
Zoda's Revenge: StarTropics II

Script adaptation by gellin
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STORY

The Mystery of the Cipher

Not long ago, high school student and part-time adventurer Mike Jones journeyed to the South Seas and single-handedly put an end to the schemes of an evil alien named Zoda. He also managed to save his uncle, the famous archaeologist Dr. Steve Jones, and seven space children from Zoda's clutches.

Mike has now returned to his home in Seattle where Dr. Jones is attempting to decipher a strange inscription that he found on the side of the space children's escape pod. The cipher was written by Hirocon, the leader of the planet Argonia. When Zoda's forces attacked Argonia, Hirocon sent the children away to that they could escape from the wrath of this powerful villain. If Dr. Jones can decipher the inscription, it may clue Mike in on how he can destroy the evil aliens once and for all.

Dr. Jones believes that the answer to the puzzle lies somewhere in *The Oxford Wonder World*, a book that he received some time ago from a very wise old man. It includes stories of cavemen, Cleopatra, Leonardo da Vinci and many other people of the past. If Dr. Jones can uncover the mystery of the inscription, he might be able to find a connection between the stories in the book and the plight of the Argonians.

SCRIPT

FADE IN:

SCENE: The title screen.

SCENE: A book appears in the center. It opens and zooms in.

SCENE: A picture of Mike on the page.

-The Cast-
Mike Jones

A junior in high school and the hero of our story

A short time ago, Mike went on an incredible journey. It began as a vacation to the South Seas... ..And it became a big adventure. Mike managed to save his uncle and seven space children from evil aliens. A few months have passed. Mike is now in school and everything seems back to normal...

SCENE: A picture of Dr. Jones on the page.

-The Cast-
Dr. Jones

Mike's uncle and a famous scientist

Dr. J found the escape pod of the seven space children while he was exploring some lost ruins in the South Seas. He's now at his stateside lab, trying to decode the strange cipher which he found on the escape pod. Once he does decode the cipher, our hero, Mike, could likely find himself in the midst of another adventure...

SCENE: A picture of Mica on the page.

-The Cast-
Mica

The oldest of the space children

Mica is the daughter of Hirocon, the leader of Argonia. Mica and the others were sent away by Hirocon to escape Zoda. She has the leadership qualities of her father, as well as some newly discovered powers of a mystical nature. As Mike is sent on his new journey, it is Mica who will send him important information from home...

CHAPTER 1

SCENE: A new game begins. An open book appears.
Right Page: Chapter 1

SCENE: Close up of Mike with brick wall on his left.

MIKE

Hi, I'm Mike. How've you been?... That's good. I'm back in Seattle. Do you remember my uncle?

CHOICES: Yes / No

CHOICE: No

Maybe you should read the manual to understand. My uncle is Dr. Jones, the tropical archaeologist! We call him "Dr. J".

[CONTINUE]

CHOICE: Yes

Yeah, Dr. J. The tropical archaeologist!

[CONTINUE]

CONTINUE:

Now he's in Seattle, busy decoding the rest of that cipher from the tropics. He spends all his time reading like crazy, trying to break the code.

SCENE: Mica's head appears to the right.

MICA

Mike, can you hear me? Mike, can you hear me?

MIKE

* You shout...

WHOOA?! Mica... Mica? Where are you!?

* No answer from Mica...

MICA

Mike! Pick up the phone! Just kidding... I'm using telepathy!

MIKE

* You shout...

Telepathy...?! Wow, too cool!

MICA

Mike, remember my father, Hirocon, leader of the lost planet Argonia? He spoke to me in a dream... Was it a cat I saw? Was it a rat I saw? I wonder what it means... I can't talk any more today. That's all for now, Mike...

SCENE: Mica's head disappears.

MIKE

Mica! Wait! Disconnected....?! Was it a cat I saw? Was it a rat I saw?

Hmm. I'd better ask Dr. J.

SCENE: Dr. Jones sits at his desk covered with books and question marks above his head.

DR. JONES

I'm busy... Very very busy! Tough! Tough! Very tough! This cipher is tough! Hmm... Maybe... Well... Getting warmer...?! Almost...!?! No... I'm busy... Very very busy!

MIKE

* You shout...

Dr. J...! Uncle Steve...!

DR. JONES

Oh Mike, it's you! What are you doing here?

MIKE

* You tell the story...

Mica blah blah Hirocon blah said blah cat blah rat I saw.

DR. JONES

Hmm... Hirocon said... Was it a cat I saw? Was it a rat I saw? ?was
I tac a ti saw. ?was I tar a ti saw. Get it?

CHOICES: Yes / No

CHOICE: No

Was it a cat I saw?
Was it a rat I saw?

Wasitacatisaw
Wasitaratisaw

Wasitacati saw
Wasitarati saw

Wasitaca ti saw
Wasitara ti saw

Wasi tac a ti saw
Wasi tar a ti saw

?was I tac a ti saw
?was I tar a ti saw. Get it?

CHOICES: Yes / No

CHOICE: Yes

Reverse! Exactly! Hirocon is telling us to reverse the cipher!
Hmm... Hmm... Umm... Hmm! Aha! Let's see if this works. Mike, get me the
Oxford Wonder World.. That's it there...

SCENE: A closed book in the center.

DR. JONES

Ah, here it is... Now to read the strange words of the cipher!
Umm... Hmm... Umm... Hmm... "Paapaapaaoompapamowmow"

MIKE

* You shout...
Is it Paa Paa Paa Oom Papa Mow Mow??? Paa Paa Paa
Oom Papa Mow Mow

SCENE: The book flashes.

DR. JONES

Mike, wait! Stop... Stop!!!

SCENE: The book opens and flips through pages. Mike falls into a time slip.

CHAPTER 2

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 2

SCENE: An open field between two mountains with Mike in the center.

MIKE

* You appear...

Huh? What happened? Where am I? Wow! It's like being in a sci-fi movie!

Brr... Brr... Achoo! I've got to keep moving!

* You decide to look around

SCENE: North from Mike's position.

MAN

The ground has many holes ahead. They're hidden by snow. Watch your step.

SCENE: Inside the cave.

MAN #1

I yam a cave man. A cave man I yam!

WOMAN #1

Oh my... You look so much like my son! Sob sob... Oh my poor Shorty.

Sob sob... Sob sob... Sob... Some day a reliever shall come from the south.

Our village awaits him!

GIRL #1

You came from the south? That's cool... And Mike is a hot name too! But you're sorta weird, you know.

WOMAN #2

Oh my... You look to be about my daughter's age! Sob sob... Oh my poor Pudgy.

Sob sob... Sob sob... Sob... Some day a reliever shall come from the south.

Our village awaits him!

OLD MAN

I built a fire by rubbing these 2 sticks. Warm yourself, boy.

TINK

I'm Tink. I make tools from bones and stones. Mike, try using my axe!

* You've got an axe! *

TINK

You say you have no money? I don't know what money means... We cavemen just say thank you!

MAN #2

Yum-Yum lives to the north. Better not go there.

GIRL #2

I'm gonna roast a boar for dinner. How do ya like it? Rare roast...?

What a barbarian...?

HUNTER #1

The hunting was good today.

BOAR

Oink! Oink! Snort!

HUNTER #2

The hunting was good today.

PIKAZO'S FRIEND

He's Pikazo, a great artist and I'm his buddy. We tried to fight Yum-Yum... It was terrible! Pikazo's not said a word since... Sob sob... Poor Pikazo... See his paintings on the wall...? I wonder if he's trying to tell us something?

PIKAZO

...

LEADER

Aww... Mike, you've come from the south. You must be the one from my prophecy. It says a southpaw reliever would come one day. Are you the one?

CHOICES: Yes / No

CHOICE: No

Oh? You're right-handed and a starting pitcher...? It's OK. We can change our lineup.

[CONTINUE]

CHOICE: Yes

[CONTINUE]

CONTINUE:

A month ago... A man munching monster Yum-Yum gulped down our children. Our best cavemen tried in vain to stop Yum-Yum... No more victims! I ask you to drive Yum-Yum from our land. Only you, Mike the southpaw reliever, can save us...

SCENE: Outside the cave.

MAN #1

No luck hunting today. Did ya hear the story of Pikazo and his son Shorty in the cave? Sob sob... It's too sad to tell... Sob sob... Sniffle!

MAN #2

Yum-Yum lives to the north. Better not go there. So you're really going? Hope you have Tink's axe.

BATTLE STAGE: Yum-Yum's Cave

SCENE: Deep in Yum-Yum's lair. The missing children are here.

SHORTY

Thank you! I'm Shorty. You really showed him, Mike! We would've been gulped for sure. Yum-Yum was trying to fatten us up... For his supper!

MIKE

* You speak to him...

You're Pikazo's son! I'm sure he'll talk again! Now hurry back and surprise your parents! Go on, hurry!

SCENE: Mike continues forward.

* You've got a block! *

.....????

SCENE: Outside the cave. Mike stands as Mica's head appears on the right.

MICA

Mike, can you hear me? Mike, can you hear me? Whew... I found you! Mike, I've been looking everywhere! Dr. J told me what happened. Mike, listen! You've traveled back in time. My father Hirocon... must have known something might happen. I'm sure Hirocon wanted you to find the mystic tetrads. The tetrads were hidden on Earth, somewhere in time... They're the legacy of the Argonians... Mike, please help us find the tetrads.

CHOICES: Yes / No

CHOICE: No

Mike, you've got to travel thru time and collect the mystic tetrads!
[CONTINUE]

CHOICE: Yes

[CONTINUE]

CONTINUE:

I can't talk any more today. That's all for now, Mike...

SCENE: Mica's head disappears.

MIKE

Mica! Wait! Disconnected....?! Tetrads? What's a tetrad?
Wait! Look at the block!

MIKE

That's it! I already have a tetrad!

* You've got a tetrad! *

* Your life level is *
* increased! *

SCENE: The closed Oxford Wonder World in the center.

MIKE

* You decide to use the
* Oxford Wonder World again
* You turn the page and say
* the magic words...

Paa Paa Paa Oom Papa Mow Mow

SCENE: The book opens and flips through pages.

MIKE

Whooaaa! This is radical!

SCENE: Mike falls into a time slip.

CHAPTER 3

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 3

SCENE: A desert with a river running through it. A sphinx and pyramid stand on the upper left.

MIKE

* You appear...

Huh? Where am I? Wow! Pyramids! A sphinx! This has got to be Egypt!

* You decide to look around

SCENE: North from Mike's position, between two palm trees lies a hidden path.

JACK

I'm Jack. A jack of all trades! I will trade you for my bronze dagger. OK?

CHOICES: Yes / No

CHOICE: No

Have your own way!

CHOICE: Yes

* You've got a dagger! *

Don't mention it!

CONDITION: Mike talks to Jack again.

JACK

Sorry, we're closed.

CONDITION: Mike talks to Jack while holding the dagger.

JACK

I'm Jack. Jack of all trades. I will trade you for my axe. OK?

CHOICES: Yes / No

CHOICE: Yes

* You've got an axe! *

Don't mention it!

SCENE: North of the barge.

GUARD

Halt! Stay away from here.

SCENE: East of the Queen's barge.

MAN

Welcome to the land of Egypt.

SHIRTLESS MAN

This is our Queen's barge, you know.

WOMAN

Egypt is the Nile's gift!

SCENE: On the barge.

CAT

Grrrrrrrr... Rrrrrr... Meow.

WOMAN #1

The Queen's cat is hungry. Don't get too close!

WOMAN #2

Hooray for our Queen! She has incredible beauty.

SHIRTLESS MAN

Long live our beautiful Queen!

MAN WITH A FAN

I keep the Queen cool. You might say I'm one of her biggest fans. Ha ha ha. Hee hee hee... I'm so funny! Ho ho ho.

OLD MAN

You wanna know if the Queen is beautiful? She's a knockout!

SCENE: Inside the barge.

GUARD

CONDITION: Mike has not talked to everyone on the barge.

Halt! Stay away from here.

CONDITION: Mike has talked to everyone on the barge.

Please enter! The Queen expects you!

WOMAN

Bow down in the presence of the Queen!

SNAKE

Don't asp me anything. I'm just a ssssnake.

CLEOPATRA

I am Cleopatra, Queen of the Nile. What brings you to my barge?

MIKE

* You tell the story...

Blah blah seeking tetrads blah traveling blah blah...

CLEOPATRA

Hmmmmmmmm... I may be able to help you. I know of this tetrad and I could take you to it for a price. Do you like pizza? I love pizza. It's my favorite! I ordered a large pepperoni and it has taken way too long... It's been 3 days already! Why must they keep their Queen waiting? It makes me soooooo angry!! Bring me my pizza and I will take you to the tetrad. And hold the anchovies, OK?

CONDITION: Mike talks to Cleopatra again.

CLEOPATRA

Waste my time no longer. Bring me my pizza and I will take you to the tetrad. Good luck on your journey.

SCENE: North of the barge.

GUARD

Going for pizza, huh? Cross the border here and you'll find it.

CONDITION: Mike talks to the guard again.

Good luck!

BATTLE STAGE: Tunnel

SCENE: East of the tunnel exit.

MAN

Hey buddy, where ya headin'?

MIKE

* You tell the story... Blah blah seeking pizza blah traveling blah blah...

MAN

Pizza? That's the hot cheesy pie from Rome, right? Try Rent-A-Camel for a smooth ride!

CHOICES: Yes / No

CHOICE: No

Have your own way!

CHOICE: Yes

Have a nice drive!

SCENE: Mike rides a camel.

MIKE

* You hop on board the camel.
...And ride ...And ride ...And ride ...And ride
...And ride ...And ride ...And ride ...And ride ...And ride ...And ride
...And ride ...And ride ...And ride ...And ride ...And ride ...And ride
...For a very long time. Look! Someone's coming. ???

SCENE: A man on a red Koopa Troopa enters from the right and stops at Mike.

PIZZA DELIVERY MAN

Hey! You know the way to the Nile? I've got a special delivery. A large pizza with extra pepperoni for our best customer.

MIKE

* You tell the story... Blah blah seeking pizza blah Cleopatra blah blah...

PIZZA DELIVERY MAN

OK, I'll leave it to you. Thanks a lot pal!

* You've got the pizza *

PIZZA DELIVERY MAN

Bye now!

SCENE: The delivery man turns and runs off.

MIKE

* No time to waste!

SCENE: Mike turns and rides forward.

Run, run! Hurry, hurry! Run, run! Hurry, hurry!

MIKE

* You arrive at the barge.

* The pizza's still warm!

SCENE: Right of the barge.

MAN

Oh, you have the pizza! You've done it!

WOMAN

Oh, pizza! Good for you!

SCENE: On the barge.

SHIRTLESS MAN

Oh, you have the pizza! Good for you!

SCENE: Inside the barge.

WOMAN

You've returned! And you have the pizza! Quick! Give it to me before it cools!

MIKE

* You hand her the pizza.

SCENE: A woman walks over to Cleopatra and gives her the pizza. Close up of the open pizza box. A piece disappears.

CLEOPATRA

Chomp chomp... Chew chew...

SCENE: Another piece disappears.

CLEOPATRA

Chomp chomp... Chew chew...

SCENE: Another piece disappears.

CLEOPATRA
Chomp chomp... Chew chew...

SCENE: Another piece disappears.

CLEOPATRA
Chomp chomp... Chew chew...

SCENE: Another piece disappears.

CLEOPATRA
Chomp chomp... Chew chew...

SCENE: Another piece disappears.

CLEOPATRA
Chomp chomp... Chew chew...

SCENE: Another piece disappears.

CLEOPATRA
Chomp chomp... Chew chew...

SCENE: Another piece disappears, revealing Caesar's Hut on the pizza box.

CLEOPATRA
Chomp chomp... Chew chew... Mmmmmm... Delicious! I'm so happy! Come closer,
Mike!

SCENE: Mike walks over to Cleopatra. Close up of Cleopatra.

MIKE
* She is a knockout!

CLEOPATRA
Let me take you to the tetrad, OK?

SCENE: The barge sails across the Nile.

CLEOPATRA
To the south, you'll find a great pyramid. The tetrad is rumored to
be within its walls. Bravely face the danger of the pyramid and you'll reach
the tetrad.

CONDITION: Mike has the Bronze Dagger.
[GOOD LUCK]

CONDITION: Mike has the Axe.
I will trade you for my bronze dagger.

* You've got a dagger! *

[GOOD LUCK]

GOOD LUCK:

CLEOPATRA

Good luck on your journey.

SCENE: The barge sails off.

CONDITION: Mike enters and exits the pyramid.

MAN #1

You need something special to cross the pyramid's magic field.

MAN #2

I came from the north. Some strange magic goin' on up there.

SCENE: North of the pyramid.

MAN

There's a mad magician in a field beyond the reeds to the north! I was up there. He was driving me bananas!

SCENE: Mike finds a big heart in the maze.

* You've got a big heart! *

* Your life level is *
* increased! *

SCENE: At the end of the maze, a mountain rises. A monkey appears and jumps down.

MONKEY

Welcome, Mike. I have been expecting you.

MIKE

* You shout... I'll be a monkey's uncle!

MONKEY

Listen well. There is a special ability that I must give to you. It is the power of the mind.

* You've got the *
* Psychic Shock Wave *

MONKEY

With this force, you will be able to break barriers and strike down your enemies. Now, begone with you!

SCENE: Outside the pyramid.

SNAKE

Psst... Psst... Let me tell you about the pyramid. I snaked into there once and was charmed by a very catchy tune.

BATTLE STAGE: Pyramid

SCENE: Pyramid depths.

```
*****
*   You've got a tetrad!   *
*****

*****
*   Your life level is    *
*       increased!       *
*****
```

SCENE: The closed Oxford Wonder World in the center.

MIKE

```
* You decide to use the
* Oxford Wonder World again
* You turn the page and say
* the magic words...
```

Paa Paa Paa Oom Papa Mow Mow

SCENE: The book opens and flips through pages.

MIKE

Whooaaa! This is radical!

SCENE: Mike falls into a time slip.

CHAPTER 4

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 4

SCENE: Mike appears in a city.

MIKE

```
* You appear...
Huh? Where am I? Oh! Here's an address... 221B Baker Street... London!
Hmm... Sounds familiar.
* You decide to look around
```

SCENE: Inside Sherlock Holmes' home.

SHERLOCK HOLMES

Ahh... Good evening. Allow me to introduce myself... The name is Holmes.

MIKE

```
* You shout...
You mean Sherlock Holmes... The great detective?
```

SHERLOCK HOLMES

Well... Yes... I do like a good mystery. In fact, I have concluded that a robbery will occur in the museum tonight. A rascal by the name of Zoda-X intends to steal a most curious stone.

MIKE

* You shout...
Zoda-X...? Zoda! I've heard that name before...

SHERLOCK HOLMES

Oh? Well then you shall help me catch him red-handed. Meet me at the museum at the stroke of midnight. And... don't be late!

SCENE: Along the way to the museum.

DOG #1

Woof! Bow wow! Woof woof!

SCENE: Inside a man's house.

MAN

Huh? What? Do you have any idea what time it is? Let a person get some sleep!

SCENE: South of the police station.

DOG #2

Woof! Bow wow! Woof woof!

COP

A little late to be going to the museum, isn't it? Hmm... Suspicious. Come with me!

SCENE: In the jail cell.

PRISONER

What are you in for, pal? Don't even try to get out. This place is escape-proof!

COP

Zzz... Zzz... Zzz...

SCENE: Heading to the museum.

SLEEPWALKING MAN

Zzz... Zzz... Zzz...

DOG #3

Woof! Bow wow! Woof woof!

SCENE: At the museum.

SHERLOCK HOLMES

Aha! Just in time, Wats... Er... Mike. Come, I will show you the stone.

SCENE: A tetrad sits on a podium.

MIKE

* A tetrad!
* Quickly, you reach for it.
* But, suddenly...

SCENE: Zoda-X appears to the right.

ZODA-X
Ha! Ha! I've got the tetrad now, Mike!

MIKE
* You shout...
Zoda! That alien scum...

ZODA-X
Weak human! You'll never survive the power of the mighty Zoda-X.

SCENE: Zoda-X and the tetrad disappear.

MIKE
* Zoda-X has escaped with
* the tetrad!

SCENE: Sherlock Holmes appears.

SHERLOCK HOLMES
The game's afoot Mike! You give chase and I will cut him off!

SCENE: Mike finds a big heart in the sewer.

* You've got a big heart! *

* Your life level is *
* increased! *

BATTLE STAGE: Museum Underground

SCENE: Mike pursues Zoda-X through the sewers.

BATTLE STAGE: Sewers

SCENE: Near the sewer exit.

* You've got a tetrad! *

* Your life level is *
* increased! *

SCENE: Sherlock Holmes awaits as Mike exits the sewers.

SHERLOCK HOLMES

Well done Mike! You are a very clever sleuth! Do you know of this stone?

MIKE

* You tell the story...
Blah blah tetrads blah blah aliens blah Zoda-X blah blah.

SHERLOCK HOLMES

Of course! From Zoda-X, I deduce that there must be a Zoda-Y and Z! Hurry Mike! You are not alone in the chase for the tetrads! Make haste!

MIKE

* You shout...
Thanks, Sherlock! I'll take it from here.

SCENE: The closed Oxford Wonder World in the center.

MIKE

* You decide to use the
* Oxford Wonder World again
* You turn the page and say
* the magic words...

Paa Paa Paa Oom Papa Mow Mow

SCENE: The book opens and flips through pages.

MIKE

Whooaaa! This is radical!

SCENE: Mike falls into a time slip.

CHAPTER 5

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 5

SCENE: A desert with cactuses and Mike in the center.

MIKE

* You appear...
Huh? Where am I?
* You decide to look around

SCENE: In town to the north.

MAN #1

Howdy pardner! There's gold in them thar hills! Yippee!

SCENE: Bob's Store.

BOB

Sorry, we're closed.

SCENE: In town.

MAN #2

I struck it rich! I struck it rich! Meet me at the saloon. The ginger ale is on me!

MAN #3

I struck it rich! I struck it rich!

MAN #4

Howdy pardner. When you walk up to a cactus, approach it from the south. That way you won't get pricked by the needles.

TOMBSTONE #1

* Here lies Daring Dave *
* A landslide sent him to *
* an early grave, 1849 *

TOMBSTONE #2

* Here lies Lucky Larry *
* His luck ran out and *
* now he's buried, 1849 *

MAN #5

You came west to seek your fortune, huh? Good luck!

SCENE: Store house.

MAN

Howdy! Looks like you've been thru a lot! What brings you to these parts?

MIKE

* You tell the story...
Blah blah seeking tetrads blah traveling blah blah...

MAN

Hmm... You know I seem to recall seeing a strange rock like your tet tot rad. It was in a mine that has since been buried by a landslide. If you blast in the right place, you'll open the way to your tet tod rad. Wish I could remember just exactly where that was but, it's been a while. Good luck, Mike.

CONDITION: Mike speaks to the man again.

Howdy pardner. No luck yet, huh? If you blast in the right place, you'll open the way to your tet tod rad. Wish I could remember just exactly where that was but, it's been a while. Good luck, Mike.

SCENE: Silver Dollar Saloon.

MAN #1

Howdy pardner.

BARTENDER

Howdy pardner! Welcome to the Silver Dollar Saloon! Have a shot of sarsaparilla.

MIKE

* You drink the shot...
Mmmmmm... Delicious!

MAN #2

Howdy pardner.

MAN #3

Have a shot of my Red Eye Ginger Ale.

MIKE

* You drink the shot...
Mmmmmm... Dynamite!

FIGHTING MEN

Get outta here kid, we're brawlin'.

PIANO PLAYER

Want me to play my greatest hit?

CHOICES: Yes / No

CHOICE: No

OK. Fine by me.

CHOICE: Yes

OK. Here it goes... Eureka! I've done it. I've hit pay dirt. Rich is what I am and the town I will alert. There's gold in them thar hills. And it's brought me many thrills. Now it's gold that you can earn. But there's a step you must learn... It's the... cactus dance, do the cactus dance. Everybody in the desert, do the cactus dance. Step light and don't you stick. Seek a special cactus and make it quick. Face the cactus if you might. Then take 2 steps left and 3 steps right. Turn left again. OK, that's all. Then keep on walkin' 'til you hit the wall. Cactus dance, do the cactus dance. Shake up the shack with the cactus dance. The lost mine is yours if you want that too, just blast the wall and you'll get thru. Yeah, boyee.

SCENE: Bob's Store.

BOB

Welcome to Bob's Store! You came for supplies to blast thru rock walls, huh? This should get you started.

```
*****  
*           You've got           *  
*    a load of dynamite    *  
*****
```

BOB

If you strike gold, I'll buy it all. Good luck!

CONDITION: Mike talks to Bob when already having dynamite.
Sorry, we're closed.

SCENE: Using dynamite on the rock wall.

MIKE

* Fire in the hole! Run!

SCENE: In a cave from using dynamite.

* You've got a gold nugget *
* You strike it rich! *

MIKE

* ??????...
* Wow! It's a chicken nugget
* You try it...
Mmmmmmm... Delicious!
* But nothing happens

SCENE: In another cave from using dynamite.

* You've got a gold nugget *
* You strike it rich! *

SCENE: Mike finds a big heart in a cave.

* You've got a big heart! *

* Your life level is *
* increased! *

SCENE: Back in town at Bob's Store.

BOB

Welcome to Bob's Store! Back for more, huh?

* You've got *
* a load of dynamite *

BOB

If you strike gold, I'll buy it all. Good luck!

BOB

I'll buy out your gold, OK?

CHOICES: Yes / No

CHOICE: No

OK. Fine by me.

CHOICE: Yes

Well, it's a deal.

BATTLE STAGE: Lost Mine

SCENE: Deep in the mine.

DONKEY

Welcome, Mike. I am glad that you have come so far. Listen well. I will give you added strength so that you may overcome dangers ahead.

```
*****
*       You've got the       *
*           Super           *
*   Psychic Shock Wave     *
*****
```

DONKEY

Remember, Mike. My powerful magic will guide you on your journey.

SCENE: Donkey disappears.

BATTLE STAGE: Haunted Mine

SCENE: Deeper in the mine.

```
*****
*   You've got a tetrad!   *
*****

*****
*   Your life level is    *
*       increased!       *
*****
```

SCENE: The closed Oxford Wonder World in the center.

MIKE

```
* You decide to use the
* Oxford Wonder World again
* You turn the page and say
* the magic words...
```

Paa Paa Paa Oom Papa Mow Mow

SCENE: The book opens and flips through pages.

MIKE

Whooaaa! This is radical!

SCENE: Mike falls into a time slip.

CHAPTER 6

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 6

SCENE: A town alley between two buildings with Mike in the center.

MIKE

* You appear...
Huh? Where am I?
* You decide to look around

MAN

You'ra justa visitor to Italy, yes? Hava nice time, ciao!

MAN #2

Tetrad? I hava no tetrad. Howa 'bout some nice tetrazzini or tortellini.

MAN #3

Hey kid! Need a map to the artists' homes? Wha d'ya say? I got Raphael, Donatello, Michaelangelo...

CHOICES: Yes / No

CHOICE: No

OK. Fine by me.

CHOICE: Yes

Leonardo? Sorry, I'ma out. I solda the last one to some big weird guy.

PIZZA MAN

Hmm... You looka familiar. You ever eat at Caesar's Hut Pizza? I'ma the pizza man!

MAN #4

An old scientist lives in our villa. If he can't help you, no one can...

WOMAN

The old scientist in our villa is very inventive. I hear his cellar is full of gadgets, lika big toy box.

WOMAN #2

You look so thin! Here, have a big plate of pasta.

MIKE

* You eat the pasta.
* Mmmmm... Delicious!

SCENE: Inside the villa.

STATUE

Help! I can't mo... Get me outta here...

MIKE

* Someone's inside the
* statue

BATTLE STAGE: Leonardo's Basement

SCENE: In the cellar.

* You've got a chisel *

* You've got a hammer *

SCENE: A statue on the left, an easel on the right.

STATUE
Get me outta here...

MIKE
* You chip away with the
* hammer and chisel

STATUE
Ow... Get me outta here...

SCENE: A piece of the statue breaks off.

STATUE
Ouch! Ow... Careful... Ow...

SCENE: Another piece breaks off.

STATUE
Ow... Careful... Ow...

SCENE: Leonardo emerges from the statue. An easel with the Mona Lisa on the right.

MIKE
* It's the famous artist,
* Leonardo da Vinci!

LEONARDO
Graci! Graci! Thank you for releasing me, friend. I was just putting
the finishing touches on my new masterpiece when... ...A monster blasted me
with liquid plaster. His name was... Uh... Soda?!

MIKE
* You shout...
Zoda-Y! Sherlock was right!

LEONARDO
He asked me about a curious artifact I saw while in an old castle to
the east.

MIKE
* You shout...
The tetrad! Leo, you've got to help me get there!

LEONARDO
I have justa the thing... But, first, tell me what you think of my
new masterpiece.

MIKE

* You say...
I'm no art critic... But the hair style is a little... old.

LEONARDO

Well, how about this?

SCENE: Leonardo paints a new hair style on the Mona Lisa.

MIKE

* You shout...
Wow! That's... Radical!

LEONARDO

Now, hurry, an invention of mine will take you to where I saw the artifact. Take this weapon, too. It's a souvenir of Marco Polo's from the Far East.

* You've got a Katana *

LEONARDO

Be careful and don't let Soda... Er... Zoda-Y breathe on you. It's a petrifying experience.

SCENE: Mike rides a flying machine over water.

MIKE

* Leonardo's invention is
* ...a flying machine!

FLYING MACHINE

Sputter sputter, cough cough
Sputter sputter, cough cough

MIKE

* It's not first class, but
* it flies!

FLYING MACHINE

Sputter sputter, cough cough
Sputter sputter, cough cough

SCENE: Close up of Mike. Mica's head appears on the right.

MICA

Mike, can you hear me? Mike, can you hear me? Whew... I found you! I can sense that you're... flying!

MIKE

* You shout...
Mica! You wouldn't believe what's been going on!

* You tell the story... Blah blah flying machine blah Zoda blah Leonardo...

MICA

Things have been crazy here, too! Aliens came to C-Island...
...Hypnotized Dr. J and found out how to time slip! They're after the tetrads

and they may be setting a trap for you! Be careful, Mike. We don't know what these evil beings are capable of...

SCENE: Mica's head disappears.

MIKE

Mica! Wait! Disconnected....?!

SCENE: The flying machine continues.

FLYING MACHINE

Sputter sputter, cough cough
Sputter sputter, cough cough
Sputter sputter, cough cough

MIKE

* Get ready for landing!

SCENE: Mike finds a big heart in secret path.

* You've got a big heart! *

* Your life level is *
* increased! *

SCENE: Mike starts flying again.

FLYING MACHINE

Sputter sputter, cough cough
Sputter sputter, cough cough
Sputter sputter, cough cough

MIKE

* Get ready for landing!

SCENE: At the end of the castle.

* You've got a tetrad! *

* Your life level is *
* increased! *

MIKE

* Wait! You hear an evil
* voice bellowing from
* beyond!

SCENE: Zoda-Y appears. Mike confronts him.

ZODA-Y

Not so fast, human.

MIKE

* It's... Zoda-Y!

ZODA-Y

I've learned now not to send a henchman on an errand that requires my own touch. You'll not get away so easily where I'm about to send you. Go! Go to the land where a count stalks his victims by the light of the moon... ...Ahhhhh ha ha ha ha... ...Ahhhhh ha ha ha ha...

MIKE

* Whoaaaa! This is radical!

SCENE: Mike falls into a time slip.

CHAPTER 7

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 7

SCENE: Mike appears in a forest at night.

MIKE

* You appear...

Huh? Where am I?

* You decide to look around

SCENE: Mike enters a castle.

BATTLE STAGE: Castle

SCENE: Deep in the castle.

* You've got a tetrad! *

* Your life level is *
* increased! *

SCENE: The closed Oxford Wonder World in the center.

MIKE

* You decide to use the
* Oxford Wonder World again
* You turn the page and say
* the magic words...

Paa Paa Paa Oom Papa Mow Mow

SCENE: The book opens and flips through pages.

MIKE

Whooaaa! This is radical!

SCENE: Mike falls into a time slip.

CHAPTER 8

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 8

SCENE: Mike appears in a forest in daytime.

MIKE

* You appear...

Huh? Where am I?

* You decide to look around

KNIGHT #1

Ods Bodkins! A stranger! Methinks you should see the King!

KNIGHT #2

The shadow of a dragon looms heavy over Camelot! The king seeks a hero to save us.

SIR LANCELOT

I am Sir Lancelot. No doubt you have heard of my great and wondrous adventures. I would fight the dragon in the northern cave, but my schedule is quite full. So many quests, so little time.

GUARD

The King forbids citizens to travel beyond this point.

WOMAN

Arthur, our King, is a very strong and important man. You should see him at once.

SCENE: Inside the castle.

TRAINING KNIGHTS

Get outta here kid, we're trainin'.

SIR SPINELESS

Hail, hail young man! I am Sir Spineless the cowardly. I'm glad that you showed. I certainly wasn't going to battle the dragon.

SERVANT

I serve the King. Can I bring you a nice bowl of gruel? Swill? Mutton?

KNIGHT #1

We've been standing still all day long and I could really go for a coffee break. ...A donut ...A sandwich ...Anything.

KNIGHT #2

We've been standing still all day long and I've got this itch on my nose. It's driving me crazy!

SCENE: Close up of King Arthur.

KING ARTHUR

Welcome! Welcome to Camelot, Mike! I am Arthur, King of the Britons. Wise old Merlin the magician told us to expect you. And you are just in time, too! There's this awful, mean terrible dragon, you see and he's making a mess of things. I'd call on my brave and powerful knights but they all seem to be out on quests. Would you, brave Mike, smite down this terrible beast?

CHOICES: Yes / No

CHOICE: No

Very well, then, off with you. We have enough cowards here already.

CONDITION: Mike talks to King Arthur again.

We have enough cowards already. Get outta here.

CHOICE: Yes

You are indeed very brave! I hereby christen you, Sir Mike!

SCENE: Arthur knights Mike.

```
*****
*   Your life level is   *
*       increased!      *
*****
```

KING ARTHUR

You are now a Knight of the Round Table! Good luck on your journey!

CONDITION: Mike talks to King Arthur again.

Welcome! Welcome to Camelot, Mike! I am Arthur, King of the Britons. Wise old Merlin the magician told us to expect you. And you are just in time, too! There's this awful, mean terrible dragon, you see and he's making a mess of things. You are now a Knight of the Round Table! Good luck on your journey!

SCENE: East of the castle.

GUARD

You may pass Sir Mike. Fight bravely for our kingdom.

BATTLE STAGE: Knight's Cave

SCENE: Deep in the knight's cave. An owl lands in front of Mike.

OWL

Hoot... Hoooot... Hello, Mike. I am glad that you have come so far... I'm sure that you remember my other disguises.

SCENE: The owl transforms into a monkey, a donkey, and then into Merlin. Close up of Merlin.

MERLIN

Call me Merlin. I am the magician in King Arthur's court. Long ago I had a good friend from a faraway planet. His name was Hirocon. He spread the

tetrads across time and space so that only a hero could find them. When we last spoke, he asked me to watch over such a hero in his journey someday. That hero was you, Sir Mike, and that day has come. You must now collect the last tetrad and put them all together. The fate of Hirocon's race rests on you. I will now give you the last and most powerful magic.

* You've got the *
* Ultra *
* Psychic Shock Wave *

MERLIN

Now, continue your journey along this path and fight for the final tetrad.

BATTLE STAGE: Dragon's Cave

SCENE: Deep in the dragon's cave.

* You've got a tetrad! *

* Your life level is *
* increased! *

MIKE

* You try to put all of the
* tetrads together...
* ...but nothing happens!?

SCENE: Outside the dragon's cave. A close up of Mike with Mica's head on the right.

MICA

Mike, can you hear me? Mike, can you hear me? Mike, we need your help...
Come back to C-Island... Hurry!

SCENE: Mica's head disappears.

MIKE

Mica! Wait! Disconnected....?!

SCENE: The closed Oxford Wonder World in the center.

MIKE

* You turn to the last page
* and say the magic words...

Paa Paa Paa Oom Papa Mow Mow

SCENE: The book opens and flips through pages.

MIKE

Whooooaaa! Here we go again!

SCENE: Mike falls into a time slip.

CHAPTER 9

SCENE: An open book.

Left Page: You slip to another time and space...

Right Page: Chapter 9

SCENE: Mike appears on an island.

MIKE

* You appear...

Hmm... Palm trees... A beach... I'm on C-Island!

* You've got to help Mica!

* Hurry to Coralcola!

SCENE: All the villagers are turned to boars except for a boy.

BOARS

Oink! Oink! Snort!

BOY

Mike! Welcome back to Coralcola! The strangest thing has happened. I came back from fishing and found all of the villagers have changed to wild boars! And if that isn't weird enough... Odd sounds have been coming from this tunnel. Please help us Mike!

CONDITION: Mike talks to the boy again.

Good luck!

BATTLE STAGE:

SCENE: Close up of Mica.

MICA

Thanks for saving us Mike! I have many things to tell you... ..but now we've got to make sure that the Coralcolans are OK! I'll meet you at the chief's hut!

SCENE: Mike exits the tunnel. The villagers are restored to normal.

BOY #1

Thanks for saving us Mike!

BOY #2

Welcome back to the, uh, present, Mike! I hear you went thru time and space!

WOMAN

I'm gonna roast a pig for your victory. I hear you like rare roast. What a barbarian!

PIG

Oink! Oink!

BOY #3

Thank you Mike! Though, I did enjoy being a wild boar, too!

MAN #1

Thanks for saving us Mike!

MAN #2

Hi, Mike you've done it! What a great boy!

WOMAN

Mica has already returned. She's waiting for you!

MISS CORAL

Mike! I'm Miss Coral. Remember me? You look totally cool!

GIRL

I still feel a little strange... Oink! Oink! Snort! ...?!

OLD MAN

Boy, where do you come from? Americola...??

MAN #3

Thanks for saving us Mike!

BOY #4

Wow! You zapped the Zodas! Too cool! Show me how to use the Ultra Psychic Shock Wave sometime.

SCENE: Inside the Chief's hut.

ARGONIAN BOY #1

Thanks for saving us Mike!

ARGONIAN GIRL #1

Thanks for saving us Mike!

ARGONIAN BOY #2

Thank you Mike!

ARGONIAN BOY #3

Thank you Mike!

ARGONIAN BOY #4

Thanks for saving us Mike!

ARGONIAN GIRL #2

Thank you Mike!

SCENE: Close up of Mica.

MICA

Mike! The village is back to normal! You have saved us all once again! We will be forever indebted to you. Now, let's put the tetrads together and see what happens!

SCENE: Close up of Chief Coralcola.

CHIEF CORALCOLA

The hero returns! Welcome back Mike! You are a power player indeed!

Perhaps I can help you with those tetrads. After all, "Tetris" is my middle name.

MIKE

* The chief puts the tetrads
* together

SCENE: The tetrads are assembled into a scepter. Hirocon appears.

MIKE

* It's Hirocon!

HIROCON

Hello, Mike! Thank you so much for saving me!

SCENE: Close up of Mica.

MICA

Father! You're alive!

SCENE: Close up of Hirocon.

HIROCON

Mica! I'm so glad that you arrived here safely! When trouble began on Argonia, I sent you away in the escape pod... ..and then had my essence transferred to these tetrads. Now, thanks to Mike, we are all safe...

SCENE: Close up of Mica.

MICA

...And together we can go back to Argonia and rebuild our society!
Goodby, Mike! !uoy tuoba gnikniht eb ll'I Ha! Ha!

SCENE: Close up of Hirocon.

HIROCON

Thanks again Mike. You will always hold a place as the Hero of Argonia!

SCENE: Hirocon, Mica, and the Argonian children flash and disappear. Mike watches balls of light ascend into the sky.

SCENE: The credits start playing. After the credits.

SCENE: An open book.

Left Page: A picture of Mike standing at the cliff.

Right Page: What a wild adventure! If I hadn't lived it, I wouldn't believe it!

SCENE: The book closes.

SCENE: Front cover.

StarTropics II

The End

Nintendo

FADE OUT.

GAME OVER

MERLIN

Now saving your data.... Refrain from turning power off or resetting!!
Don't despair, Mike! My powerful magic will guide you on your journey.