

# NINTENDO POWER™

VOLUME 22

U.S. \$3.50 Canada \$4.50

## METAL STORM

Battle Tactics For  
A Reverse Universe

## Hot Reviews

Part II: StarTropics

G.I. Joe

Plus!

The Nester Awards

Call For Ballots



THE SOURCE FOR PLAY-TO-WIN STRATEGIES STRAIGHT FROM THE PROS

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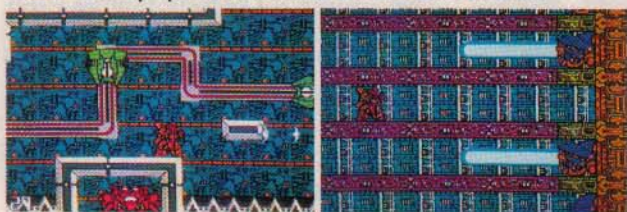
# NINTENDO POWER™

## VOLUME 22 MARCH 1991

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Metallic marvel M-308 Gunner defies gravity and battles the dark forces of deep space. He'll need an awesome arsenal!



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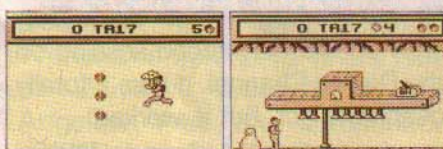
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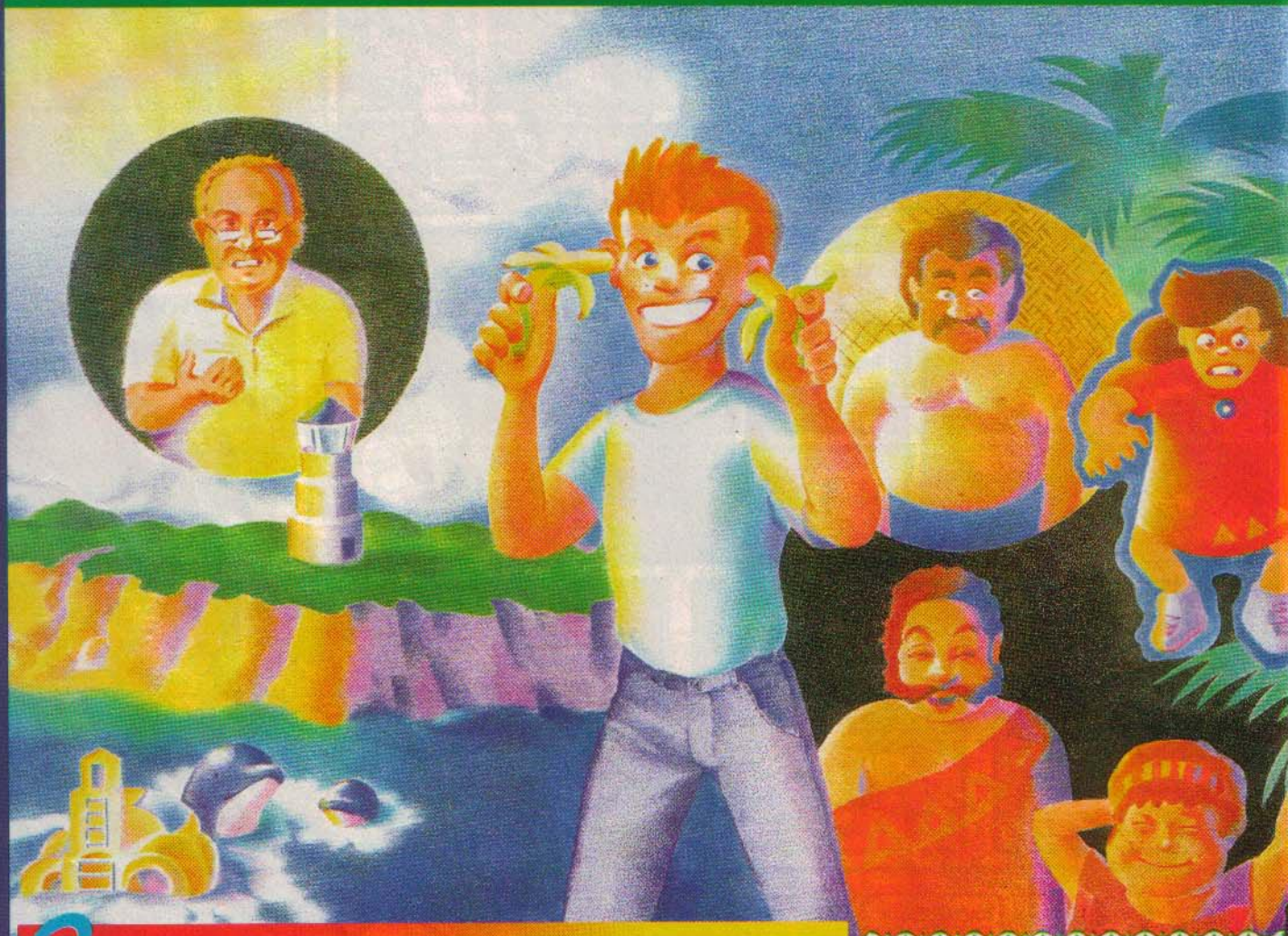
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# STAR TROPICS™

The Trail To Find Dr. J Continues  
Through A Chain Of Mysterious Islands



## #3 STORM AND CALM



The dangers of Coralcola and Octo's Island are behind you. Now, even more difficult challenges lie ahead. A violent storm has tossed the Sub-C into a coral reef. You're land-locked until you can find a way to repair it and sail on to continue your search to find Dr. J.

### Coconut Cure

In the hut closest to shore, you'll find an old man who offers you a taste of life-saving Coconut Milk and points you in the direction of Miracola.



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There are two exits from the Tunnel. One leads to the village and the other leads to shore.

A short, but dangerous, tunnel lies between you and the village of Miracola. Fight your way through and you may find someone at the Sub-C.



## Ya Gotta Have Hearts

Hit the correct Tiles in this room and a set of Double Small Hearts will appear in the center. Study the movement of the Up/Down Tile where the Hearts rest and jump quickly, as the Tile is on its way up. Then hop off the Tile before you take a plunge.



## SPECIAL WEAPON

### Bola

The Bola is a swift weapon that can be thrown for a great distance. Find a safe spot with a clear shot to the enemy, then fire!



Toss the Bola across the water at unsuspecting enemies. Aim carefully. You only have a few shots.

## ENEMIES

### DODOS

The small but strong birds of this island chain are slow movers. Knock them with the Yo-yo before they have a chance to get close.

### NINJA MONKEYS

The athletic Ninja Monkeys can surprise you with their quick moves. Keep on your toes when you see these characters and seek out a safe spot.

### BONEHEADS

As you may guess, Boneheads aren't known for their brains. They charge when you cross their path. Be prepared for a fight.

## Don't Move!

When you enter this room, stop and stand near the Gate. The Boneheads won't approach and you'll be able to fight off the Dodos with a few swift shots from the Yo-yo. When the Dodos are gone, you'll have to move to get the Boneheads. Stay on the other side of the water from these odd birds and reach over with the Bola or Yo-Yo.



## Clear The Way

The Loopers can't slither past the Treasure Chest. So, before you open it, take out the top Loofer with a few shots from the Bola. Then Tile hop to open the Chest and run straight up as the other Loopers are heading away from the center of the room. You'll open the exit by hitting the Tiles near the top of the room.



## Treasure Trip

The Treasure Chest in the center of the room may seem out of reach. You can get to it, though. Hit one of the corner Tiles and a Trigger Tile will appear in the water. Then hop onto the Trigger Tile and jump to the center. The Treasure Chest will open to reveal a Bola. Use it to knock out the Dodos and keep moving.



## Wrong Way Out

If you take the wrong exit from the tunnel, you'll end up on the wrong side of the hills. Go back to the tunnel entrance and start from the beginning. Take the other path to arrive in Miracola.



ENTRANCE





Welcome to Miracola, Mike. We Miracolans are very handy with shipwrecked subs. Before we fix the Sub-C, though, please seek a cure for my daughter, Bananette. She has fallen asleep and will not wake without a spell from the hermit on the mountain.



Miracola is a mysterious village. Its inhabitants will be kind to you only if you save the Chief's daughter. You can visit her after you visit the Chief by finding a hidden entrance in the north side of the Chief's hut.



Answer this villager's question, keeping in mind that you are in Miracola, and the guard in front of the Chief's hut will allow you to enter.

Bananette has been asleep for 100 days. Journey to the other side of the island and seek a cure for this strange malady.



## MAGMA'S MOLTEN TUNNEL



### Triple Play

Three pesky Gadflies hang out in this room. Knock them for a loop with the Bat before they can attack. Then hit the Tiles on the bottom of the room to open the Gate at the top.



### Helpful Hearts

If you need to fill up your Life Meter, hit the Tiles on the sides and collect the Double Small Hearts that appear on the Up/Down Tiles.



### Beat Bonehead

Use the water to your advantage here by hitting the Boneheads from the other side. When they jump over, run away and repeat the process.



### Heart Hide-A-Way

On the west side of the long, dark room there's an opening to the south that you may miss if you don't look carefully. Hop to the hidden chamber and collect the valuable items that it holds. You'll need all of the help that you can get in this



treacherous tunnel. There's still another floor to go and a meeting with the fiery fiend, Magma the Fierce. Try to save the Potion until you reach this horrific hothead.

### Dark Room

The lights are out but somebody's home. Watch the Loopers' movements to determine where the land ends and the water begins. Then blast 'em with your Yo-yo and move on unharmed.



### Looper Leap

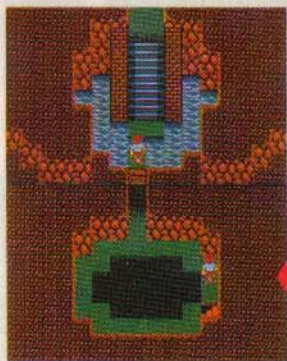
A set of six Loopers is waiting here to cut you off at the pass. Head straight up the center and jump up as each pair of Loopers charges. Then move up before they can charge again.



ENTRANCE  
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EXIT



## MAGMA THE FIERCE



## MAGIC ITEMS

### STOP/SLOW

Collect this clock to freeze, or at least slow down, all of the enemies in the room.



### TRY YOUR LUCK SIGN

This odd item will either add to, or subtract from, your characters in reserve. Collect it if you feel lucky.



## ENEMIES

### MAD MUDDIES



The slipperiest of fiends emerges from the depths and spits mudballs. Be careful!

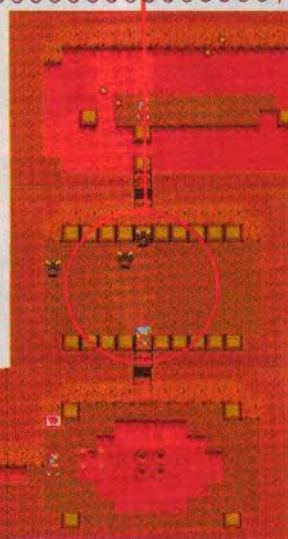
### GADFLIES



These quick critters move diagonally if you stray too far to one side.

### Freeze The Flies

There's a Stop/Slow on the lower row of Tiles. Trigger it to the left and collect it to the right. Then clean the clocks of the frozen Gadflies.



### Don't Dive

You'll have to brave the attacks of Mad Muddy and the Gadflies in this room. If you need Hearts, go around to the left first but stop before you hit the mud. Then work around the right side and hop to the exit.



### Hit And Hop

Mad Muddy attacks when you get to the Trigger Tile on the side. Whack Muddy with your Yo-yo and hop straight up to avoid the Mudballs that he sends your way. Then hop to the left and open the Gate before Muddy returns.



## MAGMA THE FIERCE

The molten mass of this fiery fiend absorbs shots from your weapons without taking damage. The only way that you'll be able to extinguish his flame is to stick him into the muck.



Jump to find the Trigger Tiles that will break Magma's link with the surface.



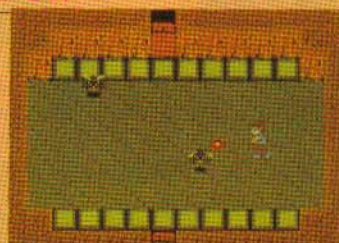
You'll find one switch to the left and another on the right side of Magma's perch.

## SPECIAL WEAPON

### SLING SHOT



Send out projectiles faster and farther than before with this spring-loaded weapon.





# NO ADMITTANCE

The warriors of Shecola know the secret of getting to the west side of the island where the Hermit lives. Only women are allowed to enter the castle to speak to the warriors. You'll have to find a way to trick them into letting you in.



Only women are allowed inside the walls of Shecola.



Queen Shecola will admit only women into the castle. Search the grounds to find a solution to this dilemma.



A Fortune Teller lives in a chamber on the side of the castle. She'll help you enter if you can find her Crystal Ball in the Ghost Village.

## THE GHOST TUNNEL

### Heart Haven

After you collect these Hearts, you'll be forced to exit the tunnel and start from the beginning. Keep collecting them until your Life Meter is full. Then move on.



The entrance to the Ghost Tunnel is not immediately visible. You'll find it only by walking into the headstones around the Ghost Village. Once you find the right headstone, you'll notice that it is a slightly different color from the others. Crawl down below and get ready for a very challenging battle.

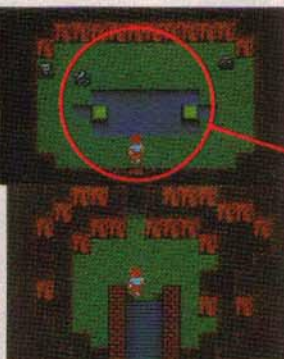
### Bonedog Bonanza

The Bonedogs won't know what hit them if you play it safe and knock them with the Yo-yo from one of the Tiles in the water. It may take a little longer to get them this way, but it saves Hearts.



### Jump Quick

As soon as you enter this room, jump over the small section of water to avoid being hit by an invisible enemy.



### ENTRANCE

### See The Sights

Use the Rod of Sight when you get into this room and you'll see a band of Minies flying back and forth. Blast them with a few hits from the Yo-yo and you won't have to avoid them when you hit the Tile and doubleback to the switch.



### Slug It

Don't climb the stairs unless you want to exit the Tunnel. Instead, take out the Slime and crawl through a passage where the Slime was. This one can be easy to miss.

### Reveal Valuable Secrets!

It may seem that you've defeated all of the enemies when there are really still more floating around. Use the Rod of Sight to reveal these ghosts and defeat them to open elusive passages.



These Minies will only reveal themselves when you use the Rod of Sight.

### Watch For Fire

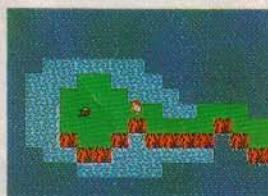
The blasts of the Mini-Volcano in this room are few and far between. You should be able to avoid them easily as you open



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## GHOST VILLAGE



On your way to the Ghost Village, make sure that you find the Big Heart in a hidden underground passage. You'll find the extra energy to be invaluable in the coming fight.



### MAGIC ITEMS

#### ROD OF SIGHT

The extremely useful Rod of Sight makes ghosts visible and vulnerable with a flashbulb-like burst of light.



#### LANTERN

For a few valuable seconds, the Lantern will allow you to make your way around a normally dark room. Use it sparingly.



### TAKE THE LOW ROAD

Before you ultimately go through the wall on the right side of this dark room, explore the area that you can get to by hopping through the hidden hole at the bottom of the room.



### Out Of Reach

As soon as Mr. Armstrong breaks out of the ground, jump to an area above or below him and approach him from the side. This way, you'll be able to defeat him without getting pelted.



### ENEMIES

#### BONEDOGS

These curious canines may seem incomplete but they can still take a bite out of you if you get too close.



#### SKULLS

Even though they are bodiless, the Skulls have no trouble hopping around and making things difficult.



#### MINIES

Unless you have the Rod of Light to uncover these ghosts, they can float around unseen and unharmed.



#### MUUMUS

It'll take a lot of Yo-yo power to persuade these mixed-up mummies to go back to where they came from.



#### MR. ARMSTRONGS

The long limbs of Mr. Armstrong come up from the ground when you least expect it and toss handfuls of rocks.



#### DIMHAGS

Bearing more than a casual resemblance to Wizzrobes from the Legend of Zelda, Dimhags emit strong magical bursts.



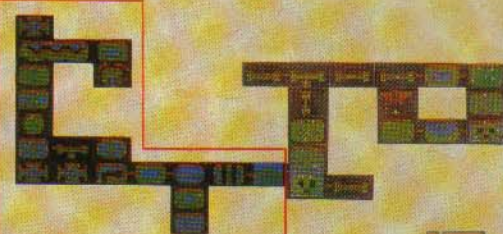
### EXIT

### Light It Up

This series of three very small rooms is dark when you enter and, unless you have a Lantern, you may find them very difficult to clear. Use a Lantern and pause the game to keep the room lit while you plan your strategy. Then resume the game and time the Up/Down Tiles so that you stay afloat.



### THE GHOST TUNNEL







# THE GHOST TUNNEL, CONTINUED

## Fight For Sight

If you are low on Rods of Sight, you'll find it useful to take this short detour and fight off Mr. Armstrong. Hit the Tiles after Mr. Armstrong bites the dust to pack a Rod.

## Safe Spot

In order to avoid any unnecessary damage, jump to safety on one of the side Tiles and wait for the Muumus to get within Yo-yo distance. Or, find the hidden Stop/Slow and get them while they're frozen.

## GET OUT OF HERE

When you get to this room, go straight up and avoid any contact with the Muumus and Mini-Volcanos. It appears that you are surrounded by water, but there is dry land ahead.



## DEAD END

There's no reason to go into this dead-end room. The only thing that will result in your entering the room is a possible loss of valuable energy. Get out!

## Drain The Lake!

You made it to the lake stopper! Hit the head Tile three times and water will pour from the Skull. Then the Ghost Village Lake will be drained and you'll easily be able to recover the Fortune Teller's Crystal Ball from the lake bed. Good job!



## MAXIE



## THE GHOST TUNNEL



## SPECIAL WEAPON

### MIRACLE MIRROR

Reverse the magic blasts of the Dimhags by shielding yourself with the Magic Mirror.



## MAXIE ATTACK!

It won't be immediately apparent that Maxie is in the room until you use a Rod of Sight to reveal this enormous ghostly entity. As soon as you see it, avoid the Minies and aim for it with a round of Bolas. Use the Bolas sparingly, though. You have only a few of them and they're the only weapons that will reach Maxie.

Unless you use a Rod of Sight to reveal Maxie and the Minies that are circling around, you'll be hopelessly attacked by an invisible enemy.



Don't waste your Bolas on Minies. Avoid these pests and aim for the big ghost.



Smash Maxie with the fiery Bola and step quickly to avoid the Minies and blasts from the Mini-Volcano. The only weapon that can reach Maxie is the Bola. Aim carefully.



When Maxie is damaged, it will quicken its pace and become a more difficult target. Don't be hasty or you'll waste shots.





## Bounce Back

Dimhag alert! Wait for these merciless magicians to conjure up a blast. Then turn their magic against them with a Magic Mirror. The Mirror only lasts momentarily. Time it right.



## Minie Haunt

There is a Minie waiting in one of the corners of this room. You could easily pass it by. Use a Rod of Sight and defeat the Minie. You'll be pleasantly surprised.



## Hidden Heart Hide-A-Ways

There are a couple of well-hidden rooms that you can find in this Tunnel to get much needed Potions and Double Small Hearts. Find them by using Rods of Sight and by looking for secret passages.



**SHECOLA**

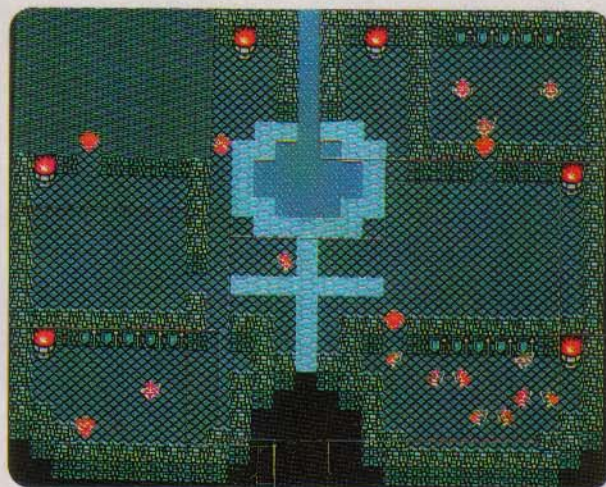


Return to the Fortune Teller with the Crystal Ball. She'll help you.

Welcome Warrior!  
Let me replace that outdated Yo-yo with something much more powerful!



By using the Fortune Teller's magic, you will be able to enter Shecola and find out the secret of the West Tunnel.



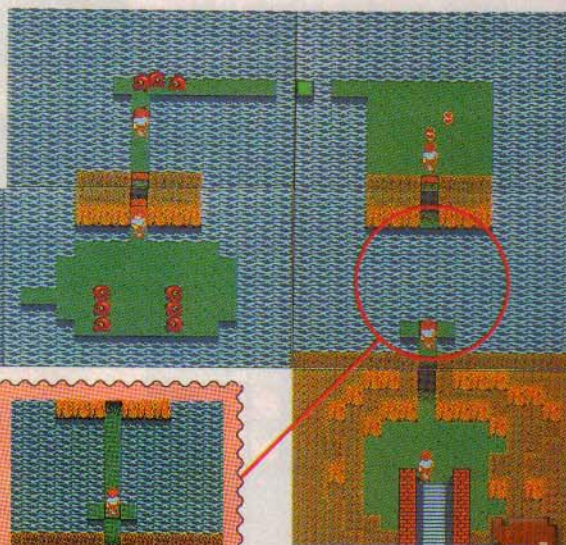
Talk to all of the Shecolans. The warriors will give you clues about the journey ahead and the queen will give you a new weapon.

## THE WEST TUNNEL

EXIT



This easy passage serves as a connection from East to West.



## Recite The Spell

By using the magic of the Shecolans you'll be able to chant a spell and create a bridge across this gap. This will allow you to move on and face a very short battle to the other side of the island. Keep searching for the Hermit.



ENTRANCE





# THE HERMIT'S MOUNTAIN

Finally! You made it to the side of the island where the Mountain Hermit lives. Now, of course, there's the chore of getting to the top of the mountain. Fight on and find out what challenges lie ahead.

## Stomp The Tiles

Stomp the Tile on the left and Hearts will appear. Then get the Stop/Slow on the right Tile and freeze the Up/Down Tiles when they're up.



## Bonus Bounty

Collect a helpful Potion and a set of Double Small Hearts to get ready for the battle on the next floor.



## Look Out!

Froppas leap from the muck in this room and jump in your way.



## Mad Muddy

Hit Mad Muddy with a couple of quick lashes as soon as you get close.



## Po Knows The Mountain

The eccentric poet, Po, has been up to see the Mountain Hermit on many occasions. In his poem, you'll find a clue on getting to the top.



Talk to Po for a clue on scaling the Mountain. He knows exactly what will push you to the top.

## Touchy Tiles

You'll find Up/Down Tiles and Sink Tiles in this room. As soon as you land on the Sink Tiles, they'll start to submerge. Jump straight up and down on them and wait for the Up/Down Tiles to go up. Then hop to the hidden holes on the left and right side.



## Phantom Tiles

There are some Tiles that will appear only if you faithfully leap out into the water. At the last second, the Tiles will rise from below and save you from a mishap.



## Boneheads From Abroad

A couple of straggling Boneheads have made it to the west side of the island. Just as you've done before, take on these Boneheads from the other side of the water.



## TRAP

### SINK TILES



You'll learn very quickly that white Tiles start to sink as soon as you land on them. Approach these Sink Tiles with caution and jump off of them immediately.

## Keep Hopping

Defeat the Skull while you're still on solid ground. Then hop around the Sink Tiles to the other side. A Switch will appear in the center.

## Treasure Trick

The Treasure Chest on the right side of this room looks unreachable. You can get it, though. Just leap off and have faith.

ENTRANCE



## Get The Gogglin

The Gogglin is a very single minded creature. As soon as you hit it, the Gogglin will make a bee-line in the direction that the shot came from. Jump to the side and try to hit it again as it zips by. With some practice, you should be able to defeat it without being harmed.



## ENEMIES

### FROPPA

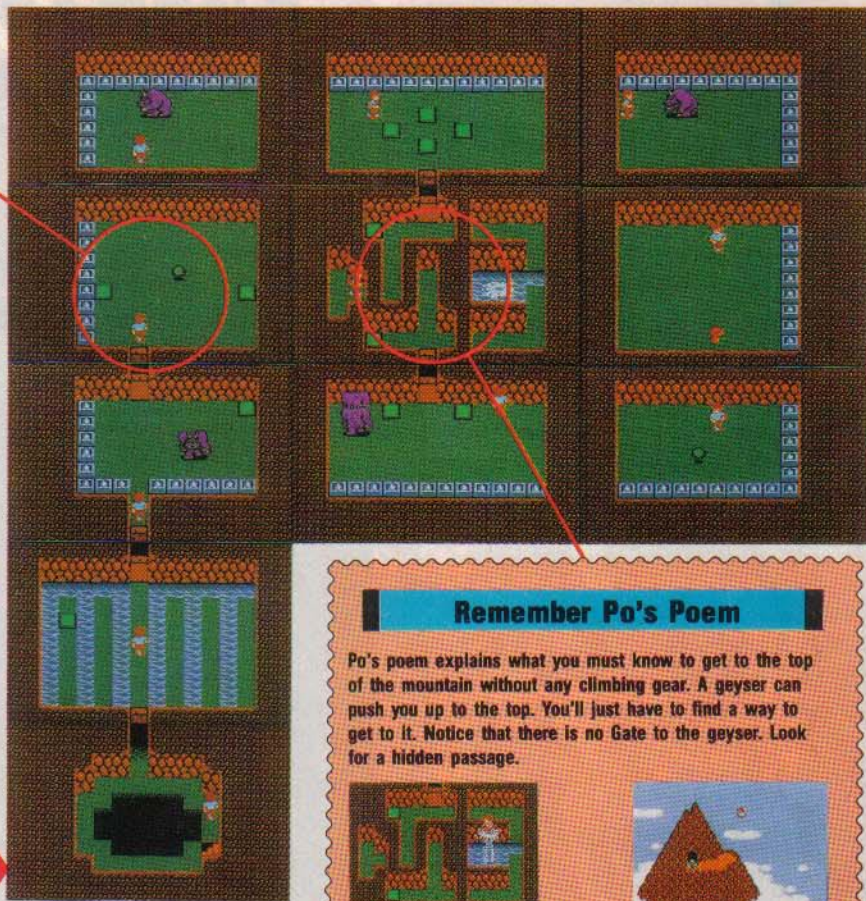
This odd creature pops out of the mud and hops across the land.

### GOGGLIN

The Gogglin is watching for you to make the wrong move. Look out!

### BIG BULLY

This purple people eater has an appetite for young adventurers.



## Remember Po's Poem

Po's poem explains what you must know to get to the top of the mountain without any climbing gear. A geyser can push you up to the top. You'll just have to find a way to get to it. Notice that there is no Gate to the geyser. Look for a hidden passage.



## AT LAST! THE HERMIT!

The Hermit makes his home in a cave at the mountain's peak. Get the Scroll with the magic chant from him and hurry back to Miracola. Bananette is waiting!



You've got the Scroll! Now, run back to Miracola and free Bananette from her long sleep.

## A MIRACLE IN MIRACOLA



Chant the spell from the Hermit's Scroll. Bananette will awake from her trance. The Miracolans will rejoice and repair the Sub-C!

Good Morning! Did I miss breakfast? I'm starving!



You saved Bananette! Now you can leave Miracola as a hero and, with a repaired Sub-C, continue on with your search for Dr. J.







# CONFESSION

As you sail, you'll discover an island with a unique shape. Dock in order to find out if the villagers have any clues. Since islands are far apart in this area, anyone sailing with a vehicle less equipped than the Sub-C would have to stop here for supplies.



Tunacola is a small fishing village with friendly residents. If they have seen anything out of the ordinary, they'll tell you. A few of the Tunacolans are among the oldest people on the islands.



Perhaps you should sail to the east and try to catch up to the mysterious C-Islander. C-Island is a small place. It's probably someone you know.



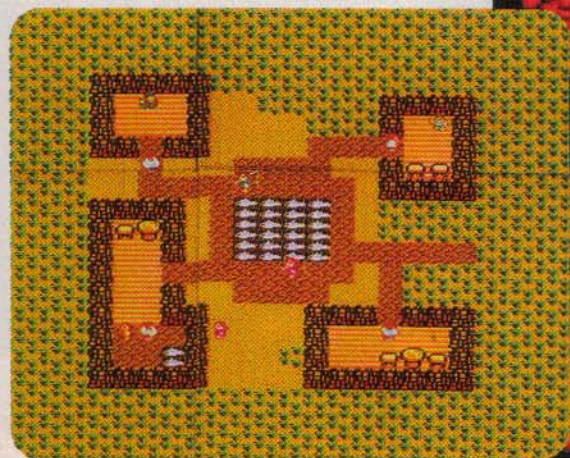
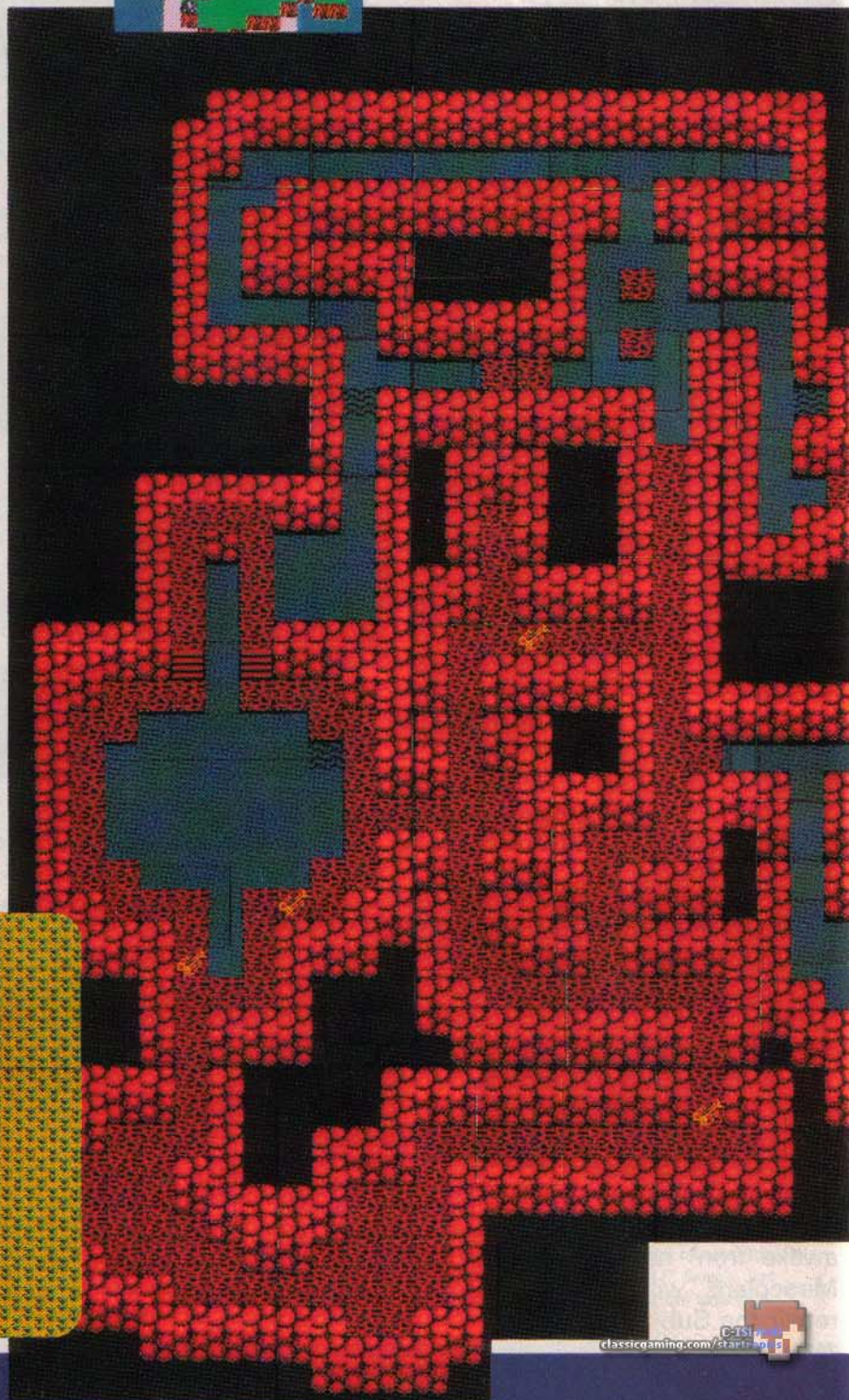
Fish grow big around here. If Dr. J weren't missing, you might think about dropping a line to see just how big they are.



Following the observations of one of the Tunacolans, it would be a good idea to sail eastward and see if you can find something.



The unique shape of this island may have significance. Perhaps very large fish and similar creatures frequent the area.







# THE BELLY OF A WHALE

As you travel eastward, a Whale swallows the Sub-C. You heard that they grew big around here, but this is ridiculous.



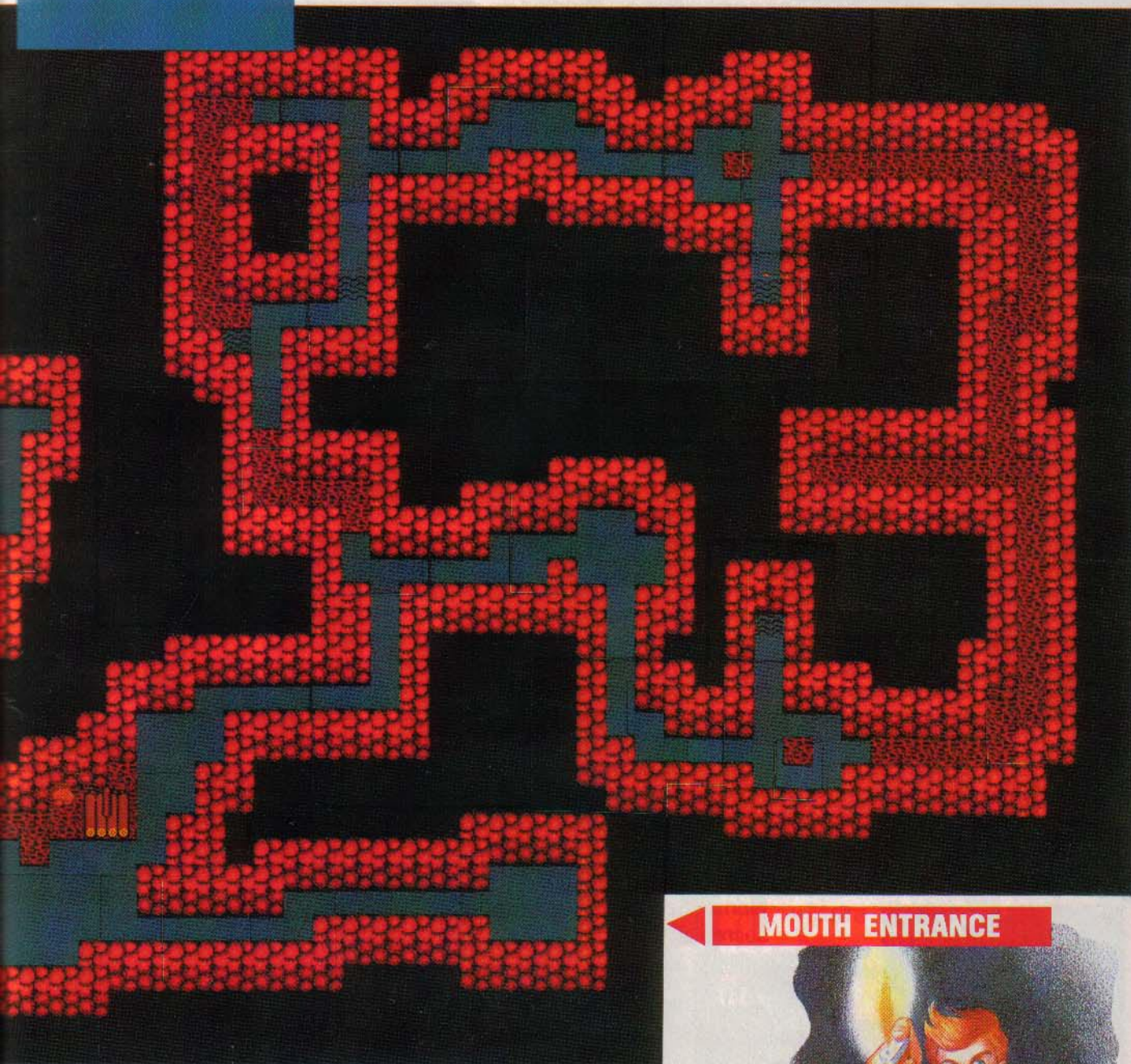
Baboo! Dr. J's assistant is the C-Islander who was searching for you. While you were in Miracola, he was swallowed by this Whale.



Baboo dropped a lighter somewhere in the Whale. With it, you can light a fire and force the Whale to sneeze you out. Search for it.



There are places in some areas where you can dive and emerge somewhere else. Keep searching. That lighter's got to be somewhere.



← MOUTH ENTRANCE



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Sail from one place to the next and dock wherever you can, then search the area thoroughly for the Lighter. Eventually, you'll be able to light that fire and get out of this mess.



# #5 CAPTAIN BELL



You'll still be shaking the salt water from your shoes from the Whale episode when you'll come across another obstacle. This one is in the shape of an ancient Ship that blocks a strait between halves of an island. Where to now?



Enter the village to see if there is some way to get around the giant ship that blocks the strait.

## BELLCOLA

Bellcola was named after a sailor who long ago anchored his Ship in the middle of the strait to block an invading fleet.

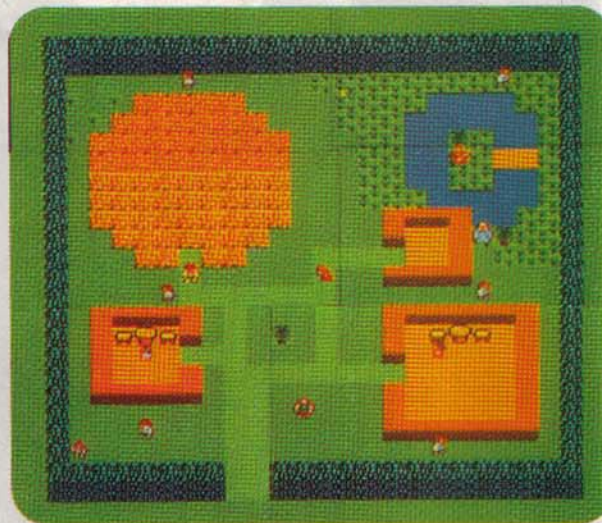
I am Chief Bellcola. I can see that you'd like to sail through the straits. Pete the Parrot may be able to help.



This villager has a clue that may help you figure out how to befriend Pete the Parrot.



Chief Bellcola hinted that talking to Pete the Parrot may be a good idea. Pete is the descendant of Captain Bell's parrot. He could have a clue.



Braaack! Braaack! No Gift, No Chat! Braaack! No Gift, No Chat!



The greedy parrot won't talk without a gift. This fisherman on the east side may have what Pete wants.

## Cross To The East Side

South of Bellcola, you'll find an underwater passage that will allow you to cross to the east side of the island. Over there, you may find another way to approach the problem of getting around Captain Bell's ship. You may also find a gift for Pete.



## CAPTAIN BELL'S MEMORIAL

After Captain Bell saved the island from pirates, the people built this Memorial based on his plans. Some say it holds the secret of the Ship.



Navigate passages on the east side to get to Captain Bell's Memorial.



You'll find a Big Heart in the passage. You may have to search for it, though.

Solve a mystery in the Memorial and extinguish the fire that blocks the underground passage.



That's some Pipe Organ! Apparently Captain Bell was a fan of the instrument. If you know the right tune, you may be able to find a way to play your way into the underground passage. Perhaps Pete could hum a few bars.



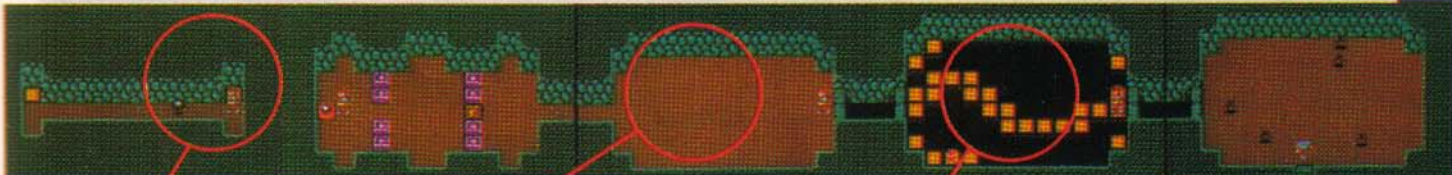


## CAPTAIN BELL'S CAVE

Captain Bell designed this cave to drive pirates away from the mechanism that keeps his ship afloat. The traps that he set are ingenious. Nevertheless, getting through this cave is the only way to sink the Ship.

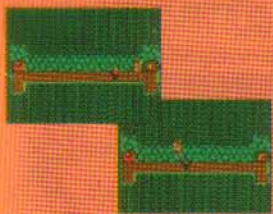


Enter the cave and fight to the machine that can sink the Ship.



### Jump And Run

When you hit the Silver Ball it will slide back and forth. Jump as it approaches and run to the other side.



### Get The Point

Arrows shoot out of the walls as you run across this room. Either jump out of the way or keep running to avoid them.



### Earthquake!

When you reach the center, the ground will shake and tiles will sink. Jump over the gap on the left to give yourself more time.

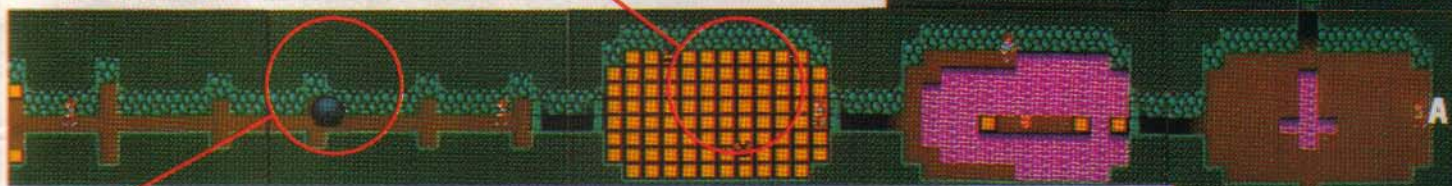


### Another Ground Shaker!

The Tiles break in a spiral pattern in this earthquake chamber. Jump straight to the left and look for a Trigger Tile there.



### ENTRANCE



### Strike!

Captain Bell was a bit of a bowler. When his giant Megaton bowling ball strikes, it knocks everything down. Avoid contact at all costs.

### Sinker!

The majority of the Tiles in this room, including the very first, are Sink Tiles. Hop or swim!



### More Hidden Hearts

In the room at the beginning of this Cave, there's a secret passage that leads to Double Small Hearts.



Search the entry room for a way to get into this Heart chamber.

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# CAPTAIN BELL'S CAVE, CONTINUED

## Double Danger

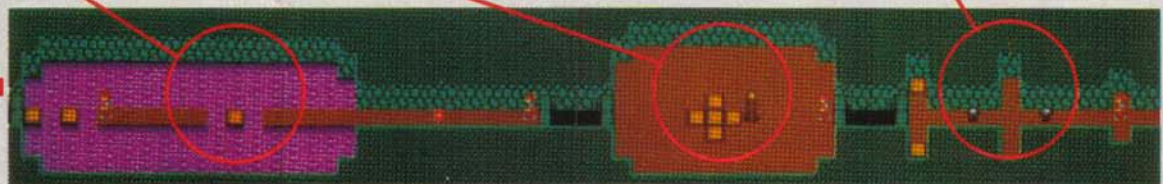
Arrows and an Up/Down Tile combine to make for a serious situation here. Try to stay out of the way of the Arrows until the Tile is on its way up. Then jump!

## Sharp Attack

The Pencil Traps push up from the underground and try to put a hole through you. Keep running and try to miss them.

## Twice The Trouble

The dual attack of the Silver Balls in this room will keep you jumping. Try to hit the second one so that it moves with the first.



## Sink It!

Jump on the Tile near the waterwheel. Water will start flowing into the Ship, sending Captain Bell's legacy into the drink.



## Walk Around

A series of secret passages in this last part of Captain Bell's Cave lead to the waterwheel mechanism and the key to sinking the ship.



## Go For The Ghouls

Knock out all of the Pirate Ghouls and Loopers, including the ones across the gap, and the Gate will open.



## Gutter Ball

This Megaton is even faster than the first. It'll come right back at you after it has passed. Slap it with the Yo-yo to temporarily freeze it. When it comes rolling back, freeze it again.



## ENEMIES AND TRAPS

### PENCIL TRAPS



The pointed attack of the Pencil Traps is definitely something to avoid.

### ARROWS



Sharp and swift Arrows shoot from the wall as you pass by.

### MEGATON



Mighty Megaton bowls over everything in its way. Contact is deadly.

### SILVER BALLS



The Silver Balls come from a pinball game and you play the part of the bumpers.

### PIRATE GHOULS



The Pirate Ghouls were in this cave even before Captain Bell. They tend to come and go.

## CAPTAIN BELL'S SHIP SINKS

With a hull full of water, Captain Bell's Ship heads for Davey Jones' Locker and clears the way for the Sub-C.



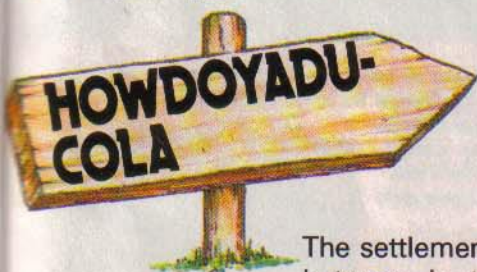
Another chapter has ended and, once again, you sail off in search of Dr. J. What could possibly be next?





## #6 REUNION

Nav-Com finally has a lock on Dr. J. Pilot the Sub-C through a maze-like series of islands and narrow in on his location. A close signal doesn't necessarily mean that you're on the right track. Search everywhere and keep an eye open for secret passages.



The settlements are few and far between in this area. Howdo-yadu-Cola is only a small village with a few inhabitants. Talk to the villagers and see if you can get any clues about the islands.



## SEARCH FOR THE LOST RUINS

Dr. J has been exploring the underwater ruins in this area. That must be where he's being held captive. Nav-Com still has a lock on Dr. J's location. If you continue to try new passages, eventually you'll find him.

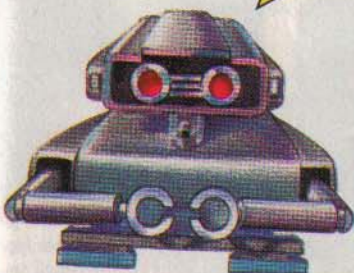


There may be a special item on this island. Dock the Sub-C and take a look.



There's a series of underwater passages in this chain. Some of them lead to important locations.

We're closing in on Dr. J's location. I have a positive ID that he is in the Lost Ruins.



Search carefully and thoroughly in the maze-like island chain.



There are several secret passages in the islands. Look for the bubble on the shore.

This small village is on the first island that you come to after finding a secret passage.

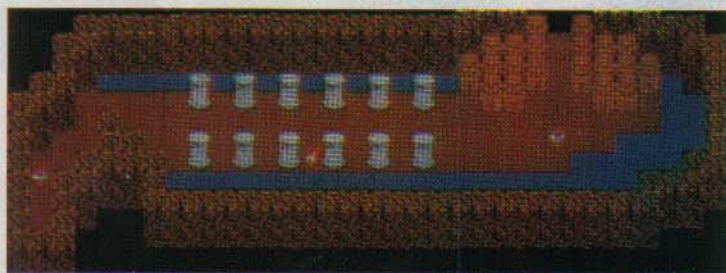


You'll learn from a Howdo-yadu-Colan that there is a Big Heart on one of the islands. Keep searching and you're bound to find it.



### Special (And Not So Special) Items

The Big Heart that you'll find in this island chain is just as useful as ever. The Big Apple, though, seems to be here only to add flavor.

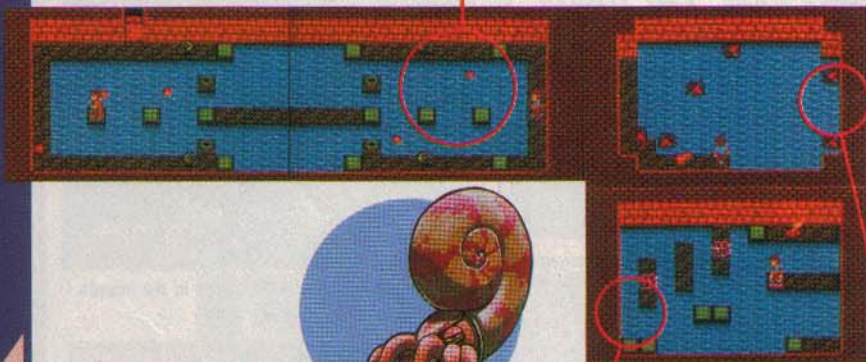


Once you zero in on the Lost Ruins from the surface, dive down and explore them from below. You're getting close to Dr. J's location!





B



### Three-Way Entry

Three secret passages lead into this room. Enter through the bottom passage first and hit the Tile. Then leave and re-enter through the top passage. Next, collect the Anklet and drop down to the area in the middle. Open the Chests and move on!



### Heart Frenzy

There are several sets of Double Small Hearts in this room. If you're careful to avoid all of the enemies, and if you collect all of the Hearts, you can really clean up.



### Spike 'Em

The Squidos are too numerous here to deal with individually. As soon as you get the Spikes, use them. All of the Squidos will be gone before they can even get close. You'll have Squidos on a stick, quick!



### GIANT TURBOSS

The Giant Turbross has an attack similar to that of Octo the Huge. This time, though, you can't freeze the action. Jump left and right to avoid the shots and, when it moves in, hit it hard.



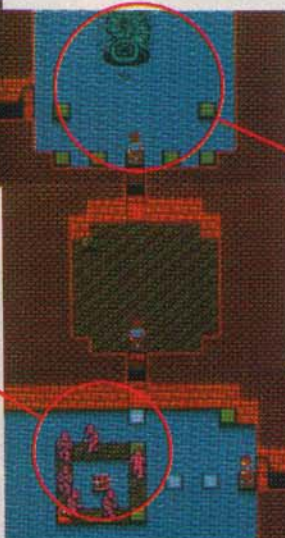
Jump left and right to avoid the shots, but don't stray too far to one side.

When the Turbross closes in, hit it with multiple shots.



### Muumu Go Round

Hop to the biggest gap between the Muumus and follow them around until the Treasure Chest is open. Then jump to the center. You'll beat them easily from the safe spot.



## SPECIAL WEAPON

### WONDER HORSE HIDE

Baseball has been very, very good to you. First you get the Bat and now, the Baseballs.



### SPIKES

You can really dig in with this super set of cleats. Use them to hit several enemies at once.



### LONG JUMP

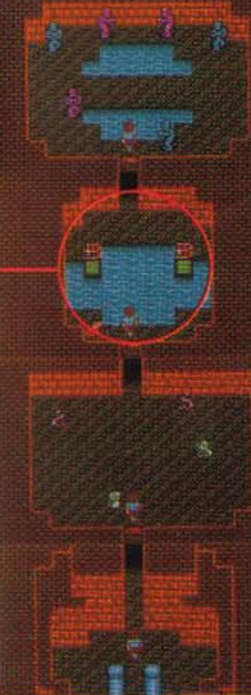
Grab the Anklet and take a long leap to one of the Tiles. A Tile will appear in the middle of the water. Jump to it and open the Treasure Chest for Double Small Hearts.



### MAGIC ITEMS

#### ANKLET

With the magic power of the Anklet, you'll be able to jump the length of two Tiles. Beware, though, it only works in the room you where find it.





EXIT

**BROKEN JOE**



**ENEMIES**

**ARMETS**



These small creatures are like miniature versions of the Giant Turbosh. They're only a fraction of the threat, though.

**SQUIDOS**



The Squidos only make a cameo appearance. Knock them with the Spikes and get on with it.

## BREAK BROKEN JOE

Direct from Easter Island, Broken Joe has taken his show on the road. His weak point is his open mouth. As soon as he opens wide to send out a squiggly, tongue-like attack, jump straight up to avoid it and pitch a handful of Horse Hides right into the strike zone.



Jump to avoid contact with Broken Joe's tongue-like attack.

**Muumu Mania**

The Muumus are abundant here. If you have Spikes, use them to hit all of them at once. If you don't, try to get the Muumus to follow you. Then turn around and attack!



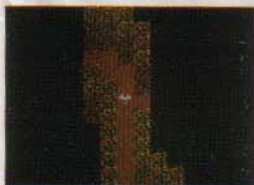
Throw as many Horse Hides as you can into Broken Joe's open mouth. It's his only weak point.



## BIG ROCK

The mysterious meteor in the Lost Ruins may have something to do with recent events in the night sky. There are three holes of equal size in the rock. Items may have

been removed from it after it landed.



You can see only a little of the cave at a time. Follow the map to see where you're going.



Before you fight through the next Tunnel, grab the Big Heart on the right side of the Lost Ruins.



There's a strange message on the Big Rock that you can't read. Maybe someone with experience in deciphering messages of this nature would have better luck.





# THE BIG ROCK TUNNEL

If you walk straight up from the entrance of this challenging tunnel, you'll go into a dead end. Look for a secret passage in the right wall of the entry room.

## Hoodoo Voodoo

The Hoodoo Doll fires in four directions. Use the Asterisk if you can, and stay as far away as possible. Direct contact is deadly.



## SPECIAL WEAPON

### ASTERISK



The twin cross blades of the Asterisk split to make for a great dual attack.

## ENEMIES AND TRAPS

### DAGGER TRAPS



Just like Pencil Traps, these sharp blades punch up from underground. They're almost unavoidable.

### ROCKYS



The stone-like Rockys are invincible as they walk across the room. They can be defeated only when they hit the wall.

### HOODOO DOLLS



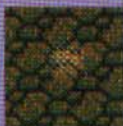
The sinister Hoodoo Dolls attack in four directions at one time. Try to stay away from them and fight from a distance.

### BITERS



These land fish are even easier to defeat than the Mud-O-Fish. Take them out with a couple of hits.

### FUZZ



While they don't cause any damage directly, the Fuzz temporarily take your weapon away.

### URCHINS



Urchins act exactly like the Silver Balls in Captain Bell's Cave. Hit them and they'll move back and forth.

## Up And Around

There's nothing of note in this room. Just walk around the wall on the right side and jump back into the lower room where you'll find a secret passage.

## Avoid The Fuzz

If you come into contact with the Fuzz, you'll lose power to your weapon for a few seconds. Run from it and aim for the other enemies.

## Split 'Em

Instead of trying to get close to these Loopers, blast them with the Asterisk. It'll split and take out two Loopers at once.



ENTRANCE



## Dark Passage Bonus

In the unlighted hallway leading to the Statues of Twin Sumocho, you'll find a secret passage by testing the left wall. It leads to a room with Double Small Hearts and a Treasure Chest!



Look for a hidden room off the dark hallway leading to the Statues of Twin Sumocho.

## THE STATUES OF TWIN SUMOCHO

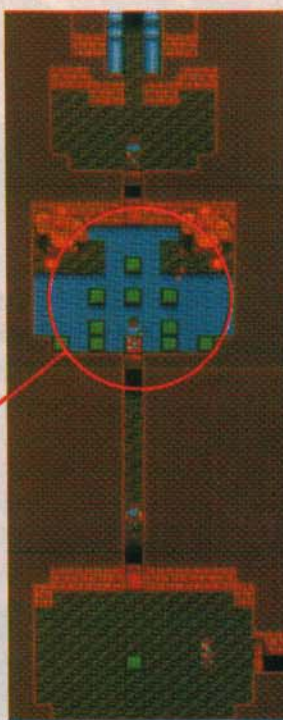
### More Secret Passages

Remember to check the wall of every room for weak spots. You may discover a secret passage to some very valuable items.



The only way to get to the right side of this room is through the wall of the room to the right.

## EXIT



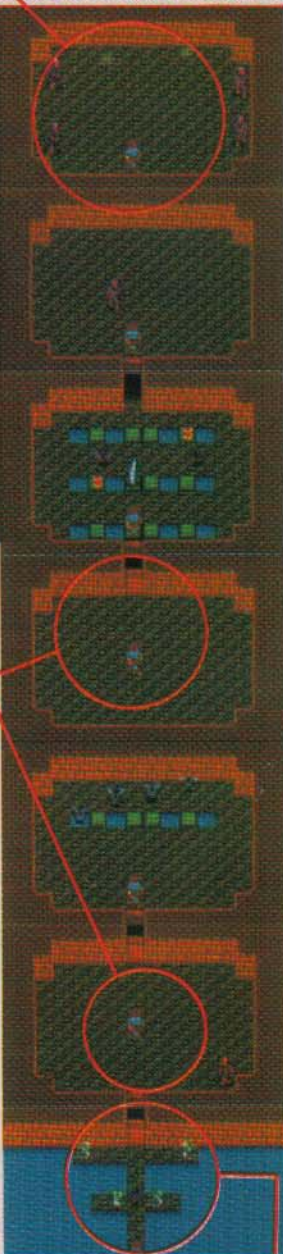
## Skip It

Don't even deal with the enemies in this room. As soon as you enter, head for the left wall and find a secret passage to the next room. You can get through without any damage.



## Knock Out Rocky

Rockies are vulnerable to your attack only when they hit the wall. Get out of their way as they're charging. Then send out an Asterisk when they get close.



A

## On The Side

Use the Asterisk while facing left or right to take out the Loopers. Avoid hitting the Urchin until it's necessary. Then work up to the exit without a problem.

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## STOP THE STATUES



Use the Asterisk to hit both Statues of Twin Sumocho with one shot.

The weapon of choice against this duo is definitely the Asterisk. Stay near the center of the room and hit both Statues at once. After you beat them you'll find Dr. J, then blast off on an alien spaceship. Good luck!



Jump out of the way of the Statues' fire and collect another Asterisk if you need it.

**Mike! You found me! I was beginning to think that I would never get out of these ruins alive. Aliens have taken the three Crystals that were imbedded in the Meteor that landed here. You've got to board their Ship and retrieve the Crystals!**

