

**COLLECTOR
VISION
Games**

Guide No. 099126

CARTRIDGE
INSTRUCTIONS

EGGERLAND
MYSTERY



100 regular stages,
10 bonus stages,
and 5 special stages.

GAME DESCRIPTION

Once upon a time, people lived happily in a kingdom of love and peace called Edenaland . Edenaland was blessed with rich crops and beautiful nature. The country was ruled by a good King who had three daughters.

One day, several monsters appeared in Edenaland. After devastating the entire nation, they took away the youngest princess, Lala. Edena, the guardian God of this country was outraged to see the holocaust. He caught the monsters and imprisoned them in an underworld country called Eggerland . To a great sorrow, Lala was also taken into the horrible place. Seeing what has happened, Edena God transformed Lala into several diaframers and her heart into four pieces, trying to deceive the monsters. Then he entrusted the custody of Lala's body to the gods of the East, West, South and North. He then went about to find the bravest young man in the country.

Edena chose a young man named Roro to go to the Princess's rescue. Roro went into Eggerland. Blessed with good brains and bravery, Roro managed through a complicated maze, barely dodged an encounter with the monsters and finally found the four gods. He quickly collected the scattered diaframers. After the monsters were all confined in the Eggerland, Roro revived Lala.

The King and in fact all the people of Edenaland were happy again and celebrated the safe return of the Princess. The King made the two youngsters marry and they later became wonderful King and Queen of Edenaland.

GETTING READY TO PLAY

Insert cartridge into your game system with the power OFF.
Then turn power ON.

USING YOU CONTROLS

1. **Keypad:** Press 0 key to kill Roro.
2. **Control Stick:** The Control Stick controls Roro's movement on the screen.
3. **Side Buttons:** Press left Side Button to fire Egger-shot to the direction Roro is facing.
Press right Side Button to use the available POWER.

HERE'S HOW TO PLAY

First determine the starting round. Selects the game type, either type A or B.

Type A: The player can start from a pre-set round by entering a password.

NOTE: If playing the game for the first time, press the Side Button 6 times and start from Round 1

Type B: Starts from Round 1.

In order to complete the Round:

Type A: Controls Roro to capture all the diaframers in Eggerland, and then' escape from the exit.

Type B: Controls Roro to capture all diaframers in Eggerland within a limited time and rush out of the exit. Try to find the four gods as soon as possible to put Lala into a human form.

HOW TO DESTROY THE MONSTERS

Some diaframers can change a monster into an egger. If Roro catches this egger, he will be given two egger-shots. If a monster is hit by an egger-shot, he is transformed into an egger, which Roro can push around. After a while, however, the egger will have cracks and reverts to a monster. Hitting the egger with another egger-shot makes the egger to leave the screen and not appear for a while.



If pushed into a river, the egger will float away and sink at a place where the flow stops. Roro can move by riding a floating egger.

NOTE: You can float only one egger in the river.



HOW TO DEFEND AGAINST THE MAGIC FORCE OF THE MONSTERS

Some emerald framers (green blocks) are found in Eggerland. Only Roro can push this to protect himself from the magical forces of the monsters such as Medusa's curse and Goll's fire.



BE CAREFUL IN ONE WAY TRAFFIC

There are some arrow signs showing one-way traffic in Eggerland. Though monsters can advance freely over the signs, Roro can pass over it only in the direction shown by the arrow.



FIND THE FOUR GODS

In game type B, the four gods (the Eastern, Western, Northern and Southern Gods) are hiding somewhere in Eggerland. If Roro or an egger-shot passes the place where a god is hiding, the god is bound to appear.



If you find a god, the blessing mark of that particular god appears above the Exit. There are 10 blessing marks, one of which includes Lala.

SCORING

Diaframer: 1 point

With Type A, when the round is finished: Remaining Roro's score x 10 points

With Type B, when the round is completed 50 points

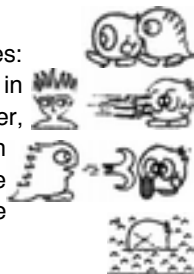
One more Roro (and up to a maximum of 20 Roros) is added in the following cases:

Type A: When the round is completed, or when you have scored perfectly on a bonus stage.

Type B: When Lala is found, or when you have scored perfectly on a bonus stage.

You will lose one Roro in the following cases:

(The game finishes when all Roro's are killed in the following manner): Captured by a monster, cursed by Medusa, hit by Goll's fire, drowned in the river, the player pressed the 0 key, the player runs out of time when playing the game type B.



GAME RULES FOR TWO PLAYERS

When played by two players, each challenging the round alternatively, the player who first clears the round obtains a

completion point. The game is over if either of the two players clears the round. The player who did not clear his round can challenge the next round.

CONTINUE FROM THE COMPLETED ROUND

You can continue by pressing the Side Button when the message CONTINUE appears on the screen after the game is finished. There are 5 Roros at this time but the score is reduced to 0 point.

BONUS STAGE

A bonus stage is offered whenever 5 rounds are finished. During this time, the player must expel all the monsters from the screen using egger-shots. When a bonus stage ends, a password is indicated and enables the players to choose the starting round. If a bonus stage is played perfectly, one password, which allows a special round (special character), will be displayed.

SPECIAL ROUND

A special round appears if Round 100 is finished, including particularly difficult 5 rounds. To advance to the special round, you must enter a special password composed of 10 characters. If you scored perfectly on the bonus stage, one special word will be displayed.

CHARACTERS

Roro: The brave young boy who goes to rescue Lala, who is imprisoned in Eggerland.



Lala: The young princess of Edenaland who was kidnapped by monsters and taken to Eggerland.



Medusa: The chief monster. Although immobile, she can stop Roro's actions by a curse.



Armma: One of the monsters who walks about looking for Roro. When Roro approaches, Armma begins to roll by transforming into a ball figure and continues to roll until it bumps into something.



Skull: The monster who is asleep most of the time. When Roro takes all the diaframers in Eggerland, Skull awakens and begins to chase Roro.



Goll: He also awakens when Roro has taken all the diaframers, and attacks Roro by emitting fire, though he is immobile.



Snakey: A harmless character, just keep on what's going on.



PASSWORDS

The password input display appears when the game begins with type A.

Move the marker with the Control Stick. Pressing the Side Button (hereinafter called the decision keys) can move the character indicated by the marker. Then the cursor automatically moves to a position one space to the right of the present position. If a wrong character has been entered, push either decision keys after fixing BS. The cursor then moves one space to the left and you can re-enter the character.

When five characters have been entered, the number of the round, which can be overcome by a password, will be displayed. Pressing the decision key after choosing the round number with the Control Stick, can start the game from the round just specified. If a wrong password has been entered, move the Control Stick and put NG on the round number. Pressing the decision key allows you to enter a new password.

POWER

When the following marks are displayed in the POWER column toward the left of the screen, you can use the power indicated by the mark, but only once in a round. In order to obtain necessary power, you must capture a shining diaframer, though you don't know when it brightens.

NOTE: When the power is used, the Egger-shots cannot be used.

Press the Side Button to build a bridge across a river when Roro comes to one.



Pressing of the Side Button changes the direction of the arrow in the one-way sign.



When there is nothing in front of Roro, you can put an Emerald framer by pressing the Side Button.



THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing EGGERLAND™, but it is only the beginning! You will find that this cartridge is full of special features that make EGGERLAND™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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Credits: F. Nakamura, I. Okuyama, Hiroaki Suga

SGM Colecovision's conversion by Eduardo Mello

Box and manual by Crapahute

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