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

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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 take it apart.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/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 rear projection television with your NES as image distortion on the screen may occur.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without notice.

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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.

[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.

At Corisook 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 Coralcola, 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 Coralcola, 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.

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.

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

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.
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.

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 submersible system.)

*T 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:

- Use to quickly choose a new weapon without stopping the battle.
- Pause/restart for choosing a weapon or using magic items.
- Mike's status at Battle Stage
- Basic weapon
- Special weapons
- Mike's energy
- Number of lives remaining
- Stars
- Bottles of Medicine
- ATTACK
- JUMP

On Pause 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, 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.
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.

- 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. This 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. *Island yoyo*
   The legendary weapon passed down from C-Island ancestors.

2. *Screaming star*
   The Queen of Shecco’s powerful weapon. You must have six red hearts to be able to use it.

3. *Super move*
   This weapon is only rumored to exist, and it is said that you must have eleven red hearts to use it correctly.

* Special weapons

- *Fire*
- *Baseball bat*
- *Soda (Twister)*
- *Blinker*
- *Wunderhunde (Baseball)*
Special weapons

• Spikes

• Athens (Twin arrows): Press the B button to throw and press it again to split them.

And other special weapons will help you!

Magic Items

• 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: Reach for small hearts or stars by using the Island YoYo!

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

• Medicine
  Restores Mike’s energy by five marks.
Magic Items

- Snowman Doll
- Lantern
- Pod of Sight
- Stop/Inicio
- Try-your-luck sign
- Ancestor
- Ape
- Luminon
- Map
- Broomstick
- Fire
- Fire
- Potion
- Treasure
- Stove
- Dice
- Snare
- Magic Items of temporary ability (impossible to store for later use)

And other magic items will help you!

Enemies

- Jelly: A slug with acid venom.
- Salthus: A dirty rat roaming around in the caves.
- Looper: A Snake inhabits the dark underground.
- Nation: A quick little bat.
- C-serpent: A huge sea monster inhabits the cave of C-island.
**Enemies**

- **Mud-o-Fish**: A tropical fish that can crawl on the ground.
- **Spinster**: A mutant starfish with thorns.
- **Octopus**: A jumpy cave dweller.
- **Oots**: A blowfish-like monster inhabits the water.
- **Kongko the Hogo**: A gargoyle goblin that inhabits the lava swamp.
- **Onts**: One tough bird.
- **Kanga-Monkey**: A winged, mutant island monkey.
- **Bonehead**: A mutant ostrich.
- **Madd Muddy**: A gummy goblin that inhabits the lava swamp.
- **Magma the Fierce**
Enemies

- Skeleton Canine
- Mummy: A little slow afoot.
- Ghostrider: A flying menace.
- Mr. Armstrong: Shake hands with bad luck.
- Pirate Ghoul

The ghosts with the most.

Many other enemies await you as well!

The Southern Cross is one of the most beautiful of the constellations in the southern sky. Island sailors use the Southern Cross as a guide for navigating the often dangerous island waters. In addition to its use in navigation, the island mystics talk of the strange power that the Southern Cross is said to give to those who look to it in times of crisis.
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.
- Relocate 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.


90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

REPLACEMENT LIMITED WARRANTY

NINTENDO OF AMERICA INC. (“Nintendo”) warrants to the original purchaser that the Nintendo Game Pak (“Pack”) sold to the purchaser is free from defects in workmanship and material for a period of 90 days from the date of purchase. Should the Pack fail to operate properly during the 90-day warranty period, Nintendo will replace the Pack, at its option, free of charge.

To obtain this warranty service:

1. Call NINTENDO to obtain a Return Authorization Number.
2. Send the Pack, postage prepaid, to the Nintendo Consumer Service Department of the proper Nintendo Service Center in the following countries and areas:
   - Nintendo of America Inc., 4463 Corner Corporate Center Drive, Cypress, CA 90630, U.S.A.
   - Nintendo of Europe, Miyamoto-u., 11, Higashi-ku, Kawasaki-shi, Kanagawa 212-8583, Japan.

Based on the investigation and determination of Nintendo, if the Pack has been damaged by the purchaser, the purchaser will be billed for the repair or replacement costs. This warranty does not apply to any Pack that has been damaged through alteration, misuse, negligence, or improper maintenance or setup by the purchaser.

The provisions of this warranty shall apply to the Pack if the Pack has been damaged by alteration, misuse, negligence, or improper maintenance or setup by the purchaser.

Howard A. Colburn
President

NINTENDO OF AMERICA INC.

LIMITED WARRANTY

For a period of 90 days from the date of purchase, Nintendo of America Inc. (“Nintendo”) provides the following limited warranty for the Nintendo Game Pak (“Pack”). If the Pack fails to operate properly during this period as a result of defects in materials or workmanship, Nintendo will replace the Pack, at its option, free of charge.

To obtain warranty service:

1. Call NINTENDO to obtain a Return Authorization Number.
2. Send the Pack, postage prepaid, to the Nintendo Consumer Service Department in the following countries and areas:
   - Nintendo of America Inc., 4463 Corner Corporate Center Drive, Cypress, CA 90630, U.S.A.
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Howard A. Colburn
President

NINTENDO OF AMERICA INC.