

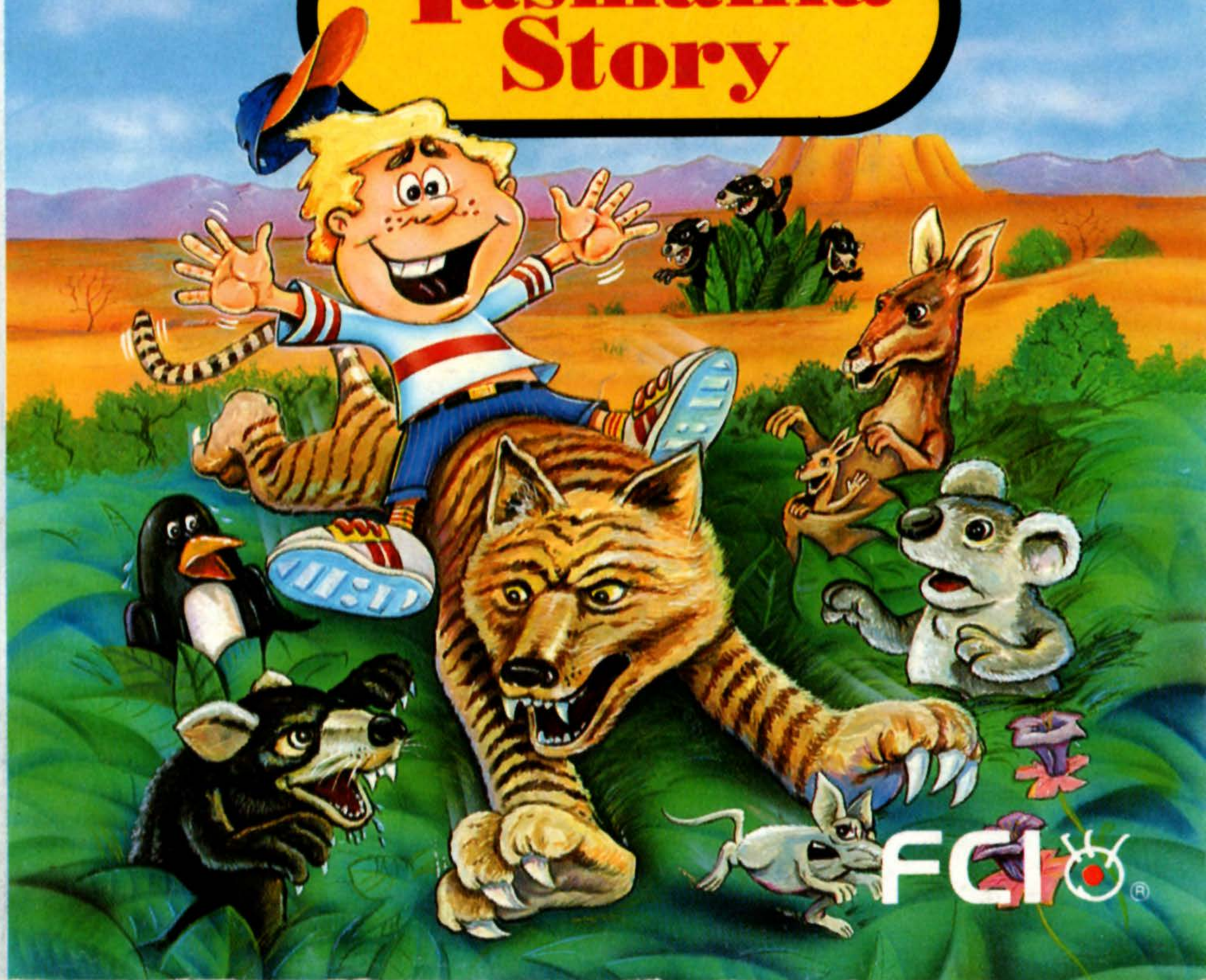
Nintendo®

GAME BOY®

TM

DMG-TA-USA

Tasmania Story



FCI®



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Please read the instruction manual carefully before handling this product. Save this booklet for future reference.

When using this product, please note:

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, alcohol or similar volatile liquids.
4. When you use the game for long periods, for your health take a 10-15 minute break every two hours.

Table of Contents

| | |
|--------------------------------------|----|
| Story | 3 |
| Names of Controller Parts | 4 |
| Start | 5 |
| The Object of the Game | 6 |
| Tasmania Story Characters | 7 |
| How to Play the Game | 8 |
| Special Animals and Vegetation | 11 |
| Scoring | 14 |

Story

The Adventure begins with the search for the phantom Tasmanian Tiger.

Mike, a sixth grader on his winter vacation, went to visit his father who was a trader in Sydney, Australia.

After landing at the Sydney Airport, Mike discovered that his father had quit his job six months earlier and was living in Tasmania, a small island off the coast of Australia.

Because of the massive export of lumber, the despoilment of nature had become quite serious in Tasmania. Upon learning about this terrible deforestation, Mike's father had become involved in the nature preservation movement. His goal was to protect the animals living in Tasmania as well as to save the Tasmanian Tiger, a creature thought to be extinct.

Initially Mike was upset by his father's dedication to the nature preservation movement. But he joined his father living in the wilderness and gradually came to understand his father's way of life.

So it was one day, as winter vacation was drawing to a close, that Mike set out to find the elusive Tasmanian Tiger.

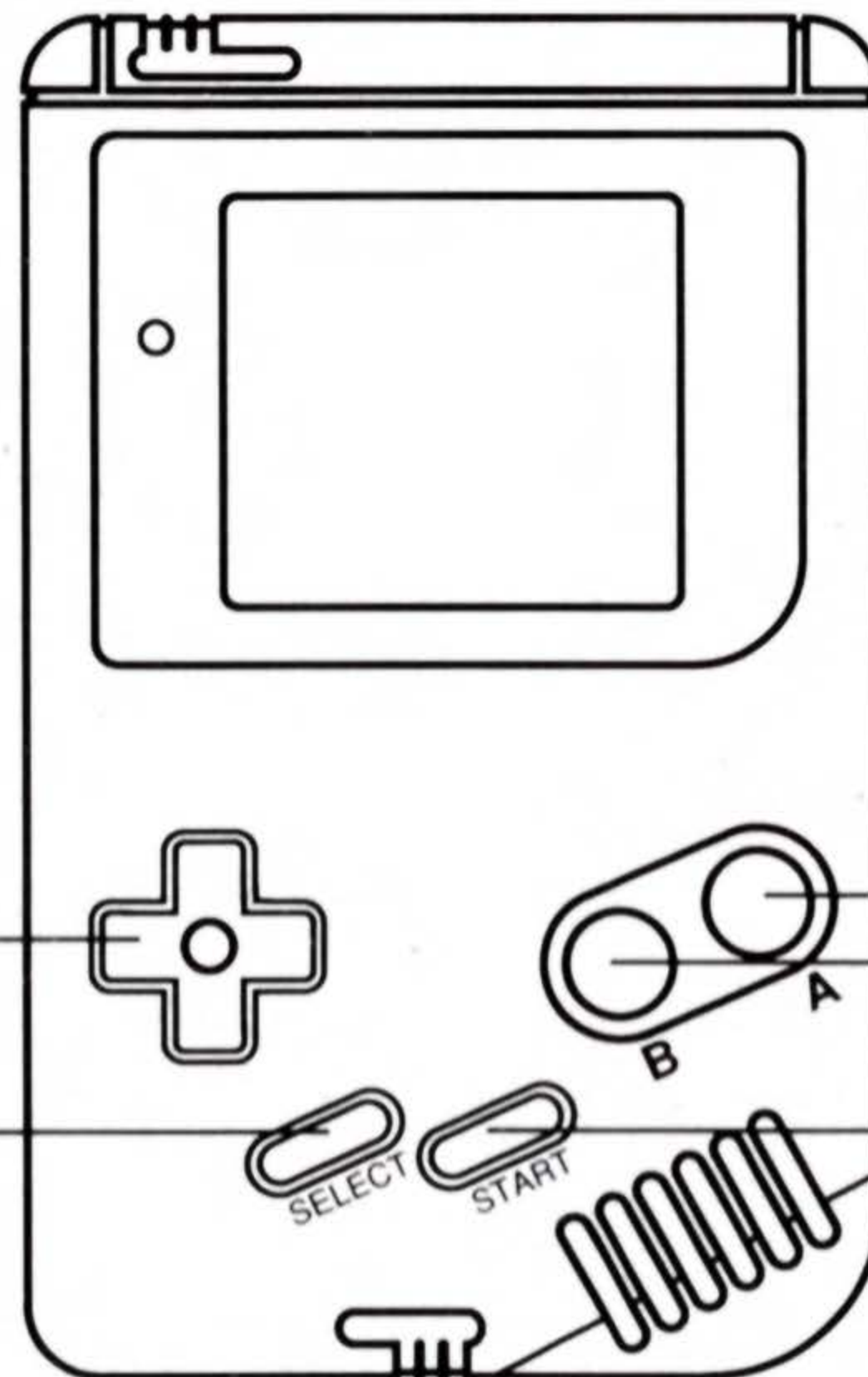
Names of Controller Parts

+ Button:

Moves Mike around the screen. For steering Mike while he jumps.

Select Button:

Changes game speed.



A Button:

Sets bombs for bomb attack.

B Button

Start Button:

Calls up menu screens. Executes choice on menu screens. Enters game. Changes screens. Recommences game play on a new level.

Start

1. Insert the cartridge in the Game Boy and turn on the power. The Nintendo logo will appear on the screen.

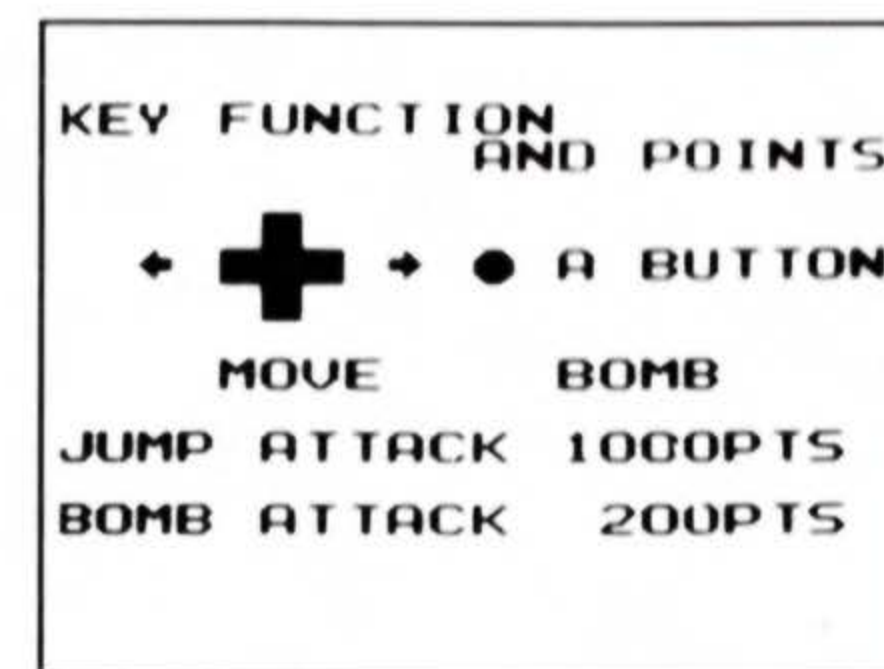
After a moment, the "Tasmania Story," logo will appear, followed by a 10 second view of the Tasmanian Tiger running across the prairie.



2. Press the Start Button. The Level Select screen will appear. Pick the level that suits your skill
 - slow (the enemies' speed is slow) or
 - fast (the enemies' speed is fast)
 - and press the Start Button.



3. A screen explaining the key functions and scoring will appear. Press the Start Button again.



4. A screen explaining the stages will appear.
Press the Start Button one more time and the game begins.



The Object of the Game

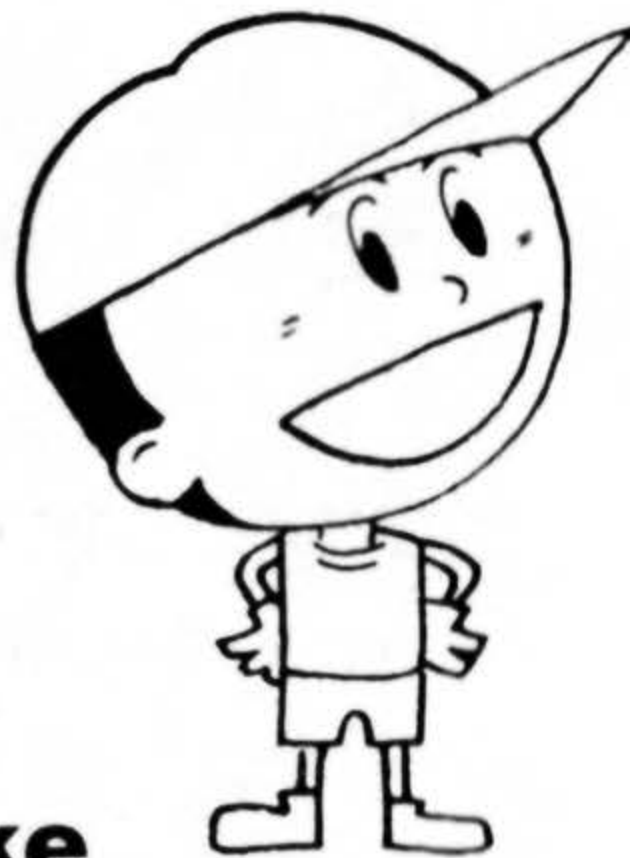
The object of the game is to spot the Tasmania Tiger (believed to be almost extinct) by moving the hero Mike through Tasmania. He must dodge the four Tasmanian Devils who are chasing him. When he clears all the plants on the screen, he can move to the next screen. Along the way, he must save the five special animals native to Australia. Once he has saved these animals, he may see the Tasmanian tiger.



Tasmania Story Characters

Tasmanian Tiger

A phantom carnivore, also called the Tasmanian Wolf. It has a brown coat with ten stripes on its back. It was last spotted in 1933. Is it extinct or is it still living in the depths of the forest...?



Mike

Like his father, he is on an adventure seeking the elusive Tasmanian Tiger.



Tasmanian Devils

There are four of them all chasing Mike. Tasmanian Devils are black with white markings on their chests. They bite their enemies with their very powerful teeth.

How to Play the Game

Using the **+** Button, move Mike across the screen. To move from one screen on to the next, you must first clear screen of all plants while avoiding the four dastardly Tasmanian Devils.

When you have eliminated all the plants lined up on the screen (cacti, lilies, and other plants native

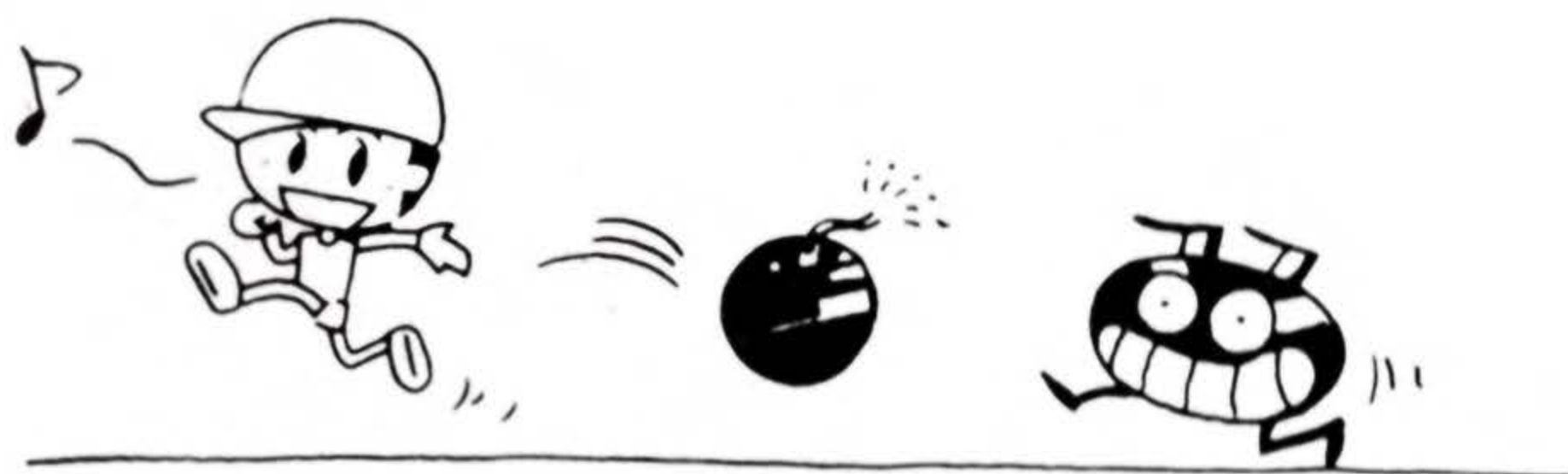


to Tasmania), you have cleared one screen and can go onto the next stage. Clear the screen by moving Mike through the vegetation. You can move up a step by jumping on the trampolines.

Jump on the trampolines in the lower left- or right-hand corners and Mike will make a giant leap. Use the **+** Button to move young Mike to the platform you wish. If the same trampoline is used four times in a short period, it breaks, and one player is lost.

Once you have cleared the screen of the vegetation you move to the next screen. Press the Start Button to begin a new stage.

Throughout the game, the four Tasmanian Devils are chasing Mike in order to stop him from seeing the Tasmanian Tiger. If the Tasmanian Devils catch Mike three times, then the game is over. There are two ways to knock out those pesky Devils:



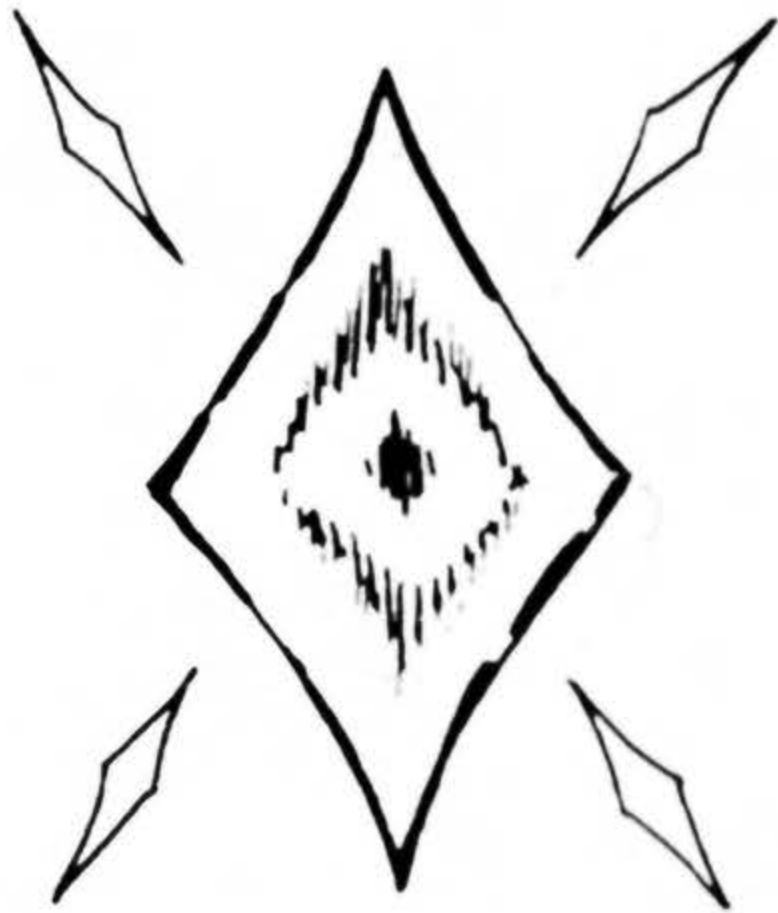
Bomb attack:

Press the A Button to set a bomb. If a Tasmanian Devil moves over the bomb, he is stunned momentarily. However, if you have no bombs left, you cannot set them.



Jump attack:

Use the **+** Button, jump on top of a Tasmanian Devil to knock him out for a moment. When you use the Jump Attack on a Tasmanian Devil, one of the special bonus animals will appear on the screen.



Diamond Bomb:

To replenish your bomb supplies, you can use the “Diamond Bomb.” At certain intervals during the game, a diamond shaped mark will appear. This is a special item. If you get this, you get an extra bomb. After a player is lost, his replacement will have 10 extra bombs to use.

Special Animals

These animals will appear on the screen after you knock out one of the Tasmanian Devils with the jump attack. You must save all five animals before you can see the Tasmanian Tiger.



Koala

Occurs in stages 1 and 2. After one jump attack, it will appear. You get 500 extra points each time you save it.



Wallaby

The special animal in stages 3 and 4. It appears after two jump attacks. You receive 1,000 bonus points if you protect it.



Wombat

Occurs in stages 5 and 6. It appears after three jump attacks. Worth 2,000 extra points if you save it.



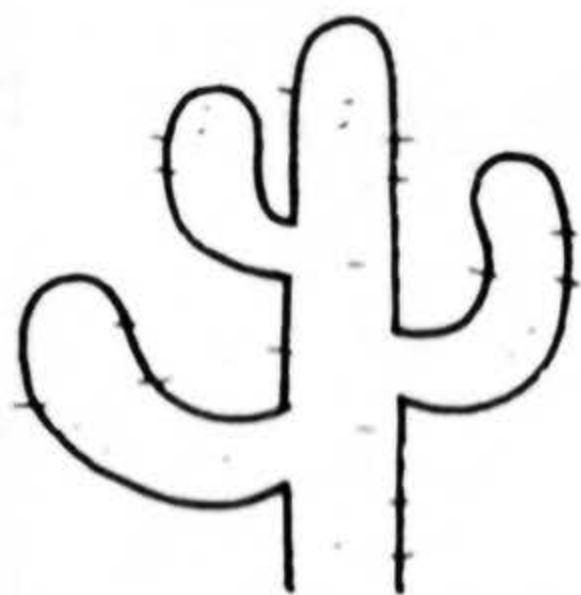
Penguin

The special animal in stages 7 and 8. Appears after four jump attacks. You get 4,000 for protecting it.

**Mouse**

Occurs in stages 9 and 10. Appears after five jump attacks. You receive 8,000 extra points if you protect it.

When you clear the screens, you receive points for each plant and tree that you clear. These are the types of vegetation:

**Cactus**

Stage 1: 10 points
Stage 9: 20 points

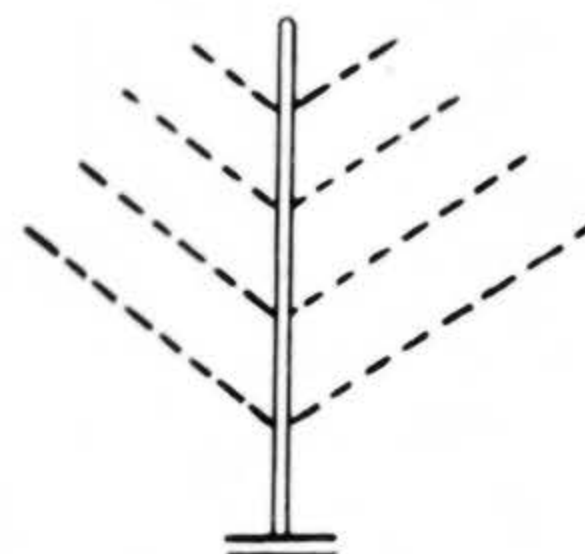
**Lily**

Stage 2: 10 points
Stage 10: 20 points

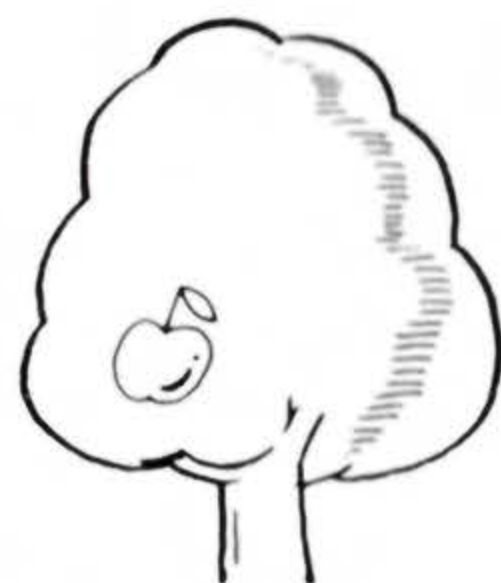
Note: Cactus and Lily earn different points according to which stage you are on.



Tulip
Stage 3: 10 points



Cedar
Stage 4: 10 points



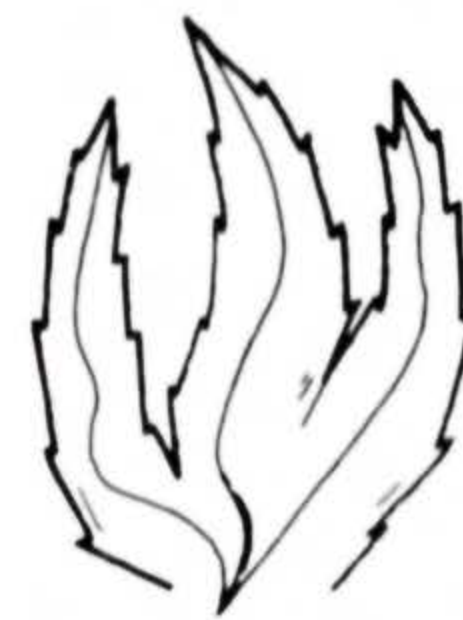
Apple Tree
Stage 5: 10 points



Sunflower
Stage 6: 10 points



Maple
Stage 7: 10 points

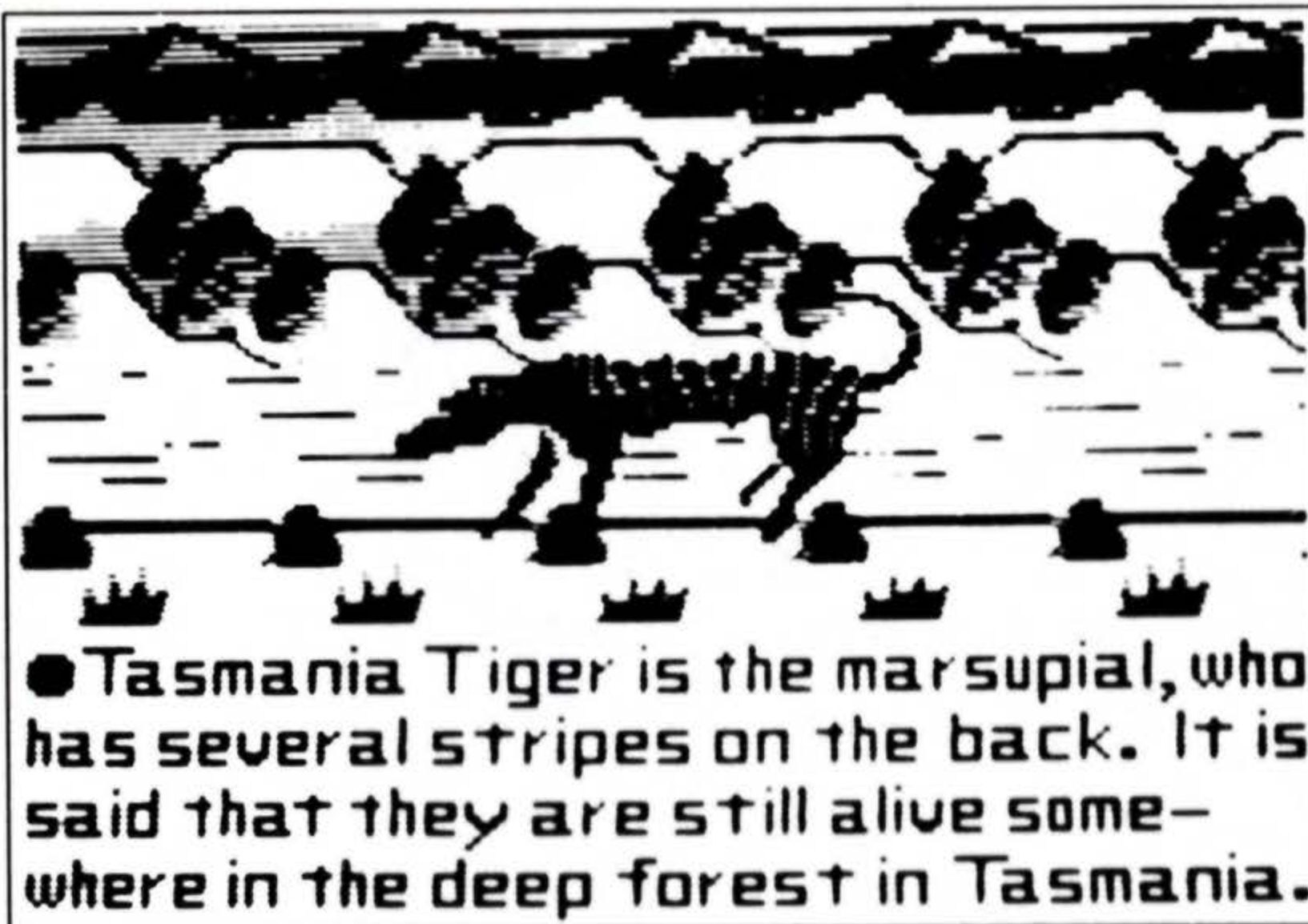


Orchid
Stage 8: 10 points

Scoring

| | |
|---|---|
| Vegetation | 10 or 20 points for each plant. (See Pages 12 and 13.) |
| Bomb Attack | 200 points |
| Jump Attack | 1,000 points |
| Special Animal | 500-8,000 points |
| At 20,000 points you are given an extra player. | |





Helpful hints

When playing the game, pay attention to each stage's special features. "Tasmania Story" is simple in concept but it requires instant judgement and some thought. Be sure to control your character strategically, taking stock of each stage's entire course and calculating enemy character movement.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

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To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI.

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Warranty Limitations:

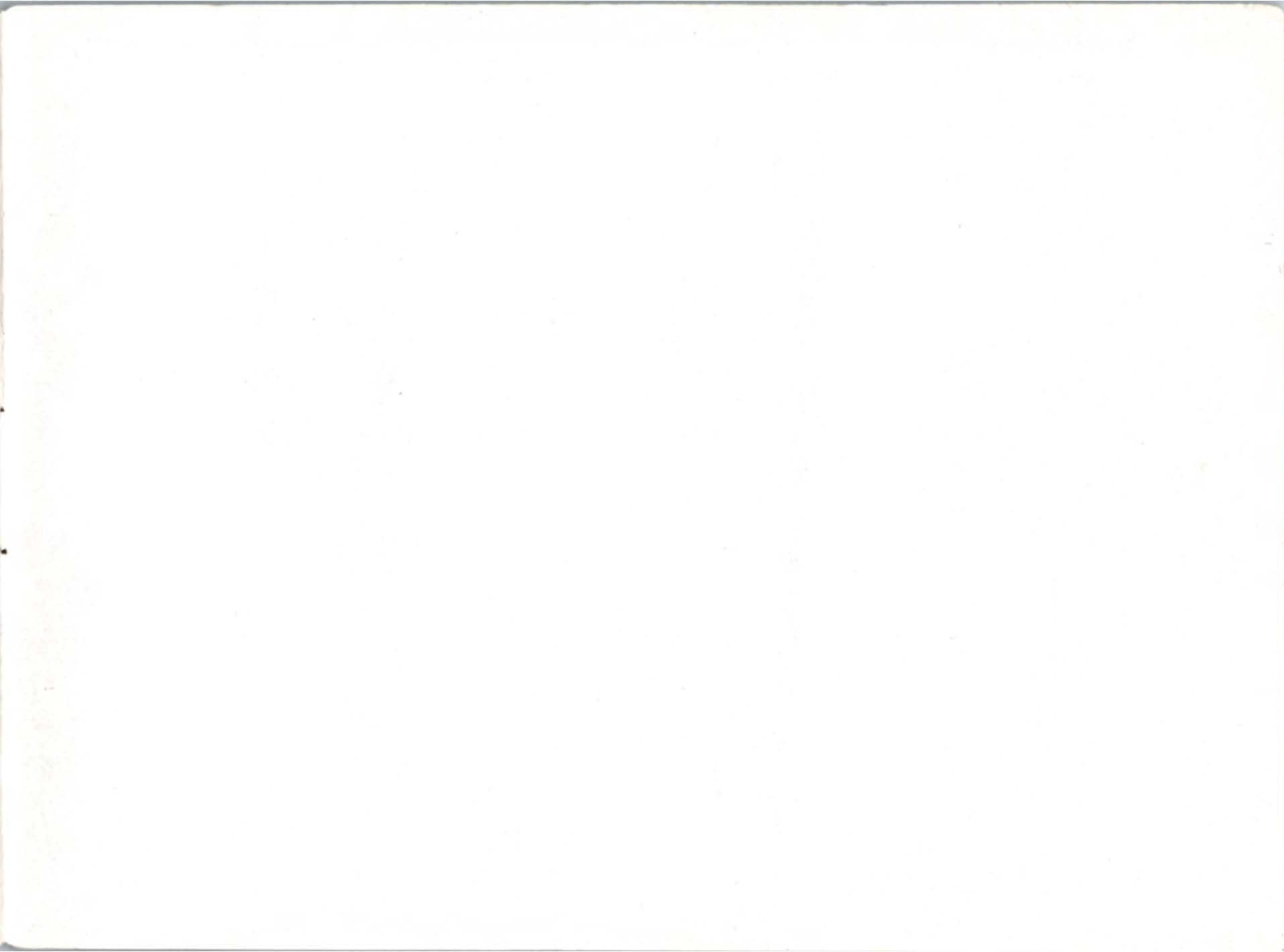
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Notes

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