



WONDERBOY IN MONSTERWORLD

Charmstones:

Charmstones can be turned into extra hearts or magic. To do this, you must have a charmstone, then head to the town of Purapil. Then, head down all the way to the bottom, and head left (the door to the next town is all the way on the left). As you go left, you will see three windows. Stand underneath the middle window, just to the left of the window sill (if you don't find it at first, don't give up!) and press up to find a guy that will change your charmstones into hearts or magic. If you have only one charmstone, he will add a heart to your life bar. If you have more than one heart, he will completely fill your magic (maximum of 12). If you go in with two or more charmstones, he will max out two or more magic.

Extra hearts:

The only one that isn't currently in the hint sheet is in the Volcano area. To get it, do the following:

Enter the volcano as pygmy man (it helps if you have the dragon companion). Drop down and head all the way to the left and jump on the switch. Then, head all the way to the right and jump on the switch. Then, go left again and drop down the hole and head right. Go all the way to the right, and jump on the switch. Then, head all the way to the left and at the far left, drop down the lava area. There will be a chest with a heart in it! Once you get the heart, exit the door and head back to the left and jump on the switch. Then, go back to the right (or drop down into the lava again) and take the ledge up and continue with this part.

Walk through:

Start off by talking to the guy in the room that you are in. Exit the room and head right. Enter the door and talk to the person there. Exit the building and head right. The next door you see has the **Leather Boots** for 30 Gold. Build up 30 Gold by defeating a few monsters, then buy the boots. Once you have the boots, head right, past the castle. All the way to the right, you will find a sign that reads "You can ride a jellyfish". Stand on the far right of that platform, and jump as you see the first jellyfish come out of the water. Continue jumping (it's best to hold down the jump button) all the way to the right. If you make it to the ledge, go right and you will come across Alsedo.

Alsedo:

Weapon shop; Spear, Chainmail, Shield.

(purchase the Spear, then the Chainmail, then the shield)

Door that isn't marked. Talk to the lady in the house.

Item Shop; Medicine

In this town, talk to the lady behind the third door (from the left). She will tell you about the transport between the two statues. Stand between them, and press UP on the Directional Pad. Once at the top, head to the right and talk to Queen Elenora. she tells you to take Priscilla. Take Priscilla (she automatically joins you), and go back down. Head all the way to the right, to the cave. Drop down the hole about half way through the cave, and go right. You will see a thing that looks like a little lemon, called the **Ocarina**. Walk up to it, and press UP on the Directional Pad to pick it up. Bring it back to the woman that told you about the statues. Talk to her, and she will show you how to use the Ocarina. Be sure to write down the letters she says, as you will need the later on!

Here they are, just in case: 1st, **BABABCB**; 2nd, **ABCBCAB**; 3rd, **ACCABAB**.

Once you get the codes, head all the way right and stand on the red musical notes (facing the door). Equip the Ocarina and play the first song when the word "Ocarina" comes on the screen. If you do this incorrectly, it will tell you that you played horrible, in which case, you would need to re-read the previous line. Enter the door and continue on, through the rest of the doors (using the same technique).

After the second door, head left to a chest. In the chest is the first **HEART**. Continue left to the last door. Right after the last door, you will find the first boss!

Mushroom boss:

Move left and right, hitting it with the spear. Eventually, it will explode. The chest that it leaves contains the **Firestorm** magic. Exit through the door, then through the "exit" door.

Once back in the town, talk to all the townspeople. One will tell you to go talk to Princess Elenora. Go talk to the princess again and she will tell you that you can get to a new town (beyond the large tree). Head left, past the statues into the tree. Enter the next screen by climbing down the ladder and entering the door. Continue left until you see a waterfall. The lady behind the waterfall will tell you to follow her. Once she does, enter the door and climb all the way to the top of the stairs (notice the locked door at the bottom) and enter the door. Go right and talk to all the people, including the princess (Sheila Purapil). Go back to the left and enter the door. Go back down to the door that was locked before, and it will now be open! Enter the door and go left to Purapil.

Purapil:

Sword shop; Knight Sword-250 Gold, Hard Armor-220 Gold

Head down the stairs and to the right to find an item shop.

Item shop; Ladder Boots-50 Gold, Charmstone (See charmstone above)-520,000 Gold

Once you have all the items, head all the way down and to the left. Continue left, avoiding all the ghosts (everything else is pretty easy to defeat). At the far left, you will find Lilypad town.

Lilypad:

Item shop; Marine Boots, Shield, Medicine.

Armor shop; Shell Shield, Steel Armor.

In this town, go left to the last door, and talk to the old guy in there. Once you have bought everything, head all the way left to rescue the little brother (be sure you have the most powerful items, including the Marine boots).

Pygmy boss:

Duck down and continuously swing your sword at these guys. Eventually, they will leave. Once they do, walk underneath the hanging kid and he will fall down and run back to the town. Once he does, head back to the town.

Talk to everyone in the town. The old man will tell you about Poseidon, and the girl will give you her brother as a companion. Once you have the brother, head right to the temple and enter it. The temple is dark at first, just go left and jump on the platform (which lowers the screen). When you see a silver switch, jump on it to get the door on the left to open. Enter the door, and use the Firestorm magic until you see a chest. Get the chest, and in it will be the **Lamp**. Head right, go down the stairs and proceed to the right. Go to the bottom of the screen and go right again. Then, go up the stairs, then right and up the next set of stairs. Head left until you reach the switch. Jump on the switch and head right to the destructible blocks. Go left and a trap door will open. Fall down the trap door, then go to the stairs and return to where you fell. There will be a hole in the wall, so enter it. Continue right to find a chest with the second **Heart** in it. Fall down the trap door again, and go left (back the way you came). Jump over the pit and grab onto the ladder. Jump off the ladder to the other side of the pit. Go left and up the ladder (watch out for the arrows that shoot from the moving faces). Enter the door and at the top left, head right, getting the **Elixir** from the chest.

Once you have the Elixir, go back to the left and climb the platforms to the top. Get on the moving platform and go to the right. When you get off the platform, you will break the blocks and land on a switch. The switch will turn the yellow blocks above you to grey (breakable). Go up and break the grey blocks and head right. Fall down the pit at the far right, and go all the way left. Once you reach a certain point, your companion will break a hole in the wall for you. Enter the hole and open the chest you find to get the **Hard Shield**. Go back to the right and jump on the switch. You will enter a room with four torches on the wall, and switches on the floor. Jump on the second switch, then the third, then the first, then the fourth (all from the left). Once you jump on the switches in the correct sequence, a hole will open up on the right, allowing you to drop down and face the boss.

Gragg & Glogg:

To defeat these two enemies, concentrate on them one at a time. Start off with the left one, and get right next to it, jump and hit it. You will get hit by rocks this way, but you should have enough life by now to defeat the two of them this way. If you stay on the ledge in the middle, they will fire little rocks at you, so watch out! Once they are defeated, open the chest that appears to receive the **Trident**.

Now go back to the Dwarf Village. Talk to the man in the house all the way in the left of the village.

Next go through the door in the tree stump that is left of the Dwarf Village. This will take you back to the town left of the tower. Talk to the villagers (they tell you about the **Shrine** under the sea). Buy the Hard armor.

Now head right and enter the tower. Go through the bottom door. Head right (equip you Trident) and drop down the first water that you come to. Go to the right. Be careful of the mines. Keep heading right past the mines and you'll be in the open sea. Swim up and jump out of the water onto the platform. Head Left (this part will look like the first area with Palm trees and Crabs. At the far left you will find the **Pygmy Sword**. Head back to the right, across the platforms (Do not go back under water). Keep going right until you reach a Hut. Enter the Hut and talk to the girl. She will tell you about the amulet. She'll ask if you want to trade the Ocarina for some information. Trade with her, and she will talk about the four trees where the amulet is hidden. Exit the hut, and head right until you find 4 palm trees, and a treasure chest blocked by wooden blocks. Stand between the two sets of trees and press up on the control pad. A secret door will be revealed. Enter the door and you can open the chest to receive the **Amulet**. Head back to the left. Go to where you came out of the water, to the shaft with the vines, then back to the town left of the tower.

Again, go to the bottom door of the tower. Go through the tower to the right (Don't fall in the water). Continue right to the fourth pool. With the Trident still equipped, fall in the pool. At the deepest part of the pool, push up on the control pad to reveal a secret door. Enter the door and get the **Heart**.

Exit and head all the way right, and enter the door at the end. Climb all the way up the stairs, and go through the tree at the right. Warp yourself back to Alsedo (The town where you got the Ocarina). Go to the left and drop down into the water. Head to the left in the water through the maze, until you find the first chest that was surrounded by blocks. Open the chest and you will receive the **Pygmy Armor**. To the right of the armor is a chest that has another heart container (above the chest you can't get to). Go back to the Alsedo. Go up, then left, into the tree. Proceed through the tower and drop down the first well on the far left screen. Go right, past the mines and swim along the bottom to find a chest with a **Thunder Spell** in it. Continue right through the water (at one point, you will reach a dead end under water). Go on land to get past the dead end and drop down into the water. After you go across the land, drop in the water and swim right. Eventually, you will come to a chest that has gold in it. Swim to the shrine at the bottom right and enter. Swim right and up the first hole in the ceiling. Once you are out of the water, go left and at the arrow, jump up to get a heart restorer. Then, head right and jump across the water you came up and continue right to the next arrow. Jump up at this arrow and receive money. Then, head left and drop down into the last well you passed. Fall into the well and swim to the right. Break the red ball with your Trident (keep swinging and the propellers will eventually stop). Swim all the way left, go down and take the first passageway going down. Keep swimming down and go right. Open

the chest and receive a **Heart**. Swim down and right to break the second red orb. Swim up and make the first left, then down, then left and up to break the third red orb. Continue left and at the propellers, swim up and to the left. There will be a room with a chest. Open the chest and receive a **Return Spell**. Swim back to the right to the mines, then down and right to break the fourth red Orb. Then, swim left and down, continuing left to the large hallway. Then, head right, following the passageway (it winds up and around). When you get above the water again, go left to find a chest with the **Elixir** in it. Go all the way right, drip down into the water and take the very bottom passageway with the Sea Urchins. Follow the passageway left. When you get to the room with the exit at the bottom left, go all the way right to meet **Poseidon**. He'll tell you that you must go visit the Dragon Village and the Sphinx, and also to find the Oasis Boots. Swim back to the left to the chest that you couldn't reach because of the propellers. Open the chest to find the **Oasis Boots**. Use the return spell to return to the last village you saved at. Now make your way to the village of the left of the tower.

Equip you Oasis Boots. Buy the Excalibur, and the Steel Shield. Head right, past the tower to the desert. Make sure to have you Oasis Boots equipped or else you energy will go down! Continue right to the part of the desert with the quicksand and the hole at the bottom of the screen. If you happen to fall down into the hole, you will need to hit each of the enemies to get steps to appear so you can jump out. Keep head right along the desert and you will see a well with a set of stairs leading down. Go down the stairs to find the **Shield Spell**. At the bottom of the well there is water. Equip your Trident to go under the water. You will find a chest with the **Sun Key**. Go back above water and up the stairs to get out. Head right to find the door to the Pyramid.

Once you enter the door, go up on the rope. Continue all the way to the top of the pyramid, then go left to find a chest with the **Moon Key** in it. Head right and fall down. Go left, jump on the switch and drop down the hole. Once at the bottom, go left to a chest with an Elixir in it. Head right and drop down and go left. Jump on the switch and proceed left to the hole. Drop down the hole and go left to another switch (notice the small area here where on pygmy man can go!) Drop down and head right. There is a secret door here if you push up on the control pad right by the ledge. Continue right, ducking to avoid the spikes that are coming down on you. Head all the way right to the **Sphinx** boss.

Sphinx:

Answer all of his questions by referring to all the hints on this sheet. The question are completely random, so keep trying until you get them all right (multiple answers). Once you've gotten them all correct, enter the door and get the chest that contains the **Star Key**. Enter the door again and make your way out of the pyramid.

Once out of the pyramid, head to the first door on the right. Enter it and open the chest that contains a **Pygmy Shield**. Then, go all the way to the left door. Enter and go all the way up to the grey platform (looks like the two statues in the Fairy Village). Push up on the platform, then head all the way right to Begonia, the Dragon Village.

Go to the bottom right of the town. Enter the door and talk to the giant green dragon. He will give you a Fire Bracelet. Now exit the city (you'll come back later) and go to the tower. In the tower take the bottom door. Go all the way right and drop down the hole (with the stairs). Head through the underground hallway breaking the grey blocks. When you get to the bottom right, break the blocks to make a stepladder to jump onto the green ledges. Climb all the way up and open the chest to find the **Quake Magic**. Go right and the Fire Bracelet will automatically break the ice seal. Continue right to Childam (Ice Village). Talk to all the people. Talk to the lady in the far right door and you will get Shabo to accompany you. Exit the city and head right. Make sure you purchase the Ceramic Boots (4000 gold).

Go right, jump on the platform, continue right to the elevator. Take the down and head left. Jump up the rope to lower the ice bridge. Head right, fall down the hole and continue right. Jump on the platforms and keep right to the vines. Climb down the vines, head right to the next ripe. Jump on the ripe, then head down to the left. Climb back up the vines and jump off the top vine to the right. Get on the moving platform and exit the castle. Get on the elevator and exit the elevator to the left. Go left, climb up the stairs. At the top door on the far left, open the chest to receive a **Heart Container**. Take the second door to the left, fall down to the bottom and defeat the Big Monkey. He will give you an Elixir. Climb the vine on the left. Open the chest to get the **Gold Gem**. Climb back up the vine and go right to the exit. Head right, climb the platform and go left. Jump left to the two statues. Stand between the two statues and press up on your control pad. You will place the Gold Gem in the hole.

Go back to the right and fall where the platforms are. Go right and enter the next door. Once inside the Ice Castle, go left and down the ramps. After defeating the Big Blue Bear go right and up the vine. Open the chest at the left to receive the **Blue Gem**. Go up the vines again and exit through the door at the left. After exiting, head left and climb the platforms. Go to where you placed the Gold Gem and place the Blue Gem next to it (by pushing up on the control pad). Fall back down and go to the far right. Enter the hole in the far right. Open the chest to receive the **Pygmy Boots**. Exit the room and go left. Climb the ledges again and enter the door at the top between where you placed the two gems. Go right and take the elevator down. After exiting, go right to face the Ice Bomber.

Ice Bomber:

Run along the top ledge and hit him in the head.

After defeating the Icebomber, open the chest to receive the **Old Axe**. Take the door that appears and you will be in Childam.

Head left to the open door. Take it and you will be back at the town by the tower. Go to the dragon town and talk to the giant dragon. His grandson will join you. Then, enter the door above the door that leads to the dragon. Talk to the guy and he will tell you need something to turn the Axe into a sword. Head up and to the right and exit the town. Enter the first door and then talk to the guy. Enter the door inside the hut and you will turn into Pygmy Man.

Head right to the small door. Drop down and head all the way left. Jump on the switch and head right back to the right (the door will now be open) and jump on the switch and head left and drop down the hole. Once at the bottom, Head right and jump on the switch. Now, go back to the left and jump on the switch. Head right and then up, the left to the switch. Then, go all the way right and take the door. Then right, and down to the stairs. Continue left and jump on the moving platform (up and down), then go up the stairs and to the left (there should be grey blocks there now). Break the blocks and get the Elixir from the chest. Drop down the hole on the left and enter the door. Head to the right and enter the door which leads to the Tyrant Dragon.

Tyrant Dragon:

To defeat the Tyrant Dragon, stand on either the left or right ledge. When he's close, jump and hit his head.

Once the Tyrant Dragon is defeated, open the chest to receive the **Fire Urn**. Enter the door and you will be taken back to the beginning of the maze. Now go back to the guy in the door right above the door that leads to the giant green dragon. Talk to the guy and he tells you to go see the giant green dragon. Go talk to the giant green dragon. The dragon will tell you to go back to the guy who you just spoke with. He will give you the **Legendary Sword**. Now go back to the top of the tower. Enter the tower and go all the way to the top. Exit the tower, then go left to the Bell Tower and press up. Head right (there's above you with a heart in it). At the far right, you will enter a maze. Go right, falling down the first pit. Continue right, and take the first chain up. Keep right and take the next chain. Then, go left, defeating the blue demons. Take the first chain, go right, jump over the first hole until the first chain. Go up the chain to the top.

Go left and get on the moving platform (Duck down to avoid the spikes). Head left on the moving platform, then back to the right. Get off the platform and open the chest to receive the **Legend Boots**. Get back on the platform, and go down to the left. Jump off the platform to climb the chain at the far left. If you make a mistake, fall down the pit at the far right, climb the chain and try again.

At the top of the chain, head right. Jump on the first moving chain and go across the spikes. Fall down the hole right after the spikes. Open the chest to get the **Legend Armor**. Take the door at the right, follow the doors and you'll end up back right after you crossed the spikes. Jump on the moving chain, open the chest to and get the **Elixir**. Jump back on the rope, past the chest, and enter the door. This part is tricky! Do not go to the exit, but go back through the same door you just entered. This will take you to the door on the platform, right above the one you went into. Climb the chain, and head right. Take the first moving chain up, jump off, open the chest and you'll get the **Legend Shield**. Jump on the rope on the far right and enter the door. Take the doors to the left, and climb the chain on the far left wall. At the top of the chain, go to the right. defeat the two skeletons and the chain at the far right will lower. Climb the chain and head left. You will meet a Purple Dragon. To defeat the dragon, duck down and continuously stab (you will get hit a few times, but eventually, you will defeat him). After defeating the dragon, enter the door that appears, and immediately jump from platform

to platform, all the way up (THIS PART TAKES PRACTICE!). Take the platform that goes down (by the down arrows), then jump off the platform to the right (there's a green monster there). Jump on the first platform, and then jump to the next one, and it will move to the next spot. Then, continue this procedure all the way to the upper left corner. At the far left corner, take the moving chain to the right and enter the door. You will be faced with the Demon King.

The Almighty Demon King:

Jump and hit his head with the power magic, while avoiding his fireballs. Be sure to have a Heart potion handy. Once he is defeated, he turns into the Prince of the Darkworld and tells you about the Biomeka.

Go through the door and it will warp you back to the top of the bell tower. Head to the left (where the force field was before), to the elevator. Take the elevator up. At the top you will find a spaceship. Jump in the spaceship, and it will take you to the Biomeka Base.

In the Biomeka base, you will face all of the bosses again. They are much easier this time, and can be defeated the same way they were before. Go to the first stairs heading up. At the top go to the left. Enter the door at the end of the hallway to face Myconid for the second time. After he is defeated, exit the door, go right then down the stairs. At the bottom of the stairs go right and take the third stairs heading up. At the top, go right and enter the door at the end of the hallway. You will face the Ice Bomber. Exit through the door and head left and down the stairs. Next, go right and drop down the last hole on the right of the hallway. Proceed right and enter the door to face the Tyrant Dragon. Exit the door and go left and up the stairs. Now go to the far left and drop down the hole. Go left to find Gragg and Glogg. Exit the room and go back up the second set of stairs (these stairs were blocked before). At the top of the stairs you'll be faced with Biomeka.

Biomeka:

First stand still and let him shoot you. Then, before you die, the Prince of Darkness appears. He restores your energy. Next, stand close to him and jump and swing at the blue "eye" on the helmet. Use your Thunder Magic to take the lasers out. Once his helmet is off, use your Power Magic. Quickly jump and swing at his eye (you can also do this part without jumping, if you prefer). Be sure to have a heart potion, and you should have at least 12 hearts.