

INSTRUCTION BOOKLET

MODRETRO CHROMATIC®

TALES OF

MONSTERLAND

DX



Joel J
Games

ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.

OFFICIAL
MODRETRO
PRODUCT

CONTENTS

| | |
|---------------------------|----|
| Starting the game | 4 |
| Controls | 5 |
| Heads-up display | 5 |
| Items | 6 |
| Forms | 7 |
| Monsters | 7 |
| Hints | 8 |
| About the developer | 9 |
| Credits & thanks | 10 |



STARTING THE GAME

Insert the Tales of Monsterland cartridge into your handheld device and turn the power switch into the 'on' position.

When the title screen appears, press **[Start]**, select either 'New Story' to start a new game, or 'Continue' if you have a saved game to resume, and press **[A]**.

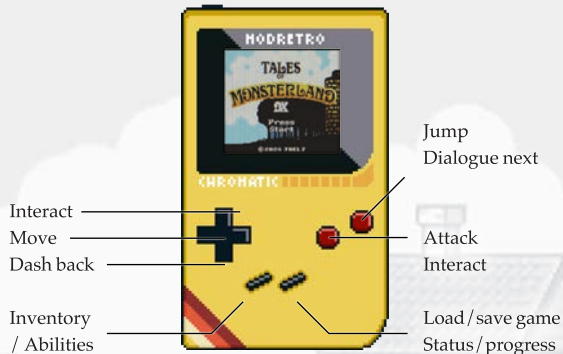
*'Let me tell you a story
it begins with a child,
just like you.'*

*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



HEADS-UP DISPLAY



ITEMS



Hidden across Monsterland are items that will help you in your quest. Some essential for progress, some for the completionist. Track your progress on the 'Status' screen.



Sword – pointy, essential. Recommended for those heading into monster infested territories.



Healing potion – an adventuring classic! Drink up and refill 100% of your health.



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



Coins – large and small, there are 100 to find in total and the shop keeper will accept these for a very special item.



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



Pages – loose pages from the story book 'Tales of Monsterland' (a great read). These can be found by defeating certain monsters.



Magic ring – obliterate foes from a distance!



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.



MONSTERS



Some monsters take multiple hits to defeat, so be patient and try to time your attacks. Each time you defeat an enemy, there's a chance they'll drop an item to fill one of your empty hearts.



HINTS



Monsterland can be a perilous place! Here are some hints and tips that *might* help you to find your way back home.

- Talk to everyone in the village
- Press Select to equip an item or ability
- Pressing down as the child will dash back, use this to avoid damage
- Make use of the save game slots
- Some areas you'll need to revisit after gaining an ability
- Check your status to see what's left to collect
- If you're low on health, occasionally enemies will drop a healing item when defeated

Legends say

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

ABOUT THE DEVELOPER



I've had a Gameboy and collected games for it since the early 90s. Falling in love with it's distinctive 'pea soup' screen on long family holiday car journeys where I could complete Kirby in one sitting (daylight permitting) or just rock out to the Robocop opening theme.

Tales of Monsterland (2021) was the first game I developed. I set out to create a small, interconnected world that I'd enjoy spending time in. Influenced by the Master System's Wonderboy series and with (I hope) some of the charm I found in Gameboy Kirby.



I jumped at a chance to revisit the game in Christmas 2023 with the knowledge I'd gained while working on my second game (Fall from Space) and the huge improvements in tooling since '21. I've improved areas from the original release, added content and unlockables, fixed a few issues that bugged me, and obviously, brought Monsterland into colour—sorry, Color.

Thank you so much for the support and I hope you enjoy your time with the game as much as I (mostly!) did making it. Playing the game from a cartridge, on original hardware is something I get a kick out of every time.

—Joel

Projects & socials @ www.joeljgames.co.uk

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.

WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

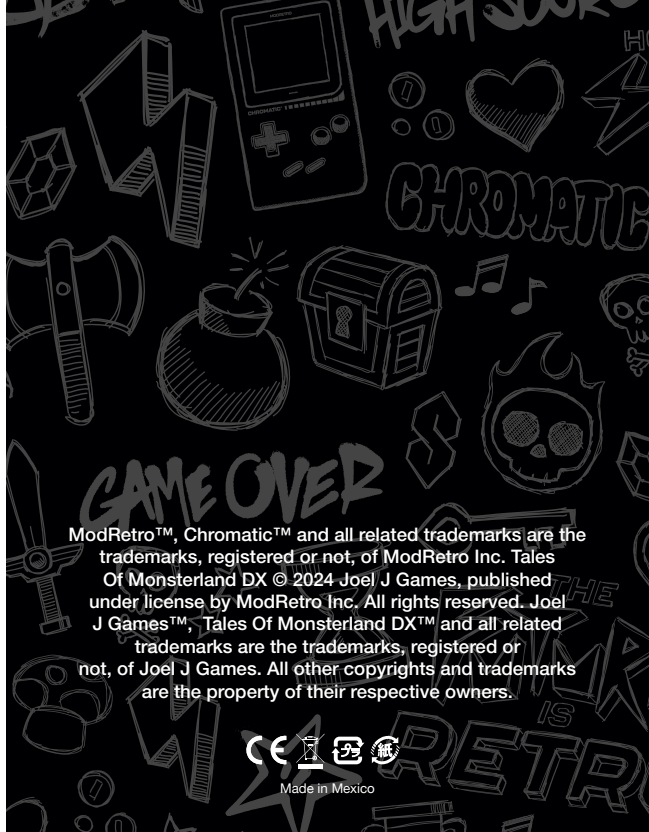
- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



ModRetro™, Chromatic™ and all related trademarks are the trademarks, registered or not, of ModRetro Inc. Tales Of Monsterland DX © 2024 Joel J Games, published under license by ModRetro Inc. All rights reserved. Joel J Games™, Tales Of Monsterland DX™ and all related trademarks are the trademarks, registered or not, of Joel J Games. All other copyrights and trademarks are the property of their respective owners.



Made in Mexico

CHROMATIC®
MODRETRO

Printed in China