

## Tropical Trouble.txt

Imagic  
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!

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### 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.

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Remove left or right hand controller from console.

Slip keypad cover securely into place over controller keypad.

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### PICK YOUR GAME

Insert cartridge, label up, in right side of unit and turn power switch on.

Select desired game on controller keypad.

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### GAME VARIATIONS

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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 easily 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 Clarence!

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

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### CONTROLLING CLARENCE

Clarence must run to the right, towards Doris.

Move Clarence with disc.

To stop running, release disc.

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!"

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### 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 movingobstacles he runs over, while

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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."

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#### 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.

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#### 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.

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#### 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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Game Program designed by Steve DeFrisco

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700017-1 Rev A  
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