妖 精 物 語



ロッド・ランド

INSTRUCTION MANUAL

JALECO



SPECIAL THANKS



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ROD·LAND™

ロッド・ランド

CONTENTS

STORY ..... Page 1 -2
CONTROLS ..... Page 3
STARTING UP ..... Page 4
TITLE SCREEN ..... Page 5
OPTION ..... Page 6
HOW TO PLAY ..... Page 7 - 8
BOSS STAGE ..... Page 9
INTERFACE ..... Page 10
ATTACK ITEMS ..... Page 11
BONUS ITEMS ..... Page 12
ENEMIES ..... Page 13 - 16

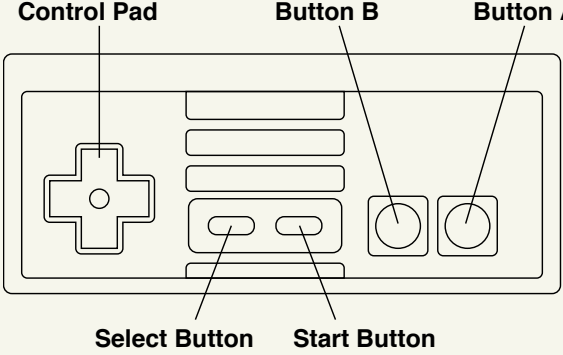

SHI!


Tam and Rit were living happily in their fairy village with their mother. But one day, a large ghost appeared, kidnapped their mother, and took her all the way to Maboot's Tower.
"WE MUST SAVE MAMA!"
In order to rescue her mother, Tam and Rit use their father's keepsake, a pair of magic rods, and special rainbow shoes from their village chief in order bring her home.



CONTROLS





Up - Climb up a ladder or enter the door.
Down - Climb down a ladder
Left/Right - Walk to either side
Button A - Jump
Button B - Attack
Button B + Up/Down - Place ladder above or below
Start - Start the game or pause/unpause the game





STARTING UP



1. Refer to the instruction manual of your console if necessary.
2. With the power set to OFF, insert the game cartridge into the appropriate slot.
3. Be sure the cartridge is slotted in all the way.
4. Turn the power ON. If nothing appears, check the cartridge and try again.
5. Rod Land is a two-player game. Plug controllers into the correct ports before powering on.

IMPORTANT Be sure the console is powered OFF before inserting or removing any game cartridge.

TITLE SCREEN



OPTIONS

Press Left on the DPad to view the options screen. All options are explained on page 6.



TITLE

Press the Start button on the controller you wish to use. Rit is Player 1 and Tam is Player 2.



SCORES

Once you end a game, your top score will be placed in the rankings. If you placed high enough, it can be viewed here.



OPTIONS



RIT WEARS... - Change Rit to green, gold, silver, pink, purple or blue.

TAM PREFERS... - Change Tam to blue, green, gold, silver, pink, or purple.

HINTS - Toggles hint screens appearing during the game.

MUSIC AND EFFECTS - Choose between four settings.

FRIENDS - Determines score calculation and how Rit and Tam interact.

JUMP - Choose from various jumping mechanics.



MUSIC ON TITLE - Change the music played on the title screen.

SCENE CHANGES - Change scenes. Can be set to Pretty or Quick.

PLAYER ONE/TWO - You can change Rit's or Tam's names.

HOW TO PLAY

You can attack enemies by pressing Button B, which will bind an enemy with your magic rod. Pressing Button B again will swing them down behind you. Do it one more time and it will slam them in front of you, defeating them.



Defeated enemies will drop attack items. There are five different attack items you will find throughout your journey.



When you defeat an enemy using an attack item, a fruit tile will appear which rewards bonus points, up to 5,000!



HOW TO PLAY

If you collect all the flowers in the stage, all enemies will turn into Kabura turnips that you can attack.



Defeated Kabura turnips will drop one of five letters. Collect them to spell out “EXTRA” which will reward you an extra life and 10,000 points.





BOSS STAGE



Every ninth stage, Rit and Tam will enter a boss stage. Defeating the boss at the end will reward you 10,000 points and clear the stage.



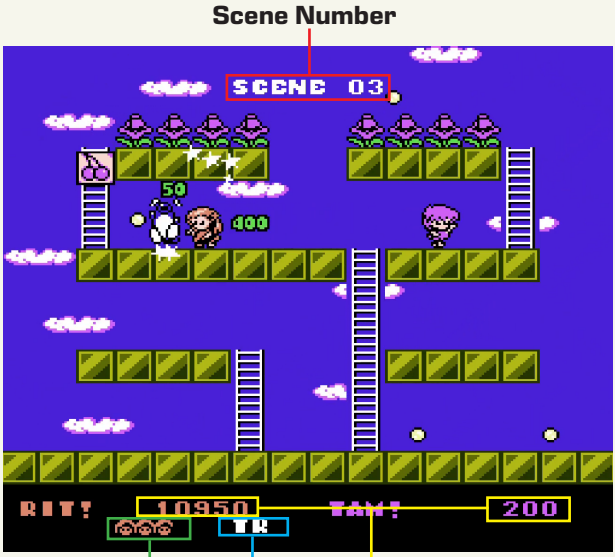
You can fire magic attacks from your rod by pressing Button B.



Be careful to avoid traps and other hazards.



INTERFACE

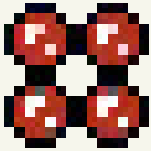

Scene Number
SCENE 03
50
400
RIT!
10950
TAM!
200
Player Scores
Collected Letters
Remaining Lives

ATTACK ITEMS



Bomb

These explode shortly after being picked up. Lure enemies to it and take them out in a big kaboom!



Revel

These balls will fire off in different directions and bounce around - taking out any enemies they hit.



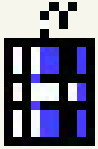
Rocket

These will launch in the direction you move on it and destroy the first enemy it hits.



Super Ball

It bounces around until it hits an enemy or reaches the edge of the screen.



Dynamite

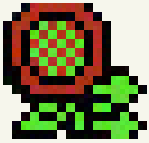
Like the Bomb, it detonates quickly but explodes horizontally, taking out any enemies nearby.

BONUS ITEMS



Fruit Tiles

When you defeat an enemy using a weapon item, it will drop a fruit tile. Collect them for extra points.



Flowers

Collect all the flowers to begin closing out the scene. All remaining enemies will transform. Defeat them all to move onto the next scene.



Bonus EXTRA

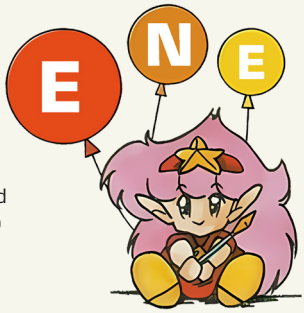
Collect all the letters that spell out “EXTRA” to receive an extra life and 10,000 bonus points!





Wackya

They don't move until you're on the same level as them, and when they do, they won't stop running!





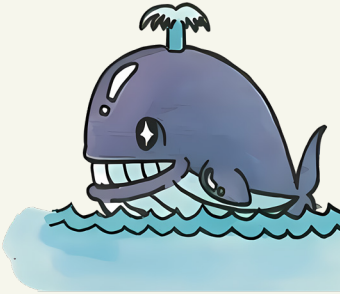
Starfish

Watch out for their boomerang attacks!



Whale

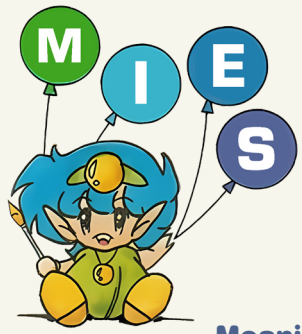
These large mammals are big and strong, their eyes, however...



Spud

It's cute and fluffy... but if you leave it alone for too long, it'll duplicate itself again and again!





Musha

These walking sharks can shoot projectiles from their mouths!



Meanie

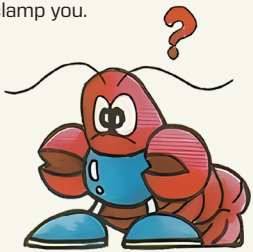
If you spend too long on a scene, all enemies will turn into this and begin chasing you very quickly!





Zarizari

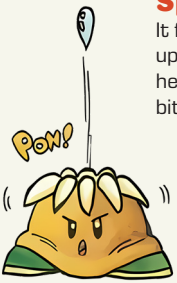
Don't get too close or they might extend their claws to clamp you.



Peep

They are adorable but very fast! Don't lose sight of them.





Spiney

It fires spikes upwards from its head, although it is a bit slow.





Bunny

It will begin to chase you when it is on the same floor as you.

Bushy

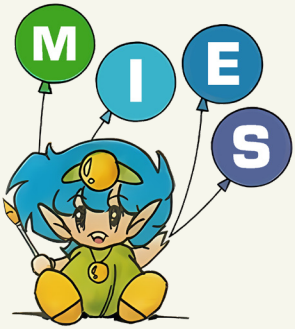
You'll want to avoid or take out these quick squirrels.





Croc

These reptiles spit out smaller ones.



Wasp

These flying bugs can sting you from the air.



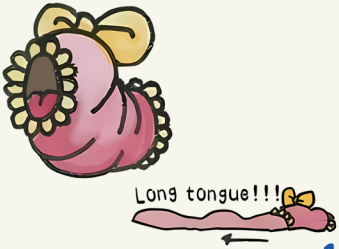
Nessie

These serpents will follow you when on the same floor.



Polymorph

These small worms have big mouths and even longer tongues that can damage you!





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