

CAPTAIN PLANET AND THE PLANETEERS™



Printed in Japan

NES-5C-USA



INSTRUCTION BOOKLET





Captain Planet Artwork Copyright © 1990 TBS
Productions, Inc. & DIC Enterprises, Inc.
All rights reserved. Software Copyright © 1991 Chris
Gray Enterprises, Inc. All rights reserved. Copyright ©
1991 Mindscape Inc. All rights reserved.

Packaging for this game avoids Styrofoam and needless
plastic. Except where prohibited by Food and Drug
regulations, all paper and packaging is of recycled
materials.

Mindscape Inc.
60 Leveroni Court
Novato, CA 94949



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



Nintendo and Nintendo Entertainment System are
registered trademarks of Nintendo of America Inc.
Captain Planet is a trademark of TBS Productions, Inc.
& DIC Enterprises, Inc.

WHAT'S AT STAKE

Our World is in peril! *Gaia*, the Spirit of Earth, can no longer stand the terrible destruction plaguing our planet. She must have help! From Hope Island, Gaia casts her five magic rings around the world. Each of the five *Planeteers* receives a ring and its elemental power:

- *Kwame* from Africa has seen forests turn into deserts and wildlife disappear. His power is *Earth*.
- *Wheeler* from North America has seen the cities become polluted, unhealthy places for children and animals. His power is *Fire*.
- *Linka* from the Soviet Union has seen the terrible results of nuclear meltdown. Her power is *Wind*.
- *Gi* from Asia has seen how water pollution destroys animal habitats. Her power is *Water*.
- *Ma-Ti* from South America has seen the destruction of the rainforest begin. He wants to save the secrets of its healing plants — before it's too late! His power is *Heart*.

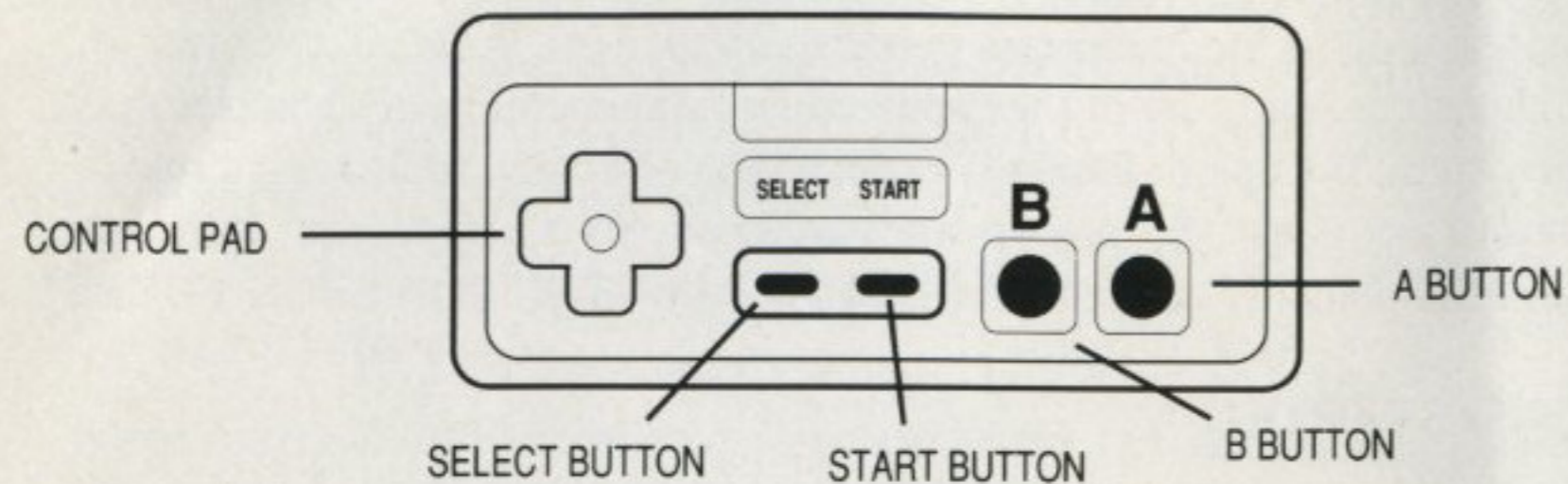
By all their powers combined, the *Planeteers* summon *Captain Planet*. An environmental superhero with supernatural powers, *Captain Planet* combines and magnifies all of the *Planeteers* powers, *Earth, Fire, Wind, Water,* and *Heart*. He can become any of these powers to fight enemies, get bonuses and save the planet. If *Captain Planet* is exposed to pollutants, such as acid rain, toxic waste, smog, etc., his powers are weakened. So it's up to you! Join in. Help save the planet. Take pollution down to zero. **THE POWER IS YOURS!**

GETTING STARTED

To play, follow these steps:

1. Put *Captain Planet and The Planeteers*, label side up, in your NES unit and close the lid.
2. Make sure your NES unit is properly connected, then press the **Power** button to turn it on.
3. Press **Start** to begin play.

Using the Controller




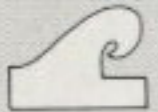



There are 5 levels. Each level has an outside and an inside challenge. On the outside levels, use the Planeteers' ships, the *Geo-Cruiser*, *Eco-Copter*, or *Eco-Sub*, to beat enemy ships, escape traps, and help animals. On the inside levels, help Captain Planet get bonuses, find the villains, and defeat them. **THE POWER IS YOURS!**

Use these controls to play all levels:

- Select** Pauses so you can check your extra lives and score. Also continues the game.
- Start** Begins the game. During play, changes elemental powers.
- A** Outside levels: Uses an elemental power.
Inside levels: Throws a punch.
- B** Outside levels: Turns your vehicle around.
Inside levels: Turns Captain Planet into an elemental power.
- ← Move left.
- ↑ Move up.
- Move right.
- ↓ Move down.

ELEMENTAL POWERS






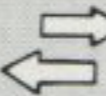

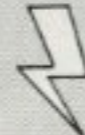
You have the five elemental powers in all levels as shown.

POWER		OUTSIDE	INSIDE
Fire		Shoots fireballs	Breaks or destroys things
Water		Shoots waves	Gets past toxic gas, smog, and acid
Wind		Circles vehicle with a defensive wind	Gets past things
Earth		Drops rocks	Breaks or destroys things
Heart		Be kind to animals	Be kind to animals

Hint: On inside levels use *Heart* power to get “mega” power.

BONUS PRIZES

Try to get bonuses on every level to increase fire power, speed up the Planeteers' ships, give Captain Planet invulnerability, or get up to 4 extra lives!

POWER		OUTSIDE	INSIDE
Crystals		Increases Planet Power Meter to full	Increases Planet Power Meter 2 notches
Fist		Increases the size of fire, rocks, & water	Increases Planet Power Meter to full
Planet		Gives you an extra life	Gives you an extra life
Shield			Protects Captain Planet from elements
Double Arrows		Ship shoots twice as fast	
Opposing Arrows		Ship shoots in opposite directions	
Triple Arrows		Ship shoots in 3 forward directions	
Lightning Bolts		Ship moves more quickly	

BE KIND TO ANIMALS

Being kind to animals always pays off. Some animals are just there to help you; others need your help to escape from oil slicks, nets, traps, and cages. Some animals are hard to find. Use *Heart* power to be kind to animals and to free them. Animals are necessary to save Planet Earth! Don't let the polluters win. GO PLANET! THE POWER IS YOURS!

LEVEL 1

Object

Hoggish Greedly is polluting the air and water by drilling, spilling, and refining oil! Use the Planeteeers' Geo-Cruiser to fight enemy cruisers, plug refinery smokestacks, destroy armed oil rigs, and save suffering seals. At the end of the outside level, use *Fire* power to disarm the guns, then dock the Geo-Cruiser in the middle of the structure. Get Captain Planet through the oil refinery to shut it down. At the end, fly to the window where Hoggish Greedly is sitting and punch out the glass. He'll surrender. THE POWER IS YOURS!

Strategies

On the outside of Level 1:

- Use *Fire* power to shoot red cruisers and 3 large walking oil rigs.
- Watch out for cloaking ships that pop in and out of visibility.
- Use *Earth* power to drop rocks and plug the oil refinery smokestacks.
- Use *Wind* power to wash black oil off seals for big bonuses!

On the inside of Level 1:

- Try to get bonuses.
- Punch steel squares.
- Punch all blasters that fire green toxic waste.
- Avoid mines that explode and release green toxic waste.
- Use *Wind* power to get past green toxic waste.

LEVEL 2

Object

Dr. Blight and her malevolent computer, *M.A.L.*, have reprogrammed the Federal Computer System to designate National Parks as toxic waste dumps. *Sly Sludge* is trucking toxic waste to Yellowstone National Park and dumping it in a river! Use the Planetears' Eco-Copter to fight enemy helicopters, stop trucks, and get help from the bear. At the end of the outside level, fly into the tunnel entrance to their secret laboratory. In two empty areas of the lab, switch to *Heart* power. This gives Captain Planet mega power to fly through almost anything. At the end, there are four *Dr. Blights*. *M.A.L.* has created three holograms to confuse you. Use one of your powers to find the *real* *Dr. Blight* and she will fly away. Go down to the next room and use one of your powers to short circuit and defeat *M.A.L.* THE POWER IS YOURS!

Strategies

On the outside of Level 2:

- Use *Earth* power to drop rocks in front of the trucks and stop them.
- Use *Fire* power to shoot the red helicopters.
- Use *Heart* power to get help from the bear.

On the inside of Level 2:

- Use *Water* power to get past red putrefied air and smoke screens.
- Punch robotic bats (they are not alive) to get bonuses.
- Use the *Shield* bonus to get past green lasers.

LEVEL 3

Object

Hoggish Greedly is out on bail! This time, he is netting dolphins and dumping toxic wastes in the ocean! Use the Planeteeers' Eco-Sub to fight missile launchers, floating mines, and enemy ships. Along the way there are propellers on the ocean floor and the sides of caverns that push or pull the Eco-Sub. You only need to use *one* of the pushing propellers; avoid the others. At the end of the outside level, land in the pig-shaped entrance to the illegal dolphin cannery. On the inside, help Captain Planet avoid traps, get bonuses, and shut down the cannery. At the end, Hoggish Greedly has a toxic fish gunk gun. Get past the fish grinders, touch the gun, and he'll surrender. **THE POWER IS YOURS!**

Strategies

On the outside of Level 3:

- Use *Earth* power to drop rocks on open missile launchers and floating mines (3 rocks destroy a mine).
- Save the whales.
- Press **↑** or **↓** to escape the pull of propellers.

On the inside of Level 3:

- Use various powers to get past toxic fish gunk.
- Use *Wind* power to get past fish grinders.
- Punch silver spheres.
- Punch small yellow robots.

LEVEL 4

Object

Looten Plunder and his henchman, *Argos Bleak*, are trapping elephants and killing them for ivory. Fly the Planeteeers' Eco-Copter across the desert and free trapped elephants. At the end of the outside level, put the Eco-Copter down on the ivory factory's landing pad. On the inside, help Captain Planet free caged elephants and get bonuses. At the end, Captain Planet must chase Looten Plunder and Argos Bleak in their Hovercraft and punch it. Move quickly or they will elude you. THE POWER IS YOURS!

Strategies

On the outside of Level 4:

- Use *Fire* power to shoot enemy helicopters. Fly half way up and shoot quickly. If you miss, turn around and shoot again.
- Use what you know to get Captain Planet past radar guns that fire heat seeking missiles.
- Elephants never forget, so don't let the Planeteeers forget the elephants.

On the inside of Level 4:

- Use a power to break open cages, then use *Heart* power on the elephants.
- Use one of the powers before Captain Planet touches red acid.
- Don't hesitate to attack unfolding blue robots.
- Knock out the spider robots (they are not alive).

LEVEL 5

Duke Nukem is producing harmful CFCs that are destroying the protective ozone layer over Antarctica. This is a fast-paced destroy or be destroyed level. Fly the Planetees' Geo-Cruiser past the ice caverns, lasers, falling ice, and enemy cruisers. At the end of the outside level, use the landing pad at the CFC factory. This is the toughest level, so Captain Planet needs all his powers and any bonuses he can get to destroy the factory! This level has large spheres that Captain Planet must pass, but they will kill him, if he touches them. At the end, Captain Planet meets Duke Nukem, who throws radioactive particles. To defeat Duke Nukem, punch the white reflector shields to deflect particles toward the transformer. When these particles hit the transformer, it is destroyed, and he'll surrender. THE POWER IS YOURS!

Strategies

On the outside of Level 5:

- Use *Earth* power to drop rocks on some of the lasers.
- Shoot tanks 5 times to destroy them.
- It pays to help penguins. You should know what power to use!

On the inside of Level 5:

- Use *Water* power to turn red spheres green, then destroy them with other powers.
- Fly into lightning bolts transporters, which bring you closer to the end. (Except some, which take you back to the beginning!)
- Punch red robots' heads when they are extended, but watch out for their laser rings.

HELPFUL HINTS

To get past oil rigs, disarm the guns, then shoot the legs until they break and stop walking. You can then fly past the ship (only at the legs).

You can save powers by making Captain Planet punch green spheres.

Look at fish grinders to see which direction they are moving.

If you have 4 lives and a bonus changes form (free life/shield/extra Planet power), wait for something you need.

To get past toxic waste falls, use *Wind* or *Water* power.

You need the bear's help!

You can't punch all silver spheres, because some explode. To pass them, get close enough to make them shake, then fly away. They will self destruct.

One blue robot is a decoy; ignore it.

Look for an octopus' garden in the sea.

Something besides *Fire* also destroys enemy cruisers, helicopters, and ships.

LIMITED WARRANTY

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 60 Leveroni Court, Novato, CA 94949, or call (415) 883-5157.

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 manufacturer'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 of 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. 004-000-00345-4.

Mindscape Inc.
Printed in U.S.A.
60 Leveroni Court
Novato, CA 94949

**⚠ 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.

Advisory

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.