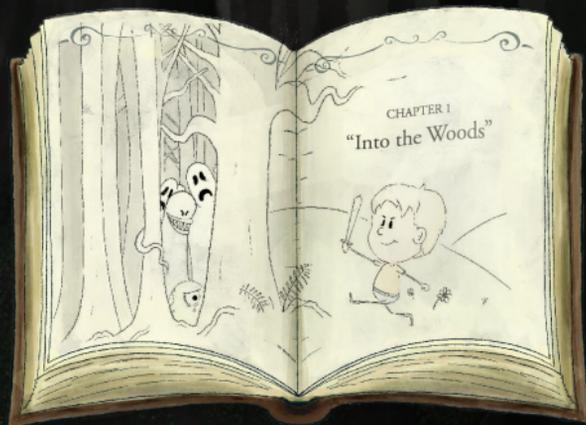


BITMAP SOFT

TALES OF MONSTERLAND



Instruction Manual

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Games

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Tales of Monsterland

Bitmap Soft was established in 2019, primarily as a software house for publishing new and unreleased games across retro computers and consoles. Our motto is simple - Putting the **NEW** into **RETRO**, we aim to create a fantastic catalogue of games across a broad spectrum of systems and not just the popular ones.

We currently support the C16, CPlus/4, C64, Amstrad CPC 464, ZX Spectrum 48k/128k/ZX NEXT, CD32, Atari ST, Commodore Amiga, Vintage PC computers and Handheld and vintage consoles

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Bitmap Soft is a joint venture by
Jamie Battison & Darren Doyle
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Thank you for selecting the Tales of Monsterland™ Game Pak for the Game Boy.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.

Then save this book for future reference.

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Precautions 1) If you play for long periods of time, take a 10 to 15-minute break every hour or so. 2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit, 3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit. 4) Do not clean with benzene, alcohol, or other such solvents. 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit. 6) Store the Game Pak in its protective case when not in use. ©2021 JJ Games / Bitmap Soft



Tales of Monsterland

STARTING THE GAME

Insert the Tales of Monsterland Game Pak into the Gameboy and turn the power switch into the 'on' position.

When the title screen appears, press Start, select either 'New game' or 'Continue' if you have saved a game to play and press A.

INTRODUCTION

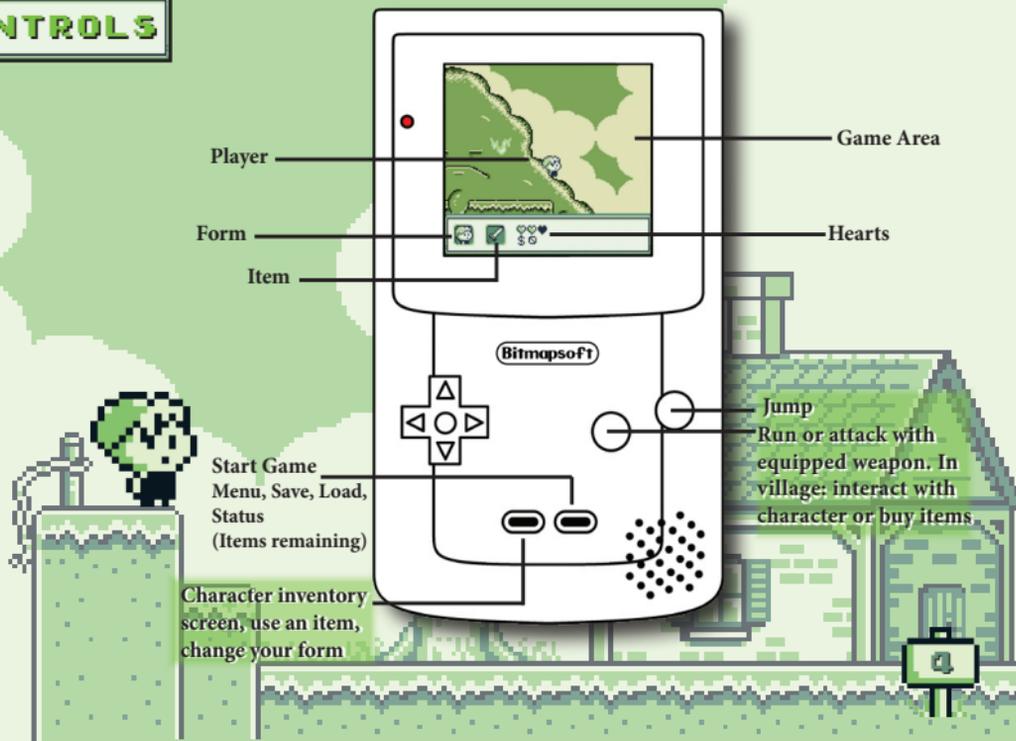
*"Let me tell you a story
it begins with a child, just like you."*

*"They woke to find themselves by a bridge,
in a village high up in the mountains
and they didn't know how to get home"*

A village besieged by monsters, a mysterious tower and a broken rope bridge. Save the village by uncovering the origin of these creatures and then maybe, you can find your way back home.



CONTROLS



Tales of Monsterland

ITEMS



Sword – pointy and essential, recommended for those heading into monster infested territories



Healing potion – drink up and refill 100% of your health, an adventuring classic!



Magic potion – these grant extraordinary powers (to those who find them)



Magic ring – obliterate foes from a distance!



Coins – large and small, there are 100 to find in total and the shop keeper accepts these



Heart – increase how much damage you can take before passing out, these are hidden throughout the land, can you find them all?



FORMS

There are four forms to discover in Tales of Monsterland, each with their own unique abilities that will help you progress and may open up previously inaccessible areas.



ENEMIES

Some enemies take multiple hits to defeat, be patient and try to dodge their attacks!

Each time you defeat an enemy, there's a chance they'll drop an item to heal one of your empty hearts.



Flying Demon



Ghost



Mushroom



Dark Wizard

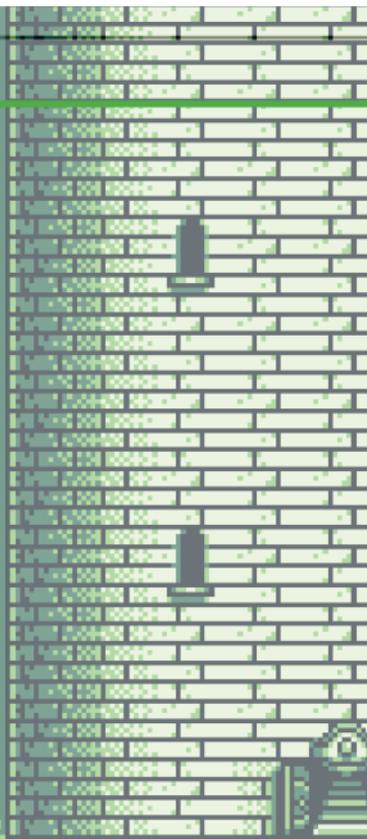


Tales of Monsterland

HINTS

- Talk to everyone in the village
- Press Select to equip an item or ability
- Save often
- Some areas you'll need to revisit after gaining an ability
- Check your status to see what's left to collect all?

Legends say
*'There are dreams within a dream, for those
who don't continue'*



DEVELOPER BIOGRAPHY



I've had a Gameboy since the early 90s and have collected games for it ever since. Tales of Monsterland is the first game I've developed. I set out to create a small, interconnected world that above all, I'd enjoy spending time in. Influenced by the Master System's Wonderboy series and with (I hope) some of the charm of the original Kirby.

It's been both fascinating and creatively, very rewarding making a game within such harsh constraints and a learning process throughout. From the start I wanted Tales of Monsterland to be able to work on the DMG & Pocket and having it run from a cartridge on original hardware was and still is genuinely exciting.

—Joel

www.twitter.com/joeljgames

Tales of Monsterland

CREDITS

Music:

Ember/DeerTears
MBR Settings

Short Hauntings

Detective intro

Krümel (crumb)
In the town
Out of Energy game over
Peppy Pop Song

Peppy Regal Overworld
Battle Encounter
Darkstone

Determined
Monty's Overheating
Spaceship

Rulz
Into the Woods

Pause Underground

Underground cave

GB Studio Community Assets

Scripting help, plugins and feedback

230-V, Array, Eishya, KimKong, LazyDev, Max Oakland, NalaFala, Robin Tong, Rulz
+ Thanks to Chris Maltby and all of the GB Studio Discord community.

Game Manual created and designed by Darren Doyle - Project Management: Jamie Battison
Bitmap Soft is a joint venture by Jamie Battison & Darren Doyle

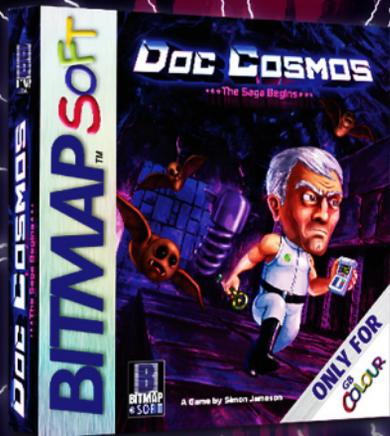


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P R E S E N T S

In his lifelong search for a powerful ancient alien device, after many decades of research and exploring the galaxy, Doc Cosmos eventually came into possession of a map pointing to a planet just a few light-years from Earth.

We join Doc Cosmos on his search for the alien time travel device as he arrives at the abandoned alien outpost on the planet. But watch out scans have indicated that the outpost has been overrun with dangerous alien wildlife.



FOR THE
GAME BOY
COLOR

DOC COSMOS

The Saga Begins