

STARTROPICS™

INSTRUCTION BOOKLET



100-00-0000



Formulas of America, Inc.

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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



Thank you for selecting the Nintendo Entertainment System® StarTropics™ Game Pak.

Please read the instruction booklet thoroughly to ensure proper handling of your new game. Then save the booklet for future reference.

Contents

The Story	8
How to Start the Game	8
How to Play the Game	10
Items/Special Weapons	18
Maps	20
Enemies	24

PRECAUTIONS

1. This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not tear it apart.
 2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak or the Control Deck.
 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.
 4. Store the Game Pak in its protective sleeve when not in use.
 5. Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.
 6. Nintendo recommends against using a non-projector television with your NES as image resolution on the screen may suffer.
- Note:** In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without notice.

The Story

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 Sea. 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.



The Map of C-Island



Please read the letter from Dr. Jones appended to this booklet.

Today I landed on C-island after a long helicopter ride.
The people are very friendly, and they all seem to know my uncle.



My Thoughts

I sure like this village, but I haven't been able to find my uncle anywhere and no one here seems to know where he is either.





Hi Mike!
I'm Chief Controls, a close friend of
your uncle's.

Listen! Try not to be upset...
Your uncle, Dr. Jones...
has been... abducted!

Mike, you are the best hope of
rescuing Dr. Jones.

I'm the Shaman of Controls, and
the Chief's sister. Many wild
monsters are said to be lying in wait
in the dark below.

But remember!
The magic of the Southern Cross is
always on your side.



Look for the Southern Cross in the sky
above to help you find your way.
Good luck!

How to Start the Game

- Press any button during the Title screen to enter the Menu mode.



Menu mode

• Creating your own Mike

To start a new game, you create Mike by first registering your player name.

- At the Menu mode, use the SELECT button to choose REGISTER YOUR NAME and press START to enter the Register mode.
- Use the Control Pad to choose a letter and press the A button to print.

When you finish registering your name, select END and press START to return to the Menu mode.



Register mode

• Starting the game

- At the Menu mode, use the SELECT button to choose your Mike and press START to begin the game.



Menu mode

• Erasing an old Mike

- At the Menu mode, select the ELIMINATION MODE and press START.
- At the Elimination mode, select the Mike you want to erase and press START.



Elimination mode

• Reviewing the previous chapter

You can replay the game from the beginning of the chapter you have experienced.

•At the Menu mode, select the REVIEW MODE and press START.

•At the Review mode, select the Mike you want to review and decide the chapter using the Control Pad. And press START to begin the game.



Review mode

The Review Mode does not affect game data you have previously saved. However, anything you gain in while in the review mode will not be saved.

*True Gamemasters always try the review mode, just to be certain that they haven't missed any important clues.

• Quitting the game

Your game data is saved automatically, so you may turn the power off or reset any time you like, except when the following message is being displayed on your screen:

NOW SAVING YOUR DATA...
REFRAIN FROM TURNING POWER OFF
OR RESETTING!


A battery is used to retain the player's game data for five years. However, depending on the conditions under which the Game Pak is kept (such as exposure to high temperatures, etc.), the life of the battery may be shortened.

How to Play the Game

StarTropics consists of two different phases: the Travel Stage and the Battle Stage.


• During the Travel Stage

Moves Mike (Sub-C)



Checks Status

For Sub-C Submerging
(You need the ID code to work the submergible system.)



*Mike can't use any weapons or items during the Travel Stage.

• TALK

Most islanders are friendly and know who you are. Try speaking to them.



Face a person then press the A button to bring up the person's words on the screen. The conversation progresses by using the A button.



Arrows indicate if there is more to be said.



When Mike enters a tunnel or cave, the Battle Stage begins.

• During the Battle Stage



Press **ATTACK** for choosing a weapon or using magic items.

• Choose a weapon

Move the left/right Control Pad to choose any of the weapons Mike possesses.
Press **START** to return to the battle.

• Use magic items

First of all, move the up/down Control Pad to switch the screen to the list of the magic items. Move the left/right Control Pad to choose any of the magic items.
And press the **B** button to use the magic item.
Press **START** for returning to the battle.



Inventory
List of weapons



Up/down
Control Pad



Inventory
List of magic items

• Hearts for Mike's energy

- At the bottom of the screen, hearts appear indicating Mike's energy. When Mike is attacked by an enemy, one of these hearts turns white. If all hearts turn white, it means Mike loses a life.



The life level shows the maximum capacity of Mike's energy. It will be increased, when you advance to a new chapter.

- When Mike loses a total of three lives, the game is over! You must try again from the beginning of the Battle Stage.

• Fight enemies courageously!

- Mike starts his adventure with the basic weapon: the island yoyo. The island yoyo is so powerful that you can do damage to almost all of your enemies. However some tough monsters await you. So you need the help of special weapons or magic items, which are hidden in the underground. You'll need to find these hidden items in the Battle Stage.

Your collected weapons and items are displayed with each icon, followed by a number indicating how many shots are left.

When you lose a life, you have to give up all of your special weapons and magic items, which you have collected.

You can't carry over any special weapons or magic items to the next Battle Stage.

Basic/Special Weapons

• Three types of basic weapons



#1



•Mallet gun
The legendary weapon passed down from G-Island ancestors.

#2



•Shooting star
The Queen of Sheela's powerful weapon. You must have six red hearts to be able to use it.

#3



•Supernova
This weapon is only rumored to exist, and it is said that you must have seven red hearts to use it correctly.



• Special weapons



#100



•Batted bat



•Mallet



•Red (Tennis)



•Mallet (Special)
Special



Special weapons



★ Asterisks (Two combinations)
Press the **B** button to throw and press **B** again to split them.

And other special weapons will help you!

Magic Items

★ Best enemies to win small hearts or stars!

♥ Small hearts
Each restores Mike's energy by one mark.

★ Stars
Collecting a total of five stars also restores his energy by one mark.

Useful Tip
Search for small hearts or stars by using the Island map!

★ Try finding these hidden items!

♥ Big heart
Increases Mike's life level which shows the max-capacity of his energy.

🍹 Potions
Restores Mike's energy by five marks.

Magic Items



«Glowing Orb»



«Lenses»



«Staff of Light»



«Magic Items of temporary ability
(possible to store for later use)»



«Shield»



«Dispellable spell»



«Sword»



«Potion X»



And other magic items will help you!

Enemies



«Fly»
A fly with acid venom.



«Fly»
A fly that roams around in the cave.



«Snake»
A Snake inhabits the dark underground.



«Rat»
A quick little rat.



«Giant»
A huge sea monster inhabits the cave of Crystal.



Enemies



«Tropical Fish»
A tropical fish that can crawl on the ground.



«Starfish»
A mutant starfish with thorns.



«Jelly»
A jellyfish love doctor.



«Jelly»
A jellyfish like monster inhabits the water.



«Only the huge»



«Only One tough bird»



«Mutant monkey»
A winged, mutant island monkey.



«Mutant monkey»
A mutant monkey.



«Gummy Muddy»
A gummy goblin that inhabits the lava swamp.



«Magnum the flame»





«Berserker»
A berserker enemy.



«Berserker»
A little blue alien.



«Berserker»



«Berserker»



The ghosts with the most.



«Berserker»
A flying nemesis.



«Berserker»



«Berserker»
Strike hands with tail back.



Many other enemies await you as well!



The Southern Cross is one of the most beautiful of the constellations in the Southern sky. Many cultures use the Southern Cross as a guide for navigating the often dangerous night waters. In addition to its use as navigation, the constellation has a lot of other names and the Southern Cross is used by you to find other stars in a lot of cases.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Reconnect the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20540, Stock No. 904-000-0000-4.

90-DAY LIMITED WARRANTY INTENDED GAME PLAY

90-DAY LIMITED WARRANTY

Intended for use by "Intended" users in the United States only. This warranty covers the NES (Nintendo Entertainment System) console and NES (Nintendo Entertainment System) controller. It does not cover any accessories or peripherals. This warranty is void where prohibited by law. The warranty is void if the product is used for any purpose other than intended use. The warranty is void if the product is used for any purpose other than intended use.

TO OBTAIN THE LIMITED WARRANTY

1. CONTACT your local Nintendo Game Play store for the warranty.
2. WITHIN 90 DAYS OF PURCHASE, return the console and controller to the store where you purchased them. You must provide proof of purchase. The store will then issue you a receipt for the warranty. The warranty is void if the product is used for any purpose other than intended use.
3. THE WARRANTY IS VOID IF THE PRODUCT IS USED FOR ANY PURPOSE OTHER THAN INTENDED USE. THE WARRANTY IS VOID IF THE PRODUCT IS USED FOR ANY PURPOSE OTHER THAN INTENDED USE.

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WARRANTY AFTER EXPIRATION OF WARRANTY

If the product is used for any purpose other than intended use, the warranty is void. If the product is used for any purpose other than intended use, the warranty is void. If the product is used for any purpose other than intended use, the warranty is void.

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WARRANTY LIMITATIONS

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