

INSTRUCTION BOOKLET

Starshot

Space Circus Fever



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NINTENDO⁶⁴



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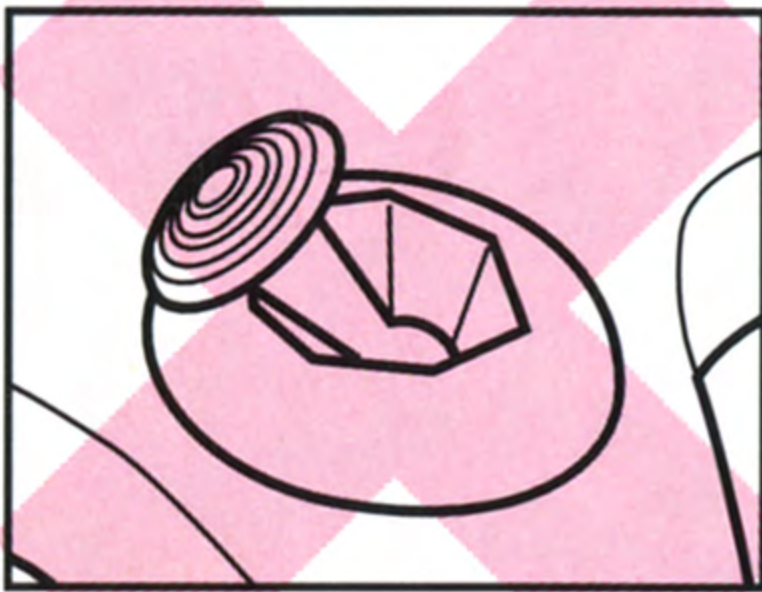
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THE NINTENDO 64 CONTROLLER

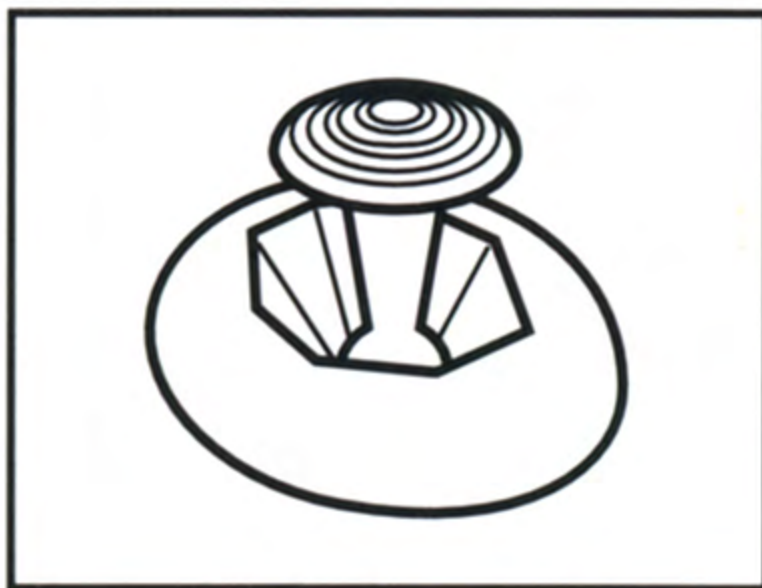
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding the Nintendo 64 Controller



While playing Starshot, we recommend you use the hand positions shown at left. By holding the Controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the Controller and your right index finger to operate the R Button on the top.

The story

The once mighty Space Circus has fallen on hard times. The ultra-modern Virtua Circus is now “stealing the show” with its amazing new production. Their boss, Wolfgang Von Ravel is digitally capturing the natural wonders of space for his exclusive use, then destroying them. Only by paying his admission fee is it possible to view the likes of the Milky Way, Big Dipper and the rings of Saturn! Starshot is the young recruit ordered to stop him and preserve the natural beauty of space and saving Space Circus from bankruptcy. During the mission, Starshot travels to seven planets within a 3-D universe, interacts with over 300 characters and pursues Von Ravel until he and his circus are crushed! If he achieves this goal, Starshot will forever be remembered as “the one who saved the galaxy!”



The cast

Starshot

Starshot is from “Killer Expo”, a distant planet best described as a military weapons shopping mall. Don’t let Starshot’s small size and jester-like appearance fool you. He is genetically trained and programmed to be a powerful weapon, an elite “starcruiser”. With his mind alone he can redirect comets and send them smashing into any target he selects.

During his training at the academy, it was discovered that a strange computer virus prevented him from becoming the perfect war machine that he was designed to be. He still had a conscience and wouldn’t obey attack orders.

This sort of thing is big news on Killer Expo and eventually the news reached “Starcash”, the director and boss of Space Circus. His circus was in desperate need of a new act to attract customers and save it from bankruptcy. After days of bargaining, a deal was made and Starshot became a member of his circus.



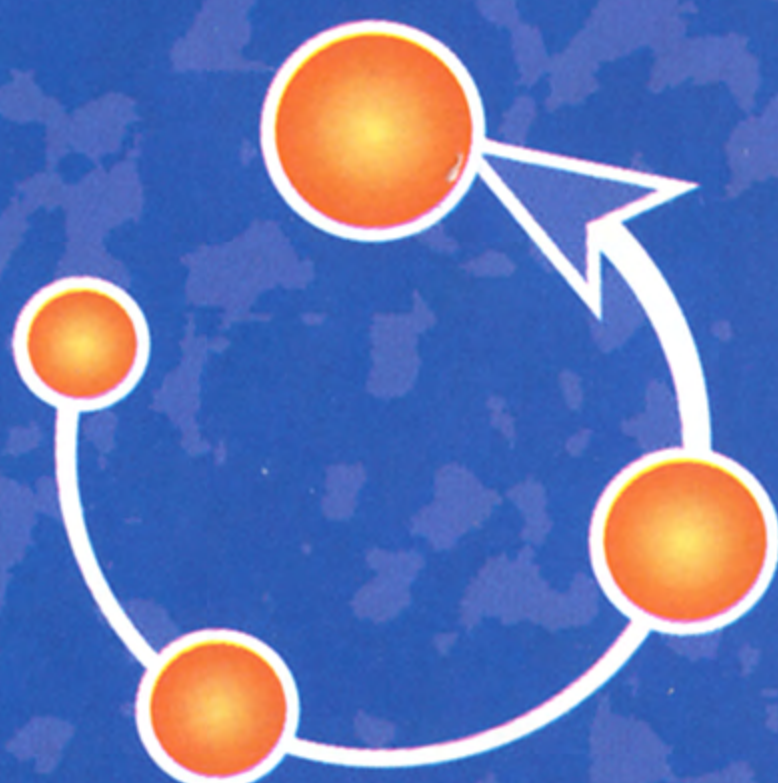
> Willfly

Starshot has two friends that follow him wherever he goes. "Willfly" is the name of the small rocket that hovers behind Starshot. When fueled up, Willfly can save Starshot from dangerous situations.



> Willfall

"Willfall" is a small robot that follows Starshot around like a shadow and keeps him company.



> Starcash

Starcash is a tough boss to work for. He commands Starshot from the control room on Space Circus along with other robot advisors. Orders are sent via Holocom, the Space Circus' communication system.



> Captain Nobrakes

Captain Nobrakes is the pilot of Space Circus. He is a grumpy old man, who as a former pilot during WWII was captured and experimentally frozen. Starcash bought him, thawed him out and made him his captain.



The cast

> Wolfgang von Ravel

Wolfgang Von Ravel is the enemy of Space Circus. As the master of Virtua Circus, the high-tech circus capable of displaying virtual images, his plot is to destroy all the natural wonders of space once he captures them as virtual images. Then, anyone who wants to see them must pay his high admission fee.



Planets

Tensuns

"Tensuns" is a famous planet where beings from across the universe come for holidays and vacations. Everything about this tropical island is ideal. From the water temperature to the sandy beaches, the ten artificial suns make this the place to be!



Primitron

"Primitron" is an exotic holiday haven. Containing a combination of natural and manmade jungle, tourists can see wild animals, plants and primitive people. It's here that Starshot will find the amazing bird capable of laying incredible surprises!



Planets



Killer Expo

“Killer Expo” is the ultimate shopping mall for weapons. It’s built on huge supports at the edge of a gigantic waterfall. Be careful, it’s a long way down!



Technomum

“Technomum” is a planet populated by perfect machines. Each operates flawlessly and is programmed to serve the needs of the planet’s residents. If you like to be spoiled, this is the place to be!



Ultimacrash

"Ultimacrash" has a strong gravity pull and attracts any spaceships that come near. It's a virtual junkyard of spaceships that have crashed over time. Stories abound how the ghosts of crew members wander the planet!



Earth

"Earth" after the Martian invasion isn't what you know it to be. Octopus headed Martians have destroyed everything, leaving only ruins behind! Be thankful you're living now and not the 32nd Century.

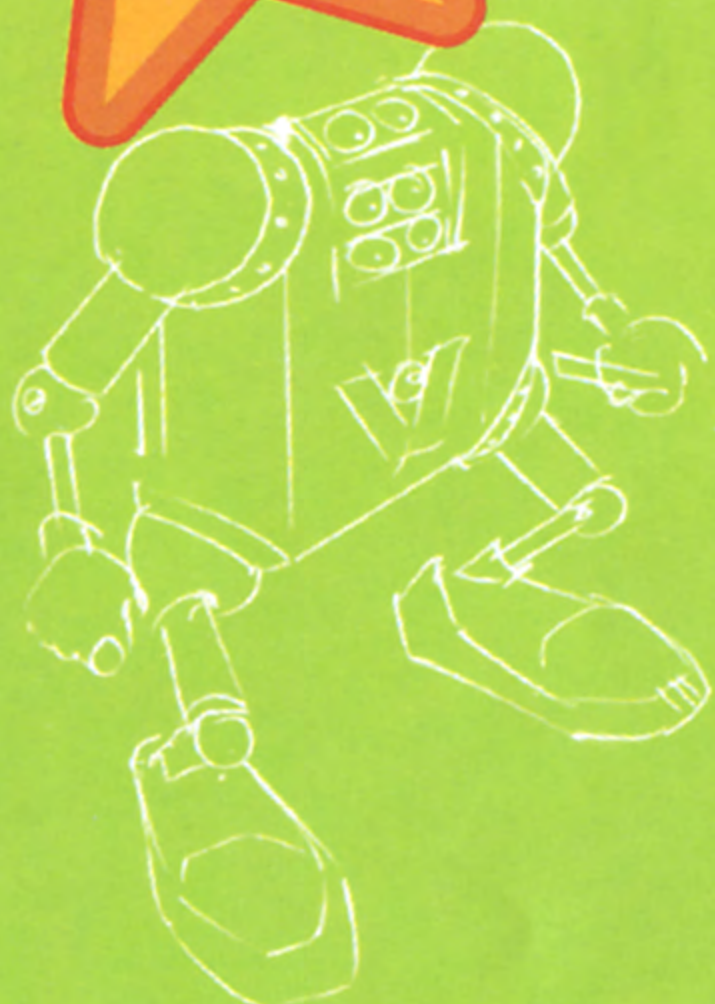


Virtua-Circus

"Virtua Circus" is the evil rival of Space Circus and is commanded by none other than the sinister Wolfgang Von Ravel. This poor example of technology is easy to spot because of its simple boxy shape. The ship is armored and armed with powerful laser guns for defense.



Options



> Game Paused:

To PAUSE a game, press Start and the following menu will appear:

- > OPTIONS menu
- > Start a NEW GAME, or load a SAVED GAME.
- > CONTINUE a game

> Options:

Use this menu to:

- > CHOOSE LANGUAGE
- > SOUND SETTINGS
- > VIDEO SETTINGS
- > CONTROL SETTINGS
- > DELETE A SAVE

> Choose language:

Select English, French or German. Use the Control Stick to move the cursor, then press the A Button to select.

> Video settings:

Select the configuration, either 4/3 or 16/9 format. 16/9 is similar to a letterbox format used for movies. Use the Control Stick to move the cursor, then press the A button to select.

GAME PAUSED
Continue on Te
Start another g
Options

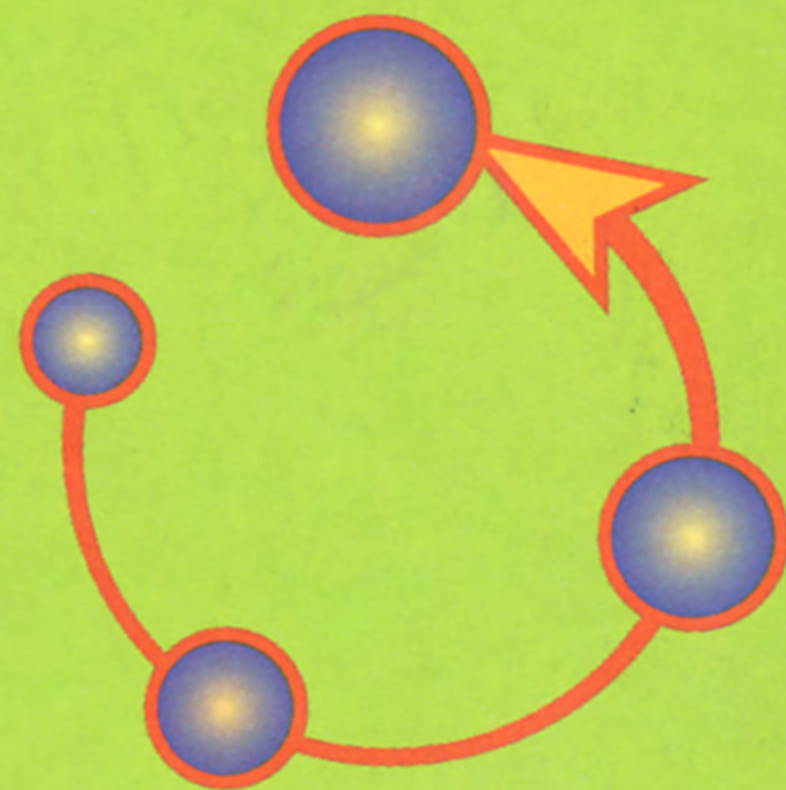
OPTIONS
Choose language
Sound settings
Video settings
Control settings
Delete a save
Exit

CHOOSE LANGUAGE
English
Français
Deutsch

VIDEO SETTINGS
4/3 ratio
Go back

> Sound settings:

Adjust the "Music Volume" and "Sound Effects Volume". Increase the volume by pushing the Control Stick to the right.



> Control settings:

To change the function of a button/switch, press the original button (function you want to change), then press the A Button. A question mark appears. Now, select the new button/switch you wish to control the function. The question mark disappears. Select "Default Settings" to select the original control configuration.



> Delete a save:

You may delete/erase a previously saved game. Use the Control Stick to move the cursor, then press the A Button to select.

How to play



Use the Control Stick to: walk, run, swim and push objects.



To jump: Press the A Button.

To pick up items: Press the R Button.

To guide your shot: Press and hold the B Button. Guide the shot with the Control Stick.

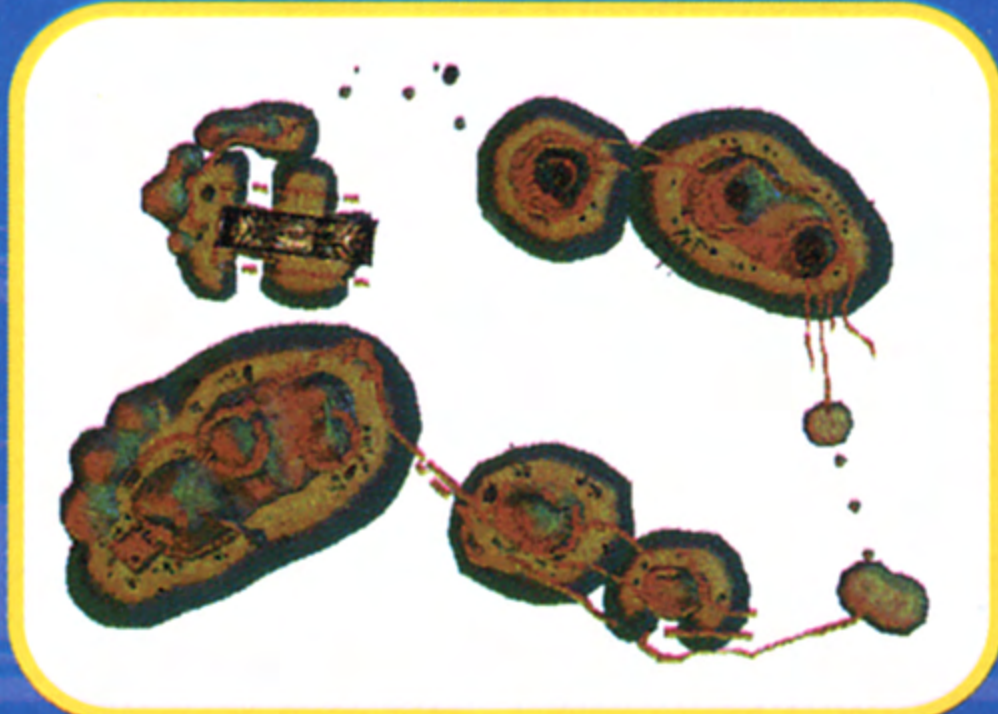
To shoot: Press the B Button.



> Map:

To view the map: Press both the Z and Start Buttons to make it appear. Press them again and the map will disappear.

Each planet requires you to perform a series of sub-goals. Use the map to locate where you are as well as the location of each goal. The player's location is represented by a Starshot icon. The flashing "x" is the location of your goal. You can use it as a navigation device and even play the game with the map on the screen. Once you complete a sub-goal, check the map to locate the next one. Scrolling text below the map indicates the sub-goal objective and game tips.



Map of Tensuns

> **Camera view:**



To control the camera:

Press the Z Button and tap the R1 Button twice to position the camera directly behind Starshot.



Press the left and right C Buttons to swing the camera out in either direction.



Press the Z Button and move the Control Stick to freely control the elevation and position of the camera.

Press the Z Button and the B Button to make the camera zoom out.
Press the Z Button and the A Button and the camera will zoom in.

New games and saved games

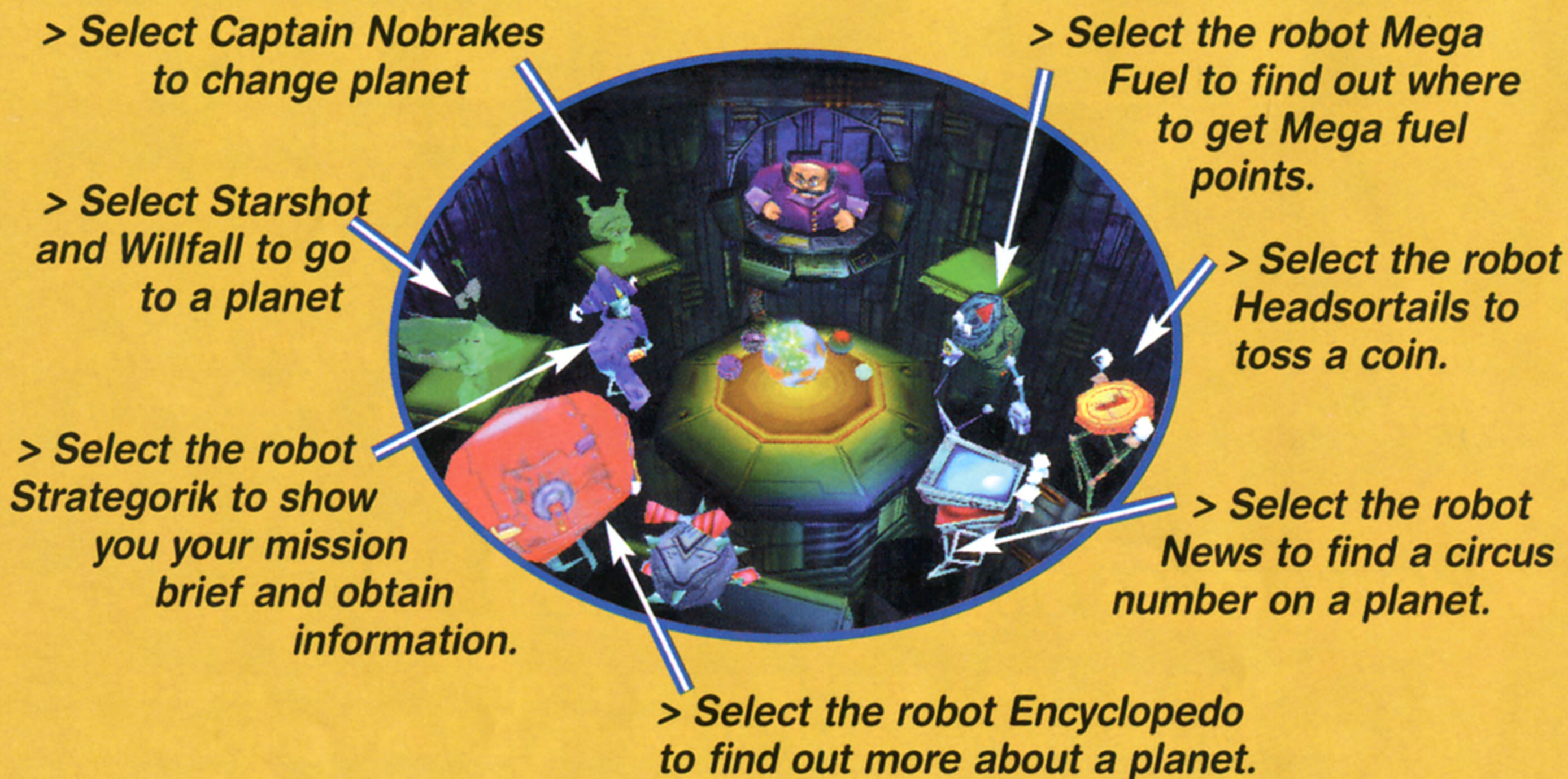
To play a "New Game", use the Control Stick to position the cursor in the "Game Select" screen. Select an empty box in the Game Select screen. If no box is empty, you will need to delete a saved game. Press the A Button to start the new game.

To play a "Saved Game", use the Control Stick to position the cursor in the "Game Select" screen. Select the previously saved game you wish to play and press the A Button.



> **Control Room of Space Circus**

In this room, you can select a character to make them carry out actions.

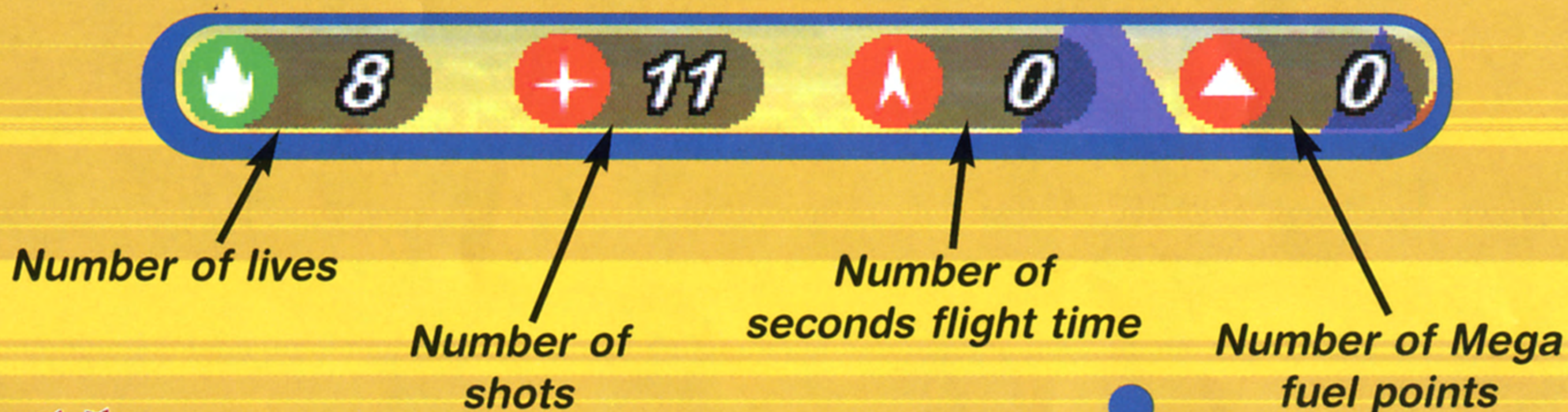


Choose a character, then choose which planet you want to play on.

> **Main screen**

Press the Z Button to display bonus points.

From left to right:



> **Bonus points**

Starshot can collect 4 types of Bonus Points:



> **Life Points (Green):**

Each point gives Starshot more life/health.
Maximum life is 8 Life Points.

> **Stars (Blue):**

Each star picked up equals two shots.
Maximum storage is 50 shots.



> **Flight time (Yellow):**

Each capsule gives Starshot 2 seconds of flight time.
Maximum flight time is 40 seconds.

> **Mega Fuel Points (Red):**

Starshot must collect 100 Mega Fuel Points to complete the game and safely returning to Earth.



Hints and tips

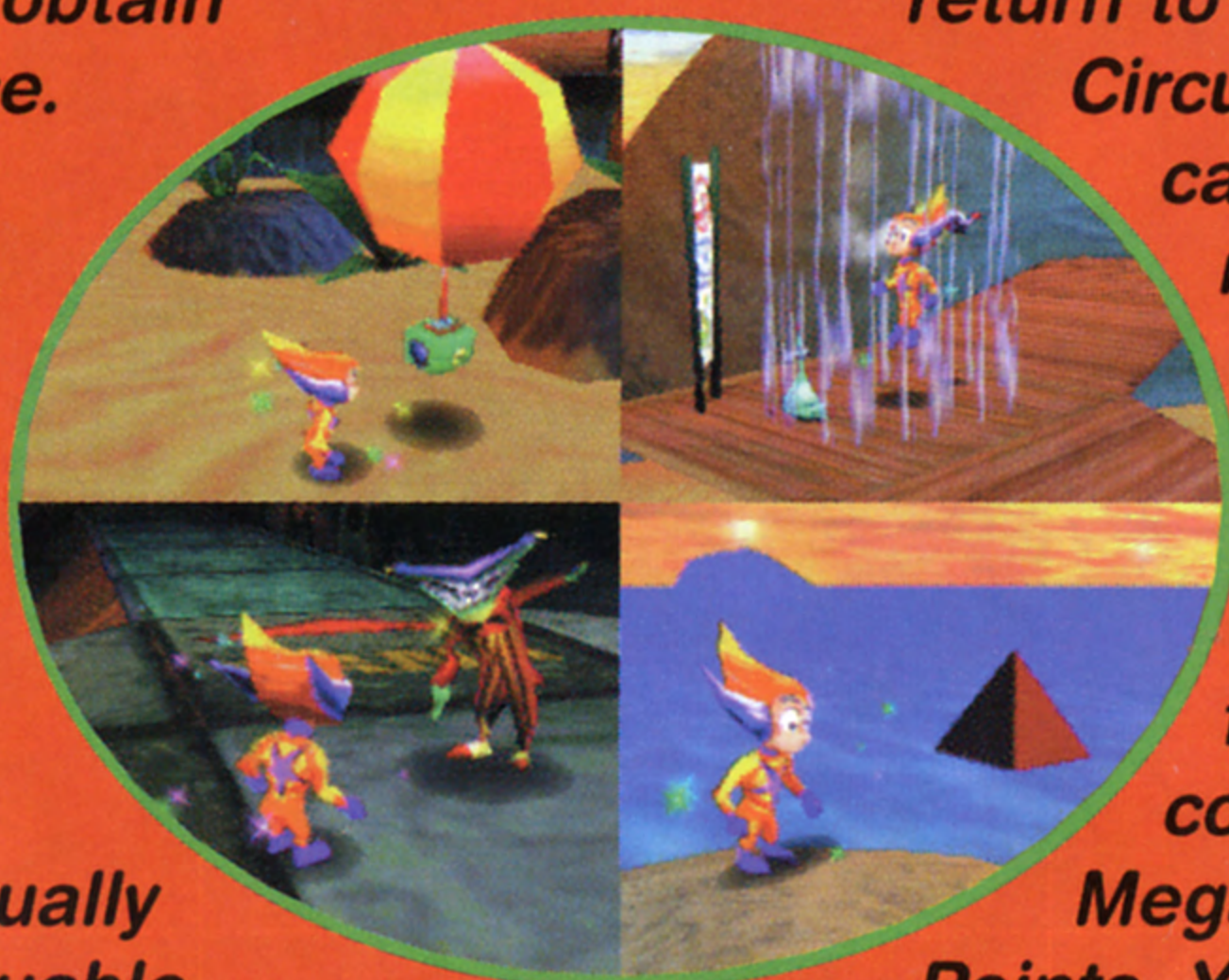
> **Read all the Information Balloons to obtain useful advice.**

> **Enter the light portals to return to Space**

Circus. Here you can have the mission goals repeated.

> **Talk to everyone you meet.**

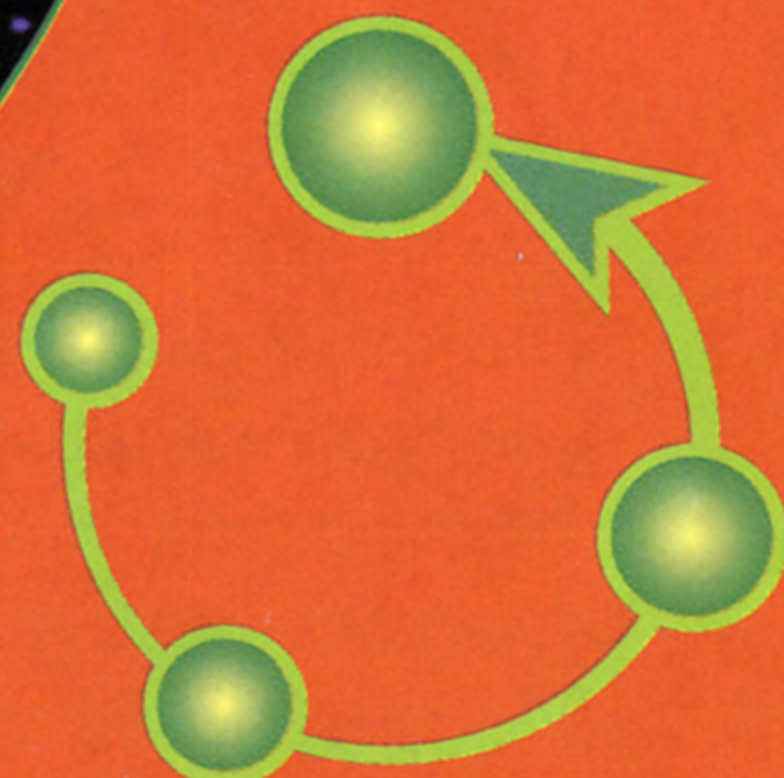
They will usually give you valuable information. Warning: Not everyone you meet is friendly, so be careful!



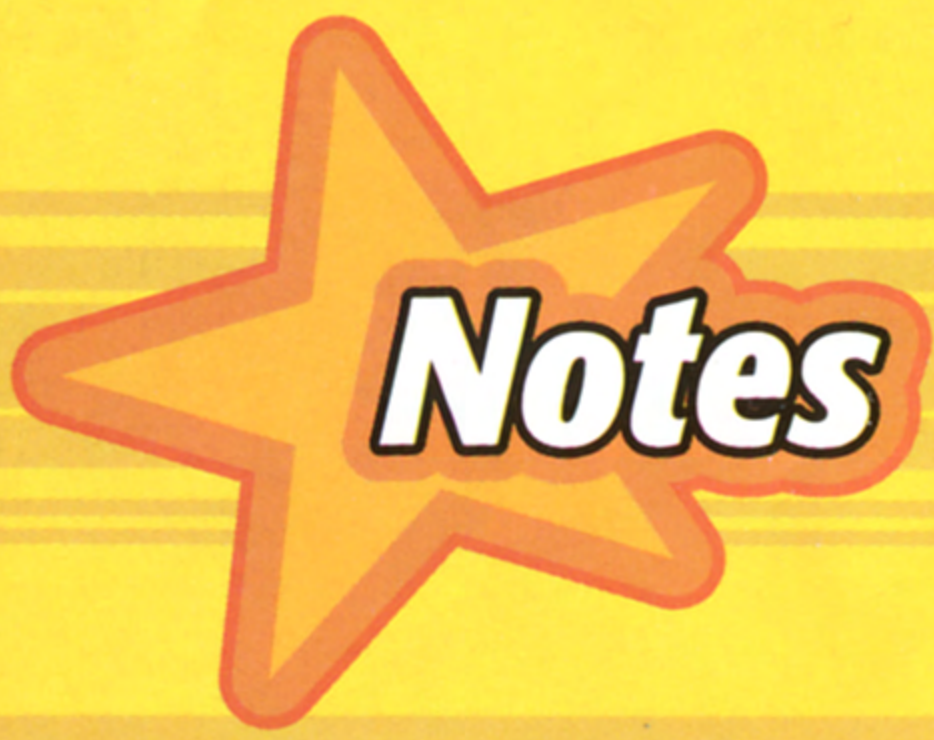
> **Don't forget to collect the red Mega Fuel Points. You must collect 100 to finish the game.**

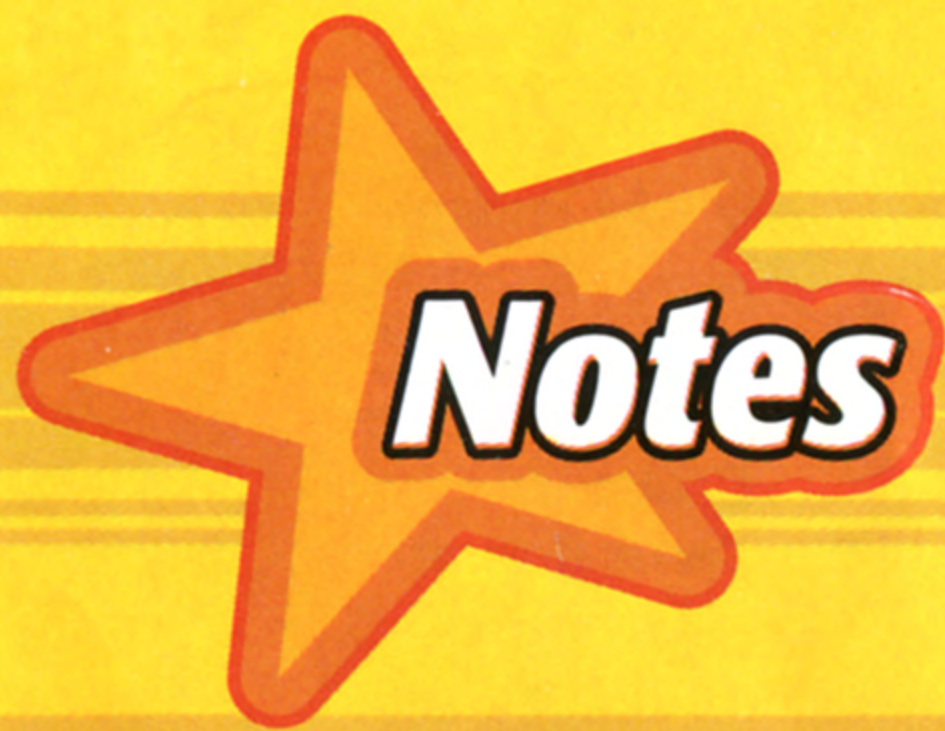
> If you're really stuck, then read this:

- > On Tensuns, you must deactivate the red shields protecting the Virtua Circus landing gear before you can destroy them.
- > On Killer Expo, you can lure missiles towards the tanks as a way to destroy them.
- > On Primitron, the bushes can be used as stepping stones to cross the hot lava.
- > On Ultimacrash, in the Iron Museum, push junk onto the head of the large robot to knock him out.
- > On Technomum, Virtual robots can only avoid your shots once. They then become easy targets!
- > On Earth, lure the giant Martian robots towards the bombs. Then shoot the bombs to destroy the Martians!
- > On Virtua Circus, scare the giraffe robot and it will lead you to where you must go.
- > With Wolfgang Von Ravel, you must destroy the engines on his private spacecraft. Then shoot at him as he laughs and he will crash into high voltage electric cables and destroy himself.





This image shows a single sheet of aged, yellowed paper with horizontal ruling lines. The paper has a textured, slightly mottled appearance with some minor discoloration and faint smudges. There are approximately 20 horizontal lines spaced evenly across the page. The bottom edge of the paper is slightly irregular, suggesting it might be part of a bound volume or a loose leaf. The overall tone is a warm, off-white or light cream color.

[illegible]

>Credits

Bruno Bonnell presents
**Starshot,
Space Circus Fever,**
an Infogrames game
distributed by Infogrames
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Bruno Pivano

(Killer expo)

Sébastien Charvet

(Ultimacrash)

Laurent Kryzwansky

(Technomum, Virtua Circus)

Bruno Foechterlen

(Primitron)

Stéphane Valour

(Space Circus, Virtua Circus,
cinematics)

Hung Huynh (cinematics)

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