

StarTropics FAQ/Walkthrough

by DaLadiesMan

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| StarTropics (NES) FAQ/Walkthrough v1.00 |  
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All questions about the game may be sent to me at penguin_faqs@yahoo.com .
Questions or additions sent to the wrong address might be lost or deleted. So
please choose your destination wisely.

I do respond to all emails, so please be patient. If you sent it to the right
place, you'll get a reply. Also, please read my guide before asking any
questions. Only questions and tips not already in my guide will be posted.

All game related emails sent to another of my email addresses will be ignored.

I do enjoy receiving instant messages with questions and praise about my
guides. If you would like to contact me, my AIM screen name is JuanDixonFor3.
If I do not respond immediately, this probably means I am busy. I am always
talking with my girl and with friends, so sometimes I don't get to instant
messages from people I do not know right away. Be nice and I will talk to
you. But if you are rude and abusive either because I don't respond quickly
enough or about my guide, I will probably block you. All emails sent to the
correct destination will be answered though.

Thanks!

(Yes, StarTropics is really only one word. Please don't email me about that.)

(***** / TABLE OF CONTENTS / *****)

```
---- 1.0 ---- INTRODUCTION  
  
---- 2.0 ---- GAME BASICS  
      2.1      Storyline  
      2.2      Controls  
      2.3      Characters  
      2.4      Helpful Tips  
  
---- 3.0 ---- LISTS  
      3.1      Items  
      3.2      Weapons  
  
---- 4.0 ---- WALKTHROUGH  
  
---- 5.0 ---- MISC. INFO  
      5.1      Frequently Asked Questions  
      5.2      Boss Guide  
  
---- 6.0 ---- CONCLUSION  
      6.1      Credits
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6.2	Revision History
6.3	Author Information
6.4	Conclusion

(***** / SONG RECOMMENDATION / *****)

When you are reading my FAQs, I usually like to recommend a song or two for you to check out in the process of reading. Lately, I have been loving the songs "10,000 Fists" by Disturbed and "Enemy" by Fozzy, and I highly recommend you check them out if you get a chance.

----- [1.0 INTRODUCTION] -----

Lately, I have been slowly trying to get back into FAQ writing, since I finally got some sort of motivation back. Trying to figure out a game that I wanted to write for was the major thing holding me back, however, as it took me a while to make a list of three games I wanted to write for: Sweet Home, Soul Blazer, and Silent Hill. Of course, I finally decided on one, and it turned out to be another S-lettered game, StarTropics. I completely randomly decided on this game out of nowhere.

It is a true classic NES game, as it has a ton of fun factor and some of the best NES music ever. It is often unfairly compared to Zelda, even though the games share very few common characteristics. They both have life meters and overhead gameplay.. and that's about it. StarTropics is a ton of fun, and since it's not the kind of game I normally write for, and shorter than Soul Blazer, I decided to try it out. Expect a Soul Blazer FAQ in the near future, though. ;)

I hope you find this FAQ to be of some use to you. It's neither the most popular game, or the most challenging, but I hope the guide gets a decent amount of hits and provides help to some people out there. I know most of my FAQs get hits and emails, so I am hoping to continue that tradition now. Enjoy the FAQ!

- Psycho Penguin

----- [2.0 GAME BASICS] -----

Of all the sections of my FAQs, the game basics is always the most annoying for me to write, as it's hard to properly convey exactly what I want to include. This one wasn't so bad, though, I am just going to give some controls and storyline and then some helpful information to help you out. This game is not as complicated as the average game I write for, which definitely helps.

----- /2.1 STORYLINE /-----

The storyline is not the most complicated of all time, that's for sure. It's basically one of those typical "save the loved one from the evil empire" types storylines, only this time you're a young guy trying to rescue your uncle, a famous archeologist, from the evil.. aliens. Yes, aliens are in this game. It's really not a bad storyline for a change. Here's what the manual has to say about the storyline in this game:

Hi. My name is Michael Jones, but my friends call me Mike. I'm fifteen years old and I live in Seattle Washington. Have you heard of my Uncle Steve? Well, most people don't call him that, they call him Dr. Jones. He is a very famous archeologist who is looking for some lost ruins in the Coral Seas. I've never actually met him, but last week I received a letter from him inviting me to stay with him at his laboratory on C-Island. I leave tomorrow on a helicopter! I bet I won't be able to sleep at all tonight. Well, goodnight.

Hehe, if only he knew. If only he knew. ;) The storyline barely gets any more complicated, as you'd expect for a NES title, but there are some minor character and plot developments as you progress through the game.

----- /2.2 CONTROLS /-----

Taken directly from the instruction manual:

Controls in Overhead Mode:

Directional Buttons: Move Mike or Sub-C around the area.

A Button: Talk to villagers or inspect objects.

B Button: Submerge Sub-C (Must have ID Code).

Select: Checks Health, Chapter, and current Weapon.

Start: Nothing.

Controls in Dungeon Mode:

Directional Buttons: Move Mike around the area. While Paused, moves selection cursor.

A Button: Jump.

B Button: Attack with Selected Weapon.

Select: Changes Current Main Weapon.

Start: Pauses game (By pressing Down while Paused, You can select Magic and Items found in the Dungeon. Press the B Button to use the selected Magic or Item).

----- /2.3 CHARACTERS /-----

This section is just where I list all the characters, of course. There are only a few that are relevant to the game, so I included them here.

Mike Jones

Who? Mike Jones! He's the main character of the game. He is sent by the chief of C-Island to find his lost uncle, and is armed only with a yoyo. Mike is a tough kid and you control him for the entire game.

Dr. Steve Jones

Besides having the best first name in the entire world, Dr. Jones is relevant to the plot because he is the one that foolishly got kidnapped by aliens, and your goal is to find him.

The Shaman of CoralCola

She will guide you along in your quest, giving you hints and making sure you never give up.

Baboo

This is Dr. Jones's main assistant. He will help you very little for some reason, and also appears to know more than he is letting on.

Nav-Com

LOL, this robot looks just a tad familiar, don't you think? He is the computer of Sub-C, the submarine you get.

Fortune Teller of SheCola

She helps you get into SheCola, after you get her crystal ball back.

Queen of SheCola

Not only does she give you an offer you most certainly CAN refuse, she hooks you up with the shooting star weapon. What a nice lady!

Peter

A parrot that gives you a major hint on solving a tricky piano puzzle.

Zoda

The main villain of the game. He is the leader of the alien invaders that kidnapped Dr. Jones.

===== /2.4 HELPFUL TIPS /=====

I don't have too many helpful hints to give you, since the game is mostly the type that just takes effort and practice, but there's always room for SOME basic tips.

- It takes Mike about half a second to turn when you push the button. It's not a huge deal, but keep that in mind when you have to make those split second turns.
- Save the weapons and special items for when you need them. You don't get an unlimited amount of them, so don't waste them on easy enemies or bosses.
- Remember that Mike can only jump one space at a time, so don't make those two tile jumps, unless you have the special item that allows you to.

----- [3.0 LISTS] -----

This won't be overly complex like I usually would do in my FAQs, because this is a pretty basic game with weapons that don't have statistics. Therefore, I'll just list the basic description of each item and weapon.

===== / 3.1 ITEMS /=====

The listing here is pretty simple. I list the items in alphabetical order, and I then list the type of item and its description.

TYPES

Automatic: You use it automatically.

Storage: You can save it for later usage.

Story: Used to drive the story along.

| Name | BIG APPLE |

| Type | Story |

| Desc | I don't think this is used for anything. |

| Name | BIG HEART CONTAINER |

| Type | Automatic |

| Desc | Gives you an extra heart container of health, increasing your total. |

| Name | BLUE CUBE |

| Type | Story |

| Desc | Needed towards the end of the game. |

| Name | CODE 1492 |

| Type | Story |

| Desc | This code is used to start up the Sub-C submarine. |

| Name | CODE 1776 |

| Type | Story |

| Desc | This code unlocks the Sub-C's submarine submerge feature. |

| Name | CRYSTAL BALL |

| Type | Story |

| Desc | Give it to the Shaman of SheCola to get access to the town. |

| Name | GREEN CUBE |

| Type | Story |

| Desc | Needed towards the end of the game. |

| Name | LANTERN |

| Type | Storage |

| Desc | Lights up a dark room, allowing you to see. You can use this five
| | times.

| Name | LIGHTER

| Type | Story

| Desc | Used to start a fire inside of the whale.

| Name | MAGIC BRACELET

| Type | Automatic

| Desc | Allows you to jump two spaces instead of one for the entire screen.

| Name | MAGIC WATCH

| Type | Automatic

| Desc | Stops or slows down enemies, depending on how it affects them.

| Name | ORANGE CUBE

| Type | Story

| Desc | Needed towards the end of the game.

| Name | PILLS

| Type | Automatic

| Desc | Fully restores all of your health.

| Name | POTION

| Type | Storage

| Desc | Restores several heart containers of health.

| Name | ROD OF SIGHT

| Type | Storage

| Desc | Lets you see things you normally couldn't see. You can use this

| | four times.

| Name | SCROLL OF OBOB

| Type | Story

| Desc | It is used to awaken Princess Bannanette.

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| Name | SIGN |
-----
| Type | Automatic |
| Desc | This is the oddest item in the game. It randomly takes away or adds |
|      | lives to your total. |
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| Name | SMALL HEART CONTAINER |
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| Type | Automatic |
| Desc | They are rarely dropped by minor enemies. They restore one heart |
|      | container to your health. |
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-----
| Name | SNOWMAN |
-----
| Type | Storage |
| Desc | You can freeze all of the enemies in a room, making them much |
|      | easier to hit. You can use this twice. |
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-----
| Name | STARS |
-----
| Type | Automatic |
| Desc | They are rarely dropped by minor enemies. If you collect five of |
|      | them, one heart container is restored to your health. |
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| Name | WORM |
-----
| Type | Story |
| Desc | Give it to Peter the Parrot to get a hint about a puzzle. |
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===== / 3.2 WEAPONS /=====

This is the section where I list the weapons. I listed them by alphabetical order, followed by their type, and then their description. Just like the items!

TYPE

Main: These are given to you and have unlimited uses.

Secondary: These are found and have limited uses.

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| Name | BASEBALL BAT |
-----
| Type | Secondary |
| Desc | Not one of the better secondary weapons. It has limited range and |
|      | is only a little stronger than the Shooting Star. Only use it when |
|      | you are under six heart containers. |
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| Name | BASEBALLS |

| Type | Secondary |

| Desc | These are only used on one boss, and can be thrown all the way |

| | across the screen. |

| Name | BOLAS |

| Type | Secondary |

| Desc | They are not strong at all, but can fly across the screen. |

| Name | LASER GUN |

| Type | Secondary |

| Desc | One of the better weapons in the game, as the range is awesome. It |

| | does about as much damage as the Shooting Star does. |

| Name | MAGIC MIRROR |

| Type | Secondary |

| Desc | This is one of the more unique weapons in the game. You use this to |

| | send projectiles back at the enemies that shoot them. |

| Name | SHOOTING STAR |

| Type | Main |

| Desc | You get this from the Queen of SheCola in chapter 3. It can only be |

| | used if you have six heart containers filled or more. Otherwise, it |

| | turns back into a yoyo. The attack power is better, but the main |

| | improvement is the range, which really increases for the better! |

| Name | SHOOTING STARS |

| Type | Secondary |

| Desc | If you push B after you throw them, they split into two. Good for |

| | attacking multiple enemies at once. |

| Name | SLINGSHOT |

| Type | Secondary |

| Desc | They are super strong, but only have the limited range of the YoYo. |

| | Pretty awesome weapon if you can handle that, though. |

| Name | SPIKE SHOES |

Type	Secondary
Desc	Probably my favorite weapon in the entire game, as this attacks
	every enemy on the screen for decent damage. You only get 10 uses
	though, so use them wisely.

| Name | SUPER NOVA |

Type	Main
Desc	You get this weapon in the alien spaceship towards the end of the
	game. It can only be used if you have 11 heart containers filled or
	more. Its attack power is strong, and the range is truly remarkable.
	This weapon is as great as you'd expect!

| Name | SUPER LASER GUN |

Type	Secondary
Desc	It has less range than the laser gun, but is stronger and moves
	around, so it can sometime attack two enemies at once.

| Name | TORCH |

| Type | Secondary |
| Desc | This acts sort of like the yoyo, but it has a much wider range. |

| Name | YOYO |

Type	Main
Desc	This is the first weapon you get in the game. It has limited range,
	but has decent attack power for the earlier portion of the game.

----- [4.0 WALKTHROUGH] -----

Here we go, the main portion of this entire guide, and I hope I won't disappoint. I will provide you with the best and easiest way to get through this game, but some of it still takes practice and effort, so be patient if things don't go your way right away! You will eventually get it. I am here to make sure you can do all the things that don't require patience and skill... like knowing codes and knowing which way to go through a dungeon.

Name your dude and then the quest begins. CHAPTER 1!

CHAPTER 1: PRELUDE!

One day in summer,

you land at C-Island
where Dr. Jones has
his laboratory

:::::::::::::::::::::::::::
CORALCOLA
:::::::::::::::::::::::::::

Scoot over to the left, it's not really hard since there's only one path to go! After finishing the winding path, you'll be in CoralCola, the first town of the game. Make sure to talk to everyone. Now, I know people will usually want you to waste your time in RPGs by telling you to talk to everyone to get minor hints, but this time you really DO have to talk to everyone, to get the storyline rolling. Sucks, huh?

Now, go to the hut on the left hand side to talk to the chief of the town. The view switches to a 1st person view of the chief, as he tells you about the disappearance of your uncle, Dr. Jones. Sucks, but wouldn't be much of a game if he wasn't kidnapped. He'll hook you up with a wussy yo-yo for some reason, and you'll be on your way. Couldn't he have at least given you a rifle or something?

Oh well, time to get going to the first dungeon of the game. Move right and talk to the dude protecting the hut. Provided you talked to everyone, he'll recognize you and let you pass into the test of island courage. The island shaman will first tell you to be careful and that the southern cross will always be there for you.

:::::::::::::::::::::::::::
TEST OF ISLAND COURAGE
:::::::::::::::::::::::::::

Listen to that wonderful music! Doesn't this song just totally kick ass? It's no wonder almost everyone considers this to be one of the stronger soundtracks on NES, huh? Anyways, move up a screen and kill the three snails to unlock a door. Usually, if you see a locked door and can't find a switch, killing all the enemies is the key to moving on to the next room. Keep that in mind as the game progresses.

The next room has even more enemies to dispose of, so kill all of them and you'll get to move onto the next room. In here, you'll see some blue moving enemies, but they are not that challenging either. They just move faster. Step on the switch that you can find in this room to unlock the door, then proceed to the following room. Here, move right and kill some more blue enemies, then move up and start jumping from tile to tile, eventually hitting a switch that will let you proceed to the following room.

This room has two snails and some moving blue enemies, so kill all of them to unlock the door to the next room. This room has switches that allow you to move left or right, but don't go there, as you'll just end up in a room with some flying bat enemies. Instead, jump on the leftmost tile in the upper corner to unlock a secret passage, then go up to the next room. This room has two flying bats and two moving blue enemies. Kill the blue enemies to unlock the door to the next room.

In this room, unlock the chest first to get 25 chests, then unlock the door to the next room. Oh, booo, the music changed. Kill the snail and then two snakes, which basically slide towards you as soon as you get in their line of sight. Jump on the tiles to reveal three switches. Jump on them to unlock two doors and a chest. Take the 25 torches from the chest, then go to the right

through that skinny passageway to go to a room with a medicine. You can unlock a room which leads to a medicine, but that's as far as you can go. The next room kills you. Trust me.

Go back to the previous room with the snakes and kill them again, then go up through the door to the next room. Kill all the enemies in here to get to the first boss in the game, C-Serpent. Switch to the torches now.

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^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
| BOSS FIGHT!           | | C-SERPENT           |
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
```

This is a pretty easy boss fight, as you may expect. The pattern for this boss is really simple. There are three tiles, and you can only stand in the center one and throw torches in the snake's mouth when it's open. However, he shoots out fire from his mouth 80% or so of the time, so you have to jump left or right to the tiles to avoid this fire. Just repeat this pattern over and over until the serpent is defeated.

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^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
```

Go upwards to exit this level.

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::::::::::::::::::::::::::
C-ISLAND
::::::::::::::::::::::::::
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Now, you are free to go to the rest of C-Island! Go to the laboratory, and meet Dr. Jones's assistant, Baboo. He will give you the code for the submarine Sub-C, 1492. Hmm, something important happened that year, didn't it? He refuses to say any more, because he is scared to. Weird. Anyways, go to the lab and talk to the ROB-looking thing. The code will automatically be given, and you are free to sail away to the next chapter, as this one is OVA!

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CHAPTER 2: DOLPHINS
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After a few hours voyage,
Sub-C is still cruising
on the ocean....

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::::::::::::::::::::::::::
SUB-C
::::::::::::::::::::::::::
```

You will still be cruising along, until a dolphin approaches the submarine. Nav-Com translates, saying that the dolphin has lost her son. Agree to help the dolphin find her son. Go right and dock at the lighthouse, then go inside of it. The man doesn't have any idea about the dolphin, but he says his wife might, so it would be wise to see her. Go back to the Sub-C and you will start to see a tunnel bubbling.

Push against the wall and you will go through the tunnel. Keep doing this until you can dock at the little house. Inside, talk to the wife and she will say that she saw a bottle near the beach, so let's go to the beach now. Just circle around the house and go to the beach, you can easily see it from where you are. Unless you're blind. Then you can't see SHIT! Go to the mountain range and push left at the top square to push through to a path, where

eventually you'll get to the bottle.

This bottle contains a letter from.. Dr. J himself! Wow. He says he has been abducted by evil aliens (no shit, care to tell us again?) and that he wants us to use the ID Code 1776. Well, this doesn't make any sense, but whatever. It's just a game, right? ;) Go back to Sub-C and give it the code you were just helpfully provided. Now, you can dive underwater. You needed an obscure code to be able to do that? This game needs to help a brother out more!

Anyways, go back to near the woman's house, and you'll see some squiggly lines in the water. Push B at these lines to submerge underwater. Follow the path and get the Heart Container before going into the cave.

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::::::::::::::::::::::::::::  
OCTO'S CAVE  
::::::::::::::::::::::::::
```

This dungeon is designed just a tad differently, and also introduces new and fun challenges to overcome. Go up to the next screen, then follow the path of grass. A enemy will jump out of nowhere, so kill it easily and then collect the baseball bat special weapon before moving onto the next room. Be careful in this room, as it has the first sinking tile of the game. The tile randomly sinks then comes back up, so wait til it comes back up then quickly jump across it. Kill the snake, then continue on to the next room.

In this room, you'll do the Macarena. IF YOU'RE LUCKY! You probably won't, though, since I have an ultra rare copy of the game. Instead, you are forced to follow a long path and kill some fish along the way. Suckers. Follow the path to the next room, then kill the 3 bats. It opens a door, so go through that door into the next room. Here, carefully watch these enemies move and kill them when you can. This next room has a series of sinking tiles with octopi randomly jumping up. Kill them and proceed slowly. Push the switch to get to the next room.

In this room, kill the three snakes, then go left and view the wall carefully. You'll see a small portion of it that is shaded differently, so push left against it and you'll go through the wall into a separate room. Cooooool. Kill the bat, then collect the hearts and baseball bat before pushing the switch. Go through this room, through a secret passage to a next room containing yet another switch, which you should definitely push if you're as smart as me. Which is rare, I'd be the first to admit.

Quickly kill all the enemies in this room, then go through the door. Kill the four octrots in this room, while avoiding the enemies that shoot at you. The next room has a switch, as well as two hearts. Kill the Bat to your left, then go through the door. Kill the enemies in here, then find the part of the wall that is dark, and push through it to get to a switch and a Snowman Doll. Whoo hoo! Destroy the octrots in here, then move up to find the baby dolphin! Buut he's in a cage, as you may expect. Grr. Kill the enemy then move up to get to the 2nd boss of the game, Octo.

```
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^  
| BOSS FIGHT!           | | OCTO                               |  
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
```

He's a little bit harder than the C-Serpent, but still not too challenging. He will start off the fight by shooting ink at you. Avoid the ink shots, and when Octo charges at you, quickly attack him a few times, as this is the only time you are able to. If you want to make the battle quicker, use the snowman when he's first down in your area, so you can attack him more times before he moves

Talk to everyone first, then talk to the woman to the northeast of the chief's hut. She is Miss CoralCola 1990, and she will ask you who is prettier. Of course, you have to choose her for the story to continue. I personally think they're both skanky 8 bit whores, but I have to do what's right to proceed in the game! Now, proceed to the chief's hut by going through the left side of the small hut to the far right. Exit the hut and walk around to the chief's hut.

Talk to the chief, and he will tell you what happened to his daughter. If you can help save his daughter, he will fix your ship. Whoo hoo. Talk to the man on the top right of the village, and he will tell you to talk to Bananette, so go back to the chief's hut and take the secret passage in the backside of it. Go to the left to get to another hut, then line up with her door and head straight down to get to Bananette's room. The guard will let you by, then walk up to her bed and talk to her. Exit the hut and talk to the guard to the top right of the village. Time to enter another cave. Oh, joy, and the fun is just beginning in this long ass chapter..

:::::::::::::::::::::::::::
MAGMA'S MOLTEN TUNNEL
:::::::::::::::::::::::::::

Go through the door, then kill the two groups of snakes. This takes a little bit of timing, but shouldn't be too rough overall. The next room has some flying skulls, and this time you have to kill them with a yo yo. What I do is hit them a few times as they get close, then move away again until they get close again, then repeat until they die. Killing all of them will reveal the next room, so go in there and the lights will go out. Quickly kill the snake, then proceed as far north as you can. Once you can't go up any more, you will see four snakes lined up. Line up with the second one from the bottom. Kill it when you can, then jump on the land it was on.

Now, lure the snakes to come to you, and attack them, while you stand on the current platform, so you don't lose track of where you are. You will see aqn octot jump on a platform occasionally, so make a mental note of where this is, because you will need to remember soon. Go to the right of the platform it lands on, then kill it when it comes up. This will open the path to the left. Jump left on the platform and then up to light up the room. Now, jump on the land and grab the bat and slingshot. Jump on the tile at the bottom and then down to another room. The room here has a small chest in the middle, so jump on the tile to the left to get the button, which reveals a medicine in the chest.

Go back to the previous room, then go left to the next room. Use the slingshot to kill the annoying flies in here, then jump on the tile to the lower left bring the button to the right up, then hit the button to unlock the door to the next room. This is so thrilling, honestly. This next room has sinking tiles that move VERY fast, so immediately jump on all 3 as they come up. As soon as the 1st one comes up, jump, then jump, then jump, then jump again to make it to safe ground. You can hit the tiles on the left and right to reveal hearts, but you don't have to and it's possible to screw up your timing doing that. Walk down two flights of stairs, and the music will change to something a little more menacing. Cool!

Go to the right and into the next room. The try your luck sign is in here, and if you're feeling risky then try it. I usually get +1 anyways. The top left tile has the button, so jump on it then hit the button to open the door. The next room has some flies, but they're easier than normal to kill. Why is that? You can get a stopwatch from the second to left tile on the bottom row, which

stops them temporarily. Kill the flies to open the door to the next room. The next room has a mud-like enemy that shoots things out at you slowly. Go right, then jump on the tile and jump again to the land. Jump to the far right to unveil the button, then hit it to open the door to the next room.

In here, there's another shooting mud enemy. Jump up the right line of tiles, and grab the bola along the way. Keep jumping until you get to the sinking tile room. Jump across the tiles very quickly again, like you did before. No need to deviate from the path, since there's no hearts to be found here. The next room is empty, and the room after this contains the boss for this lair, Magma the Fierce.

```
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
| BOSS FIGHT!           | | MAGMA THE FIERCE           |
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
```

This boss is a little tricky, for the simple fact that it takes an unique way to actually beat him. Weapons don't phase him, and he loves to shoot fireballs at you. There are two red crystals on the side of him, so avoid his shots and head to the platform at the upper left hand corner to reveal a button. Jump on the button and the first crystal will disappear. Now, jump to the upper left hand corner and step on that switch to reveal a button. Hit the button and he will fall to the water. Figures he makes his home over the one thing that hurts him, what a smart guy. The boss is only tricky due to having to avoid the fireballs, but once you figure out the pattern, you shouldn't have any more difficulties.

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^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
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Walk through the door to the right and climb all the staircases. You'll exit here, but the chapter is not even close to being done yet. :(Instead, walk north and follow the gap in the middle of the mountain range, which leads to a path, leading to a big heart. Walk right to get to SheCola.

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SHECOLA
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As you might surmise, you cannot get in here, because SheCola is a place for all women, and Mike Jones is hardly a woman. Damn. Instead, walk down the path on the right and head upwards then left, then enter the staircase. The fortune teller here will turn you into a girl if you recover the crystal ball in the pond near the Ghost Village. Oh, great, another freaking dungeon. Leave SheCola now, then go back through the path in the mountains, and head west to get to the Ghost Village.

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GHOST VILLAGE
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Go left, and you will see a bunch of graves, but the one you need to worry about is the blue one. Enter this one and you'll be in the next dungeon. Jesus.

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GHOST TUNNEL
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This chapter is really starting to piss me off. And we still have one more big ass dungeon to go. :(The first room contains some bonedogs, so kill them to

open the path to the next room. Head left and kill the bonedogs at the end of the room, and jump on the lone tile in the water to unveil a button, then jump on the button to open the door at the bottom of the room. Go through this door, and now enemies will start to be invisible. Wonderful.

I guess they actually took that Ghost thing literally. Jump on the tile to the right, then jump on the button to reveal the door to exit the room. Kill the three enemies in here, and jump on the tile to the right. This breaks open the chest, containing a Rod of Sight. Now, you can see these invisible enemies! I assure you that will help tremendously in this God forsaken place. Go to the next room and use the Rod of Sight to reveal some enemies, then kill them and jump on the tile to reveal the button. You know what to do.

In the next room, kill all the skulls, or avoid them the best you can, as you make your way to the far right side of the room. Jump on the tile above this platform to reveal a button, then jump on the button to lead to the room on the right. DON'T GO DOWN. Use a Rod of Sight in the next room to reveal some more enemies. Kill all of them to open the path on the right, which contains two hearts. Go back left, and down now. You don't have to worry about killing them again. Lucky you, I'm sure you had such a tough time with the creepy little bastards, too! ;)

Kill the slime on the right and walk through the wall to the right. Use a Rod of Sight to reveal some more enemies, so kill them and jump on the tile to the top left to reveal a button. Push the button to open the door to the next room. Go through it, then you'll be in a room with a mini volcano and one tile. You know what to do, it reveals a button and yadda yadda. The next room is DARK, SPOOKY, AND MYSTERIOUS! OH NOES! Fortunately, you have me to lead you through such a horrifying experience!

Kill the bats if they get too close, and run right until you are stopped. Jump right, and it will unveil a button. This button will open the door to the next room. In this room, kill all the enemies to open a door to the next room. Use a Rod of Sight and kill all the enemies in here, then jump on the tile at the very bottom of the far left row to get some Magic Lanterns, which light up those dark rooms. These will definitely come in handy, don't you think? Go right to get a medicine and two hearts, then return to the dark room with the bats.

Jump to the platform in the middle, then jump right and you can walk through the wall. Use a magic lantern, then go down to get a Rod of Sight again. Jump right onto the land, then walk through the wall. In here, jump around until you bring up a button, which opens the door. Jump around, being careful for sinking tiles, until you get to the south piece of land. Jump around to the door, then follow the path to the next room. Wait for these guys to finish shooting, then attack them quickly until they are defeated. Beating both opens the path to the next room.

Boss music, but no boss. Weird. Go straight to the top, then jump out of the screen. Kill the bonedogs, then go to the next room. Jump on the far left tile to make a stopwatch appear, which makes killing the enemies in here easier. Once they are defeated, the door opens, so go through it now. This room is easier than your mom. Run to the top group of platforms and jump on the bottom right one to reveal the switch, which opens the door. That's right, no enemies or nothing. Where's that boss anyway?!?

Use a Rod of Sight in this room, and then kill the enemies to open the path to the right, so go through there. Use a Rod of Sight, then kill the enemies that appear to open the door to the next room. Kill the bonedogs in here by jumping on a tile and letting them approach you. Simple yet very effective strategy

indeed. The door will open. Jump on the top left tile in the right hand side to get some Magic Mirrors. Go through the door to the next room. Equip the mirrors now, and reflect their shots back at them to kill them. Once they're all dead, the room opens.

Go to the next room, and slowly take out one enemy at a time. There's six of them, so be patient and keep moving to avoid unnecessary damage. The game isn't timed or anything, you know. Head down to the next room, and use the Rod of Sight. Grab the bola and then kill the mini enemy. This opens a path to the left, so get the four hearts and head back right. Jump on the tile and this leads to a button, leading you to the next room. Go down and kill the skulls. In the next room, equip the Magic Mirrors and reflect their shots back at them again. Head left and use a Rod of Sight to reveal the next boss, a giant ghost.

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| BOSS FIGHT!           | | MAXIE                             |
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I'm glad to at least see a boss after hearing the damn boss music for the entire second portion of the cave. Equip the bolas, since that's the only weapon effective against the giant ghost, and go to work. Avoid the fireballs being shot out by the mini volcanoes, as well as avoiding the damage floors that keep popping up throughout the floor. Time your shots well and he will start to speed up, so just repeat the pattern of avoiding and occasionally firing bolas to eventually beat him. He doesn't take too many hits, which is nice.

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Go right, then jump on the tile to open the door. Go up and jump on the middle tile several times to go outside. Get the crystal ball and return to SheCola now.

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::::::::::::::::::::::::::::
SHECOLA
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Back in SheCola, return to the fortune teller and hand her the Crystal Ball. You are now a girl. This game is so wrong. You'll now be in the front of SheCola. Talk to the guard, and you'll be let in. Go to the upper left hand corner of the screen and enter the room, and then climb the staircase. You will talk to the queen. She'll give you the shooting star weapon, then tell you to talk to the head warrior. Talk to her on the upper left hand corner, and she will tell you how to get through the west cave. Talk to the fortune teller to turn back to Mike, then leave SheCola and head west to get to the West Cave. What, I thought you had to go northeast!

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WEST CAVE
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Slowly getting done here, folks. Only one more to go after this, I promise! Enter the first room and jump on the button 10 times and a bridge will appear. In the next room, head left and kill the enemies to open the door. Go down through the door, and kill the enemies, then go left through the door. Jump from tile to tile, killing mud enemies along the way. Follow the path left to get to the next room. Kill the enemies in here, and it will open a path to the exit! You are already out of here!

Back on the overworld, go straight down until you are against the mountains. Go left, and you will go through the mountains. Walk into the house on the left and talk to the guy to have a poem read to you. Exit the house and go south into the cave.

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HERMIT'S MOUNTAIN
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Finally, we are at the last dungeon in this ridiculously long chapter! I warned you it was going to be a long one. The first room has four snakes, but you only have to kill the one on the lower right to unlock the path to the next room, which is to the right. In the next room, kill the skulls to open the door to the right. Kill the two boneheads in here, and the door to the next room will open.

The white platforms in here will fall down as soon as you jump on them, so QUICKLY jump from one to the next, until you are on the tiles on the other side. Jump on the first tile to the right, which opens a button. Step on the button to open the path to the right. Here, jump on the tile to the right and it will unveil a button next to the chest. Step on the button and the chest will open for a bola. Jump on the platform to the top of the group, and a button will appear above it. The button, shockingly enough, does nothing. Just kidding, it opens the door. AFTER IT KILLS YOU. (Just kidding again.)

In the next room, go down the stairs, then go right and jump on the white platforms quickly to get to the land. Jump to the middle portion of land. Jump on the sinking tile quickly, then jump on the tile above it to reveal a button. Jump on the button and go through the door to the next room. The next room has a fly and mud enemy, so kill them and a door will open. Go through the door, then jump on the sinking white platforms quickly to get to the next room.

Here, you have to do a lot of precision jumping and timing. Jump on the white tile to the middle, then to the left. Jump on the regular sinker to the left, then jump to the far left tile and hit the button. Jump on the button and the next room will be revealed. Get the hearts and medicine, then go back to the previous room and jump on the white tile to the middle, then the right, then go to the far right and hit the button which takes you to the next room for real now.

Jump on the tiles until some frogs appear. Kill the right one and the path to the right will open. Kill the three enemies in here, watching for them as they charge at you, then go through the door to the next room. In here, climb up the stairs to the next room. Go through the door at the top, and in the next room, jump on the tile to do the typical button pressing stuff. I know this is just thrilling stuff, I am really having a ball typing "push the button to open the door" 500,000 times in a row.

In this room, jump on the tile to open the door at the top. Go through the door, then kill the enemy to open a path to the next room. Kill the enemy in the next room to open up the path, then jump on the tile to the left to reveal a button. Take the path to the right to the next room. Kill the enemy in here, then go down. In the middle portion of the left room, you can walk through the wall. Jump on the geyser to take you out of the dungeon, finally.

Talk to the hermit at the top. He will give you a scroll which will break the curse on Bananette! Yay! You will automatically be back in MiraCola. Bananette will be awoken, and the chief will be so happy, he will fix the Sub-C. Go outside and the freaking chapter will FINALLY BE OVER!

WE DID IT! CHAPTER 3 IS OVER! *DANCES*

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CHAPTER 4: CONFESSION
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Sub-C is cruising
on the ocean....
A small island appears
on the horizon....

.....
TUNACOLA
.....

The good news about the long ass chapter 3 is that there's a short chapter 4, with no dungeons whatsoever. Whoo hoo. Go right and you will get to an island. Get off at the dock and walk to Tunacola. In here, talk to all of the people and then leave after the event. Go back to Sub-C, then go to the right of the island. You will be swallowed by a whale!

.....
INSIDE THE WHALE
.....

Now, we are inside of the whale! Fortunately, it's just an overhead maze and not an actual dungeon. Go left and dock near Baboo. He says he needs a lighter to make the whale sneeze, so time to find it. Go back to Sub-C, then go right to the tunnel. Go up and then right. Follow the path for the next few screens, until you get to the one with the piece of land in the middle of it. Go up to the next screen, then submerge at the square and you will be in another area.

Go up to the next screen, then go left. The next screen is just a straight path, and in the following one, go down to the next screen. Submerge in the area close to land, and then go up to the next screen. Go up then left at the intersection, then follow the path for two screens. Don't submerge here, instead, go down. Go through the secret passage, above the stairs to the right hand side. Go through it, then head down to the next screen. Here, land near the fish and walk down to reach the lighter.

Go back to the place I told you not to submerge at, and submerge there now. Go down and land at Baboo, then talk to him. This part of the game is lame, since it requires you to dip a letter in water that came with the game, to get a special code. Since I know 99% of you don't have this letter, the code is 747. Enter Sub-C and enter 747, and he will let you go to the next chapter. Stupid freaking idea, Nintendo. You bastards.

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CHAPTER 5: CAPTAIN BELL
=====

Sub-C is searching for
Dr. Jones' location....
But the strait is
blocked!

This chapter isn't so bad. It's just one town and a super long dungeon.
Nothing we can't handle, right? M I RITE?!?

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BELLCOLA

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Go left and enter the village of Bellcola. Talk to everyone, then talk to the guard in front of the hut. Then, talk to the Chief, who will give you the secret of the strait. The passage is not easy to open, so we should get Peter's help. Leave the village and go left through the little passage. Here's Peter, but he won't help you without getting something in return. What a greedy little bastard. Then again, I'd probably be doing the same thing to be honest!

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GETTING THE WORM

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Leave now, and follow the edge of the island to the right and then down until you can submerge in the water. When you come up above water, go up and submerge again. Go up and find the splashing water and go through the passage here. Dock and go into the hut. Talk to the fisherman and he will give you a worm, and give this worm to Peter. Now, he will give you the code: Do Mi So Fa Do Mi.

Go back to where you got the worm, and go south to the dead end in the rocks. To the left is a secret passage, and at the end of this is Captain Bell's Memorial. Why would they hide it in the middle of nowhere? Doesn't seem like a very logical place to put a memorial. Most of us, including me, suck at pianos and wouldn't know the keys, so fortunately I'll tell you which ones to push.

To solve this puzzle, step on the 1st key, then the 3rd, then the 5th, then the 4th, then the 1st, and finally the 3rd. The passage will now open, so go down the stairs and then head south. Go down the first stairs to the right, and take the secret passage in the lower left of the room. On the other side of this room is a Big Heart, then exit this room and head south and out to the beach. Go left and up to get to the dungeon.

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CAPTAIN BELL'S CAVE

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This is a long and challenging dungeon, so I hope you are ready. I'll put my game face on and try to keep the humor to a bare minimum. Go down to the area you came in, and go right to find a pair of two hearts. Go back up into the next room, and kill the red bats to unlock the door to the next room. Go left to the next room, and these blocks will fall as you jump on them, so be very careful! Quickly jump on the block at the end to trigger a switch, then jump down and hop on it to open the door. Follow the path quickly to the door.

In this room, just simply run as fast as you can to avoid the spears that come out of the wall. Run and jump on the block to the left, then run left and stand between the blocks of spikes. Run again, then jump on the switch. Go to the next room and hit the first block. Stand next to the black ball, then hit it and it will start moving back and forth. Jump over it and then jump on the switch. In the next room, go down and defeat the snakes and bats. Pick up the try your luck sign, then go to the left room to get two hearts.

Jump across the platforms to avoid the spears, then jump on the far left tile. Now, go back right to hop on the switch, then exit the room and go up this time. Here, take care of the rat enemy, then go straight up to fall down a

hidden hole. Go up the lower right stairs, then walk up next to the wall. Go through the secret passage in the left wall, then go left one, down one, and left one through another secret passageway. Kill the enemies in here to unveil the passageway to the next room.

Go through the door in the next room, and in the following room, jump all the way to the left, and jump on the lower left hand tile to unveil the switch. Jump on the switch, then head left. This room has a boulder, which will instantly kill you if you touch it. The key is to hide in the little openings to prevent it from coming after you. The bottom tile at the end has a Magic Mirror, and the top tile has a switch to open the door.

In the following room, use the Magic Mirror to reflect the Pirate Skeleton shots back at them, then kill the snake to unveil the way to the next room. Hit the first ball, take the Rod of Sight, and jump over it when it comes back at you. Go down, then hit the bottom ball and jump over it. Jump on the left tile and you will unlock the switch. Trigger the switch to open the door to the next room. Kill the bat and snake in here, then open the passage to the next room.

Here, kill the dodo bird enemies, and in the following room, avoid the boulder by quickly jumping on the tile below you to trigger a switch. Dodge the boulder, then go left to jump on the switch. The following room has a tile which you can jump on to trigger a switch. The room after this has a bunch of enemies you need to kill while making timed precision jumps. Be careful. In this room, jump on the block to the right and hit the switch to trigger a new passageway.

Get the baseball bat from this room by hitting the upper left hand corner tile. The bottom right hand tile has the switch that goes to the next room. Go through this passage and you'll soon be in a room with four more balls. Hit the one next to you and get a Rod of Sight, then jump over the ball as it comes by you and go up. Hit the top one and jump over it as well, then jump on the tile to the left and trigger the switch. Go up and quickly jump on the tile and then to land before it sinks. Hit the switch that appears, then use the sinking tiles to land on green stagnant tiles, getting a pair of double hearts.

Go back to the room with purple monsters and use a Rod of Sight to make a ghost appear. Take care of it, then go through the newly created passageway. Hit the two balls so you can jump over them, and jump on the upper left block to trigger a switch. Go left and jump on the tiles while avoiding sticks that come out of the ground. Jump on the switch, get the double heart, and move onto the next room. Run left to avoid the stake, then jump on the sinking tile quickly and keep running through the path, then jump on the tile to make a switch appear. Jump on the switch and run to the next room.

Get to the end of this room and jump on the tiles. Hit the boulder to freeze it for a second, then hit the switch, then go up and get the Mirrors. Hit the boulder again to prevent it from moving again, then move left. Equip the mirrors and defeat the Pirate Skeletons, then switch back to your normal weapon and kill the snakes to open the door. Go right to move through a secret passage, then go all the way up and left. Jump on the tile three times.

The water will drain, the tunnel will be finished, and we're moving on.
CHAPTER OVER!

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CHAPTER 6: REUNION

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I just realized we haven't faced a boss in forever, and why is the cave named after the 1st boss and not the 2nd? Oh well. This boss moves back and forth across the screen, occasionally shooting stuff out. How original. Just avoid the shots at first, and then the double jump item will appear from seemingly nowhere. I believe in magic now! Get it, and now you can jump to the tiles and hit this guy with the shooting star weapon until he dies. He's not hard at all!

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Well, now I definitely can't see why this dungeon is named after him! Go left and then jump on the tile. Hit the switch that appears, then proceed to the next room. Kill the enemies in here to open up the next room, which has a secret passage in the left hand corner that you should take. Go left until you stop, then jump left to make a switch appear. Hit it and a door will open. Go back through the passage and you will be back in the room you started in a few screens ago.

Okay, now go to the next room, north, and go through the secret passage in the upper left hand corner this time. Get the double jumped item, then move left until it's no longer possible to do so. Jump left and a switch will appear. Jump right, then jump down to turn the lights on. Jump left, then down, and left twice to trigger the switch. Get the Baseballs, then go through the north door to get to the next room.

Get the Spiked Shoes here, and use them to kill the enemies. Use them on the enemies in the next room, as well. Go around to the top and jump on the far left tile to get a double jump item at the bottom. Jump across the middle after getting the item, then grab the double hearts. Kill both the enemies here to open up the door to the next room. Jump around and kill the enemies in the next two rooms to get to a boss.

^_^

| BOSS FIGHT! | | BROKEN JOE |

^_^

Just wait patiently for him to break off the wall. If you try to attack him while he is still part of the wall, you're dead. When he comes out of the wall, jump over the shots that he fires at you, and throw baseballs into his mouth. Repeat the pattern over and over and he will soon die.

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Huh, this hasn't exactly been the most challenging chapter in terms of bosses. Go up two screens and you'll be out of this tunnel, but the danger is not over yet! Walk two screens to the right and take the second pathway north. Go left through the lake and then down the stairs to get a Big Heart. Go back to the first screen, and go up this time. Go right at the first intersection, then go up to the next dungeon.

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ROCK TUNNEL
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This is the last traditional dungeon of the game, so I hope you'll enjoy it. Go right at the entrance and walk through the wall. Jump on the third block from the bottom, then jump on the switch. This opens up the door to the next room, so go through it. Kill the enemies then get the hearts if you need them.

Kill the enemies in the next room while avoiding the spears that randomly come out of the floor. They cause some decent damage. Go north to the next room.

Jump to the center of this room and get the asterisks, then use them to kill the enemies. Go north and use the asterisks to kill the bats. Hit the spiky ball with your normal weapon, then jump over it. Go the next room and kill the enemies, then go left and get the pair of double hearts. Go back and jump on the second tile from the left to make a switch appear. Jump on it, then go north. Kill all the bats in here, then go north. Kill the little purple monsters, then go left to the next room.

Go straight up, then jump up to the next screen. Go left, then jump back down to the previous screen. Get the double heart, then go back to the previous screen and go right and down. Line yourself up with where the double hearts were on the other side, then jump on the block and then on the switch to open the door to the next room. Use the asterisks to kill the enemies in here. Defeating it unveils a tile, which holds a try your luck sign. Go north to the next screen.

The switches on the bottom right have items, and the third one from the bottom has a switch that leads you to the next room. In this room, hit the snakes without hitting the spiky ball, then hit it and then kill the snakes. Jump over the spiky ball and go up to the next room. The enemies in here are invisible, so wait for them to walk so you can see them a little. Defeat them to open the door, and kill all the enemies in the next room. Jump on the tiles to the far left and far right to get some items before proceeding up to the next room.

Kill the four invisible monsters, then go up and beat the pink rock monster. Go north and go through the middle of the left wall. Walk to the bottom of the next room and jump down. Grab the medicine, then jump on the tiles. Get the asterisks then jump on the switch to open the door. There's mini bosses in the next room. Use your yo yo to hit them, avoiding the projectiles that they shoot out in the process. Jump on the tile in the next room to make a switch appear.

The following room is dark. Go four steps up, then go left into a secret passage. Go down, then jump down one tile and then left two tiles to make a switch appear. Get the asterisks from the chest, then go north to face the final traditional boss of the game!

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| BOSS FIGHT!           | | TWIN SUMOCHO           |
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
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Again, they are not the most challenging bosses in the world. There's two of them, one in each corner of the top part of the room. They shoot fire out, which is easily avoided. Shoot an asterisk out and split it at the right time to hit both of them for the price of one! How cool is that? If you run out of them, use some hit and run tactics to carefully dodge their fire and get in some well timed hits.

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Whew. Follow the path to get to Dr. J, who asks you to get three magic cubes back to save an alien race from the evil aliens that kidnapped Dr. J. This is where the Star part of the game name comes into the play. Agree to help out (like you have a choice..), then go up to the stairs. Go up the stairs, then follow the path north to end this chapter.

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CHAPTER 7: ALIEN SPACESHIP
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At last, you have arrived
at the spaceship...
Find the 3 Magic Cubes!

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ALIEN SPACESHIP 1
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Now it's time to get the three magic cubes and save the world or whatever. In
the first room, get the four hearts. Go up and avoid the enemy. Shoot the
north wall and get the Spikes, then go back down and get the Vitamin-X now. Go
to the right, then down. Go through the warp tile, then take the top warp and
grab the medicine. Go back to the room with four warps and take the right warp
tile now.

Here, kill the enemy then go down two screens. Follow the path to the left,
avoiding the annoying enemy gun fire that randomly comes out at you. Damn
Gunnars! On the next screen, jump to the left and kill the enemies. Get the
Ray Gun, then jump onto the warp and follow it to the next warp. Go left and
you'll be up to the first boss in here.

^_^
| BOSS FIGHT! | | JET PACK JUMPERS |
^_^

Get the double jump item that appears right away, as it will prove to be
invaluable during this fight. Now, equip the Spikes and start attacking these
guys with them. They fly around the room, shooting bullets out. Once you're
done with the Spikes, switch to the Ray Gun and finish them off with some
shots from the gun.

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Go up one room, then exit. Here, there will be a room with three staircases.
Take the lower right hand corner staircase, then follow the path to get the
Magic Cube. You'll now get the Super Nova, the strongest weapon in the entire
game! You need a full row of hearts to be able to use it, though. Go up to get
to the next spaceship.

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ALIEN SPACESHIP 2
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We're almost done. This is less of a maze and more a straightforward path, so
it shouldn't be too challenging to get through. Grab some hearts in this room,
then go right a couple of screens to get the Ray Gun. In the next room, kill
the enemy, then shoot through the northern wall. This room here contains a
valuable Medicine. Go back to the main path and go right now, standing on the
tile and killing the Gunner. Step on the warp tile to get into a room with
four moving turrets. Kill them and a door will open.

Go through the door that opened to the right, then break through the northern
wall to get the super strong Wave Gun. Go right and defeat the enemies here,
then grab the Vitamin-X. Go through the door to the next screen, then avoid
the enemies and move on. Defeat all the Gunnars in the following room, then

grab the Wave Gun and Hearts. Defeat all the enemies in here, then go right and through the secret passage to the top that has a Wave Gun.

Go right and avoid all the enemies here, then jump across the platforms. In the last room, jump across the three platforms while avoiding the tiles that heat up in the floor. The next room has the second boss in here.

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| BOSS FIGHT!           | | OSTROID           |
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_
```

This is one of the easier bosses in the game, believe it or not. You can't physically harm this creature, but you can shoot at it over and over until you can step on the switch. This will open up a pit behind Ostroid, so keep attacking it and he'll eventually fall into the pit. Done!

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Hey, we're getting really close to beating this game now. You'll be in another maze after leaving this dungeon. Go down, past the first fork, then go right at the second intersection. Go down the stairs, then go down one step and follow the path along to eventually get the 2nd Magic Cube! You'll now have 22 hearts, but the aliens will be pissed that you have the cubes and will lift off with you still on the ship!

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=====
CHAPTER 8: FINAL BATTLE
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The Alien Spaceship is
circling the Earth....
Hurry up and find the
last Magic Cube!

Now, we're up to the final chapter of the game, and this is when it starts to really get interesting! Go north and the infamous Zoda will appear for the first time and challenge you. Walk north to enter the final dungeon! Here we go!

```
:::::::::::::::::::::::::::::
THE FINAL DUNGEON
:::::::::::::::::::::::::::
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After all this hard work, we're almost done! The first room contains a boss battle right away.

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| BOSS FIGHT!           | | ZODA'S IMAGE           |
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_
```

Grab the Ray Gun from the corner of the room, then stand in the center of the room and wait for Zoda's attack. He will either shoot eyeballs at you, or reach out with his hand and try to slap you with it. If he tries to shoot eyeballs at you, avoid them and shoot him fast with the Ray Gun. You can only attack his head. If his hand comes out, quickly run to the side to avoid it.

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After defeating this boss, go left and grab the Vitamin-X, then follow the path along until you get to the second boss.

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| BOSS FIGHT! | | ZODA'S CORE |
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It takes a lot of hits to beat this boss, so be wary. Kill the two Gunners at the bottom right away to get flying stars, which you can use to shoot at Zoda's Core. The problem with this boss is that it heals itself for 25% of its health occasionally, which really ticks me off every time. He'll do it for sure once or twice, so be ready for a long, drawn out battle. I recommend occasionally attacking from the tiles with the flying stars, then jumping away when they fall, and switching to the Ray Gun to continue the attack. Repeat this pattern until you win.

^_~^~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^_~^

After beating the crap out of the core, we're almost done for real now. Continue along the path, collecting hearts and a Ray Gun along the way. Make sure you have full health before entering the final room, containing the final boss of the game...

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| BOSS FIGHT! | | ZODA'S FINAL FORM |
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Here we go. The final boss of the game, and he's not easy in the least. He has a ton of life and a few devastating attacks. He will jump from one tile to another, shooting off fireballs. If you jump into him, you will die automatically. Just follow his pattern and always stay one step in front of him, shooting him with your Ray Gun or Super Nova as he jumps from tile to tile. As long as he follows you around, you shouldn't have too much trouble disposing of this alien freak.

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Now, you can get the Magic Cube, and you have completed one of the tougher NES games out there! Congratulations!

===== [5.0 MISC. INFORMATION] =====

This is a section where I include some answers to questions I know people will have about the game, as well as a section for helpful boss information.

===== / 5.1 FAQ'S /=====

You can always email me if you have anything you want to add.

Try penguin_faqs@yahoo.com
subject: FAQ for StarTropics

These are the best I could come up with.

1. How are we supposed to know that 747 code?!?

A: The game came with a manual and letter. If you dip the letter in water, the code 747 would be revealed.

2. Why the hell would Nintendo do that? Talk about lack of foresight..

A: Yes, looking back it was a stupid mistake, since about 1% of people still have the letter, but at the time, they wanted everyone to buy the game, and not rent it.

3. How do we figure out that piano puzzle?

A: The hint Pete gives you corresponds with the keys that you need to push on the piano. So, if you didn't know the piano key buttons, you'd just have to guess the best you could, or do some research. To solve this puzzle, step on the 1st key, then the 3rd, then the 5th, then the 4th, then the 1st, and finally the 3rd.

4. There's a sequel to this game. Is it any good?

A: I personally love it, although there's been some difference of opinion from people that have played it. It's way different than the first, for the most part. The sequel has you going back in time, and the tile based gameplay is gone. You also get more variety of weapons. I really enjoyed it, maybe even more than this one.

5. Why hasn't Nintendo made any more StarTropics games?

A: They wanted to focus on the several major series they have, as well as develop new ones. StarTropics 2 sold especially disappointing, so they figured keeping the series alive wasn't worth it. That's why we haven't even seen a port of StarTropics for the NES Classics line.

===== / 5.2 BOSS GUIDE /=====

This is just a quick section where I repost the boss strategies, in case you need quick help with any specific one.

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| BOSS FIGHT! | | C-SERPENT |
^_

This is a pretty easy boss fight, as you may expect. The pattern for this boss is really simple. There are three tiles, and you can only stand in the center one and throw torches in the snake's mouth when it's open. However, he shoots out fire from his mouth 80% or so of the time, so you have to jump left or right to the tiles to avoid this fire. Just repeat this pattern over and over until the serpent is defeated.

^_
| BOSS FIGHT! | | OCTO |
^_

He's a little bit harder than the C-Serpent, but still not too challenging. He will start off the fight by shooting ink at you. Avoid the ink shots, and when Octo charges at you, quickly attack him a few times, as this is the only time you are able to. If you want to make the battle quicker, use the snowman when he's first down in your area, so you can attack him more times before he moves back up. Just repeat the pattern until he is PWNED like Oklahoma in a bowl game.

```
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| BOSS FIGHT!           | | MAGMA THE FIERCE           |
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```

This boss is a little tricky, for the simple fact that it takes an unique way to actually beat him. Weapons don't phase him, and he loves to shoot fireballs at you. There are two red crystals on the side of him, so avoid his shots and head to the platform at the upper left hand corner to reveal a button. Jump on the button and the first crystal will disappear. Now, jump to the upper left hand corner and step on that switch to reveal a button. Hit the button and he will fall to the water. Figures he makes his home over the one thing that hurts him, what a smart guy. The boss is only tricky due to having to avoid the fireballs, but once you figure out the pattern, you shouldn't have any more difficulties.

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| BOSS FIGHT!           | | MAXIE                       |
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```

I'm glad to at least see a boss after hearing the damn boss music for the entire second portion of the cave. Equip the bolas, since that's the only weapon effective against the giant ghost, and go to work. Avoid the fireballs being shot out by the mini volcanoes, as well as avoiding the damage floors that keep popping up throughout the floor. Time your shots well and he will start to speed up, so just repeat the pattern of avoiding and occasionally firing bolas to eventually beat him. He doesn't take too many hits, which is nice.

```
^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^_^
| BOSS FIGHT!           | | TURBOSS                     |
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```

I just realized we haven't faced a boss in forever, and why is the cave named after the 1st boss and not the 2nd? Oh well. This boss moves back and forth across the screen, occasionally shooting stuff out. How original. Just avoid the shots at first, and then the double jump item will appear from seemingly nowhere. I believe in magic now! Get it, and now you can jump to the tiles and hit this guy with the shooting star weapon until he dies. He's not hard at all!

```
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| BOSS FIGHT!           | | BROKEN JOE                   |
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```

Just wait patiently for him to break off the wall. If you try to attack him while he is still part of the wall, you're dead. When he comes out of the wall, jump over the shots that he fires at you, and throw baseballs into his mouth. Repeat the pattern over and over and he will soon die.

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| BOSS FIGHT!           | | TWIN SUMOCHO                 |
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^_^
Again, they are not the most challenging bosses in the world. There's two of them, one in each corner of the top part of the room. They shoot fire out, which is easily avoided. Shoot an asterisk out and split it at the right time to hit both of them for the price of one! How cool is that? If you run out of them, use some hit and run tactics to carefully dodge their fire and get in some well timed hits.

^_
| BOSS FIGHT! | | JET PACK JUMPERS |
^_

Get the double jump item that appears right away, as it will prove to be invaluable during this fight. Now, equip the Spikes and start attacking these guys with them. They fly around the room, shooting bullets out. Once you're done with the Spikes, switch to the Ray Gun and finish them off with some shots from the gun.

^_
| BOSS FIGHT! | | OSTROID |
^_

This is one of the easier bosses in the game, believe it or not. You can't physically harm this creature, but you can shoot at it over and over until you can step on the switch. This will open up a pit behind Ostroid, so keep attacking it and he'll eventually fall into the pit. Done!

^_
| BOSS FIGHT! | | ZODA'S IMAGE |
^_

Grab the Ray Gun from the corner of the room, then stand in the center of the room and wait for Zoda's attack. He will either shoot eyeballs at you, or reach out with his hand and try to slap you with it. If he tries to shoot eyeballs at you, avoid them and shoot him fast with the Ray Gun. You can only attack his head. If his hand comes out, quickly run to the side to avoid it.

^_
| BOSS FIGHT! | | ZODA'S CORE |
^_

It takes a lot of hits to beat this boss, so be wary. Kill the two Gunners at the bottom right away to get flying stars, which you can use to shoot at Zoda's Core. The problem with this boss is that it heals itself for 25% of its health occasionally, which really ticks me off every time. He'll do it for sure once or twice, so be ready for a long, drawn out battle. I recommend occasionally attacking from the tiles with the flying stars, then jumping away when they fall, and switching to the Ray Gun to continue the attack. Repeat this pattern until you win.

^_
| BOSS FIGHT! | | ZODA'S FINAL FORM |
^_

Here we go. The final boss of the game, and he's not easy in the least. He has a ton of life and a few devastating attacks. He will jump from one tile to another, shooting off fireballs. If you jump into him, you will die automatically. Just follow his pattern and always stay one step in front of him, shooting him with your Ray Gun or Super Nova as he jumps from tile to

tile. As long as he follows you around, you shouldn't have too much trouble disposing of this alien freak.

----- [6.0 OTHER INFORMATION] -----

This is just the section where I bore you with all the useless other information, like credits, revision history, and contact information.

----- / 6.1 CREDITS /-----

The weapon and items FAQ - For helping me out with some item and weapons names. Thanks!

Nintendo - For making such an incredible game.

Everyone that's supported me in FAQ writing - Thanks for putting up with me and motivating me! I'd never gotten as far as I have without every one of you!

----- / 6.2 REVISION HISTORY /-----

v1.00 - November 14, 2005 - 98.5K - In the last few hours, I have added on three chapters to this guide, and four chapters to ST2, in order to complete both. I am extremely thrilled right now, as this FAQ is now finished. I hope it helps you through the game. I would have gotten this done sooner, but my damn laptop charger broke. Second one to break in a matter of weeks, getting very frustrating. But I am so glad I got this FAQ done, as well as StarTropics 2!

v0.03 - November 10, 2005 - 76.8K - I'm ahead of schedule, since I got chapter 5 done today instead of tomorrow. I now hope to get a chapter done per day, finally finishing on Sunday. I really think I can do this, despite also working on a ST2 FAQ, since it's moving along much better than I expected (almost done chapter 4) and I have no school tomorrow. We shall see what tomorrow shall bring..

v0.02 - November 7, 2005 - 69.6K - I got the walkthrough done through chapter 4. Chapter 3 was a bitch. I hope to have chapter 5 done on the 11th, chapter 6 on the 12th, and the guide finished on the 13th. I'll be busy for the next few days, and I also have StarTropics 2 to work on at the same time, which I decided.

v0.01 - November 6, 2005 - 46.7K - I finally decided to start another FAQ. This will be my 35th complete FAQ, I believe, so I am happy about that. I may even do a StarTropics 2 FAQ right after this, since I am playing it now and am totally addicted. Plus, it's challenging and only has two FAQs. But anyways, I started this FAQ and got EVERYTHING done except the walkthrough, which has two chapters done. I hope to add two or three chapters today and finish the whole thing by Sunday. Wish me luck!

----- / 6.3 AUTHOR INFORMATION /-----

You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy Tales of Symphonia guide soon. I can't wait to finish that thing. I am most proud of this guide and Legend of Legaia, but I did guides

for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

In addition on my quest to write for all the Final Fantasy games, I will try to finish my Aria of Sorrow and NCAA 2004 guides, as well as some random NES games (Predator, NOES, Jeopardy Jr., and Puss and Boots, anyone?) and guides for the other 2 Castlevania games that employ the new style. Oh, and I might do a Wild Arms 3 guide. And I still have to finish my ToS and FF7 guides..

And there's always Final Fantasy 12, Grandia 3, and Dragon Quest 8 to look forward to...

I appreciate any information you can contribute, especially to game basics, and team ratings. Also, feel free to email any questions that would be good for a FAQ section, as I plan to add one to a future update.

Any errors and omissions that you may see can be corrected if you inform me of them. I'll also credit you, if your error or omission is actually correct and worth an update for me to fix. I am somewhat busy, you know.

That's about it. If anyone would like me to add anything, you can always email me.

AIM: JuanDixonFor3
MSN: mcfa4834@bellsouth.net
YIM: nicklacheysnightmare

If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

You can contact me by emailing me at penguin_faqs@yahoo.com

One last note: Only email me about the game at penguin_faqs@yahoo.com, all emails about Just Breed sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, that's why I have a FAQ section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

Also, I have AIM and Yahoo. My AIM name is JuanDixonFor3, but PLEASE do not harass me with annoying questions or I'll block you. I only wish to chat with people.

I have finally finished my first FAQ in many months! I hope you found it to be useful, helpful, and maybe a little entertaining as well! See you back very soon, I hope!

Til next time,
Psycho Penguin

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