

TAITO™

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Nintendo

GAMEBOY

THE ADVENTURES OF

DMG-KS-USA

**STAR
SAVER**™



INSTRUCTION BOOKLET



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TAITOTM

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2. This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
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5. Store the Game Pak in its protective case when not in use.

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The Making of a Hero

On a cool summer evening not long ago, Kevin and his sister, Connie, were kidnapped by an alien invasion force planning to attack the Earth. When Kevin came to on the floor of the spaceship, the aliens explained their plans and tried to recruit him. But Kevin refused, and they ejected him from their ship. A robot named Tom Wolf rescued him, and together they made a plan. Using the robot's suit, Kevin would try to sneak into the alien's headquarters. Only by wiping out their command center can Kevin, a lone human from 20th Century Earth, hope to defeat the alien forces. Although he's new to space and the advanced weapons, Kevin is out to save his sister and stop this invasion!



The Controls

CONTROL PAD

The Control Pad will move Kevin left or right. Use it to keep him out of trouble and away from the dangerous areas.

THE A BUTTON

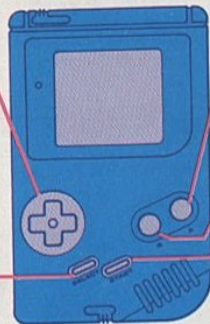
Hit the A Button so that Kevin can jump.

THE B BUTTON

Push B to fire Kevin's weapon. If he's wearing a Tom Wolf suit, you can shoot fast. Otherwise, wait until the last shot is off screen.

START BUTTON

Press Start to begin the game. Also use Start to pause and take a break while playing.



SELECT
BUTTON

The Screen

LIFE ROPE

Here is where you can see how many life ropes Kevin has left.

LIFE

WATCH THIS METER! It shows how many lives Kevin has left.

STAGE

To see which stage Kevin is currently on, look up here.

CHARACTER

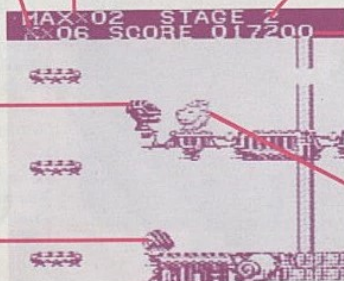
Kevin takes on this appearance when wearing the Tom Wolf suit.

SCORE

Scoring a lot of points will definitely help Kevin out.

ENEMY

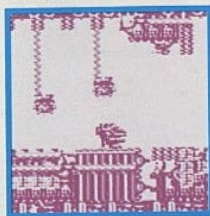
To human eyes, the aliens look like this. They are dangerous.



Kevin's Special Talents...

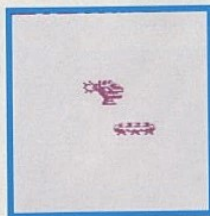
HYPER-KEVIN

To attain very high speeds, hold down the B Button while moving Kevin left or right with the Control Pad. He can then cover a whole lot of ground in a very short time.



AERO-KEVIN

For this move, find and collect a wing, then push A. Once he is airborne, push A again and hold it. Kevin can then zoom around the screen for about twelve seconds.



BUNGY-KEVIN

If Kevin falls off a ledge, the life rope automatically pulls him up (if he has one). If you push A and B, Kevin can use the rope to climb up, or across the screen.



How to Play

Kevin must get through nine stages — and each one has a very powerful alien at the end. That alien has to be defeated before Kevin can continue. His best plan is to go slow, and learn how each boss moves and fights.

Take it Easy!

If he's going to make it through each stage in one piece, Kevin must practice patience and good timing.



Find and Collect Power-Ups!

Because he's taking on an invasion force alone, Kevin needs to get all the items he can by touching them.



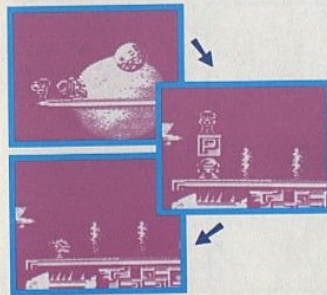
Wipe Out Every Stage Boss!

These boss aliens are tough, but Kevin can defeat them by going slow and firing with near-perfect timing.



The Tom Wolf Suit

Kevin is very fast on his feet and good at dodging enemy fire. But if he does get hit while he is wearing the Tom Wolf suit, he will lose it. However, the next time he finds a power block (as Kevin) and jumps on it, he gets the suit back.



Falling Off Ledges

Kevin collects many life ropes to avoid getting hurt when he falls.



Gaining Extra Lives

Every time you earn 20,000 points, Kevin gets an extra life. He is going to need a large supply to survive on this alien planet and destroy the headquarters alone.



Power-Up Items!

All of these power-up items are crucial to the success of Kevin's mission. Somewhere, his sister is scared and alone, and the alien ships have begun attacking Earth. Kevin must use every helpful item to succeed now.

ARROW



Try not to miss any of these. Every arrow gives Kevin two more life ropes. And you never know when he will really need one.

TRIANGLE



Whenever Kevin gets one of these, go for broke. Triangles make him invincible for a while. Try to make the most of his power.

POWER BOX



Power boxes are most important. They will give Kevin a Tom Wolf suit and 500 points, or, if he already has the suit, 1000 points.

LION HEAD



Lion heads make him invincible, like the triangle, for about twelve seconds. So try to do as much damage as possible!

STAR



Kevin should shoot at stars. They blow open to reveal a gun and a wing, which he can obtain. And he will need them before long.

GUN



This gun gives Kevin the ability to fire rapidly. However, if he's in the Tom Wolf suit, the gun will give him triple fire.

WING



When Kevin has a wing and chooses to use it, he can fly around for a short time. This is an excellent way to avoid trouble spots.

Hidden Items

The aliens have many secret paths through their world. Find them by jumping up and down three times in certain areas while shooting.

HIDDEN BRIDGES



Three bridges are hidden somewhere. If he jumps three times while shooting near one of these secret bridges, it appears.

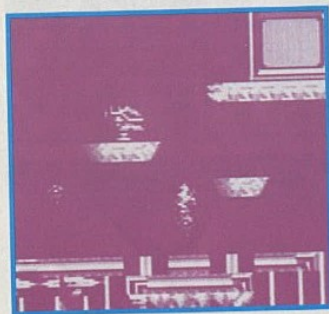
HIDDEN ROCKS



Three special rocks are also stashed in secret places. When Kevin jumps and fires near one, it shows him to a bonus level.

Warp TV's

Warp TV's will zip Kevin right past the stage boss's nose and on into the next stage. These Warp TV's are located in two stages and also at the end of each level.



Bonus Levels

Stages 2, 5, and 7 all have bonus levels. Each bonus level offers a special task involving shooting or jumping. After the task, jump on the lion's back to get 2000 points.



Inside Information

FLASHING BLOCKS!

It turns out that these flashing blocks are not dangerous to humans. If Kevin jumps three to five times while shooting, the block will stop flashing. Then he can continue on his perilous mission.



CRUMBLE CLIFF

The ground is unstable in several places, and the paths will sometimes collapse beneath his feet.



THE CAVE

Kevin used to explore caves on Earth, so he can quickly find his way through these. It's a fast and secure way to get through a stage without battling hordes of aliens. But it's really not 100% safe...



STRONG WIND

The one drawback to using caves is that a powerful wind might whip up and blow him out of the game.



A Few Tips:

Shoot at Everything---

whether it moves or not. Kevin never runs out of ammo, so he can fire constantly. It is the best way to find hidden paths and special items. And also to wipe out enemies before contact.

Finding Hidden Paths

Hidden bridges and rocks could be located anywhere in a stage. That is why it is so important for Kevin to jump three times while shooting whenever he can. He'll discover amazing things.

Taking it Slowly

Usually if Kevin hurries, he runs smack into an alien. He can travel farther and faster — not to mention safer — if he takes things nice and easy. Especially changing stages.

Collect Many Life Ropes!

Being new to this world, and because of crumble cliffs and other dangers, Kevin frequently needs to use a life rope. They also help him out when he must climb up and over something.

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