

 **DISK SYSTEM**
ファミリーコンピュータディスクシステム

SFL-CCN

Coccona world

ココナワールド



SOFEL

For Disk Writer users

How to use the stickers



1 First, carefully peel off a Disk Card sticker from the page on the right.

2 Make sure the disk side matches the sticker, then line up the corners and place it in the indentation.

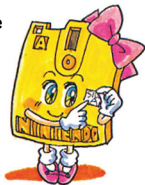


Pretty!



3 Attach the other sticker in the same way. And now you're done!

4 Lightly press on the four corners of the sticker until it stays on okay. This is important!



Attn.

● Feel free to use the other stickers on whatever you want. But please, don't stick them onto the Disk Card, as it may cause damage to the disk drive.

▼ Label for Side A



Famicom Disk System

SIDE

A

ココナワールド

Cocona
world

SOFEL • invisibleup

SFL-CCN

▼ Label for Side B



Famicom Disk System

SIDE

B

ココナワールド

Cocona
world

SOFEL • invisibleup

SFL-CCN



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SOFEL's Forest,
A mysterious forest.
What sorts of dreams
could be granted in a
magical land.....?



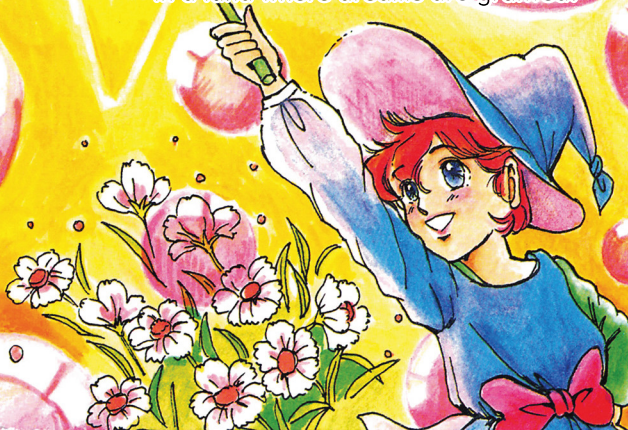
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“Cocona, Cocona!” STORY

♥ Cocona, Cocona! ♥

With the help of a magic spell,
before you can even tell,
you'll find yourself enchanted
in a land where dreams are granted!



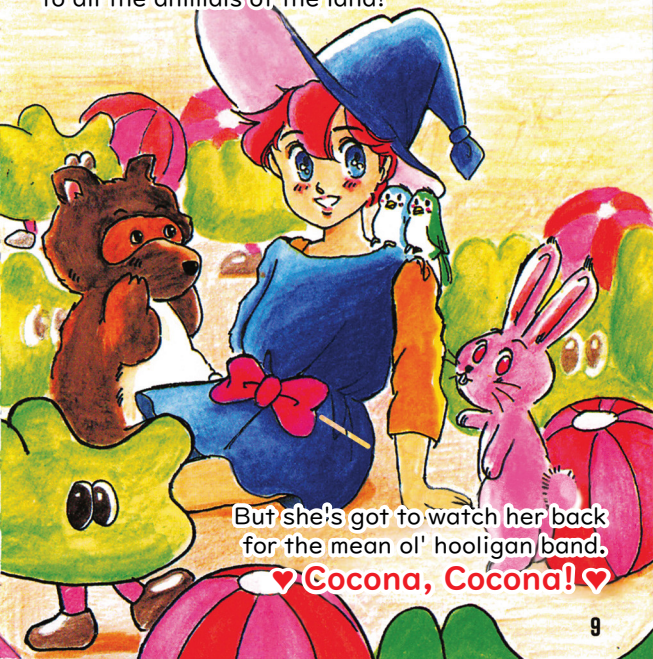


Wearing her pointy
witch hat,
the magic princess
is all that!

♥ Cocona,
Cocona! ♥

She's wise
beyond her years!

The princess is a very good friend
to all the animals of the land!



But she's got to watch her back
for the mean ol' hooligan band.

♥ Cocona, Cocona! ♥

Her magic studies are quite the challenge.

♥ **Cocona, Cocona!** ♥

But if the witch can achieve her dream,
one day she'll be a beautiful queen!

Kind and royal, great and wise,
living up above in the starry skies.





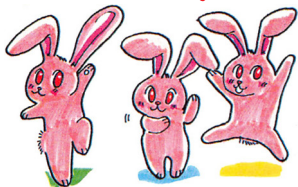
But she's pretty lonely lately...

♥ **Cocona, Cocona!** ♥

Say this to her and she'll be okay.

A new friend will be made today!

Before you start playing



Starting up the Disk System game



Plug the RAM Adapter into the Famicom and connect it to the disk drive. Then switch the Famicom's power on. A title screen should appear. At this point, insert the Disk Card with side A facing up. If the title screen does

not appear, check the system's connections.





After the "NOW LOADING" screen appears, wait a while and the screen on the left will appear. If "A, B SIDE ERR. 07" appears, check to make sure that you've inserted the Disk Card with SIDE A facing up.

When it's done, a title screen like that to the right will appear. As indicated, please press the "START" button to proceed. After that, the name registration screen will appear. If the game does not start up successfully, please consult the table on page 52 to determine the source of the issue.



Enter SOFEL's Forest!

● Who are you?



Press START on the title screen, and the screen to the left will appear. If you're visiting SOFEL's Forest for the first time, make sure to introduce

yourself to Cocona before you start the game so that you can be friends! To do so, press SELECT until the cursor points to "A new friend!", then press Start.

● Let's enter your name!

Enter your name by using the D-pad to move the cursor and pressing A to input a letter or

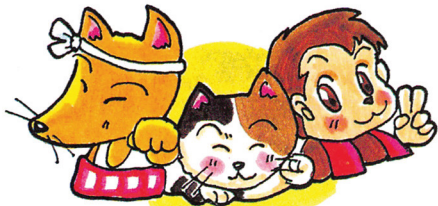


symbol. If you make a mistake, press B to back up one space. You can have at most 6 letters in your name. Use the D-pad to select the check mark with the cursor, and press A. This will start the game.

● Introduce yourself!

Once you register your name, it will be displayed on the screen as shown on the right.

To start Cocona World, press START when your name is selected. To change your name, use the SELECT button to move to "Change name" and press START.

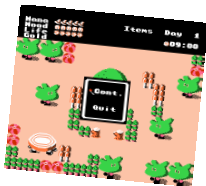


● Getting ready...

Finish entering your name, or select your name when Cocona asks you. This will prepare the Cocona World game to start. When the “PLEASE SET B SIDE” screen appears, flip the disk to side B.

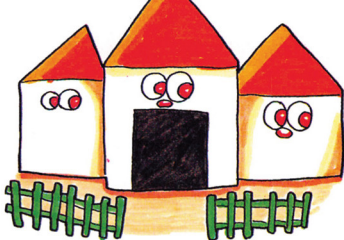


● Time to say goodbye to Cocona?



On the overworld, press START. A message box will appear. Press START when “Continue” is selected to continue the game. Or, use the SELECT key to select

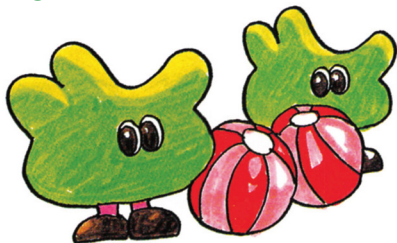
“Quit” and press START. This will save your progress. When Cocona says “Bye bye!”, you can turn off the power.



※ If a friend wishes to play the game, the "A new friend?" option will delete your save data and start the adventure from the beginning. To let a friend continue the game from the current save point, use the "Change name" option.

※ When the disk drive is active, the red activity light will be lit. During this time, please do not touch the Famicom or the disk drive.

● Using the controller



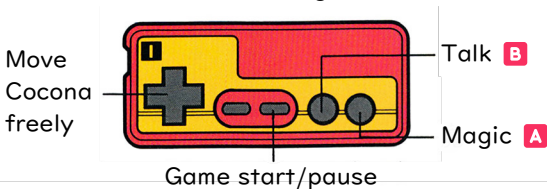
Use Controller ❶.

⬇ Move Cocona

A Cast magic

B Talk with Cocona

START... Pause game



Cocona's Dream

A princess's secret ♥

Cocona hails from the Kingdom of Citron on Pineapple Star.



She entered SOFEL's dream world because she's in a hurry to master the arts of witchcraft!

Her Papa and Mama are looking forward to her return home.

Ah, here she is at the start of her magic studies, so eager to learn.

They're rooting for you and Cocona!



Cocona's duties in SOFEL's Forest



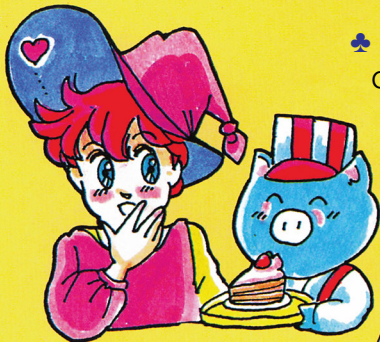
♠ Wake up

"Good morning!" she says with boundless energy. Now, what shall she do today?

♠ Have a chat

When she's hungry, tired, bored.... Cocona doesn't like to suffer alone. Talk with her! Hear her out!





♣ Go shopping

Cocona can visit the farmer's markets. She likes the food there! I wonder what they have in store today?

♣ Lunch time!

Cocona is thankful for every meal. Just make sure she doesn't eat too much!



◆ Study witchcraft

Cocona needs to study her magic while she's staying in



Forest. When do you think she'll be able to head back home?

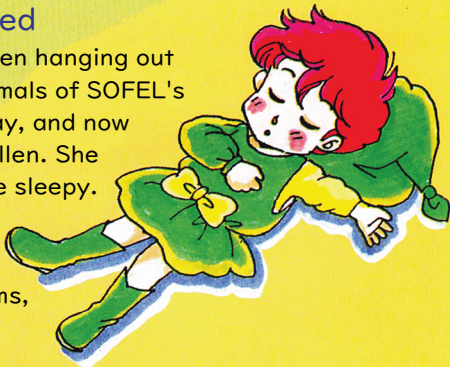


◆ Take a bath

That's a lot of hard work! And a lot of sweat... how unladylike! A trip to the hot springs will freshen Cocona up.

♥ Go to bed

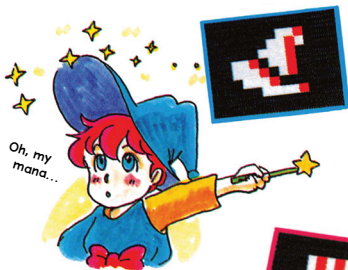
Cocona's been hanging out with the animals of SOFEL's Forest all day, and now night has fallen. She sure must be sleepy.



Sweet dreams,
Cocona!



Viewing Cocona's status and items



● Mana

This shows Cocona's remaining mana reserves. She can't use her magic if it runs dry. Keep an eye on it!

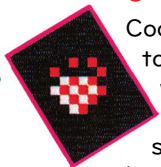
● Life

This shows her stamina. She'll lose some if she gets hurt, but don't worry! Just sit down for a meal to restore her strength.



● Mood

This shows her mood. She doesn't like being alone, so make sure she plays with her friends, okay?



● Gold

Cocona needs gold to go shopping. I wonder where you'd get some? You'll have to search!

● Date and Time

Time passes in SOFEL's Forest. Even Cocona is affected by the passage of time.

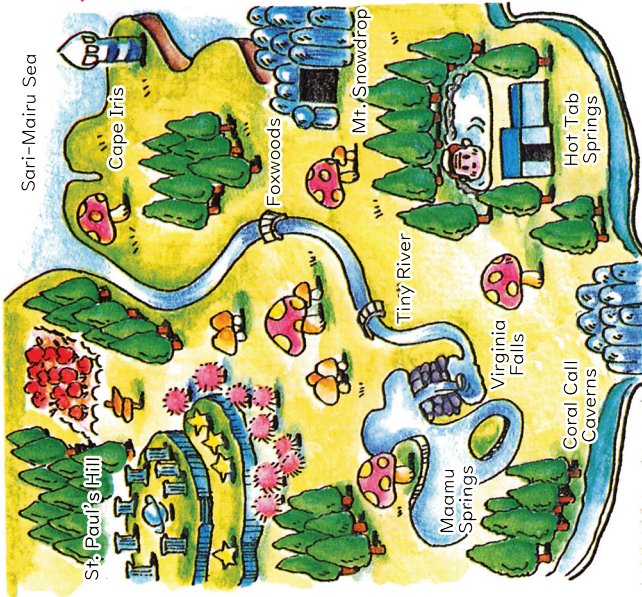


● Items

When Cocona buys or picks something up, it'll appear in the "Items" section.

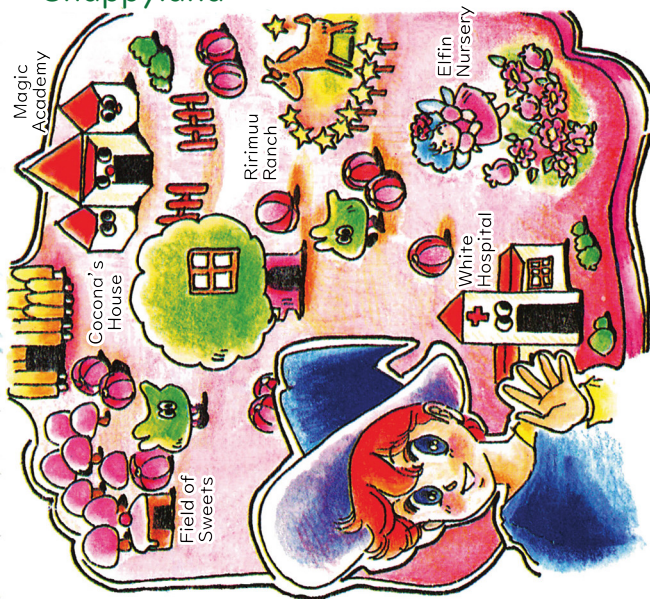


Map of SOFEL's Forest Marshland



Chappyland and Marshland are connected via the Coral Call Caverns.

Chappyland



SOFEL's Forest is rather labyrinthine. Don't get lost!

Citizens of the forest

A great number of animals live in SOFEL's Forest. Cocona is very good friends with them. Unfortunately, not everyone in the forest is your friend.

■ Animal Friends

● Konkichi – Kitsune

He runs the farmer's market. Always wearing his usual headband, he says "Hey, welcome!" to visitors.



● Oidon – Tanuki

Oidon is pure of heart. Catty has a rumor that he's Cocona's secret admirer.

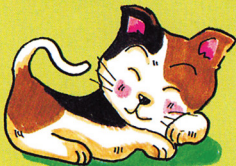
● Pokey - Pig

Pokey likes sweets, but he's a pretty timid guy. He's afraid of the dark, and he tends to shut himself away in his house a lot.



● Catty - Cat

A Marshland resident, Catty's always prowling for the latest scoop. She's far too restless to stay indoors.



● Charmaine - Cat

The stylish Charmaine is Chappyland's fairest lady. Catty finds her a bit suspicious, though...



● Shane - Dog

This country boy is the watchman for Marshland. He's a bit scatterbrained, but he won't compromise his morals for anyone!



● Politz - Dog

On behalf of Shane, Politz patrols Chappyland. He is kind and gentle, but strong. Don't mistake who's in charge here.

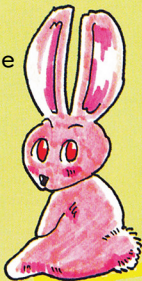


● Housou - Bear

Cocona's nearest and dearest friend! He's a pretty sleepy guy, but Cocona takes care of him.

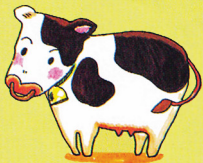
● Taratta - Rabbit

Always brimming with energy, Taratta is the Meadow of Joy's most popular regular. She loves to dance!



● Chipu & Mipo

Floating on the Sari-Mairu Sea, these sea otters break open seashells on their stomachs. They're quite cute, don't you think?



● Laramie - Cow

Laramie's fresh milk is fantastically nutritious and utterly delicious.



● Mr. Hoot - Owl

Coo lives in the side of Cocona's treehouse. All he does is blink.

■ Animal Foes

● Octavius - Octopus

Octavius is awfully shy, but he's eager to find a lover. He turns red when he's around a cute girl he likes.



● King - Lion

"King of the jungle, coming through!" he roars to all who dare not yield for him. What a bossy guy!



● Rook – Tiger

Rook is King's rival. "I'm the real King!", he says.

● Ranna – Wolf

A runner by nature, he runs laps through the forest. "Nobody can beat me!", he says. Don't let him get you down.



● Rockadile – Crocodile

Are his legs are so short that only his belly can touch the ground? He's a joker, but be wary around him!

● Sasuke – Monkey

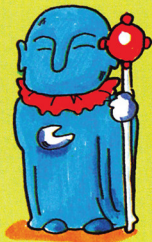
Yikes! This clown hoots and hollers whenever Cocona comes near. Keep a watchful eye on your stuff whenever you see him.



■ Mystical Spirits

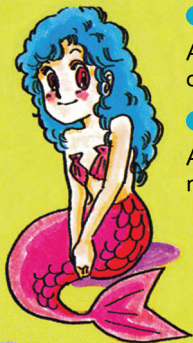
● Jiisa - Jizou

A statue of an old man that hops through the forest. There's two of them: one red, one blue. Do they know the way through?



● Maamu

A beautiful mermaid who appears at the springs by Virginia Falls.



● Elfin

A flower fairy that holds a miraculous power.



Important Items

Cocona's all alone in the labyrinth forest, and it's pitch black... In such dreary times, how about using an item!?



● Lamp

Light your way through the darkness. It's an absolutely essential item, but who would hang out in the dark enough to have one?

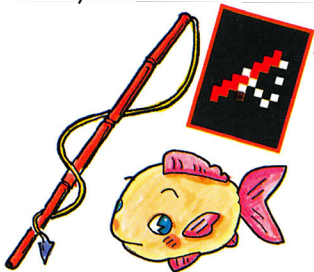
● Jizou Charm

A message of good-will that allows Cocona to wander the forest freely.

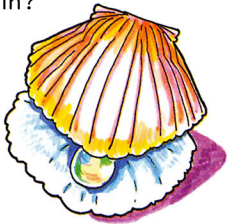


● Fishing Rod

With this, Cocona will be able to eat fish. Now, where did Cocona put that, again?

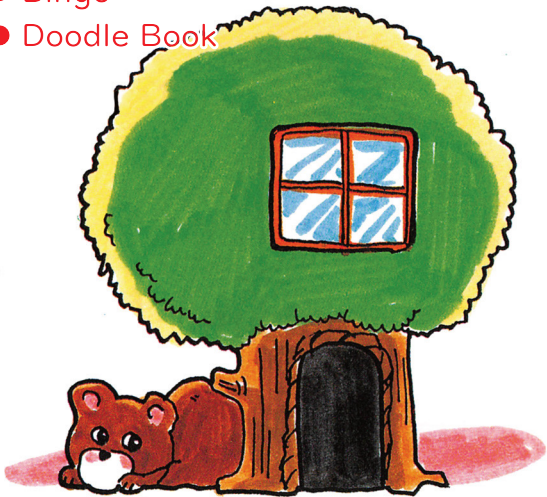


There's even more items! Whether you go shopping or find a treasure, they will appear at the top of the screen.



Minigames!!

- Horoscope
- Bingo
- Doodle Book



Leave the horoscopes to Princess Cocona!

Listen!

The whispers of tiny,
twinkling stars...

Can you hear them?



■ Horoscope

● Input your date of birth

At the bottom of the screen are the numbers 0-9. Use the D-Pad to move the cursor and the A button to enter that number. If you make a mistake, use the B button to move the cursor back one space and continue from there.



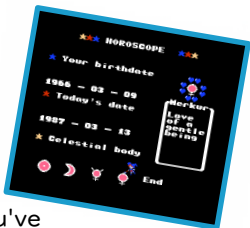
● Predict the future?

Then, input the day you wish to predict. Just like you did before, use the D-pad and the A button to input a date.

If you wish to exit, use the D-Pad to move the cursor to "End", and then press A.

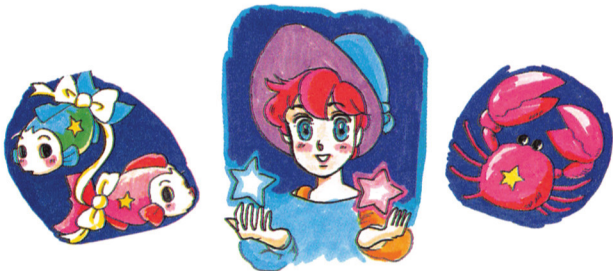
● Four celestial signs

With the D-Pad, use the cursor to select the sign of a celestial body. A description will appear on the right side of the screen. Press A once you've selected the sign you want. Cocona will then predict your fortune. I wonder what she'll see!?



● The message becomes clear...

After reading your fortune, press B to return to the celestial sign selection screen.



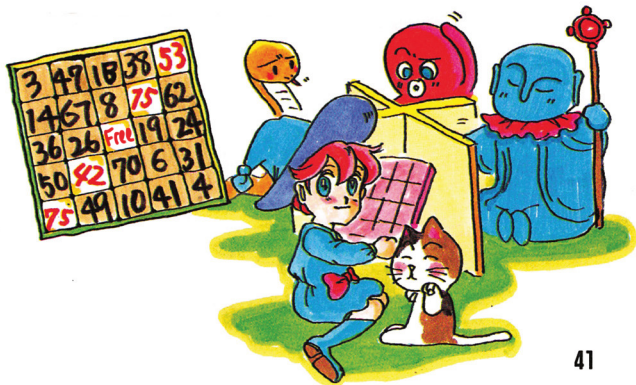
※ What's a “Horoscope”!?

It is a method of fortune telling based on the positions of the four celestial bodies – the Sun, Moon, Mercury, and Venus – in relation to your birth sign. In traditional horoscopes, there's seven bodies – include Mars, Jupiter, and Saturn in that.

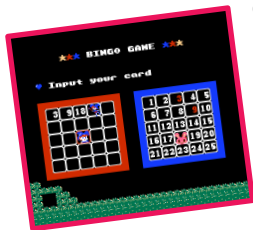
Aaahh, I'm excited for the Bingo tourney!

The rules are simple.

Vertical, horizontal, diagonal, whatever,
just make a line of marks to win!



● Inputting your Bingo card



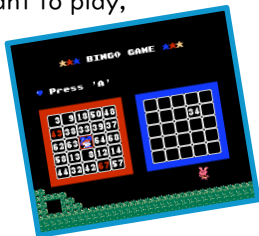
On the left side of the screen is your Bingo card. Enter numbers by selecting them on the right side of the screen. Use the D-Pad to move the cursor, and A to input that number.

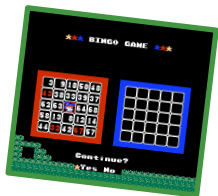
The right side has three pages of numbers. Use the B button to switch between them.

● Let's play some Bingo!

Your Bingo card is on the left side of the screen. If other people want to play, make sure you've given them their cards too.

(You can find some at the end of this manual.) Press the A button to call out a number on the right side of the screen.

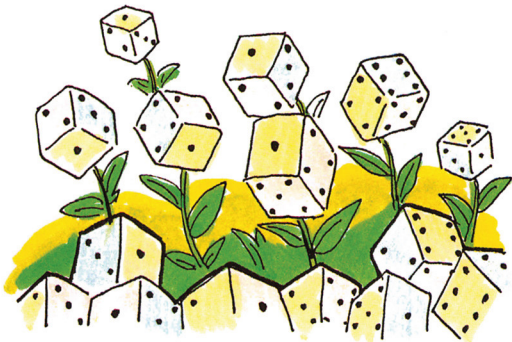




Mark that number on your card. When you're done, press B. Now, who's going to be the Bingo champion?

- All good things must come to an end...

When the "Continue?" message appears, use the SELECT button to select a choice, and the A button to confirm.



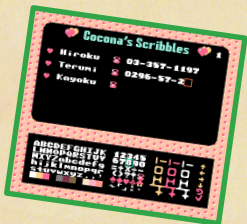
The little secrets of your heart ♥ kept safe by Cocona

Cocona's notebook
can hold it all! A
friend's telephone
number, a birthday,
anything you want!



● Write as you please!

Use the D-Pad to move the cursor. Write to the notebook with the A button.



● Command Icons

➡ Move cursor right

⬅ Move cursor left

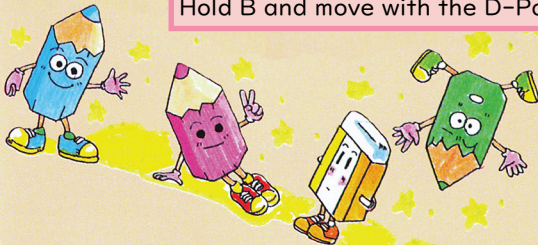
📄 Switch pages

⬆ Move cursor up

⬇ Move cursor down

✓ Close the notebook

By default, the B button acts as a backspace. Press SELECT to switch to free movement mode. Hold B and move with the D-Pad.



● What would you use it for!?

Like the screen on the right, you can write down phone numbers. Or like below, you can keep track of secrets from your friends or your own life.



- Save your notes!

Close the notebook by selecting ✓ and pressing A. Why not share a secret diary with your friends starting today!?

The contents of the notebook will be recorded when you save your progress.



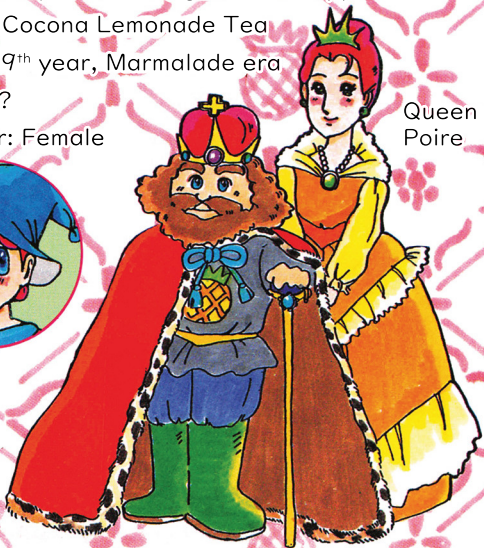
ココナズ メモ
♥ COCONA'S MEMO ♥

プロフィール
PROFILE

- Nationality: Citron Kingdom, Pineapple Star
- Name: Cocona Lemonade Tea
- DoB: 39th year, Marmalade era
- Age: ??
- Gender: Female



King
Napple



Queen
Poire

♥ PERSONAL MEMO ♥

● Name: _____

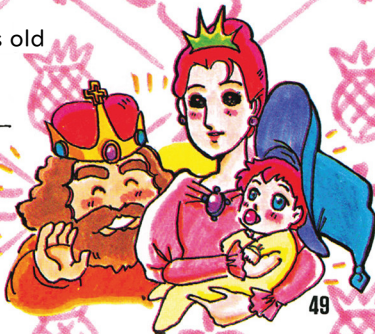
● Address: _____

● Phone No.: _____

● Birthday: _____

● Age: _____ years old

● Blood type: _____



Taking care of your Disk Card



Your Disk Card is delicate.
Follow these suggestions to
protect the card from damage.

Be careful with your Disk Card!



- Never touch the brown magnetic film visible through the window of the disk card directly with your fingers! Also, be careful not to scratch it.

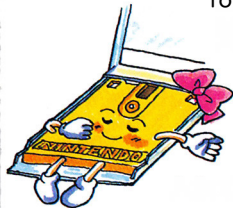
● Disk Cards hate moisture and heat! Store it in a well-ventilated area.



● Disk Cards hate messy places! Dust is the Disk Card's nemesis.



● If you bring a magnet near, the game will vanish! Magnets can be found in televisions, radios, etc.



● It would be terrible to ignore this! Always store the Disk Card in its plastic case when not in use!



When the red light on the disk drive is lit, avoid touching the EJECT or RESET buttons or the power switch. Refer to the Famicom Disk System instruction manual for details.

When your Famicom Disk System stops working...

When your Famicom Disk System is having a problem, it will inform you by displaying an error message on the screen. Look up the error that appears in the table below!

| Error Message | Solution |
|---------------------------------------------------------|--------------------------------------------------------------------------------|
| <small>ディスク セット エラー</small> DISK SET ERR.01 | Please insert the Disk Card. If you have removed it, put it back in. |
| <small>バッテリー エラー</small> BATTERY ERR.02 | The disk drive's voltage is too low. Replace the batteries with new ones. |
| <small>エラー</small> ERR.03 | The write-protect tab is broken. Apply tape to the tab. |
| <small>エラー</small> ERR.04 | The disk manufacturer has changed. Ensure you've inserted the correct card. |
| <small>エラー</small> ERR.05 | The game name has changed. Ensure you've inserted the correct card. |
| <small>エラー</small> ERR.06 | The game version has changed. Ensure you've inserted the correct card. |
| <small>エー ビー サイド エラー</small> A, B SIDE ERR.07 | Flip your Game Card over to the opposite side. |
| <small>エラー</small> ERR.08 | The Disk Card is not fully inserted. Make sure it's pushed in all the way. |
| <small>エラー</small> ERR.20~ | Contact the shop you purchased your Disk Card from. |

Bingo Card

1

66

3

30

59

22

6

54

12

15

5

25



48

63

70

40

52

7

18

72

75

28

34

16

Bingo Card

49

36

45

65

21

63

59

2

51

68

57

71



15

54

66

9

25

10

30

35

74

47

39

19

Bingo Card

27

51

33

9

68

36

35

53

11

64

56

47



62

14

4

44

73

55

21

65

39

13

31

58

Bingo Card



Bingo Card

68

28

1

26

70

48

33

73

18

7

25

12



31

69

45

64

75

40

56

72

39

16

9

52

Bingo Card

| | | | | |
|----|----|-------------------------------------------------------------------------------------------|----|----|
| 1 | 70 | 27 | 40 | 24 |
| 6 | 28 | 62 | 18 | 60 |
| 33 | 4 |  FREE | 72 | 41 |
| 37 | 58 | 8 | 43 | 64 |
| 31 | 22 | 44 | 53 | 16 |

Bingo Card

26

56

5

50

61

38

29

42

23

75

69

3



20

44

34

52

17

48

12

55

14

73

7

67

Bingo Card

36

41

30

66

17

4

46

60

57

11

24

51



38

49

2

21

23

15

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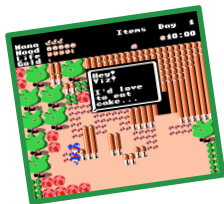
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Your first task: Cake!



The objective of Cocona World is to take care of Cocona. Once the clock strikes 10:00, she'll ask for some cake. But where do you get cake?

① Find some gold

To purchase cake, Cocona will need some gold to pay for it with. You can get some from the thief, Sasuke. Use your magic on him!



If you get lost in the woods, find Jiisa and use your magic. He'll give you an amulet which will help you find your way.

② Purchase the cake



Go to the farmer's market at the Field of Sweets (west of Cocona's house) and bump into Konkichi. The price is two gold coins (one full icon.) If he isn't there, leave and come back. (He can't be everywhere at once!)

③ Have a seat!

Go back to Cocona's house and sit down at the table by walking into it. Cocona will have her cake.. and eat it, too!



Cocona will ask for all sorts of things. Take good care of her so that she can complete her magic studies and return home.

Cocona World English Translation by InvisibleUp
<https://invisibleup.com/projects/CoconaWorld>



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InvisibleUp

Translation, modification

FutureFractal

Lowercase font, disassembly support

Gaming Alexandria

Manual scan (First edition, March 3, 1987)

1987 **SOFEL**

invisibleup

