

Nintendo®  
**GAME BOY®**

DMG-APME-USA

# the **Legendmaster™**



*Super*  
**GAME BOY.**

**INSTRUCTION MANUAL**



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# THE STORY

## the Pagemaster™

It all started when Richard Tyler rode his bike into town. Suddenly, a ferocious storm hit, and Richard crashed into a tree, leaving his bike (and nerves) shattered!

Dazed and confused, Richard ran into the nearest building: the Public Library. He stumbled around the dimly-lit corridors lined with towering shelves of books...and the next thing he knew, he was an illustration in a fantastic new world.

A mysterious man called The Pagemaster informs Richard that if he's to return to reality, he must find the Library exit. During his adventure Richard meets many unusual characters - some friendly, but most eager to make him a human bookmark (ouch!). While fighting these nasty nasties, Richard has an opportunity to collect all kinds of valuable objects including library cards. If he collects eight library cards he can free his friends Horror, Adventure, and Fantasy, and be treated to a special ending that few will ever see! Now, brave adventurer...it's time to enter the world of The Pagemaster!



# TAKE CONTROL

Throughout this manual the buttons on the Game Boy will be referred to as follows:  
A Button, B Button, Control Pad, Select Button, Start Button.

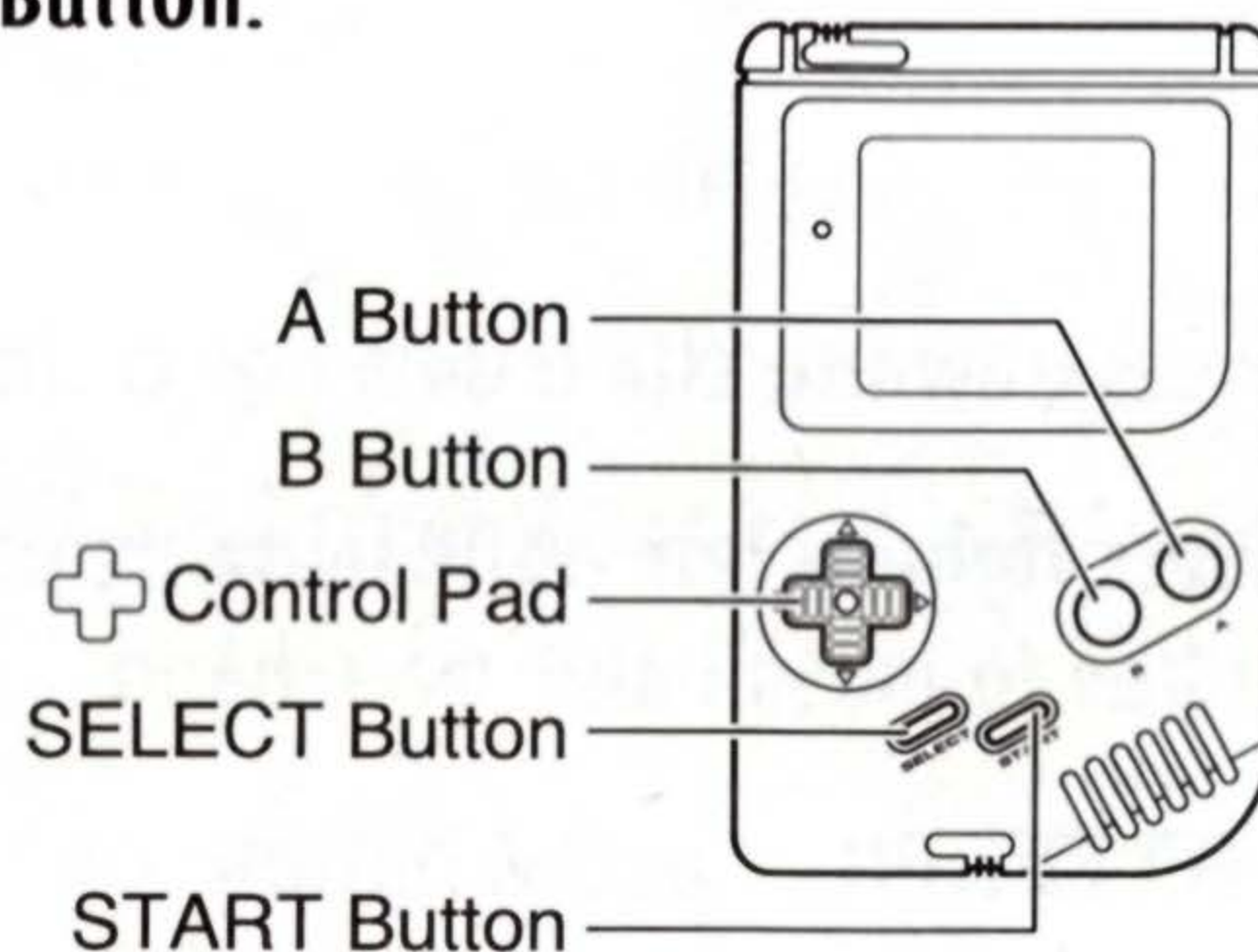
The general button commands are as follows:

## A BUTTON - Jump Button

- Richard jumps variable height and distance (depending on how long you press the button, how much room there is on screen, or if he is wearing his magic shoes)

## B BUTTON - Attack/ Pick-Up Button

- Press this button to pick up or use an item that Richard has collected. If he has no item then this button will not work. Pick-Ups include: Pirate's Swords, Bag-Of-Gooey Eyeballs, etc. (See Pick-Up section for all items)





# TAKE CONTROL

## CONTROL PAD

- Press left or right to walk left or right
- Press up to climb up ropes/ladders
- Press down to climb down or crouch
- Press right or left while hanging on a line to move hand-over-hand

## SELECT BUTTON - Special button

- Use Book Token (Smart Bomb)

## START BUTTON

- Press to make selections and to pause the game





# GETTING STARTED

The character Fantasy becomes the pointer in this section of the game. There are three options: Start Game, Music and Sound Test, and Password Input. Press the Start Button at Start Game to begin game.

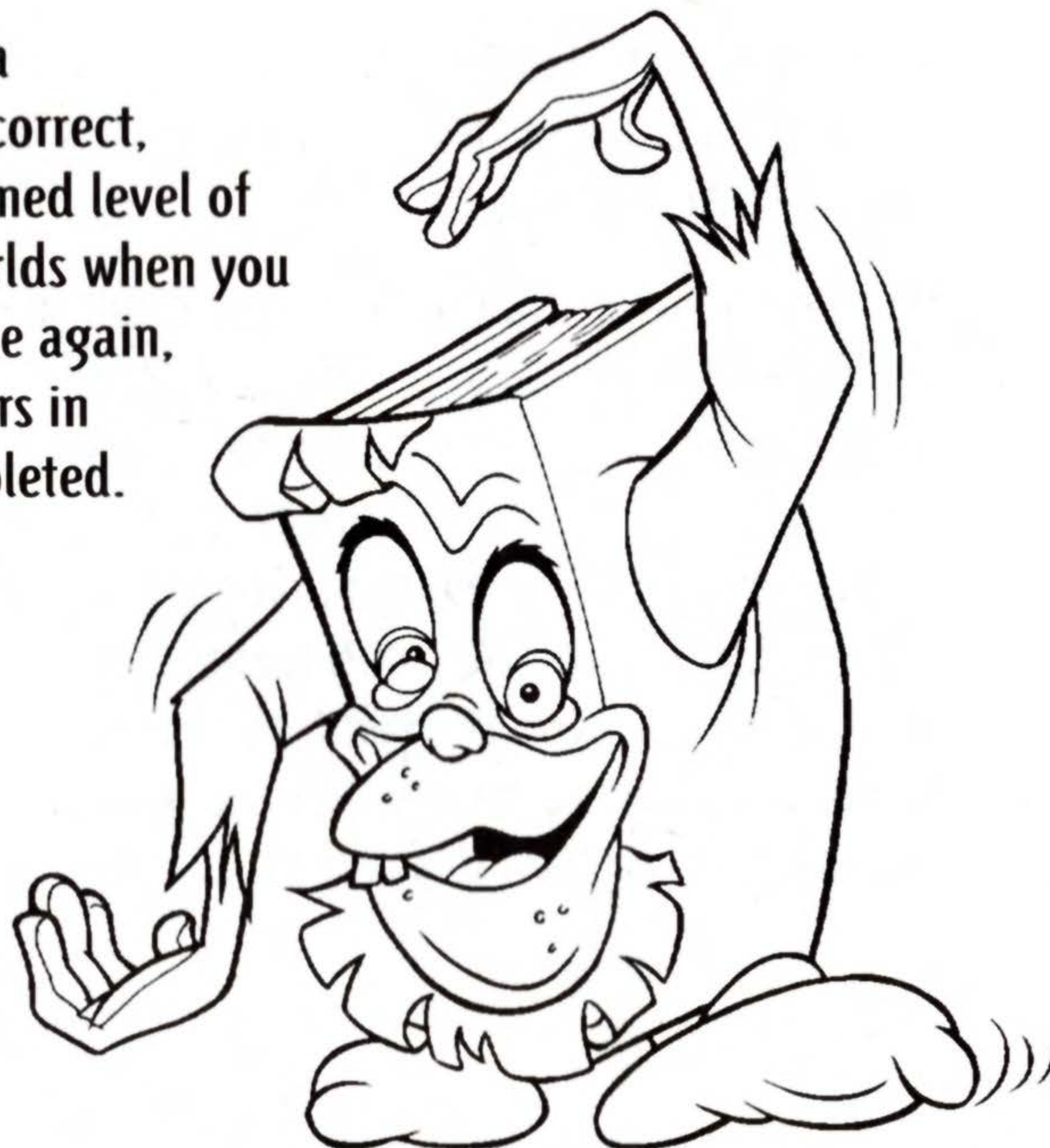
The Music and Sound Test allows you to sample the various music and sound effects that are located in the game. There are 12 different tunes and 23 different sounds represented by numbers. Press left or right on the D-Button to select numbers in the Play Music or Play Sound Effect sub menu. Press up, down, left, or right to stop the selected music/sound while it is playing. Press the Start Button when the selection is on Exit to leave this screen.





# GETTING STARTED

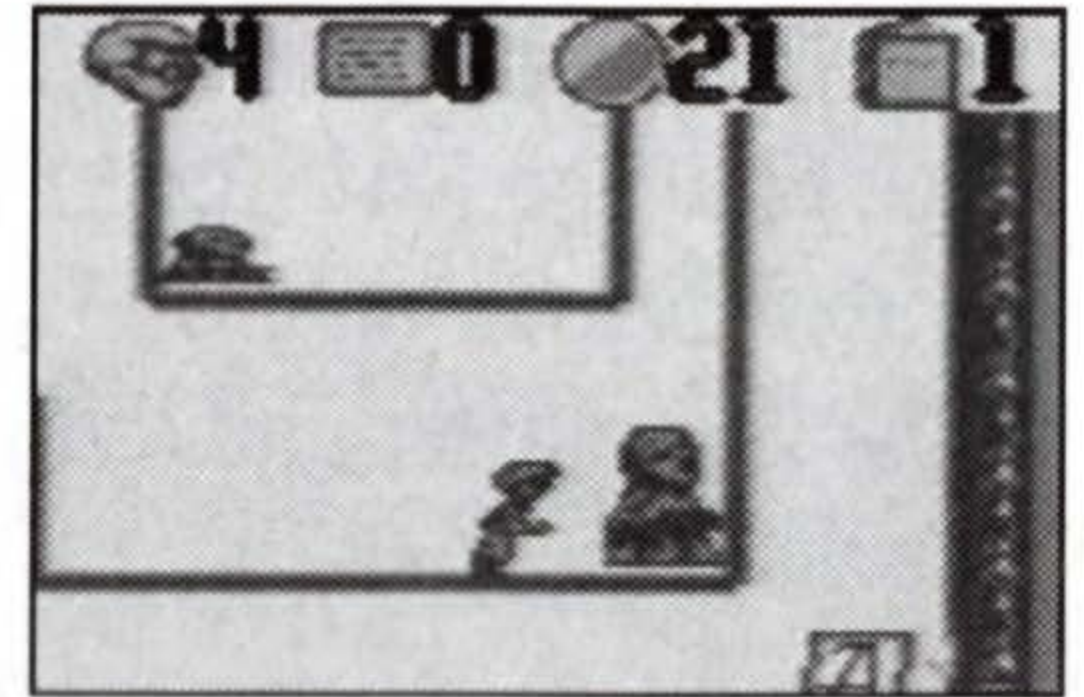
The Password input asks you to enter a Password. If the entered Password is correct, the game begins at a previously obtained level of play. To prevent having to replay worlds when you return to The Pagemaster time and time again, a Password (A maximum of eight letters in length) is given when a world is completed. To begin play from where you left off, enter the appropriate Password on this screen. Keep track of your Passwords in the Notes Section of this manual.





# BEGIN THE JOURNEY

The adventure begins when you see Richard standing on the pages of an open book. The book serves as a map for Richard's journey. Each pop-up along the map is a level for Richard to enter and discover. When he stands in the doorway of one of these sites, press the Start Button to have him leave the book and enter the new level. If a pop-up doesn't raise, the level is cleared and achieved.



Each level that Richard enters has its own set of dangers and traps. For the most part, Richard can endure these obstacles by jumping over or on top of these threats. If Richard slides down slopes by pressing the Down button he can kill enemies by sliding into them. If Richard has at least one Pick-Up and gets hit, he loses the Pick-Up, and continues in that level. Some helpful items can only be obtained by first gathering a necessary Pick-Up. For example, if an item is out of reach, Richard may need his magic shoes to help him jump high enough to grab the item.



# GAME OBJECTIVE

The primary objective is for Richard to reach the neon EXIT sign. This will allow him to leave the magical Library of The Pagemaster and return to his own world.

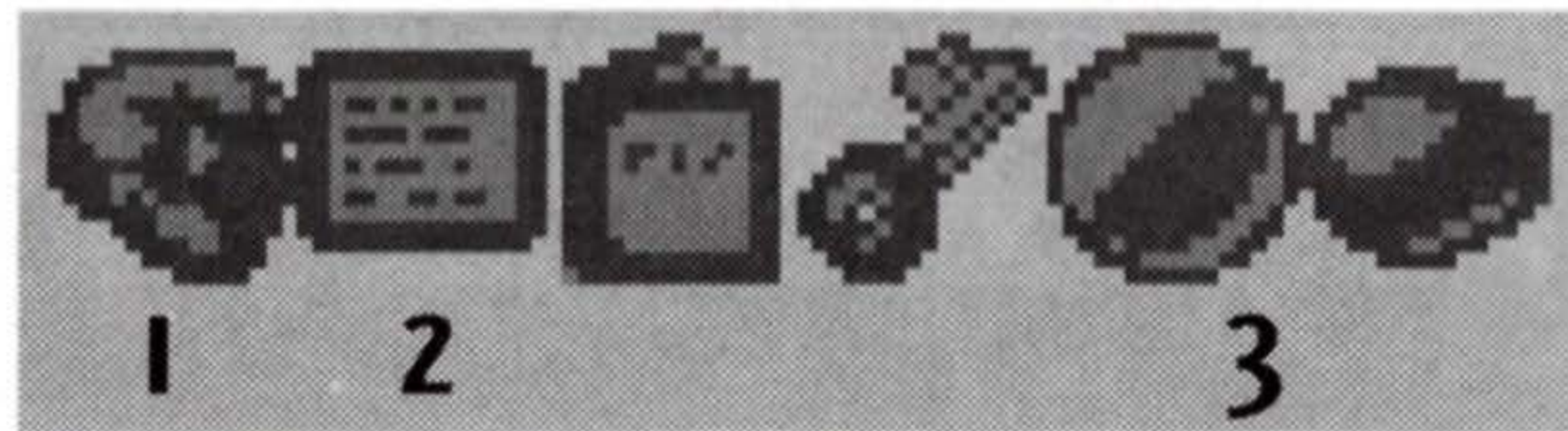
The secondary objective is for Richard to collect all eight Library Cards scattered throughout the game. If Richard finds all the Library Cards he will be treated to a special game ending along with his new found friends Horror, Adventure, and Fantasy!





# THE CONTROL PANEL

Once Richard is in the game, his status appears at the top of the screen in the following icons:



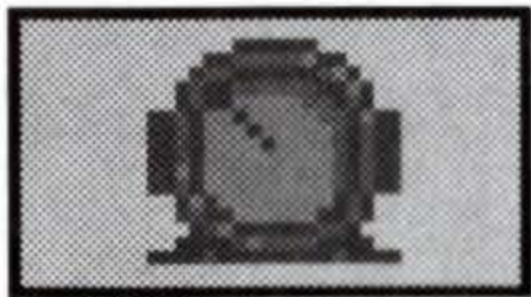
- 1 RICHARD'S FACES:** These tell how many lives are left in the game. Richard's character is lost if he has no Pick-Ups and bumps into an adversary or touches deadly scenery. Note that there is only one way to earn extra Richard characters: by collecting Richard Faces.
- 2 LIBRARY CARDS COLLECTED:** Only those cards collected from a previous world are safe. If you collect a Library Card and lose all your lives in that world, you have to go back to get it again.
- 3 GOLD TOKENS COLLECTED:** For every 30 Gold Tokens (keys, coins, eggs) collected the number goes back to zero and Richard gets a Help Book (smart bomb).



# THE CONTROL PANEL



**PICK-UPS:** The Pick-Ups that Richard collects are shown at the top left. When Richard is touched by an enemy (or missile), he loses an item.



**CLOCK:** Some areas are timed events. In this case, a Clock appears on the control panel to let you know how much time is left to complete the level.

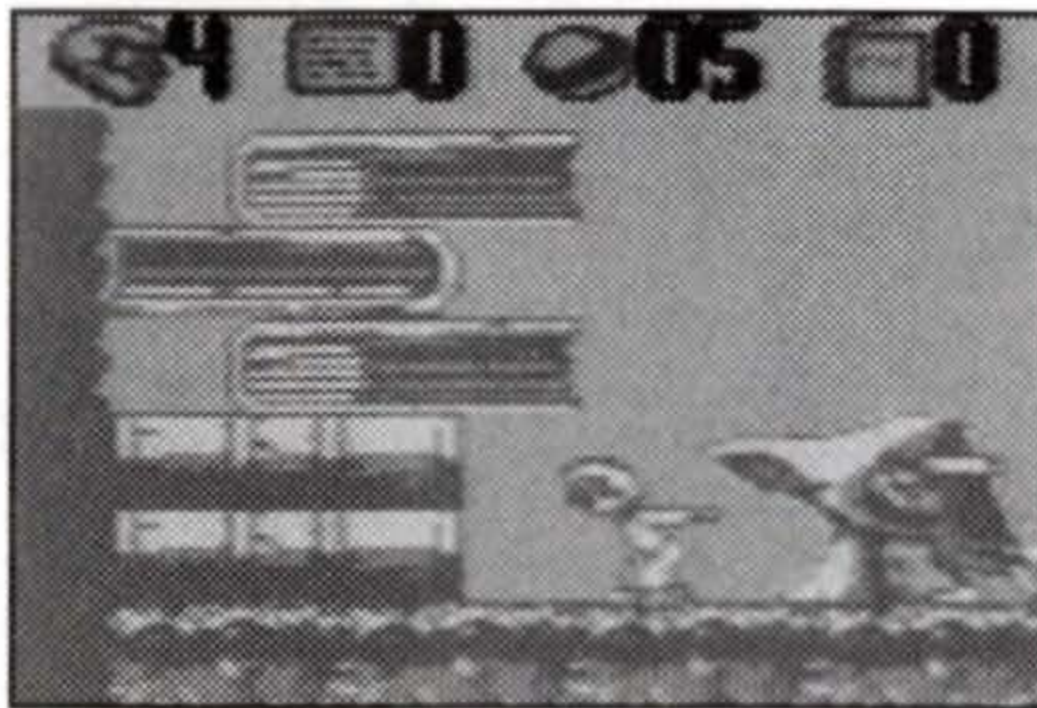


# WORLDS OF THE PAGEMASTER

Richard's quest takes you through three main Worlds comprised of 13 levels, each more difficult than the last. There are two different types of Levels: on one, you decide how fast the Level moves; on the other, the Level is always moving and Richard's character is lost if he's squashed by the screen.

Note that some adversaries are tougher than others and it can take more than a single hit with a Special Effect to remove them from play. Some adversaries are so tough they can not be removed from play!

## HORROR WORLD



A spooky trip through a graveyard and a haunted mansion. Look for shields: they bounce when Richard nears and can be used as platforms.



# WORLDS OF THE PAGEMASTER



**BOOKS:** Some walk around, snapping their pages, others fly! Note that books appear in all worlds.



**BATS:** Don't get in a flap, the Bats are easy enough to avoid... with practice.



**GHOSTS:** Beware! They appear from nowhere.



**FRANKENSTEIN'S FIST:** Don't let it pound Richard into the ground!

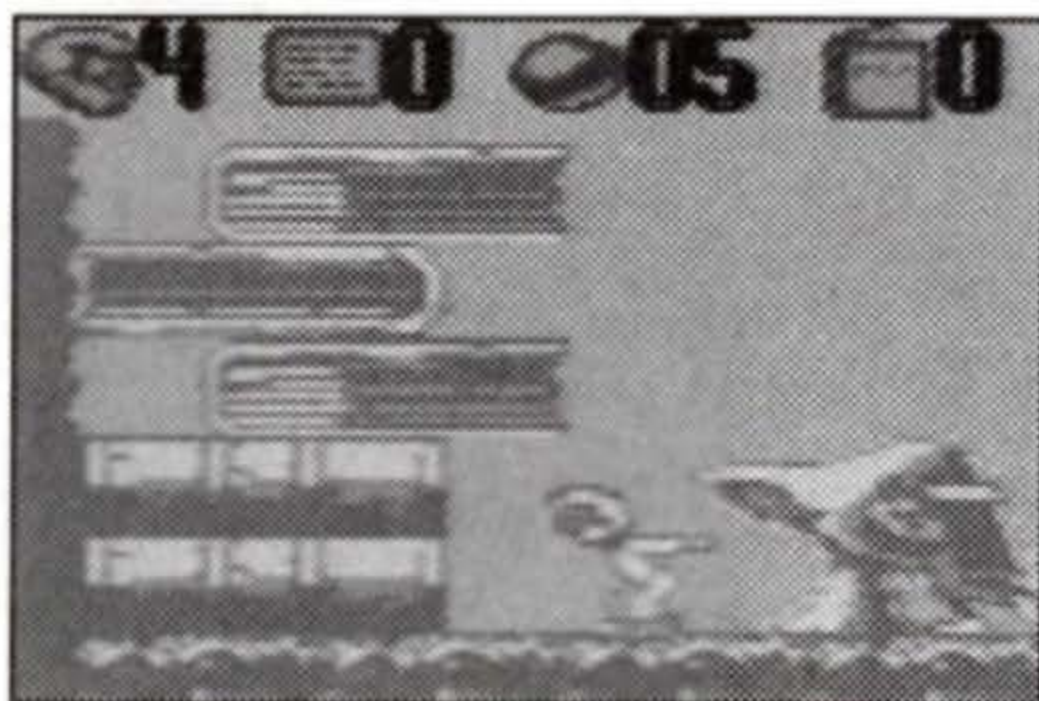


**MR. HYDE:** He throws flasks which bounce along the ground. Don't let them hit Richard!



# WORLDS OF THE PAGEMASTER

## ADVENTURE WORLD



Avast, ye landlubbers! It's all hands on deck on the pirate ship. But will you ever reach Treasure Island?



**CAPTAIN AHAB:** He's been on Moby Dick's trail for years, but he's quite content to throw his harpoon at anyone who gets in the way.



**LONG JOHN SILVER'S PARROT:** A not-so-pretty Polly who flaps around in a panic.



# WORLDS OF THE PAGEMASTER



**SWINGING PIRATES:** So happy they swing from ropes.



**HAPPY PIRATES:** They are even happier if they can put a stop to Richard's progress. Beware! Happy Pirates pop out from behind walls and throw things at Richard.



**GEORGE MERRY:** A large jolly fellow who hides in barrels and only emerges to throw bottles at anyone in the area.



# WORLDS OF THE PAGEMASTER

## FANTASY WORLD



Why is this peculiar place full of mushrooms?  
And why do you end up inside a dragon's stomach?



**HUMPTY DUMPTY:** He sits on platforms and falls when Richard is near.



**ANGRY FLOWERS:** They may appear to be harmless, but watch out when they bloom; they spit seeds!



# WORLDS OF THE PAGEMASTER



**FIRE CREATURE:** Ouch! It burns, so keep well away.



**SKELETON:** It has a sword - and it's not afraid to use it. Watch out! The Skeleton is strong.



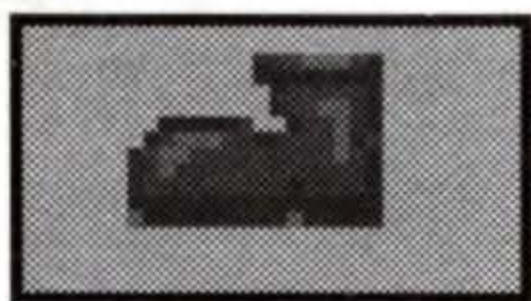
**LILLIPUTIANS:** The little people carry spears which are usually used to prod things, but sometimes they are thrown!



# PICK-UPS

The following items are found on most Levels. All Pick-Ups are useful, so when you see them, simply run over them to pick them up. The best thing about holding a Pick-Up is that it offers protection: If Richard is hit while he's carrying a Pick-Up, the Pick-Up is lost, and not a Richard character!

The following Pick-Ups can help Richard make it through the Levels:



**MAGIC SHOES:** These give Richard extra jumping power for longer leaps, and they allow him to rebound off walls. Once Richard has the Magic Shoes, only one more weapon can be held; the next Pick-Up will replace the one held. Of course, when Richard has the Magic shoes and a weapon, he effectively has two chances before a character is lost.



**STICKY HANDS:** When collected, this item covers Richard's hands with a green goo that allows him to do some amazing climbing techniques! They can be used to stick to the underside of ceilings.



# PICK-UPS



**BAG-OF-EYEBALLS:** Ugh, a Bag-Of-Gooey Eyeballs for throwing at adversaries. Watch the eyeballs bounce around the screen and back to Richard when they cannot bounce any further. As long as you have the bag, there is an unlimited supply of ammunition.



**PIRATE'S SWORD:** A quick slash of the sword is just the thing for removing adversaries from play. Note that Richard can use the Sword when he's crouching, running, or climbing.

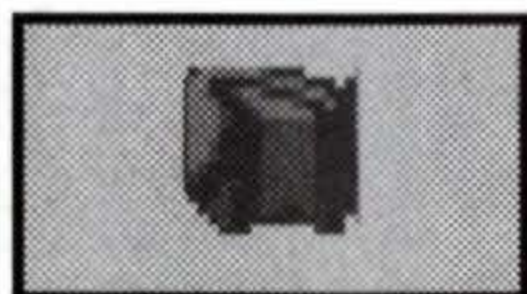


**MAGIC DUST:** This Pick-up allows Richard to shoot out magical dust from his hands. The longer he holds his ground (and the B Button), the bigger the sparks that fire! Shoot short bursts at adversaries to remove them from play.



# COLLECTIBLES

The following items are found on every Level. All Collectibles are worth points, and some of them are very useful, so run over them to pick them up when you spot them.



**BONUS GAME TOKEN:** Play the Bonus Game - but only if you complete the Level.



**GOLD TOKEN:** In Horror World the Gold Tokens are Keys, in Adventure World the Gold Tokens are Coins, and in Fantasy World the Gold Tokens are Golden Goose Eggs. Remember; a Book Token is automatically awarded for every 30 Gold Tokens collected!



**BOOK TOKEN:** Sometimes found lying around, but always used to remove all adversaries seen on screen from play. Press the Select Button to use a Book Token.



# COLLECTIBLES



**HELMET:** It provides temporary invincibility from adversaries and any dangerous scenery. While the Helmet's in use, Richard is surrounded by Magic Dust; when the Helmet's power is almost gone, Richard will flash. Note that using the Helmet doesn't interfere with any Pick-Ups held.



**DOLLAR:** Pick it up for points.



**DIAMOND:** Pick it up for points.



**CRYSTAL:** Pick it up for points.



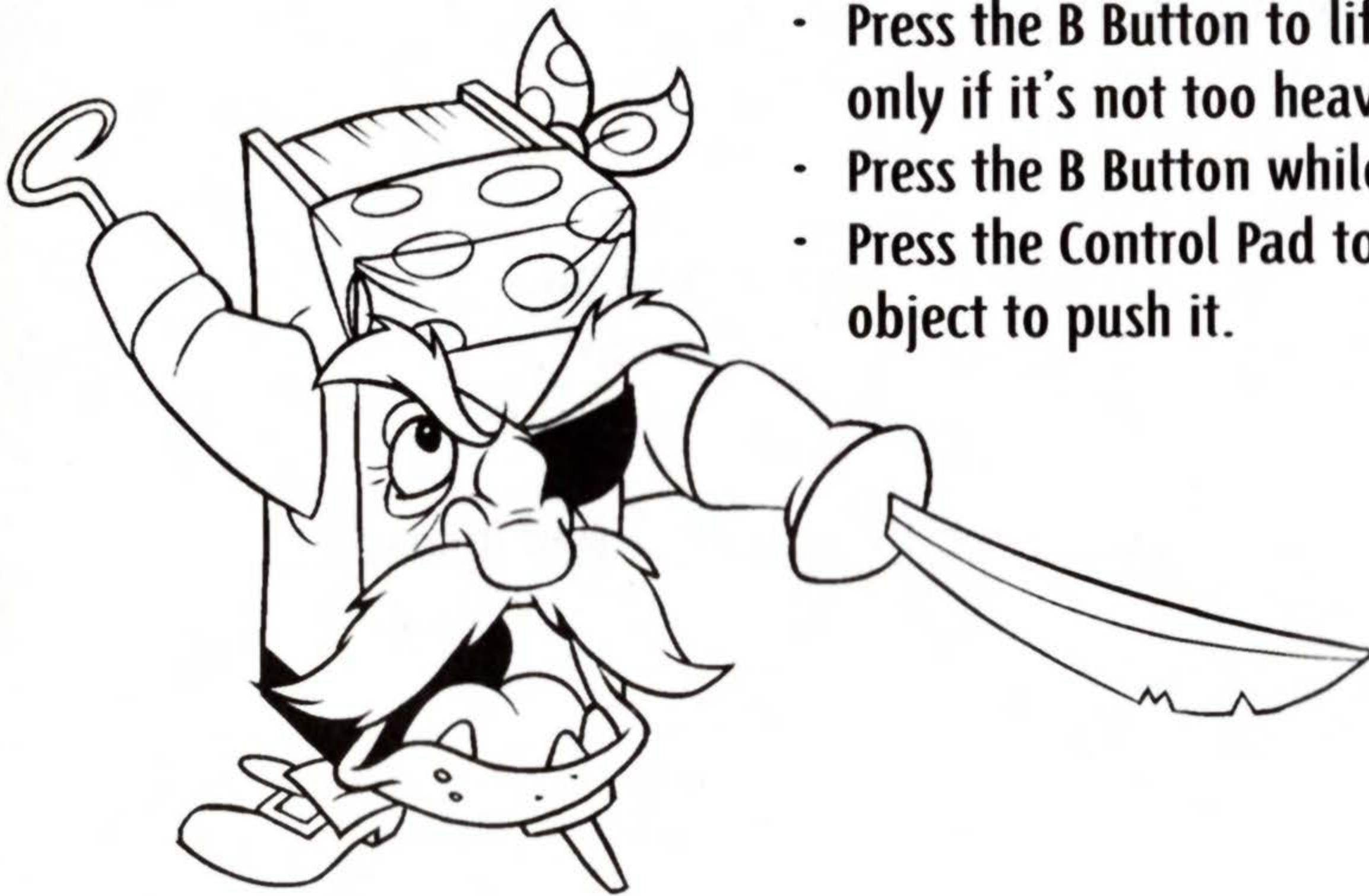
**LIBRARY CARD:** They are found lying around on different Levels. Collect all 8 and be treated to a special game ending.



# SPECIAL SCENERY

Richard can run and jump on the scenery and some objects. He can even jump through some scenery, lift and throw certain objects or push them! When you spot any of the following Special Scenery, take advantage of its special nature.

- Press the B Button to lift and hold an object - but only if it's not too heavy.
- Press the B Button while holding an object to throw it.
- Press the Control Pad to move Richard into the object to push it.





# SPECIAL SCENERY



**HORROR THE HUNCHBOOK:** As you can see, he's asleep. Horror can be picked up and placed anywhere - but try to ensure that he's put somewhere useful.



**BARREL:** Just like Horror, it can be picked up and placed anywhere.



**SKULL:** Richard cannot pick it up — but he can push it and jump on it for extra height.



**BOOKS:** It cannot be pushed. But it can be picked up and moved.



# BONUS GAMES

You only get to play the Bonus Game if you collect a Bonus Token and complete a Level. In the Bonus Game, collect the falling treasure and any Richard Heads, but avoid getting knocked out by the falling Skulls and Books. If Richard can survive, big bonus points are yours! Note that a Richard character is not lost if he's hit by a Skull or Book, but you do lose the chance of earning the bonus points.







# HINTS

- Look for a variety of ways to move through a scene. There are many modes of transportation for Richard to use—be creative!
- You can't judge a book by its cover. Look out for shape changers and enemies that appear from thin air. Be aware!
- There is a multitude of hidden objects and passageways. Just because you've been in a room before doesn't mean you have seen it all . . .
- Look for Shields! They bounce when Richard nears and can be used as platforms.
- To negotiate steep slopes as quickly as possible, jump up them.



# HINTS

- Richard can jump on the heads of some adversaries to remove them from play.
- Wait for Captain Ahab to throw his harpoon (not forgetting to jump or duck to avoid it). If the Harpoon hits some scenery, it will be jammed there – so use it to jump higher.
- When Humpty Dumpty's rubbing his head he can't hurt Richard.
- For a bigger, more powerful burst of Magic Dust, press and hold the button before releasing it. You will find this especially useful for removing Skeletons from play.
- If Richard can find Fantasy the Good Magic Book, he can use her to fly around!



# **SUPER GAME BOY INSTRUCTIONS**

## **PRIMARY SUPER GAME BOY FEATURES**

- Play your favorite Game Boy titles on your TV!
- Complete compatibility with all existing Game Boy titles!

In addition to the new Game Boy ideas that use the advanced capabilities of Super Game Boy, all Game Boy can be played in color on your TV.

*Super*  
**GAME BOY®**

With the help of a Super Nintendo Entertainment System® and a Super Game Boy®, you can enjoy the action and excitement of PageMaster™ for Game Boy® in color, on your television. With more colors and a larger playing area, PageMaster is more fun than ever with Super Game Boy!

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# SUPER GAME BOY INSTRUCTIONS

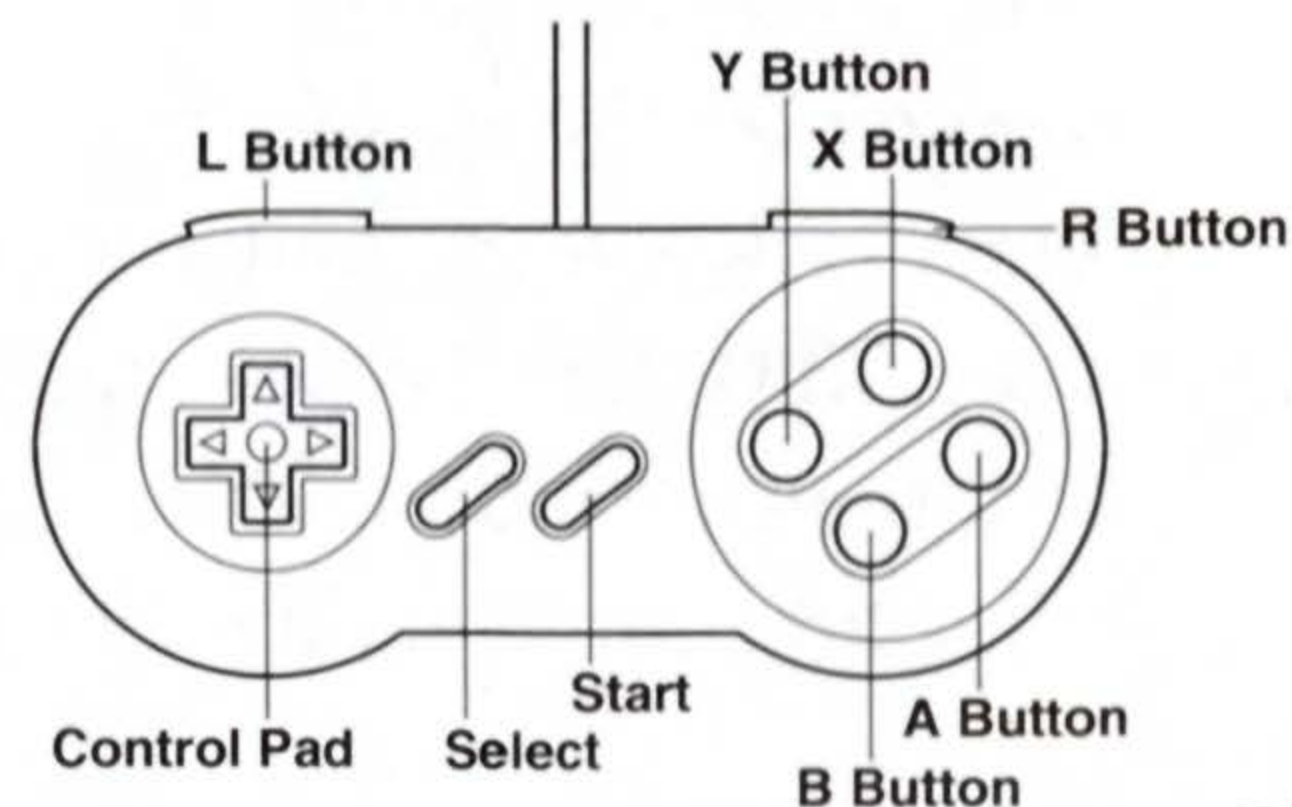
## For players who own Super Game Boy and Pagemaster for Game Boy:



- Correctly insert Pagemaster for Game Boy into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. (Consult your Super Game Boy and Super NES instruction manuals for further operation information.)
- To play, use the Super NES Control Pad.
- Note: Although basic controller operations will be described in this section, consult your Pagemaster game instruction manual for more detailed information.

### • L & R Buttons

Press the L&R Buttons simultaneously on your Super NES Control Pad to access the Super Game Boy menu. Although the button assignments will initially match the Game Boy buttons configuration, you can change the button commands by selecting the controller icon in the Super Game Boy System Window.





# **SUPER GAME BOY INSTRUCTIONS**

- **START:**  
Starts and pauses the game.
- **CONTROL PAD:** Moves Richard left, right, up, and down.
- **A BUTTON:** Like PageMaster on Game Boy, the A Button will make Richard jump and drop objects that he finds.
- **B Button:** Allows Richard to pick up and throw objects and use weapons.
- **Y BUTTON:** Like the B Button on Game Boy, the Y Button allows Richard to pick up and throw objects.
- **Super Game Boy** contains a function that allows you to select your own game colors. However, as this game progresses, the software will automatically switch to the colors assigned by the game designer so the colors can match the scenery of the stage. When this happens, press the X Button if you wish to change the game screen back to your color palette. Also, if you press the X Button when playing the game with your colors, the screen will change to the default colors.



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# NOTES

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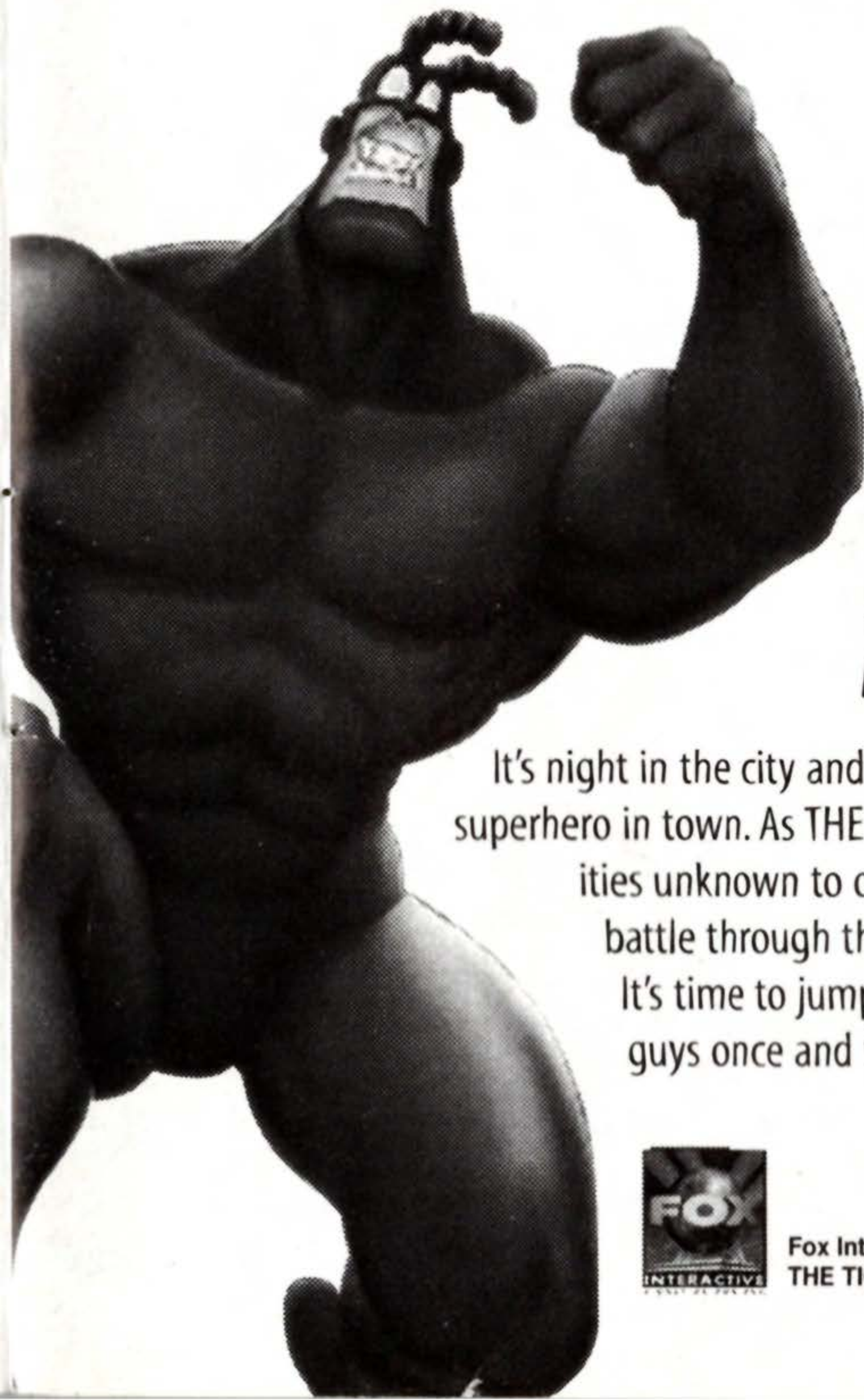
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# Meet THE TICK! Larger than Life, With the Look, Feel And Excitement Of A Great Arcade Game!



Colorful villains and  
fighting action!



It's night in the city and you're the new  
superhero in town. As THE TICK, you have the powers and abil-  
ities unknown to ordinary mortal men. It's a non-stop  
battle through the streets and across the rooftops!  
It's time to jump into action and destroy these bad  
guys once and for all!



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LARGE characters give  
THE TICK the look and  
feel of an arcade game!







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