is pressed. With the right timing, you can really soar!

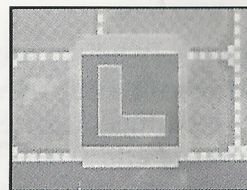
L - This item will add one spirit to Talmit's spirit tail. Talmit can have up to eight spirits at once.



Tail Symbol



Spirit Swing

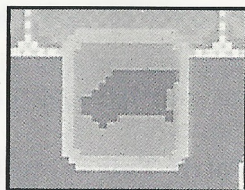


L

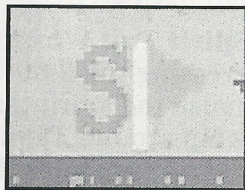
Wings - Wings allow Talmit to jump higher and fly for a short period of time. To flap the wings press the A or C button.

S - This item gives Talmit an additional life.

Bad Items - Not all of the items found in Marvel Land are good. Some will cause you to lose a life or spirit from the spirit tail. Watch out!



Wings

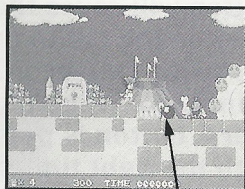


S

SPECIAL FEATURES

Spring Ball - In several locations throughout the game, there is a ball against a spring. This ball can be used to attack enemies.

- Push the ball against the spring, then move in the opposite direction, and the spring will start the ball rolling.
- Follow the ball as far as you can; it will bowl over any enemy it touches.



Spring Ball

Log Swing - Throughout **Marvel Land**, there are log swings of different shapes and sizes. You will need to ride these swings to progress through the game.

- In most cases you can jump off the swing and keep on going.
- Later in the game you will find swings you must use to make large jumps. Use the log to launch Talmit into a very long and high jump. Stand near the front of the swing and jump just as the swing is slowing down. If you time it right, you'll sail!

Barrel Roll - Barrels can be used in several different ways in the game.

- On the ground, push it to barrel over enemies.
- In quicksand, it can be used to cross the gap. Jump onto the barrel, and move Talmit in the opposite direction you want to travel.

Rotating Islands - There are many rotating islands and platforms in the game.

- If you stay on one side, the platform/island will rotate, then you can walk to the high side and gain a little height for a jump.
- It is also possible to use these platforms to gain running speed. Go for it!

Running - Speaking of running, Talmit can really cruise! Run down any slope, until you stop or run into something, Talmit will be moving. Use this speed to clear long jumps in later stages.

Warping - Throughout the game you will encounter various locations and doors that will warp Talmit to another part of the game. Most of these warps will move Talmit forward, but not all of them.

BOSS ENCOUNTERS

As you travel through **Marvel Land**, you will confront many of King Mole's evil henchmen. At the end of each castle stage, you will be faced by one of Mole's bosses. Each boss holds a captive, whom you must rescue. Each boss encounter is a unique game, as described below.

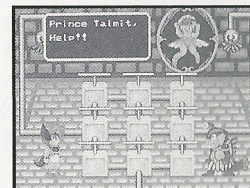
Level 1 Boss: In this game you play rock, paper, scissors with the Great Condor. The rock, paper, scissors symbols will appear at the bottom of the screen. Best two out of three wins.

- Press the C button to stop the Bosses' symbol.
- If you win, press the A, B, or C button to attack the Great Condor.
- If you lose, press the D button in any direction to defend.
- Attacking when you lose will count as a loss.
- Successfully defending against an attack counts as a tie.
- Scissors beats Paper.
Rock beats Scissors.
Paper beats Rock.



Level 2 Boss: Battle the Demon Angle in a balloon busting contest. There are nine pumps in the middle of the screen. The object of this game is to drench the boss's helper before he soaks your friend.

- Change your position around the pumps using the D button.
- Pump using the A, B, or C buttons. (Try all buttons at once to pump really fast!)
- Out of the nine pumps, five do nothing. The other four pumps are for filling and emptying the balloons.
- To win, find the pump that fills the balloon over the boss's helper and start hitting the buttons.
- If you start to lose, find the pump that empties the balloon over your helper, and get pumping!



Demon Angle

Level 3 Boss: Outwit Queen A La Mode in a game of concentration.

First one card will be shown. Then sixteen cards will rotate into view. Find the symbol that matches the first card among the sixteen cards.

- Move the cursor to the matching card with the D button.
- Hit the A, B, or C button to confirm that it is the correct card.
- You lose if you choose incorrectly or if the boss finds the correct card before you.
- Best two out of three wins.

Level 4 Boss: Go head to head with King Mole in a game of musical holes. Music plays while Prince Talmit and King Mole pop randomly out of nine holes. When the music stops, ATTACK!

- Press the D button towards King Mole and attack with the A, B, or C button
- First player to get three points wins.

◆ NAMCO LIGHT PARADE ◆

After successfully completing each boss stage, you will enter the Namco Light Parade bonus stage.

- Catch as many stars as possible to increase your score.
- Stars are worth more points before they break into smaller pieces.

All the characters in the background are from Namco games. Keep your eyes peeled for your favorites.



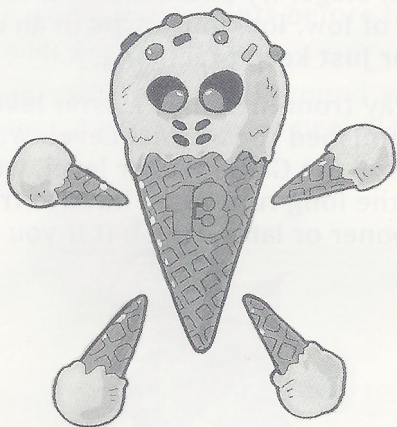
◆ HINTS ◆

- Find the best warps!
- Learn to jump from the log swings to launch your character up.
- Running down hills will build up speed. This speed is important in later parts of the game.
- When jumping on an enemy, continue to hold the jump button down on impact. You will bounce much higher.
- Use the wings item to explore the heights of each level. There can be warps, or items hidden almost anywhere.
- Level 4 is slippery. Try ducking to slide less.
- Never give up! If you are really frustrated with a certain stage, try another route, stay high instead of low, look for warps in an earlier stage, or just keep practicing.
- Stay away from the Game Master level until you've finished the Normal Level. When we call a level the Game Master level, we mean it!! But, in the long run, you'll have to try this level sooner or later. Finish it if you can!

HANDLING THE SEGA GENESIS CARTRIDGE

- The Sega Genesis cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush, or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



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Namco Hometek, Inc., warrants to the original purchaser that this Namco Hometek, Inc., cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek, Inc., will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective materials or workmanship.

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