



ROO-LAND





SPECIAL THANKS



Join the Conversation!



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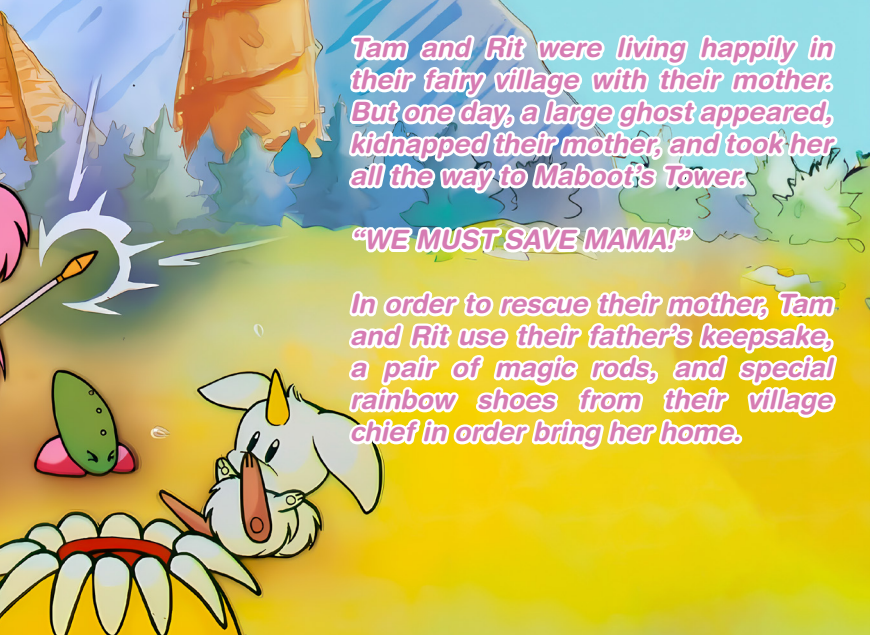
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Tam and Rit were living happily in their fairy village with their mother. But one day, a large ghost appeared, kidnapped their mother, and took her all the way to Maboot's Tower.

“WE MUST SAVE MAMA!”

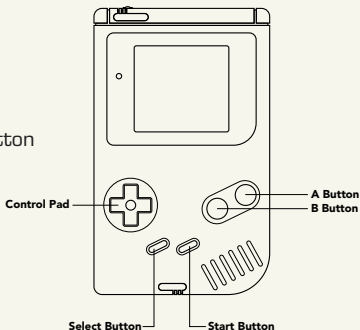
In order to rescue their mother, Tam and Rit use their father's keepsake, a pair of magic rods, and special rainbow shoes from their village chief in order bring her home.



CONTROLS



- Start** Start the game
Pause or unpause
- Select** Toggle between selections
- Button A** Confirm selection
Attack with your rod
Hold Up or Down and press the button to create a ladder
- Button B** Same as Button A
- Up/Down** Climb ladders or enter doors (Up)
- Left/Right** Move in held direction





STARTING UP



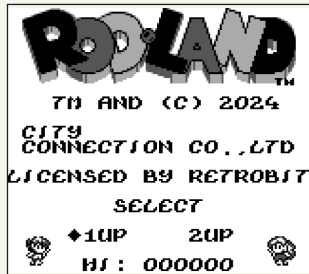
1. Refer to the instruction manual of your console if necessary.
2. With the power set to OFF, insert the game cartridge into the appropriate slot.
3. With the cartridge slotted in all the way, power your console ON. If nothing appears, check the cartridge and try again
4. Rod Land is a one or two-player game. You can play alone by selecting 1UP from the title screen or select 2UP to pass the console between one another.

IMPORTANT

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



TITLE SCREEN



You can select either single or two player modes from the title screen. Your highest score is displayed on the bottom of the screen.

1UP

Begin the game as either Rit or Tam by yourself.

2UP

Player 1 is Rit and Player 2 is Tam. Pass the console between levels/deaths (hotseat mode).



HOW TO PLAY



Attack enemies with A or B. This will bind them. Press again to swing them behind you. Press once more to defeat them.



Defeated enemies will drop attack items. Walk over them to use them. They all have different abilities.





HOW TO PLAY



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



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





HOW TO PLAY



Defeated Kabura turnips will drop one of five letters. Collect them to spell out "EXTRA" for an extra life and 10,000 points.



Defeat bosses by attacking them with your rod while avoiding. Defeating them rewards 10,000 points.





ATTACK ITEMS



Bomb These explode shortly after being picked up.



Rocket It launches where you're facing and destroys first enemy hit.



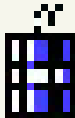
Ice Star touched, it will shoot icicles in various directions for a bit.



Super Ball Bounces around until it hits an enemy or reaches the edge of the screen.



Lighter You will begin breathing fire for a short while that will burn enemies.



Dynamite fires waves outward to the left and right.



BONUS ITEMS



Flowers Collect all the flowers to begin closing out the scene. All remaining enemies will transform.



Fruit Tiles You defeat an enemy using a weapon item, it will drop a fruit tile. Collect them for extra points.



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!



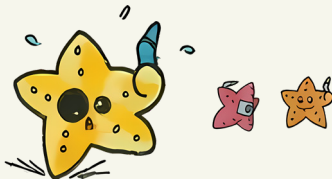
Spud

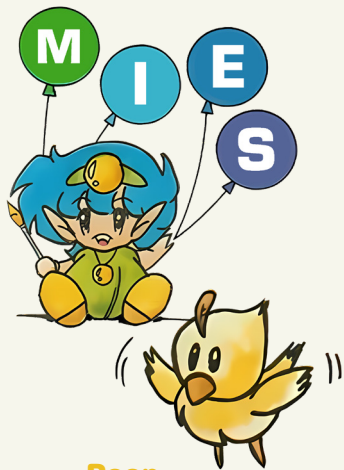
It's cute and fluffy... but if you leave it alone for too long, it'll duplicate itself again and again!



Starfish

Watch out for their boomerang attacks!





Peep

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

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!



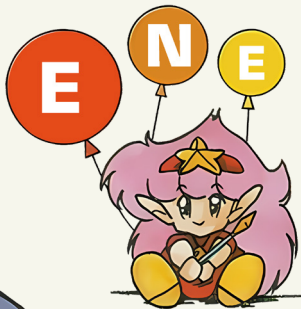
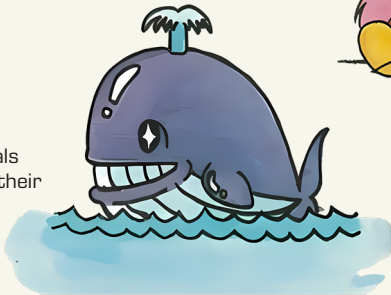
Spiney

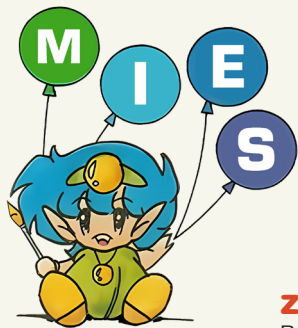
It fires spikes upwards from its head, although it is a bit slow.



Whale

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





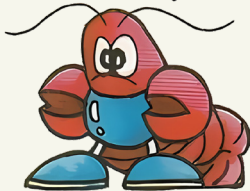
Bushy

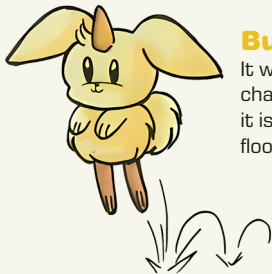
You'll want to avoid or take out these quick squirrels.



Zarizari

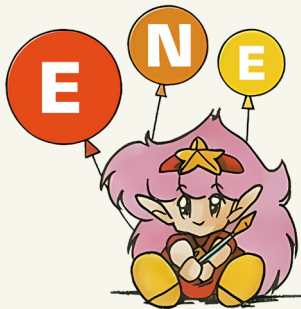
Don't get too close or they might extend their claws to clamp you.





Bunny

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



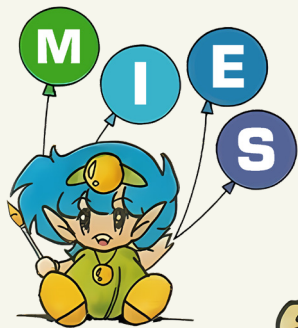
Croc

These reptiles spit out smaller ones.

Nessie

These serpents will follow you when on the same floor.





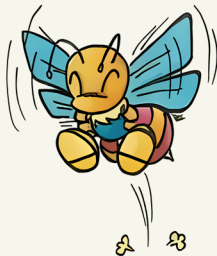
Polymorph

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



Wasp

These flying bugs can sting you from the air.





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