UWOL
QUEST FOR MONEY

SUPER NINTENDO
ENTERTAINMENT SYSTEM™
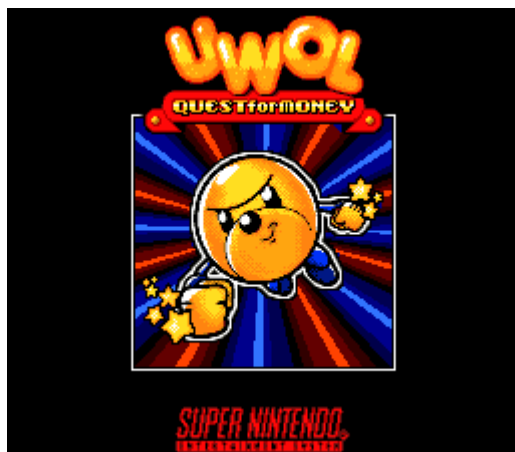
INSTRUCTION

BOOKLET

NTSC VERSION

CONTENT

STORY

Uwol didn't have enough after earning about the 90% of all the income which resulted of selling retro videogames in Spain and getting himself rich. Now he wants to experience the adventures of his good old idols while he keeps engrossing his bank account, 'cause that's the very matter of his existence.

After gathering precious prizes following the steps of his favorite classic videogame heroes (this is, the fire which doesn't burn -which looks great in the hall of his house-, the proton pistol with the proton charger, three knickers from Gremla, the book of bills of Miner Willy, Wally's pajamas, the Sword of Power (just a copy, 'cause the real one is in use), heaps of Saimaza coffee...), he learns that a mysterious and excentric millionaire, formerly a thief, hides quite a big fortune in gold coins in a very old manor next to Canutos Forest -the so-called Storm Palace. So he decides to emulate his idol Goodie and steal them!

The problem is that it won't be very easy… The cellars of Storm Palace are quite deep and are full of nooks and crannies. Besides, the intricate disposition of rooms makes it very easy to get lost and go back to the starting point. That's what happened to Uwol: his greed made him to get deeper and deeper into the manor so he got lost and trapped in the lowest labyrinth, inhabited by Vampy, Franky, Fanty and Wolfy, who will try by all means to make Uwol fail in his task.

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THE GAME

The game is about to steal the most amount of coins possible. Uwol won't want to end his mission until he collects a minimum of 255 of those. The manor rooms are arranged like a pyramid, starting from the very top, and after you clean a room of coins you will be given the chance to choose which path (left or right) to take. You select a path walking over one of the arrows which appear and pressing DOWN.
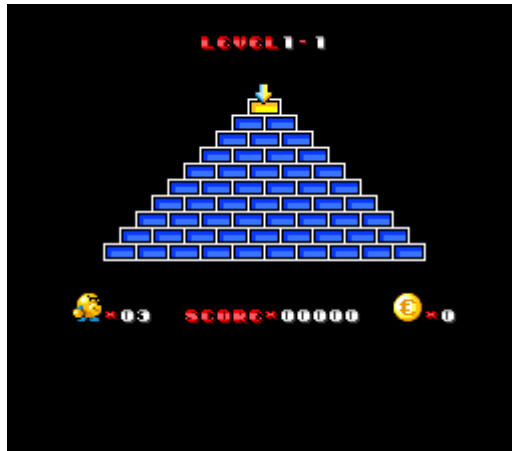
If you get to the bottom of the pyramid and you haven't gathered enough coins you get back to top and start over. This time, you should choose another path 'cause the already visited rooms will be empty.

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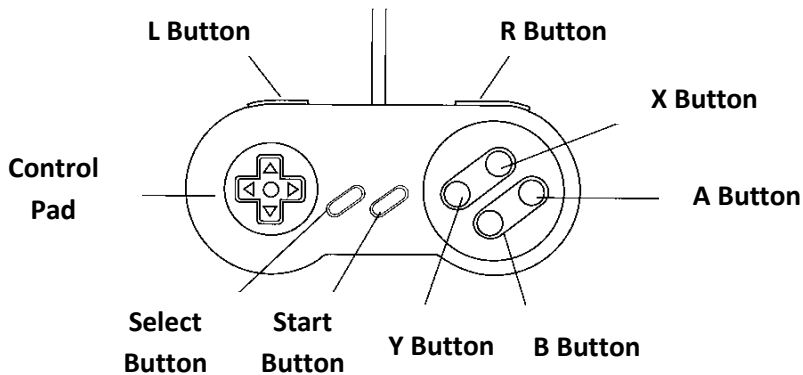Use the pyramid map to know which rooms are visited and which aren't.

You have three enemies which follow pretty linear paths, but once the time ends one of them will summon Fanty which will chase you relentlessly all across the screen.

During gameplay, if you touch a baddie you'll lose your clothes. Look for a tee-shirt nearby; otherwise you'll die on the next touch by a baddie.

When you get a certain amount of points, you'll be rewarded with an extra life.

USE OF
CONTROLLERS

L Button   R Button

X Button

Control
Pad

A Button

Select   Start
Button   Button   Y Button   B Button

Control Pad : Movements

X, Y , B, A, button : Jump
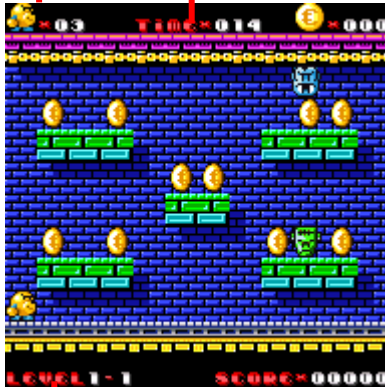
START button : Start game and pause

Note : The SELECT, L and R buttons are not used in this game.

SCREEN

DISPLAY

Your lives remaining

Time left

Coins won

Current level

Current score

Where you need to go when all coins grabbed

Developed by
Alekmaul