

EXTRA!

A STEP-BY-STEP GUIDE TO: STARTROPICS



This Counselor's Corner Extra is for anyone who has ever been stuck in Startropics. We reveal every step of the game, so use it as a reference when you find yourself in a bind.

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CHAPTER 1 - PRELUDE

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1 When you begin, walk to the left and enter the small village of Coralcola. Go into the large building on the left and talk to Chief Coralcola to receive the Island Yo-yo.

2 Talk to everyone else in the village. After you speak to all of the islanders, the man blocking the upper right building will move out of your way.

3 Enter the top right building, talk to the Shaman, then enter the Island Tunnel.

4 Defeat the C-Serpent inside the Island Tunnel then exit.

5 Travel north then east as you work your way to Dr. J's lab. Along the way you will run into Bab2oo. Talk to him to receive the ID Code to start the Sub-C.

6 Continue south and enter the lab. You will automatically board the Sub-C, ending the chapter.



Island Tunnel

From the Entrance:

- 1 Work your way Up 11 rooms.
- 2 Defeat the C-Serpent.
- 3 Continue Up three rooms to find the exit.

How to defeat the C-Serpent

Stand on the center block and shoot the C-Serpent in the mouth when it is open. If it shoots fire at you, quickly jump to the left or right to avoid being hit.

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CHAPTER 2 - DOLPHINS

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1 When you begin, travel east in the Sub-C until you encounter the Female Dolphin. Agree to help her find her son, then continue traveling east.



2 When you reach the island, steer the Sub-C through a tunnel and dock to the east of the Lighthouse.

3 Talk to the man inside the Lighthouse then return to the Sub-C.

4 From the dock, go one space down, all the way to the right, all the way down, all the way to the right, through the wall, one space down, right and through the wall, then down to the dock.

5 Enter the house south of the dock and talk to the woman inside. You'll learn about a Bottle on the beach.

6 Walk down to the beach and follow it around to the upper right. Walk left through the wall to find the secret cave. Walk through the cave and collect the Bottle.

7 Return to the Sub-C. The ID Code you found in the Bottle will allow you to make the Sub-C dive by pressing the B Button.

8 From the dock go all the way up, submerge the Sub-C, go one space up, one space left and dive again.



9 Go right, up through the tunnel, then dock the Sub-C.

10 Walk as far south as you can, then walk through the mountains to get the Big Heart.

11 Walk to the northeast corner and enter Octo's Lair. Defeat Octo and save the dolphin.

Octo's Lair

- 1 Work your way up one room, all the way right, and up one room.
- 2 Work your way to the left two rooms then up one room.
- 3 Go to the left side of the room then up to the next room.
- 4 Go to the left side of the room, go right through the wall, walk up, right through the wall again, then go up to the next room.
- 5 Continue up one room, all the way to the left, and up to the next room.
- 6 Continue up two screens, go left through the wall and collect the Snowman.
- 7 Go up two screens and defeat Octo the Huge.

How to Defeat Octo the Huge

Jump back and forth across the bottom of the screen, avoiding Octo's shots until he comes down to the bottom of the screen. Use the Snowman to freeze him when he comes down, then nail him as fast as you can with either the Yo-yo or the Baseball Bat. Repeat the process until he's defeated.

1 Travel east to the small cabin and replenish your energy. Continue east and enter the Miracola Tunnel. Work your way through it, then continue north to Miracola Village.

2 Talk to everyone in the village, then enter the Chief's hut. Agree to help his daughter, then enter through the top of the hut and see Bananette.

3 Exit the village, travel east and enter Magma's Molten Tunnel. Defeat Magma and exit the tunnel.

4 Travel north to Shecola Castle. Walk around the outside wall to find a set of stairs. Go down the stairs and talk to the Fortune Teller. She will send you to the Ghost Village.

5 Go north through the mountains, grab the Big Heart and continue to the Ghost Village.



6 In the village look for the tombstone in the upper left area that is a slightly different color. Walk into it to enter the Ghost Tunnel.

7 Inside the tunnel, defeat Maxie, then exit. Outside, you will find the Crystal Ball in the dried-up pond.

8 Return the Crystal Ball to the Fortune Teller. Your appearance will be altered so you can enter Shecola Castle.

9 Enter the Castle and talk to everyone. You will get the Shooting Star.

10 Exit the castle and head west through the West Tunnel. On the other side walk straight down, then left through the mountain.

11 Exit the mountain, go south, and enter the Hermit's Mountain. Find the Hermit to get the cure for Bananette.

Miracola Tunnel

Go up seven rooms, right one room, up one room, then exit the cave.

Magma's Molten Tunnel

1 Work your way up two rooms, left two rooms, up two rooms and down the stairs. **2** Go down the stairs again. **3** Go right one screen, up two screens, all the way to the right and up to the next room. **4** Work your way up the right side of the room and exit the door at the top. **5** Continue up one screen, defeat Magma, go right one screen and exit the cave.

How to Defeat Magma

Magma can not be damaged by your weapons. To defeat him you must find both Switch Blocks in the room and reveal the red plungers. When you step on both plungers, he will be dumped into the water. One switch is in the upper left corner and the other is in the lower right corner of Magma's platform.



Ghost Tunnel

1 Go up one room, left one room, all the way to the left, then down two rooms. **2** Collect the Rod of Sight and continue down two rooms, right one room, and down one room. **3** Defeat the pink slug and push through the wall to the right. **4** Go to the right two rooms, down two rooms and collect the Lantern. **5** Go back up two rooms and right one room. Use the Lantern to work to the right two more rooms. **6** Go up four rooms, right four rooms, down two rooms, left one room and defeat Maxie. **7** Go left one room, up one room and jump on the switch until the exit appears.

How to Defeat Maxie

First, use the Rod of Sight to make Maxie appear. Use continuous shots with the Bolo to take her out quickly. It will take 30-40 shots to defeat her. While you're shooting, move across the bottom of the screen to avoid being hit by the cannons.

West Tunnel

1 After you have talked to everyone in Shecola Castle, jump on the trigger ten times to make the bridge appear. **2** Go up one room, left one room, down one room and left three rooms. **3** Go up one room and exit the cave.

Hermit's Mountain

1 Go up one room, right four rooms, up one room and take the stairs. **2** Go right one room, all the way to the right, then up three rooms. **3** Go right three rooms and take the stairs. **4** Go up four rooms, right two rooms, down one room, then press left through the wall. **5** Jump onto the water spout to find the Hermit.

CHAPTER 4 - CONFESSION

1 Sail east to the island, dock the Sub-C and enter the village of Tunacola. Talk to Bait, exit the Village and reboard the Sub-C.

2 Sail east and get swallowed by the whale. Find the lighter and light the fire to escape.

3 Outside the whale, enter the code 747 to end the chapter.

To the Lighter

1 From Baboo, get in the Sub-C and take the upper right path. Continue until the path splits, then go right. **2** Go all the way right, down, right, then take the first path up. At the top, dive. **3** Go up, left, down, one space down, one space left, then dive. **4** Go up, left, up to the intersection and left again. **5** Follow the path left, down, then right. **6** Go all the

way down, all the way left, up one space, left through the wall, all the way down and exit the Sub-C. **7** Walk down, right, up, right and collect the Lighter.



1 Dock the Sub-C and enter the village of Bellcola. Talk to all the villagers, then see the Chief.

2 Exit the village and return to the Sub-C. Travel east along the coast until you find a dark spot in the water, then dive.

3 Move up one space and dive again. Go north 12 spaces, then go left through the wall and dock the Sub-C.

4 Go to the Fishman's Hut, get the Fresh Worm and return to Bellcola.

5 From Bellcola, go west through the trees and talk to Peter the Parrot. Talk to him and give him the worm. He will tell you the musical sequence that you must play to get into the memorial.

6 Return to the dock near the Fisherman's hut. Go up the stairs,

all the way to the left, then follow the path through the mountains. At the end of the path, push left through the mountains.

7 Inside the cave, walk up one step, left two steps, up one step, then two steps left into the secret passage. Follow the passage out of the cave and enter Captain Bell's Memorial.



8 Play the giant piano. Step on the keys in the following order: 1, 3, 5, 4, 1, 3. When the fire is gone, take the stairs.

9 Work your way through the cave and free Captain Bell's ship.

Captain Bell's Cave

1 Go up one room, left five rooms, up one room, then walk up and fall through the floor. **2** Take the lower right stairs back up, walk five steps up, left through the wall, two steps left, one step down, and left through the wall again. **3** Go down one room, left four rooms, down two rooms, left two rooms, and up two rooms. **4** In the room with the big purple enemies, use the Rod of Sight to reveal a ghost. Hit the ghost and exit the room to the left. **5** Continue left five rooms, up one room then right through the wall. **6** Walk up, go back to the left through the wall, hit the switch and finish the stage.



CHAPTER 6 - REUNION

1 Sail east to the large island, move ten spaces down from the top of the island, then sail right through the island.

2 Dock the Sub-C and visit the village of Howduyadu-Cola. Talk to all the villagers, then reboard the Sub-C.

3 Sail northwest from the village until you can find a place to submerge the Sub-C. When you resurface, move right five space, down two, and dive again.

4 Dock on the island below you and take the stairs to find a Big Heart. Return to the Sub-C, sail east through the narrow passage and locate the island with the hut on it. Sail south to the crescent shaped island and push right through the center of the island.

5 Sail south to the small islands in the arrow formation. Enter the second submerge spot from the left. Sail down and left, then take the bottom set of submerge lines.

6 Travel to the left and dive again. Sail up to the left side of the big island, then push right through the island.

7 On the other side of the island, sail eight spaces right, five spaces up,

then submerge.

8 When you are underwater, travel to the upper left cave and enter Turboss Cavern.

9 After finishing the caverns, follow the path to the right, take the first path up, the first path right, and follow the path to the entrance of Big Rock Cave.



Turboss Cavern

1 Go up three rooms, left two rooms, up two rooms and defeat the Giant Turboss. **2** Grab the Anklet then exit to the left. Go up 2 rooms and push through the left wall. **3** Go up one room, left one room, all the way to the left, up three rooms, then defeat Broken Joe. **4** Continue up one screen and exit.

How to defeat Giant Turboss

Jump back and forth on the three center

bottom tiles to avoid the shots. Hit the boss when it comes down to you. You will be able to keep from being hit as long as you keep jumping.

How to defeat Broken Joe

Use the Baseball that you find in the cave to defeat the statue. Throw the ball when the mouth is open. Stand at the bottom of the screen and jump over the snakes as they approach you.

Big Rock Cave

1 Go right through the wall, up seven rooms, then left one room. **2** Jump up to the next room, move to the left, jump down one room, move to the left and push through the wall to the left side of the room. **3** Go left one room, up eight rooms, left one room through the wall. **4** Go down two rooms, left one room, up two rooms and defeat the Twin Statues.

How to defeat the Twin Statues

Activate the Asterisk weapon and stand on the center block closest to the top of the screen. Shoot the blades up and split them when they are between the two statues. This will damage both of the statues at the same time. Jump up to avoid being hit by their shots.

CHAPTER 7 - ALIEN SPACESHIP

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1 Defeat the Jump-Pack Jumper and find the first Cube.\

2 Defeat the Osteroid.

3 Find the second Cube in the Space Maze.

Finding the Jump-Pack Jumper

1 Go up and enter the space ship. Once inside, go up three screens and collect the Vitamin X. **2** Go right one screen, down one screen and jump on the left teleporter. **3** When you reappear, take the top teleporter. **4** Jump to the left and collect the Medicine, then go right one screen. **5** Punch through the top



wall and grab Vitamin X, then take the teleporter on the previous screen. **6** Take the right teleporter, then go down two screens. **7** Go left one screen, continue all the way left, collect the Gun, then take the left teleporter.

8 Take the right teleporter, go left and defeat the Jet-Pack Jumper. **9** Exit through the upper wall, take the right staircase and grab the first Cube.

How to defeat the Jump-Pack Jumpers

Use the Gun, Super Nova or Spiked Boots and attack them from the sides. There isn't any set pattern to defeating them, so keep moving!



Find the Osteroid

1 Go up one screen, right two screens and punch through the top wall. **2** Collect the Medicine, go back down one screen and continue to the right two screens. **3** Defeat the enemies, exit through the upper wall and take the teleporter. **4** Defeat the enemies and exit through the right wall. **5** Go right three screens, defeat the enemies and exit through the right wall. **6** Go up one screen, right four screens and defeat

the Osteroid. **7** Continue through the upper wall to enter the Space Maze.



How to defeat the Osteroid:

Use the Super-Nova to push the Osteroid to the right side of the room. In the middle of the bridge there is a block. Hit the block to make the switch appear, then jump on the switch to collapse the bridge. Push the Osteroid off the bridge with the Super-Nova.

Space Maze

1 Go right, down, right, up, right, up, take the second right, go up and then left to the stairs. **2** Follow the passage to the next set of stairs. **3** Go one step down, all the way to the right, up, right, up, right, down, then left to the stairs. **4** Follow the passage to the next set of stairs. **5** Go left to the stairs. **6** Follow the passage to the next set of stairs. **7** Go down and get the second Cube.

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CHAPTER 8 - FINAL BATTLE

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1 Go up two screens and Battle Zoda, then exit through the left wall.

2 Go all the way to the left then down one screen.

3 Continue left two screens and defeat the Computer Core.

4 Exit through the left wall, go up four screens and battle the second Zoda.

5 Collect the third Cube to finish the game!

How to defeat Zoda

Collect the gun in the upper right corner of the room, then attack the head whenever it appears. Run to the opposite corner of the room whenever the

hand appears. Avoid the hand at all costs!



How to defeat the Computer Core

Stand on the trap doors in the top center when they are closed and shoot at the core with any weapon. Jump off the trap doors when you see the one in the lower corner open. Repeat this process as fast as you can to keep the Core from healing itself.

How to defeat the second Zoda

Try to keep your distance and shoot Zoda with your Super-Nova or Gun. Keep moving to avoid his shots. If you can trap him in a corner, you'll be able to defeat him quickly.

