

KID ICARUS



Guide Pit from Angel Land and save Goddess Palutena!

The goal of this game is to defeat the evil Medusa who awaits you in the lost Shrine. First you have to clear three stages: the Underworld, the Overworld, and the Skyworld. Ultimately, you must fight the Ruler of Darkness in the Palace in the Sky.

HOW TO PLAY

The hero is a boy called Kid Icarus. He runs quickly around the Underworld labyrinth with his trusty bow and arrow, in his hand. While you are defeating the enemy's monsters, collect items which will make your weapons more powerful for battle with the dark forces of Medusa. The deeper you go into enemy territory, the more traps you encounter and the more severe the enemy attacks.

EIGHT TYPES OF ROOMS

There are eight types of rooms located at various places in the game. Buy items here to replenish your energy.



■ TREASURE ROOM

Shoot any of eight Pitches with an arrow and treasure appears! You'll have to stop when the God of Poverty appears.



■ ENEMY'S ROOM

This is where Spectrobes live. When he is defeated, he will turn into a Big Heart, so this is a good place to earn a Heart.



■ THE SHOP (TYPE 1)

In this Shop they keep various items, including a Big Hammer and the Water of Life. You can trade Hearts for items.



■ THE SHOP (TYPE 2)

Compared to the first Shop, prices here are a little high, but they keep some important items which you can only buy in this shop.



■ GOD'S ROOM

If Kid Icarus can enter here with more than a certain score, the God will appear and give him an Arrow. This will increase his power.



BASIC TECHNIQUES



■ CROUCHING JUMP

After completing a jump, push the bottom of the controller down and you will be able to crouch.



■ EMERGENCY BRAKE

By pushing the controller in the opposite direction of your slide, you can stop instantly in your tracks.



■ TRAINING ROOM

Monolith (Iron Board) flies around in this room. After your training session, the God will let you choose one of three "Power Up" items.



■ HOT SPRING ROOM

This room has a Hot Spring where you can heal Kid Icarus' battle wounds. The energy gauge will return to full power.



■ HOSPITAL

This is the place inside the fortress where Kid Icarus can be changed back to himself after previously being turned into an eggplant.

ITEMS

HEART

After you defeat an enemy, you will see Currency Units. Use them to buy items. A Small Heart is worth one unit, a Half Heart is worth five units and a Big Heart is worth ten units.



CREDIT CARD

Get a perfect score in the Treasure Room and receive this to buy expensive items on credit.



ANGEL FEATHERS

When you have Angel Feathers, even if you fall down, you can fly back up.



HOLLY BOW

This item will increase the power of an Arrow, making it go further and faster.



CHECK SHEET

Use this with a Torch and Pencil to check your position within the fortress.



MIRROR SHIELD

It will help defend you from the enemy's attack.



WATER OF LIFE

The Water of Life allows you to recover your energy. This is the source of Life.



HARP

If you get a Harp, you can turn enemies into Big Hammers and proceed without injury.



PROTECTIVE CRYSTAL

Two Crystal Balls rotate around Kid Icarus' body and protect him.



TORCH

If you have the Torch, your present position will be indicated on the Check Sheet.



LIGHT ARROW

This goes through the enemy like a laser beam and is very useful to Pil.



WATER BARREL

With this item, you can carry up to eight Water of Life bottles.



FIRE

As the Fire Ball flies around Pit's Arrow, the chances of his arrow hitting a target increase.



BIG HAMMER

This powerful weapon has five times the impact of a regular Arrow.



PENCIL

On the Check Sheet you will be able to mark the rooms where you have passed.



PEGASUS' WINGS

This is a useful item. If you put Pegasus' Wings on, you can fly through the sky.

CHARACTERS

The enemy characters possess a variety of moves and attack methods. You need to grasp the features of each character and use them against your enemies. (There are approximately 40 different types of enemy characters. This section explains characters from Stages 1 and 2).



MONOEYE

He is a jellyfish monster who floats through the air in an "S" pattern.



NETTLER

He appears to be slow but he is fast enough to avoid Kid Icarus' arrows.



MINOS

He jumps suddenly up from the ground right at Kid Icarus' feet.



GIRIN

He suddenly appears at your feet and attacks by firing bullets out of his mouth.



KOBIL

They appear everywhere and are the weakest enemies.



SPECKNOSE

He hides in the enemy's room and waits for Kid Icarus. Watch out!



McGOO

He is a monster that appears at your feet and blows flames.



GANEWMEDE

He lives in the fortress. He flies around in a circle and attacks his enemy.



MICK

He comes at Kid Icarus with his huge mouth open and tries to bite him.



SNOWMAN

His whole body is made of ice and he throws chunks of it at Kid Icarus.



REAPER & REAPETTES

Beware! These enemies are particularly good at slam attacks.



EGGPLANT WIZARD

If you touch the eggplant, you will be cursed and turn into an eggplant!



OCTOS

This is an octopus monster who jumps directly at Kid Icarus.



ROKMAN

Using his heavy body made of rocks, he attacks by slamming into you.



KERON

This is a winged frog monster that jumps and moves like Kamuroth.



TAMAMBO

He is a living ball of brass. He bites his enemies with his razorlike mouth.

PLAYING TIPS

Angel Land is organized in four stages: the Underworld, the Overworld, the Skyworld, and the Palace in the Sky. Each of the first three stages are divided into four areas. If you defeat the Boss of the fortress in the last area, you will be able to clear the stage.

If you defeat all three of the fortress Bosses in Stages One to

Three, you will be able to get the three most important items—the Mirror Shield, the Light Arrow and Pegasus' Wings. With these items, go to the Palace in the Sky (Stage Four). If you can defeat the big Boss Medusa, you will be able to win the game.

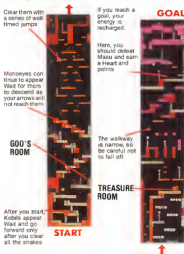
If you defeat an enemy character, he will change into a Heart. It's

important to enter the eight types of rooms in order to collect items and recharge Kid Icarus' power.

In each area there are patterns of vertical and horizontal scrolls. Various obstacle are set up. Using your map, head for the Palace in the Sky.

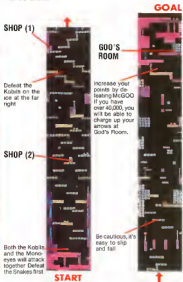
● AREA 1 (STAGE ONE: THE UNDERWORLD)

It should be relatively easy to clear Area One. While steadily defeating your enemies, cautiously climb the steps one by one. Be particularly careful where the steps narrow. If you slip and fall out of the screen, it will be "All Over." Earn extra points and keep your score high, or you may not receive the items in God's Room. Ideally, you should get 20,000 points before clearing this area.



● AREA 2 (STAGE ONE: THE UNDERWORLD)

The steps of Area Two are icy and very slippery underfoot, so push the controller back and be careful not to fall down. Special techniques, such as pushing up on the controller button to activate the emergency brake, will be useful.



● AREA 3 (STAGE ONE: THE UNDERWORLD)

The longest vertical-scroll screen is in Area Three. You must pay attention as there are many dangerous obstacles in and around it. There is

a place on the approach to Area Three where Comynloose will crawl from beneath. Before he catches up, quickly climb away.

Fall into the Lava Zone and your energy will decrease, or touch the poisonous branch and you will get hurt. The target is 80,000 points.

Shoot the Monkeys falling above the middle of the large floor

If you fall into the Lava Zone, your energy decreases, so be careful

ENEMY'S ROOM

Nettler advances with the Kobil. Shoot him quickly



START

Ambush the Kobil in front of the middle of three pillars. It's a sure victory

To your left and right you will see poisonous branches. Genuinely jump over them

Move right and destroy the Kobils. Otherwise, it will be difficult to go on

Right here is a good place to ambush and destroy Comynloose, who will come up from below

Stand at the edge of the right foothold and shoot the Kobil. It is very narrow, so be careful not to fall

Watch out for the poisonous branch. If you touch it, your energy decreases

TREASURE ROOM



The Resper ambushes from here, so be careful

You can relax once you get here. Keep defeating enemy characters and watch for high points

TRAINING ROOM

A series of high jumps is necessary in this dangerous zone

In order to clear the Lava Zone, you must move with care

While moving slightly to the right and left, continue jumping

SHOP (2)



GOAL

SECRET POINTS

Let the Resper, who lies in ambush to get you, call his Respettes. Then, escape to a safe place. Shoot them with rapid fire as soon as they approach. Repeat this and you will

be able to save lots of Hearts. If you choose the wrong place to wait, however, you will only end up injured, so watch out.



● AREA 4 (STAGE ONE: UNDERWORLD)

The Underworld fortress is at the end of Stage One. Your goal is to get to the room of Twin Veros, the Boss character. On your way to

this room, you will find many traps. Here, your enemy, the Eggplant Wizard, will appear for the first time. Locate the Shop, Hospital and Hot

Spring on the map. Check the route to the Boss characters room and head for it.

Many important items are found in this Shop. Be sure to stop in.

This is the room where many enemy characters and Ganewmede are hiding. If you beat Ganewmede, you will be able to win a Big Heart. Enter the room again and again to earn lots of points.

Before going to the Boss' Room, ask in the Hot Spring to fully recharge your energy.

HOT SPRING ROOM



DEFEAT TWINBELLOWS

To defeat Twinbellows, first hide behind a pillar where the bullets can not reach you. When he comes towards you, approach him using rapid shots. Then, circle around behind him and shoot again. By repeating this, you will be victorious!



Here is the goal for Area Four. If you defeat Twinbellows, the Boss character, you will be able to get the Mirror Shield (one of the three most important items).

SECRET POINTS

PURCHASING TECHNIQUE

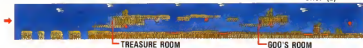
In Shop (1), there is a way to buy items for low cost, but there's no guarantee. Have the second controller ready. Next, push button A and B on the second controller. They will lower the price, saying, "I guess I

can't win." But if the shop owner is in a bad mood, he will say, "Who do you think I am?" and may raise the price, instead.



● AREA 5 (STAGE TWO: THE OVERWORLD)

From the Underworld, keep going to the right where the horizontal-scroll screen continues and you will automatically reach the goal. On your way to the goal, keep clearing the rooms one at a time. Be careful not to fall into a crevice.



● AREA 6 (STAGE TWO: THE OVERWORLD)

The whole floor is made out of ice in this area. Micks will attack, so you need to clear them as fast as you can in order to avoid getting bashed.

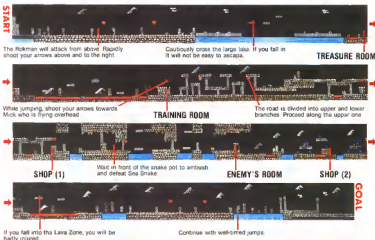


● AREA 7 (STAGE TWO: THE OVERWORLD)

The stars are twinkling over Area Seven. Since the large lake and Lava Zone extend a long distance,

be careful not to waste your energy. The enemy attacks become even more severe. You should parti-

cularly watch out for Rokman and Mick's attacks overhead.

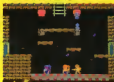


SECRET POINTS

HOW TO DEFEAT ENEMY CHARACTERS



The Reaper is pacing. Aim and shoot him with arrows when his back is turned. Beware! When he turns towards you, he will suddenly rush forward, smashing into you.



The Eggplant Wizard throws lots of eggplants. To destroy him, look for the brief break between the time one group of eggplants hits the ground and the next ones are thrown.



When the Snowman and Nettle fall from the top steps, circle down the steps and shoot from beneath. When the power of your arrows is weak, however, the enemies come smashing into you.

● AREA 8 (STAGE TWO: THE OVERWORLD)

The fortress of the Overworld is structured like a complicated maze and has many traps and a powerful enemy. Go forward, but be aware

of your remaining energy.

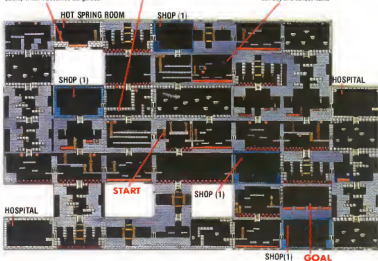
The starting point is the room located in the middle of the fortress. After going down, circle to the left

and head for the Hot Spring Room up on the left. After charging your enemy at the Hot Spring, turn to the Boss's room (goal) on lower right.

Here is your first goal. Earn the Heart in the midst of the Hot Spring, but get away quickly when it becomes dangerous.

This room is one way. Go down from the right or up from the left.

Defeat Tamambo here. Save up Hearts with frequent visits to the Hot Springs so you can buy and collect items.



HOW TO DEFEAT HEWDRAW



Hewdraw's weakest point is his head. If he starts approaching, jump over his head and avoid his attack while firing at him. The trick is to ambush and attack him from one spot. After reading the instructions on Hewdraw's moves and calculating your timing, you will surely defeat him.

FROM SKYWORLD

If you've made it this far, you're doing very well! Now, if you can clear the vertical-scroll Skyworld (Areas 9-12), you will be able to reach the Palace and home of Medusa. If you have scored more than 25,000 points by the time you finish Area Eight, you'll be okay.