

GAME NES ATLAS

Nintendo®

PLAYER'S GUIDE

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NES GAME ATLAS

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TROPICAL ADVENTURE

STARTROPICS

96

Unravel The Many Mysteries Of A Remote Island Chain

The famed archeologist, Dr. Steve Jones, has disappeared from his small island laboratory where he has recently made an amazing new discovery. As his nephew, Mike, you must search the islands for the Doctor and, in the process, uncover the secrets of the south seas.

Your journey covers eight giant chapters of action and adventure. There are ten underground tunnels, dozens of mysteries, a huge spaceship, tons of secret passages and, if that's not enough, an enormous submarine-swallowing whale!

You'll start with a powerful island Yo-Yo to fend off enemies and earn more weapons along the way.

Your journey begins on the island of Coralcola where you'll fight through an underground tunnel to your uncle's laboratory. There, you'll find the Sub-C, Dr. Jones' mini-submarine, and set sail.

Your main objective is to find and save your uncle, and to discover the circumstances behind his disappearance. There are plenty of surprises along the way, too! Each chapter contains a new twist to the plot.

First, you'll have to save a young dolphin from

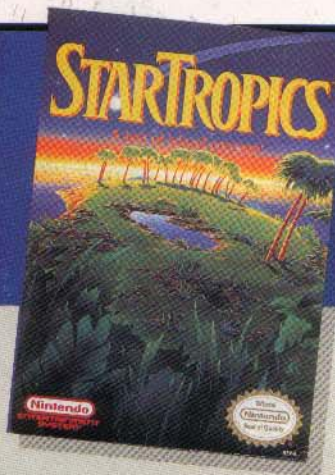
the underground lair of a terrible Octopus. Then, you'll be shipwrecked in a storm and have to search for a miracle to save the Sub-C.

Your adventure continues with one bizarre



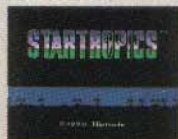
incident after another with a finale in a spaceship circling the planet. And that's not all! There's a good chance that a sequel **could** surface.

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TAKE OFF ON AN EPIC ADVENTURE

The famed archeologist, Dr. J, has vanished from his C-Island lab. It's up to you to fight through eight exciting chapters and uncover the mysterious plot behind his disappearance.

#1 PRELUDE

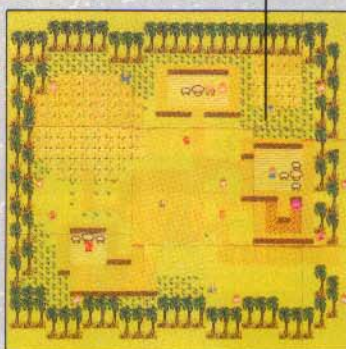
CORALCOLA

The Chief of Coralcola



The Chief of Coralcola will clue you in on the story behind Dr. J's disappearance.

TUNNEL ENTRANCE



THE ISLAND TUNNEL

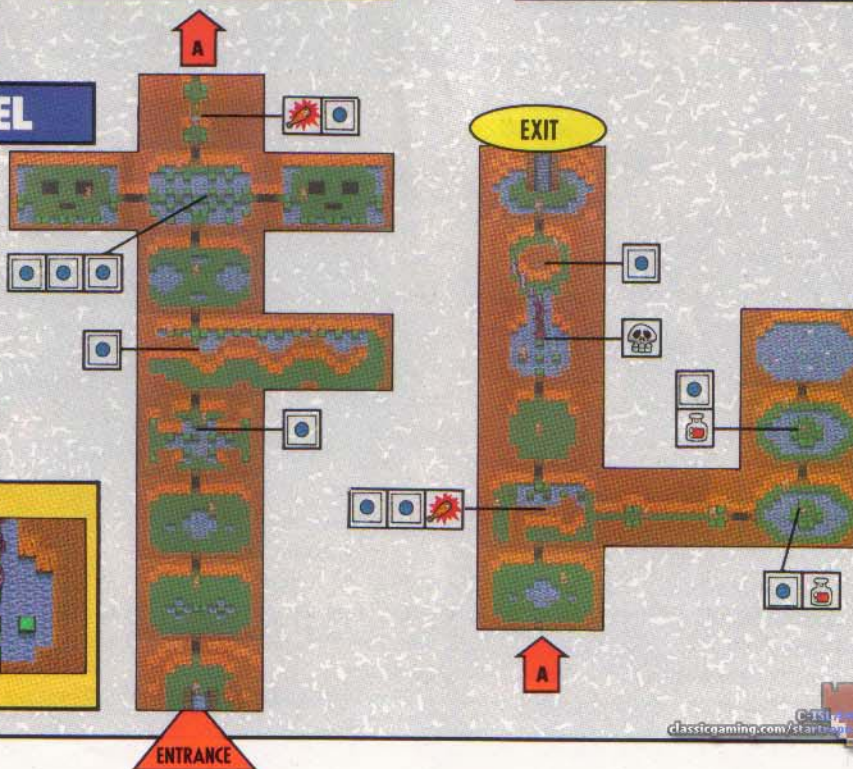
ISLAND YO-YO

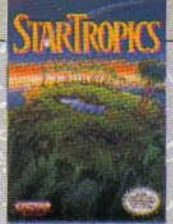
Chief Coralcola will arm you with a Yo-yo. Use it to silence the creatures roaming Island Tunnels.



C-SERPENT

Blast the giant C-Serpent with flames and jump out of the way when it fights back with its own flame attack.





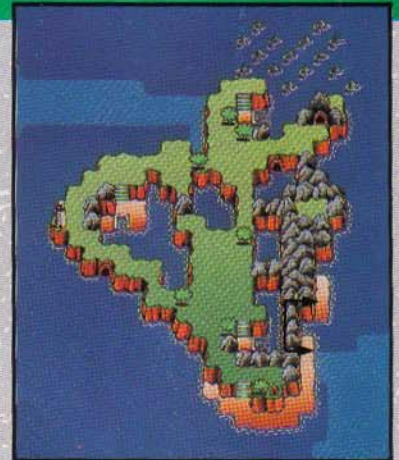
MAP KEY

	Switch		Potion
	Special Weapon		Tunnel Guard
	Magic Item		False Exit
	Small Heart		Secret Tunnel
	Big Heart		

#2 DOLPHINS

OCTO'S LAIR

SUB-C



You can use Dr. J's mini-sub to hop from island to island. The onboard robot, Nav-Com, will help you along the way.

SEEK SECRET PASSAGES

Shadows near walls often expose secret passages. Keep your eyes open for them and walk through the walls.



OCTO THE HUGE

You must take on the incredible Octo in order to save a young Dolphin. Octo will pelt you with Ink Pellets from a distance and, occasionally, move in for a closer look. That'll be your cue to freeze him with a Snowman Doll and hit him with a rapid-fire Yo-Yo attack. If you're quick on the draw, two Yo-Yo barrages will do the trick.



HIT 'EM WHEN THEY'RE UP



Up/Down Tiles come out of the water, then sink again. Watch them and get hopping as they're on their way up.

ENTRANCE

#3 STORM AND CALM

THE TUNNEL TO CORALCOLA

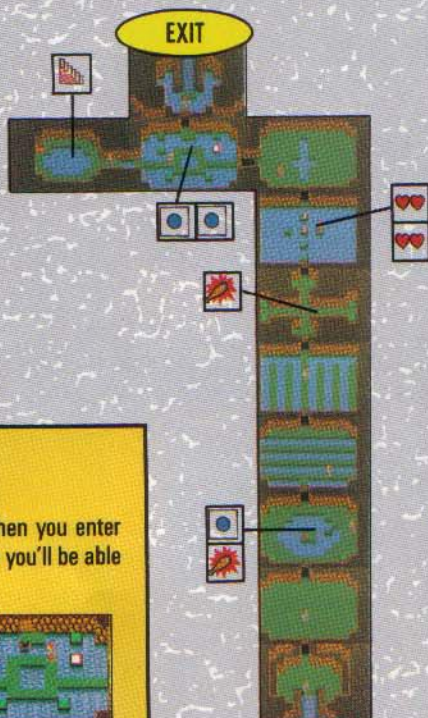
FALSE EXIT



Don't exit through this room. You'll end up on the wrong side of the mountain range and have to re-enter the tunnel from the beginning.

SHED LIGHT ON THE TUNNEL

Some tunnel rooms are dark when you enter them. Search for a Light Tile and you'll be able see where you're going.



ENTRANCE

EXIT



MAGMA'S MOLTEN TUNNEL

WATCH THE ENEMIES

Watch where the enemies in dark tunnel rooms travel and you will know where there is solid ground. Hop on those Tiles and search for light.



DEAD END

The path to the left in the fire room leads to a dead end. Go right instead.



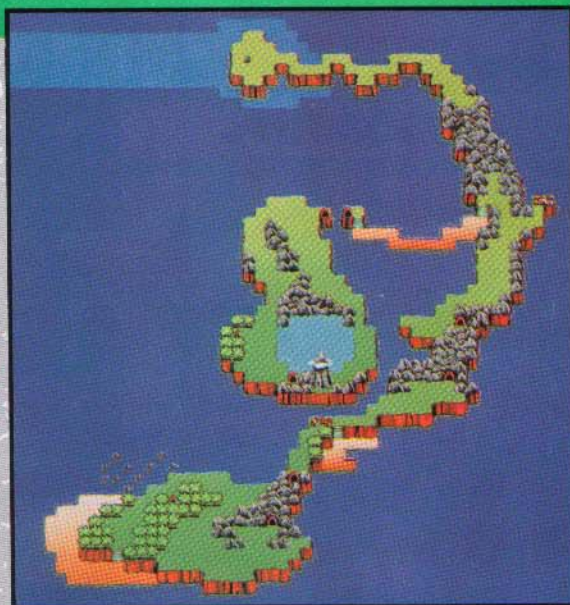
ENTRANCE



MAGMA THE FIERCE

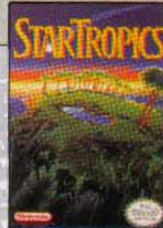


Magma absorbs shots from your weapons. Look for Switches that will break his bond with the surface. You'll sink him.



MIRACOLA





THE GHOST TUNNEL

DIMHAGS

Like the Wizzrobes from the Legend of Zelda, Dimhags release powerful blasts of magic. Use Miracle Mirrors to bounce the magic back to them and give them a taste of their own powers.



MAXIE

Use a Rod of Sight to make Maxie come out of the dark. Then hit him with a big Bola attack. He'll go down in flames.



Lob Bolas in Maxie's direction and try to avoid the Minies and shots from the Mini-Volcanos.

FLASH!

With a flashbulb-like burst, the Rod of Sight reveals otherwise invisible ghosts.

SHOOTING STAR

The queen of Shecola will reward your heroics with the strong Shooting Star. Use it to hit faraway enemies.



SLUG IT

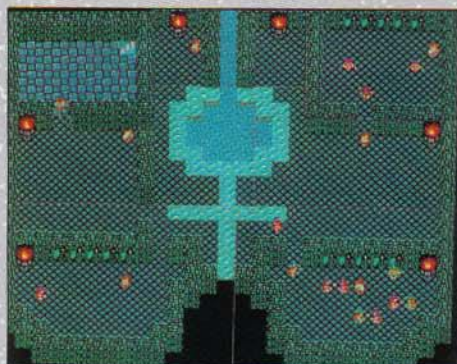


Hit the slug near the stairs with your Yo-Yo and reveal a secret passage. Don't go up the stairs.

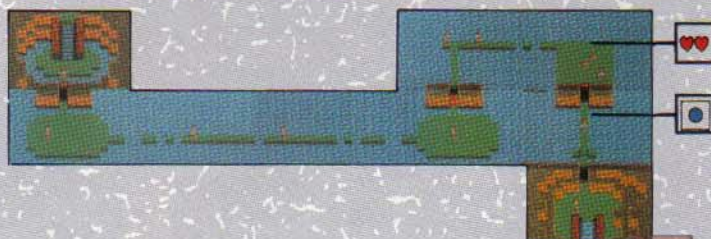
THE GHOST VILLAGE



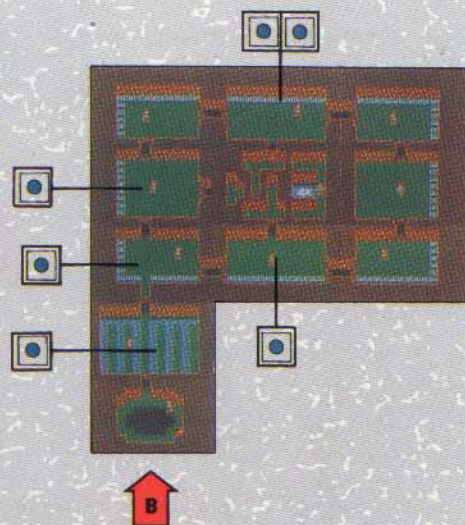
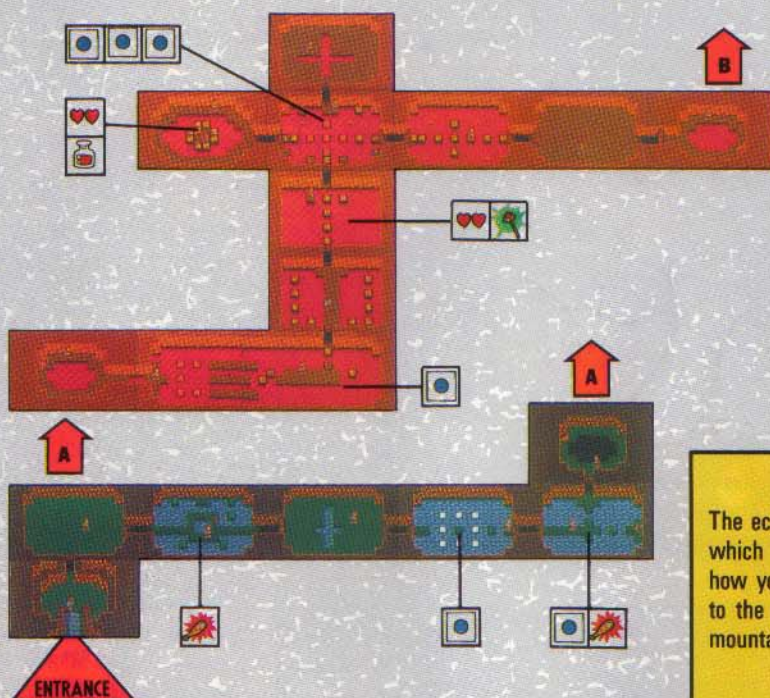
SHECOLA



THE WEST TUNNEL





THE HERMIT'S MOUNTAIN



REMEMBER PO'S POEM

The eccentric poet of the island, Po, will recite for you a poem which describes how you will get to the top of the mountain.

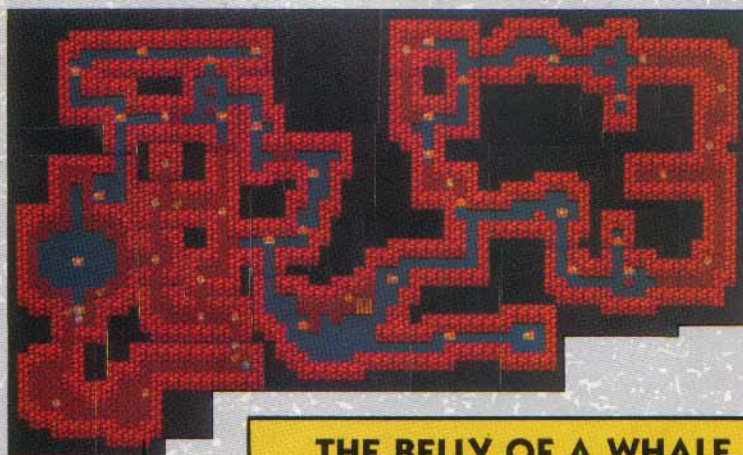


The eccentric poet of the island, Po, will recite for you a poem which describes how you will get to the top of the mountain.




#4 CONFESSION

INSIDE A WHALE



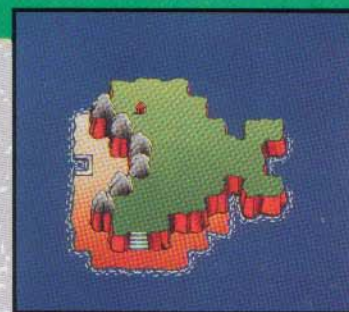
THE BELLY OF A WHALE

As you travel eastward from Tunacola, a Whale will swallow the Sub-C. You'll find Baboo, Dr. J's assistant, inside. Retrieve his Lighter and you can escape.



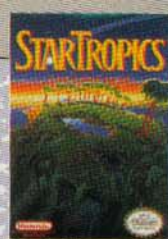
The screenshot shows a top-down view of a character, Baboo, inside a whale's belly. The environment is dark with red, fleshy walls. A speech bubble at the top of the screen reads: "THAT'S EX MINE? WE'LL MAKE HIM SNIFFER! LET'S BUILD A FISH." The character is holding a lighter. The game interface at the bottom shows a status bar with various icons and a score of 10000.

As you travel eastward from Tunacola, a Whale will swallow the Sub-C. You'll find Baboo, Dr. J's assistant, inside. Retrieve his Lighter and you can escape.



TUNACOLA



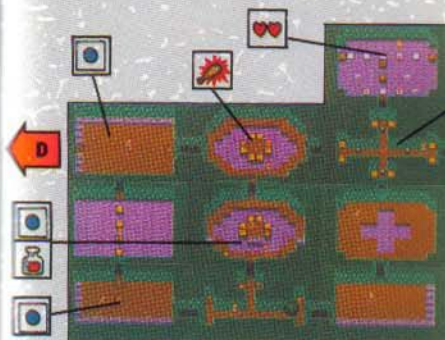
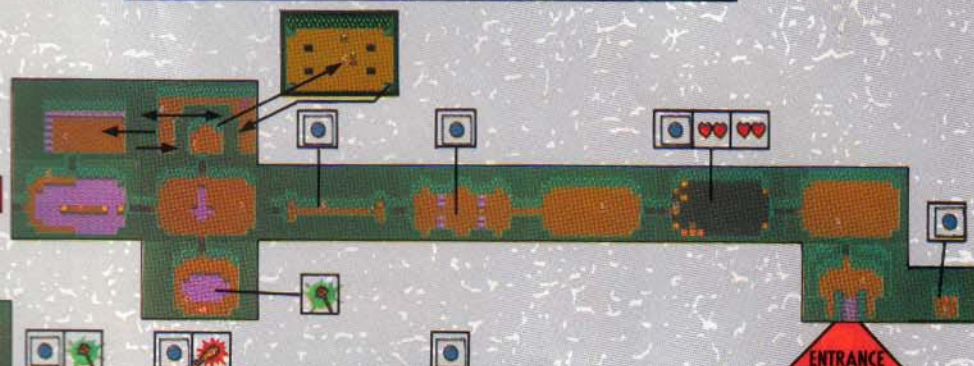


#5 CAPTAIN BELL

CAPTAIN BELL'S CAVE

THE MEMORIAL

The pipe organ in Captain Bell's Memorial is the key to the underground tunnel. Play Pete's tune on the keys to unlock the entrance.



SINK IT

Jump on the Tile near the waterwheel. The water will flow into the ship, sink it, and clear the strait.



Sink the ship by filling it with water.

GET THE GHOULS

Pirate Ghouls are similar to Dimhags. Use Miracle Mirrors to reflect their magic and you will be able to knock them out easily.



Hit Ghouls with their own magic.

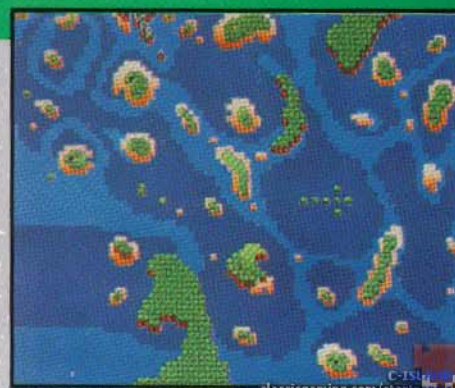
#6 REUNION

NAV-COM KNOWS DIRECTIONS

You'll get an update on Dr. J's location whenever you talk to Nav-Com. Keep searching.



Nav-Com lets you know how close you are to Dr. J's location.



DR. JONES!



When you find Dr. Jones, he'll tell you of an alien plot and three hidden Cubes. Board the spaceship and retrieve the Cubes.

BROKEN JOE

The weak point of this Easter Islander is his open mouth. Hit him with Horse Hides when he opens wide.



Toss some Horse Hides Broken Joe's way when he opens his mouth.

THE STATUES OF TWIN SUMOCHO

While you're taking on the Statues of Twin Sumocho, use the Asterisk and stay near the center of the room. You'll be able to hit them both at once and defeat them in double-time.



Hit the Statues with the Asterisk from the center of the room.

GIANT TURBOSS

The squid-like Giant Turbross fights like Octo The Huge. Jump left and right to avoid its shots and hit it hard when it moves in.



Hit the Giant Turbross with several shots when it gets within range.

THE BIG ROCK TUNNEL

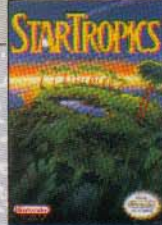
EXIT

CIPHERS

The mysterious meteor in the lost ruins holds some clues about what's to come. Study it carefully.



TURBOSS CAVERNS



#7 ALIEN SPACESHIP

WARP TO JET-PACK JUMPER

SUPER NOVA



Once you retrieve the first Cube, you'll be rewarded with this most powerful weapon.

EXIT

JET-PACK JUMPER

The Jet-Pack Jumper is a wide robot. Instead of meeting it head on, approach it from the side and hit it with the spreading beam of the Super Laser.

ENTRANCE

A

ENTRANCE

A

B

EXIT

B

SPACE MAZE



BREAK THE WALL

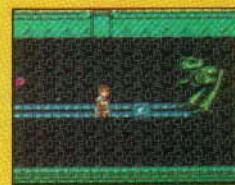
There are a few weak walls in the spaceship. Look for cracks and hit those sections to open entrances to hidden rooms.



Some hidden rooms hold Potions and Hearts.

OBLITERATE OSTROID

The Ostroid is well-built. The only way to defeat it is to hit the Switch which will break the piping and send it tumbling.



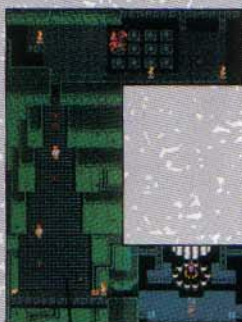
Send the Ostroid down by hitting the pipe-breaking switch.

#8 FINAL BATTLE

THE CONTROL CENTER

POTION POWER

Before you destroy the Main Engine, drop into a trap door, defeat the aliens below and collect three Potions.



ZODA

The evil alien scum, Zoda, has a deadly claw-like hand. Avoid it and blast away when he shows his face.



Blast Zoda when his head appears.

THE MAIN ENGINE

The ship's power source is surrounded by armored plating. Run to the space below the trap doors and fire when the plating opens.



Get into position under the trap doors and blast the Engine.

ZAP ZODA AGAIN

After your first encounter with Zoda, he will change to his true form. Hit him with the Super Nova until your life is

low. Then switch to your Laser. Try to corner him in the lower-right area and keep fighting 'til he's history.



Hit Zoda with a far reaching weapon. He'll take a lot of hits before he's gone.



When Zoda is hurt, he'll change colors and fight even stronger.

THE LAST CUBE



SHIPWRECK



After you collect the last Cube, the alien spaceship will go down.

A DARING SAVE

When the ship goes down over the ocean, you'll go with it. It's good that you have Dolphin friends.



The Dolphins will save you from the water and take you back to C-Island.

THE STORY CONTINUES

Safety at last! After a long journey you'll finally recover the three Cubes and return to Coralcola. Chief Coralcola and Dr. J will be waiting for you. They have the ability to fuse the Cubes together. With a brilliant flash, seven alien children will appear from the Cube. These children are the last of their race. They were planted in the Cubes by Hirocon, an alien who wanted to see his own kind prosper. What will become of these creatures? Have we seen the last of Zoda or was his defeat only an illusion? And what of the messages on the meteor in

the lost ruins? Dr. J will have his work cut out for him in deciphering those strange markings.

Look for the sequel, as the StarTropics story continues!



The Cubes fuse together in a brilliant flash.



Seven alien kids, the last of their race, emerge from the Cubes.



Dr. J attempts to solve the mystery of the meteor markings.

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DARK
NINJA

1-Up

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Mega Man

Mega Man II

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StarTropics

Disney's Duck Tales

Disney's Chip N' Dale Rescue Rangers

Ninja Gaiden

Ninja Gaiden II

T.M.N.T.

T.M.N.T. II: The Arcade Game

Castlevania

Castlevania II: Simon's Quest

Castlevania III: Dracula's Curse

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