



TROPICAL TROUBLE™

GAME PROGRAM INSTRUCTIONS



Clarence and Doris sat on the beach and stared at the sinking boat.

"I guess we're helpless until someone comes along," sniffed Doris, wringing her handkerchief.

"Don't worry, dear Doris!" Clarence exclaimed, "I'll take care of you! Nothing will get in **my** way!" With that he jumped up, tripped on a clam, and fell on his face.

"**That**," said Doris, "is what worries me."

Suddenly, a shadow fell across her face. A huge hand gripped her neck and began dragging her away.

"HELP!" she cried, then disappeared.



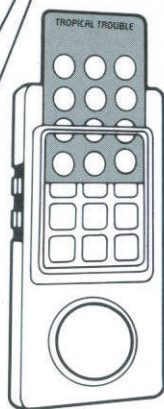
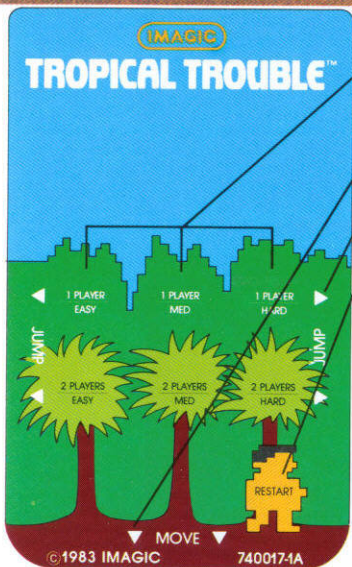
Help Clarence save dear Doris from the terrifying grip of the Beach Bruiser! Time is precious! Watch out for clams, ferns, snakes and blistering lava pools! In despair, darling Doris leaves a trail of hankies behind her. Touching one flushes Clarence with super strength – nothing can stop him!

Keep running! If Clarence gets caught on the left side of the screen – BONK! – he loses one chance to win Doris' heart!

Clumsy Clarence finally catches up to darlin' Doris and the Bruiser on a bridge – just as the big brute threatens to drop Doris off! He pelts Clarence with stones. But Clarence is determined to throw the Bruiser in the drink! Go for it, Clarence!

Game Objectives

- ☞ Help Clarence rescue Doris from the Beach Bruiser.
 - ☞ Keep running to the right, and don't stop for a second!
 - ☞ Dodge boulders, coconuts, falling lava, and hurled rocks.
 - ☞ Run around clams, ferns, and lava pools.
 - ☞ Don't get caught on the left side of the screen or you'll get bonked.
 - ☞ Throw the Bruiser off the bridge without getting hit by rocks.
- ☞ See how many islands you can cross.
- ☞ Accumulate points by:
 - ☞ Picking up hankies then smashing moving obstacles.
 - ☞ Reaching dear Doris.



Select Difficulty Level and
Number of Players
Control Clarence
Jump (any side button)
Start a New Game

- ❧ Remove left or right hand controller from console.
- ❧ Slip keypad cover securely into place over controller keypad.

Pick Your Game

- ❧ Insert cartridge, label up, in right side of unit and turn power switch **on**.
- ❧ Select desired game on controller keypad.

Game Variations

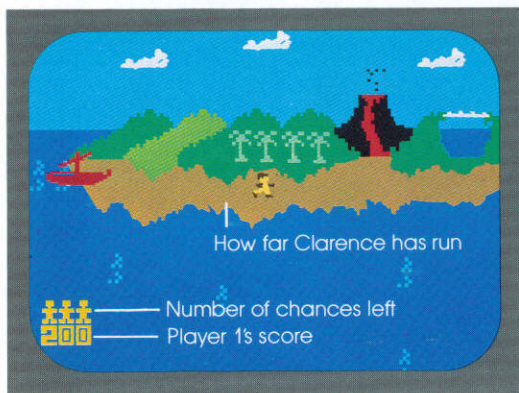
Tropical Trouble is a one or two player game.

- ❧ For one player, use the left controller.
- ❧ For two players,
 - ❧ The first player uses the left controller.
 - ❧ Clarence appears in a yellow jacket.
 - ❧ The second player uses the right controller.
 - ❧ Clarence appears in white.
- ❧ Turns are taken between each setting, or after losing a chance, as directed by the screen message.
 - ❧ Player 1's score appears in the lower left hand corner in yellow.
 - ❧ Player 2's score, in white, is in the lower right corner.



You can choose any of three levels to play:

- Easy: ☞ Clarence encounters fewer obstacles.
 ☞ He can pick up many hankies.
 ☞ No snakes lurk in the sand.
- Medium: ☞ A snake tries to trip Clarence on the beach.
 ☞ More obstacles and fewer hankies appear.
- Hard: ☞ There are lots and lots of obstacles.
 ☞ Hankies are few and far between.
 ☞ All in all, a tough fight for a tough little guy!

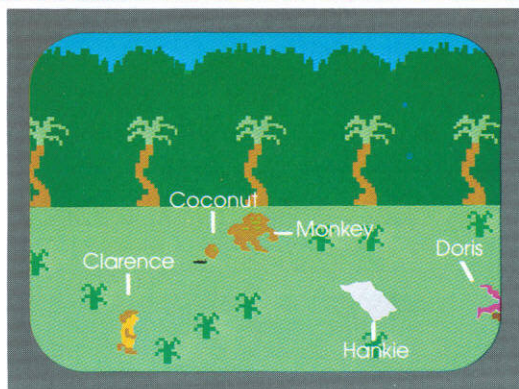


Run, Clarence, Run, 'cross the island so long
 To prove you're her man, so brave and so strong!

Controlling Clarence

Clarence must run to the right, toward Doris.

- ☞ Move Clarence with disk.
- ☞ To stop running, release disk.
 - ☞ Hint: When the game first begins, press the right side of the disk to keep from being clobbered.
- ☞ To jump, press any side button.



Help Clarence around clams and clutter,
To rescue dear Doris from the arms of anudd'r!

Obtrusive Obstacles

Moving Obstacles



Boulder



Snake



Coconut



Falling Lava

Non-moving Obstacles



Clam



Fern

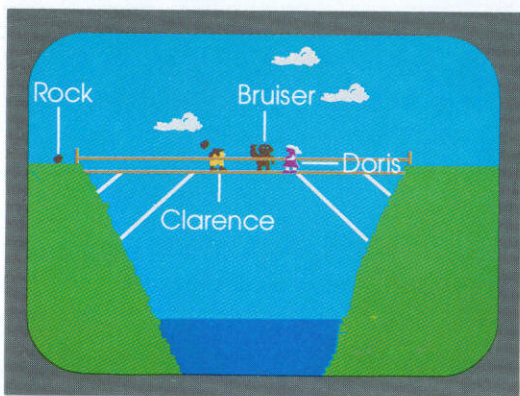


Lava Pool

- ⌘ Avoid all obstacles!
 - ⌘ Tripping over them slows Clarence down!
- ⌘ Pick up Doris' white hankie for points.
 - ⌘ Clarence blushes red for a few seconds, making him invincible!



- ⌘ Points are awarded for every moving obstacle he runs over, while still blushing.
- ⌘ Flushed with vitality, Clarence can also run straight through clams, ferns, and lava pools without tripping. ("He needs all the help he can get," sighs Doris).
- ⌘ At the bridge, the Bruiser hurls rocks at our hero. Time Clarence's approach perfectly and he won't break Doris' little heart! When he reaches the Bruiser, the brute jumps off the bridge!



Lunge and dodge the rocks that are hurled
To win the heart of that dear darlin' girl.

Chance for Romance

- ⌘ Clarence starts with three chances.
- ⌘ He loses a chance by:
 - ⌘ Getting bonked on the left side of the screen.
 - ⌘ Getting hit by a rock in the bridge scene.
- ⌘ He wins an extra chance if he throws the Bruiser off the bridge, taking Clarence and Doris to another chase on a similar, but tougher island.



Scoring

For reaching Doris in each scene: 100 points.

For each white handkerchief Clarence picks up: 50 points.

For each moving obstacle Clarence touches while flushed: 50 points.

Tropical Tips

- ☞ In more advanced levels of Tropical Trouble, each scene (except the bridge) has a narrow, cleared path. Stay within this path. This strategy especially helps Clarence keep cool when he's running around the volcano!
- ☞ When Clarence has picked up a handkerchief, make a bee line for Doris, instead of zigzagging in the path. Remember: Nothing can stop Clarence when he's blushing!
- ☞ Don't stay out on the beach too long! Even Clarence can get burned...by lava that starts to flow!
- ☞ When running by the volcano, a shadow appears where falling lava will hit the sand.
- ☞ The jump button is especially handy when lots of moving obstacles get in your way.

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Enclose your name, address and telephone number. **Be sure to include the name of the game!** Allow 4 to 6 weeks for delivery.

The IMAGIC logo is located at the top center of the page. It consists of the word "IMAGIC" in a bold, sans-serif font, enclosed within a horizontal oval border.The "Tropical Trouble" logo is a circular emblem with a blue, sunburst-like border. Inside the circle is a yellow background featuring a green palm tree. The words "Tropical Trouble" are written in a red, curved font along the top inner edge of the border, and "Proof of Purchase" is written in a red, curved font along the bottom inner edge.

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Game Program designed by Steve DeFrisco

Screen Graphics assisted by Karen Elliott

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