

8/7/00: v2.2

-Added a section for Pro Action Replay codes (all 2 of them)

8/6/00: v2.1

-Added an ASCII art title.

-Added another site where this document can be posted.

-Changed the Table of Contents and each section to Roman numerals to make it easier to follow.

2/25/00: v2.0

-Added a Table of Contents and a Revision History section.

-Changed e-mail address.

-Added an ASCII art title.

11/10/98: v1.0

-Completed version.

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II. INTRO

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Captain Comic is a step above most Color Dreams NES games. It has great music, colorful graphics and smooth play control. The only thing keeping it from being considered a great game is the degree of difficulty and not knowing what to do. Endless waves of enemies come rushing at you and pinpoint accuracy and timing of your jumps is a necessity in later areas of the game.

I intend to present the player with a clear path from the beginning of the game to its conclusion. An explanation of necessary weapons and items will follow as well as a detailed walkthrough. I suggest following the exact path explained in the walkthrough section, as it is the quickest and easiest route through the game. Captain Comic isn't a linear game, however, so feel free to explore but be prepared to waste a lot of lives doing so.

The key to mastering this game is learning your enemy's patterns and not trying to rush through. There is no time limit, so take your time and plan your every move. Some of the enemies are better off being avoided. There are no "bosses" in this game, only pesky enemies that attack you relentlessly.

This is one of the harder NES games out there. I once said I'd rather be bitten in the ass by a dog than play it, but after getting into the game you learn to appreciate it and this appreciation has lead to this walkthrough. A lot of the frustration factor for me was not knowing what to do and where to go, but with that cleared up in this walkthrough, you can concentrate on getting to where you need to go, rather than endlessly searching for a new path or door only to find yourself at an impossible jump or dead end. Enjoy.

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III. STORY

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The three greatest treasures of Osmic have been stolen: the CROWN OF THE AGES, the MYSTICAL GEMS OF LASCORBANOS and the THOUSAND COINS OF TENURE. As Captain Comic you must venture to the treacherous world of Tambi to reclaim the treasures in time for the Trimillennial celebrations. On, inside and around

Tambi you will encounter a myriad of enemies, from killer moths to petrified space pollen, all hell-bent on causing your destruction. Armed with only your trusty Blastola assault weapon and Mark-VII environment suit with shield protector, you must scour Tambi for the 3 treasures and get out before the denizens of Tambi claim your bones as treasures of their own!

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IV. WEAPONS & SHIELDS
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SHIELD PACK

These are scattered throughout the game. Picking them up will increase your shield energy (hit points).

SHIELD OF INVULNERABILITY

This object super-charges your shields and Blastola weapon making you impervious to enemy attack and giving you unlimited firepower for a brief period of time.

SHIELD OF LIFE

This bestows Captain Comic with an additional life in reserve.

BLASTOLA COLA

Increases your firing capability. Up to 5 cans of cola can be collected for up to 5 Blastola rounds in the air at once.

CORKSCREW

Modulates the firing pattern of Comic's blaster creating a spiral trajectory for all shots fired. This is very useful for destroying creatures which crawl on the ground below your normal line of fire. A very important item to find.

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V. TOOLS
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DOOR KEY

Allows you to open various locked doors on Tambi.

BOOTS

These increase your maximum jump height and let you reach places you couldn't jump to before. There isn't a huge difference in your jumps, but just enough to let you make that certain jump that you couldn't before.

LANTERN

You will find the lantern near the end of your adventure and it will let you see better in the castle.

WAND

This device lets you teleport through solid walls and around many obstacles that will stand in your way. It is also helpful to use it in avoiding enemies better. Pressing select with this in your possession warps you a few spaces ahead of your current location.

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VI. WALKTHROUGH

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NIGHTTIME ON TAMBI

You start on the surface of Tambi at night. The door you see at the beginning is the castle door and it is locked. You won't need to enter here until the end of the game, so proceed to the right. First you need to raise the Blast Level in your Blastola assault weapon. As you move to the right you will find a blue power-up on a ledge. Grabbing this Blastola Cola will enable you to fire the weapon. You will find these throughout the game and each additional one picked up will raise your blaster level (until you die).

Keep proceeding to the right. Along the way you'll find a Shield Pack which restores your shield level (hit points). You'll find these throughout the game.

Keep moving right and eventually you'll get to a door with a key above it. Grab the key and then enter the door.

DAYTIME ON TAMBI

The door leads you to the surface of Tambi during the daytime. You must go left from here. Along the way you will find another Blast Level power-up for your weapon and another Shield Pack. After going for quite a way you will eventually get to a third Blast Level power-up which is located next to a rocket ship with a door in it. Enter the door. It leads you to the surface of Tambi's moon.

TAMBI'S MOON

On the moon's surface, go right to collect another Blast Level power-up and continue to the right. Be careful jumping here, as the moon's gravity (or lack thereof) affects your jumping height. You'll find another Shield Pack along the way as well as the first of the 3 stolen treasures, the MYSTICAL GEMS OF LASCORBANOS, right out in the open!

Shortly after obtaining the GEMS you will reach a door. Enter it and you are now underground.

IN THE MOON

This underground section is tricky. Parts of the floor are missing, so you can easily fall through it to your doom if you don't use a careful eye to see which parts of it have cracks. From the door, head left, trying to stay towards the top of the screen. You'll come across a Shield Pack. Notice the unaccessible door below you. Don't worry about it, just keep moving left.

Head all the way to the left, past 2 more doors, until you come across the CORKSCREW. This item will make your blaster shoot in a wave-like pattern so you can kill those pesky enemies that were too low to hit before.

Right after getting the CORKSCREW, notice 2 doors above you. You can't reach them yet, so head back to the right. You'll want to enter the first door you come across but it is blocked off on the bottom of the screen, so you have to go right until you can get down to the bottom level and then head back left to the door.

After entering this door, go straight to the right (make sure not to fall through the cracks in the floor) and enter the next door.

You'll emerge through a door located towards the top of the screen. Carefully work your way to the right. You'll get to a spot where you have to make a jump into a narrow opening. The best way to make the jump is as follows: get on the middle platform, lined up with the opening. Get a running start and jump so you hit your head on the last brick right above you. This will keep you level with the opening on the other side and your momentum will carry you through the aperture.

After successfully spanning the gap, move to the right and to the bottom of the screen where you will see a pair of boots and a door. These are the POWER BOOTS, which increase your jumping height. Grab them and head through the door.

You will come out through the top door on the screen where you got the CORKSCREW. Drop down to the middle platform and enter that door.

****BACK TO DAYLIGHT (ONLY MOMENTARILY)****

You are now back on the daytime surface of Tambi. Head left until you get to a door, then enter it. This will lead you to an underground cavern.

****UNDERGROUND CAVERNS OF TAMBI****

In the cavern, head right until you find a Shield Pack. If you look closely to the left of the Shield Pack, you will see an outline of a door. Don't enter it yet. You will use it later. Keep moving right until you spot another hidden door (this one is in the middle of the screen on yellow bricks with a torch to the right of it). Enter this door.

Head left. You will have to make some death-defying jumps but it will be worth it, as you'll come upon the TELEPORT WAND. Use the WAND by pressing select. You will warp a few paces ahead of where you are standing. You can use the WAND to try and avoid enemies, but it will come in really handy later.

Go all the way back to the right until you get back to the door. You can use the WAND to get you past those treacherous areas with greater ease. Enter the door, which brings you back to the area with the yellow bricks. From here go right for awhile until you come across the second stolen treasure, the COINS OF

TENURE! No boss to fight or anything to give you a headache, they're just lying around in the cavern. Scoff up the COINS and continue right until you come across a door at the bottom of a pit between 2 torches. Entering the door brings you closer to the entrance where you entered the caverns. Just head left until you get to the door which leads back to the daytime surface of Tambi.

****BACK TO THE SURFACE AGAIN****

Back on the surface of Tambi, head right all the way to the end past several doors until you can go no further. Enter the last door here which brings you to an area with gray bricks.

****GRAY BRICKED AREA****

Go to the right. Your WAND will come in handy here getting you past the area with the colored bricks. Keep moving until you come to a wall with a Shield Pack on the other side. Stand next to the wall and press select to teleport right through it. Move on to the right until you reach an area where you can see a door and a Blast Level power-up located at the top of the screen, cut off from you. There is only 1 way to get past this dead end.

Notice that in the area where you can walk there is a gap in the floor. Stand on the 3rd tile from the left of the gap and press Select. This will warp you to the top of the screen! Grab the Blast Level power-up and go through the door.

From here go right carefully (I recommend using the WAND) until you get to a door with a Shield Pack power-up next to it. Grab the power-up and enter the door. This brings you to the Tambian Master Computer area.

****THE TAMBIAN MASTER COMPUTER****

This area consists of many circuitry panels and electrical enemies whose only goal is to electrocute you. Move carefully to the right. You will find a Shield Pack. Keep moving, using the WAND to get past those hard to reach areas and you will eventually come upon the LANTERN. It is kind of hard to see. It's at the top of the screen sitting on a blue pipe that wraps around a huge circuit board. You will need the LANTERN for the final area. After getting the LANTERN, continue to the right, grabbing a Shield Pack on the way, and enter the door at the end, exiting the computer area.

****THE NIGHT BELONGS TO TAMBII****

You will now find yourself back on the surface of Tambi at night time. Proceed all the way to the left through the whole level until you get to the door that was locked at the very beginning of the game. You can now enter it.

****CASTLE TAMBII (FINAL AREA)****

You are now in the castle. If you entered the castle before obtaining the LANTERN, it was dark, but now that you have the LANTERN you can see everything and can work your way to the last stolen treasure, the CROWN OF THE AGES.

Upon entering the castle, you can see the CROWN on the floor above you. To get to it, head left until you come to a door with a sword above it. Enter the

door. When you come out of the door you will see another door on the floor above you. To get to it, head all the way to the right (grabbing a Shield Pack along the way) until you reach a wall, then jump up to the platforms and go back to the left all the way to the door. Make sure you don't use your WAND on the way to the door or it will warp you back to the bottom level of the screen.

Lots of careful jumping and enemy dodging will bring you to the door.

When you come out the door you will see a wall to the right. Use the WAND to teleport through the wall and continue all the way to the right (getting the last Shield Pack power-up on the way). Go through the door there and you will be in the CROWN room. When you enter the room your Fire Power level drops to zero and as you approach the CROWN two ghosts grab it and take off through the wall. To successfully follow them through, do the following:

Walk over to the wall. You can jump up and proceed to walk through the wall! From the top step, drop down 5 steps then jump up and to the right. You can't see it, but you will land on some invisible steps. [Note that all this is still taking place inside the wall.] Jump up a level and slowly walk to the right. An open space with a skeleton should be beneath you. Still above the area with the skeleton, walk to the area one space to the right of the open area beneath you. You have to make a leap of faith here. Actually, if you look closely you can see 2 straight lines running parallel down through the gray brick about 3 spaces apart. This is the invisible chasm. Make your leap over to the other side. Safely across, you can jump out of the wall and blast the ghosts (I guess these ghosts can be considered the main foes of the game) in the hidden room. Grab the CROWN then sit back and enjoy the short ending screens...you've earned it!

Bask in the glow of knowing that the tri-millennial celebrations will proceed because of your heroics and that galactic peace will ensue.

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VII. PAR CODES
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I managed to create 2 Pro Action Replay Codes that should help the .002% of those reading this that actually have a PAR. They are:

00031708 - Infinite Energy
00032A04 - Infinite Lives

If anyone has any Game Genie codes for this game or knows how to convert PAR codes to Game Genie codes, please email me at alamont1@maine.rr.com.

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VIII. DISCLAIMER
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