

# MAGIC BOY



INSTRUCTION BOOKLET

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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**MAGIC BOY™**





# MAGIC BOY™

## INTRODUCTION

It's hard work being a wizard's apprentice, especially if you're a bit clumsy, or a bit absent minded, or just a bit slow. Hewlett is all three. So one fine morning, when his master tells him to add parsley to the brew and he misunderstands and pours in mercury, it's no surprise that things go wrong, terribly wrong!

The botched spell has turned the wizard into a large and brightly colored elephant, and all the animals within a hundred mile radius have been transformed from cute and cuddly to sharp and dangerous. The only way to fix things is to capture the altered animals, throw them into jail cells, and then find the master and turn him back to his old self so that he can transform everything else back. Of course, the area within a hundred miles of the castle contains a desert, an ocean, a toy land and a super-modern metropolis, but that just makes things interesting. See what happens if you mess up when there's magic in the air?

## GETTING STARTED

- 1** Insert your **MAGIC BOY** Game Pak into your Super NES and switch the machine on.
- 2** When the music starts, the game is ready to play.
- 3** At the title screen, press the start button on your controller to enter the options screen.
- 4** Use the control pad and the "A" button to select the number of players, insert a password, or start the game.



## THE GAME

You are Hewlett, the wizard's apprentice. To reach the brightly colored pachyderm who used to be your boss, you'll need to travel through four worlds (Sand Land, Wet World, Plastic Place and Future Zone) each of which is made up of eight levels. You will visit each world twice, and there will be a different set of levels to explore on the second visit. When you begin a world, you will only have access to four levels initially. Once you complete levels one through four, you will be allowed to enter five through eight. You can complete the available levels in any order you choose.

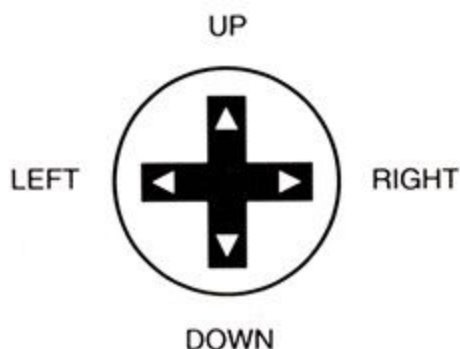
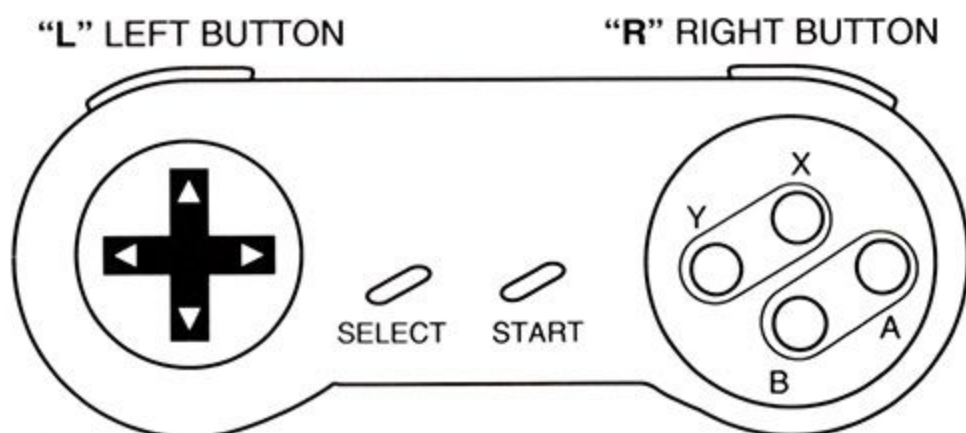
Complete each level by finding all the creatures and stunning them with your wand. Pick up each monster as soon as you stun it and throw it down to the jail cells at the bottom of the screen so that the wizard can later return all of them to their cute and cuddly selves. If any creature touches you when it isn't stunned, you will lose one life. Some of the creatures can also fire shots which will bring an untimely end to Hewlett's quest.

There are also various hazards such as poison pools, sticky platforms, conveyor belts and so on which may impede or eliminate you. To help you out a little bit though, each monster carries a token. These tokens are released when a monster is stunned, and if you're quick, the gift will be yours. The tokens might be pieces of fruit for bonus points, extra weapons or other useful items.

Hewlett starts out with four lives and three continues. When all the lives are gone the game is over, but you can start a new game at your current level as long as you have a continue. Be sure to look for extra lives and continues hidden throughout the levels.

## GAME CONTROLS

Use the diagram below to familiarize yourself with the game controls. Press the control pad on the left side of the controller to make Hewlett walk to the left or right. Pressing down on the control pad will make him sit down. Use the "B" button to jump and either the "A" or "Y" button to fire. The "R" and "L" buttons on top of the controller reveal platforms which are currently off screen, and the "X" button throws any monsters Hewlett is holding down into the jail cells. Press start to pause the game. If you press select, you will exit the game screen and go to the compass screen which will allow you to restart a level that you're having problems with without losing a life.





## THE PANEL

You can tell how many creatures there are on each level by looking at the panel at the bottom of the screen. When you start a level, some of the jail cells are empty and some are blanked out. The number of empty cells is the number of monsters you have to find on a level, up to a maximum of sixteen. As you throw the monsters into the cells, the cell image changes to show it filled with a monster. This way you can tell how many enemies have been caught and how many are still roaming the level. Unfortunately, if you spend too much time on a level, the monsters wake up and escape from their cells to further harass you.

The panel also shows your score, how many **E X T R A** tokens you have collected (spelling out **EXTRA** will give you an extra life), how many star tokens you have collected (five of these give you an extra continue), how many lives you have left and how much power your special weapon (if any) has remaining.



## THE MONSTERS

Each world has its own set of monsters. Some walk along platforms, others fly or swim. Some can fire shots, and of the ones which do, some fire shots only when they see Hewlett and others fire every so often just because. The monsters move at their own pace from painfully slow to dangerously fast. For you to succeed, all must be captured.



CLARENCE THE CLAM



TEDDY



FRIEDA THE FISH



MANFRED THE MOUSE



WOOLY DOG

## TOKENS

Every monster carries a token which it releases when stunned. The tokens fly away from the stunned monsters so you'll have to determine the best place to shoot them in order to grab the token. If you don't grab the token within a few seconds, it flickers and vanishes. Most of the tokens are pieces of fruit which give bonus points, but some of them give you the power to shoot through walls, shoot up and down or shoot double and triple shots.

There will be places where you'll need a certain weapon in order to round up monsters later in the level, so try to plan ahead. Oh, by the way, there are extra lives and continues to be collected as well!

## THE HAZARDS

As you go through the levels, you'll encounter various hazards which may be inconvenient or even fatal. They include:

### **Dissolving Squares**

These are thin and blue, and when you walk on them they fade away. Once gone, these steps never come back, so plan your route with care.

### **Ice Squares**

These cause you to slip uncontrollably in the direction you're walking. Unfortunately, if you don't pay attention, you could end up slipping right off the end of a platform or into a waiting monster. One cool thing about ice squares, though, is that you move a lot faster. Therefore, you can jump higher and/or farther than normal.

## **Sticky Squares**

These are green with a clear top. You can walk on and off these, but they will slow you down. Even worse, you can't jump from these, so you might be vulnerable to shots or monsters coming at you.

## **Conveyor Belts**

These carry you along with them which can be good if you need to get somewhere in a hurry, or bad if there's a monster at the other end. Be prepared.

## **Springs**

A variety of springs allow you to bounce to higher platforms. Green springs bounce higher than blue ones. Horizontal springs push you from side to side and can be useful for getting a bounce over some other kind of hazard.

## **Pistons**

These work like springs except that you don't have to jump on them to take flight. They activate automatically as soon as you walk on them and can send you places you definitely don't want to be!

## **Flashing Squares**

These have a question mark inside them. Sometimes they're there, and sometimes they're not. You'll have to time your jumps carefully to use them.

## **Trap Squares**

These can be good or bad. The red ball traps go off a few seconds after you walk on them and will cost you a life. The big spike squares go off when you shoot them allowing you to zap monsters you can't reach. The twin spike traps are safe to walk on, but don't jump or fall onto them or else you'll lose another life.

## **Water**

Always avoid this liquid. Hewlett cannot swim!!

## BONUSES

Bonus squares light up red when you walk on them, then go back to blue if you walk on them again. If when you finish a level all the bonus squares are lit red, you will be rewarded with bonus points.

The blocks with an exclamation mark on them hold a bonus - a piece of fruit, an extra weapon or a trip to a secret bonus level. Shoot the blocks to release the bonuses.

## HINTS AND TIPS

There are extra hidden features throughout the game which you'll have to work to find. On most levels, some normal looking platforms have secret bonuses hidden in them which fly out if you shoot the platform. Breaking through a platform can open up a part of the screen that you weren't able to reach before.

One of the hidden blocks is the magic rainbow warp. Grab this and skip forward however many levels it has written on it.

In every world there are hidden bonus rooms. You reach them by finding the magic book token and grabbing it.

Don't take too long to finish a level.

Keep looking up and down to make sure you aren't going to jump up into or fall down onto a monster. Don't try to shoot each monster straight away. Watch it for a bit to work out how it moves and if it's likely to fire at you first.

Try and find all of the hidden bonuses.

Be sure to make use of the compass screen if you think you've taken too long or if you can't get back to a part of a level you need to get back to.

Be sure to deposit any monsters you capture into the jail cells as soon as possible.





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75c each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the US. Call length determined by user; average length is 3 minutes. Messages subject to change without notice.