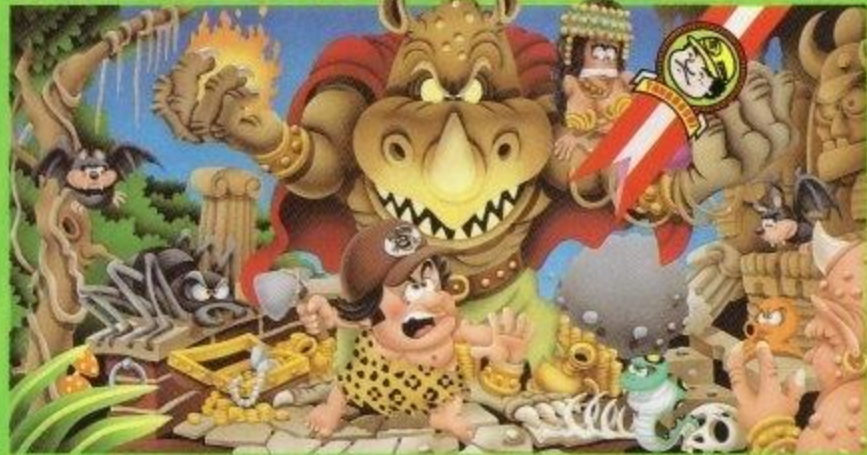


OPERATION MANUAL



HUDSON'S ADVENTURE™

ISLAND

HUDSON GROUP
HUDSON SOFT®





**THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING
AND PURCHASING THE QUALITY HUDSON SOFT PRODUCT**

Thank you for selecting HUDSON'S ADVENTURE ISLAND™. In order to insure your full enjoyment of this game, we recommend that you read this manual carefully and follow its instructions and suggestions.



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo for play on the



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WARNING

WARNING! WARNING! WARNING! WARNING! WARNING!

- * Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- * Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
- * Do not clean this device with alcohol, thinner, benzine or other volatile substances.
- * Always turn the power off before inserting or removing the cassette from the main system.
- * We recommend that you play this game at distance from the television screen.
- * When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

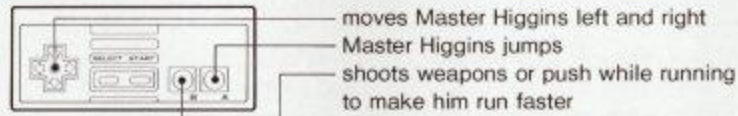
Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns

are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Hudson's Adventure Island

Game Story: The Evil Witch Doctor has kidnapped Princess Leilani from Master Higgins and taken her to Adventure Island in the South Pacific. It is your mission to help Master Higgins to save Princess Leilani, but it's not going to be easy. On the island, there are forests, mountains, caves, many enemy characters, and traps waiting for you. Can Master Higgins save Princess Leilani from the Evil Witch Doctor?

CONTROL FUNCTIONS:



Energy Level: Master Higgins' energy level is displayed on top of the screen.

The level will decrease as the time passes by. By catching the fruits on the screen you will be able to add a little bit of energy back or get a bottle of milk to fill them all up. Of course, losing all energy means the game is over.



EGG

About the game: At the beginning, Master Higgins has nothing with him. As he explore the island, he will find eggs that turn into bonus item such as axe, skateboard, flower, milk, honeygirl, etc. to power up Master Higgins. However, there is an item which won't help Master Higgins but will lower his energy level rapidly. All together there are 8 areas and at the end of each area awaits the **BIG BOSSES**.

You must destroy them to advance to the next area.



STONE AXE: Use "B" button to throw them

SKATEBOARD: Will move you faster but can't stop

FLOWER: Doubles the points of energy fruits

MILK: Fill up the energy of Master Higgins

HONEYGIRL: Make Master Higgins invincible for a while

EGGPLANT: Master Higgins' most unfavorable food. Takes energy away from him rapidly

There are many hidden items or stages. Find them by exploring the Adventure Island!

Characters of Adventure Island

FIRE (unbeatable)



KELLO (200pts)



RED OCT (100pts)

There are brown Kello and green Kello. Be careful as brown Kello jumps.



COBRA (100pts)



SNEIL (10pts)



POOTER (100pts)



SKELETON (10pts)



CAVAS (100pts)



ICE (20pts)



WALER (100pts)



BLUE OCT (200pts)



COYOTE (500pts)

ZIGMO (50pts)



BASSER (50pts)



KING QUILLER 5000pts



BOSS AREA 1



BOSS AREA 2



BOSS AREA 3



BOSS AREA 4



BOSS AREA 5



BOSS AREA 6



BOSS AREA 7



BOSS AREA 8

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the NES with respect to the receiver
-Move the NES away from the receiver
-Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-000345-4.

LIMITED WARRANTY

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"Continuing Option"

You can access this "Continuing Option" by pushing the right side of the movement control button and the START button. However, you are only allowed to use the "Continuing Option" after finding an egg which contains the BEE somewhere in Round 1 of Area 1.





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