

Nintendo®
ENTERTAINMENT
SYSTEM

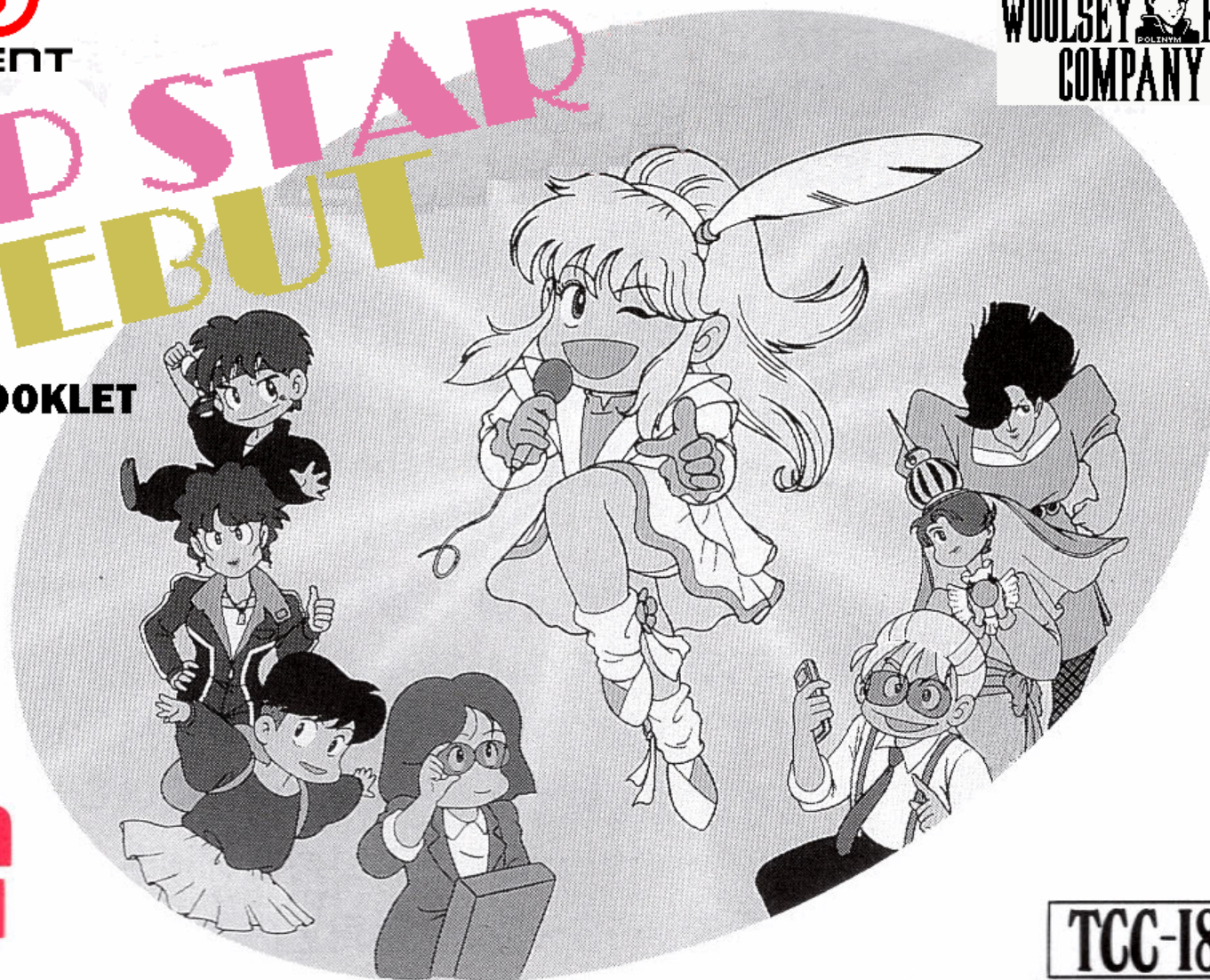
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POP STAR DEBUT

INSTRUCTION BOOKLET

**TOWA
CHIKI**



TCC-18

Thank you for selecting this Nintendo Entertainment System© Pop Star Debut Game Pak.

Please read this instruction booklet to ensure the proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

- 1.) This is a high precision game. It should not be stored places that are very hot or cold. Never hit it or drop it.
Do not take it apart.
- 2.) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
- 3.) Do not clean with benzene, paint thinner, alcohol, or other such solvents.
- 4.) Store the Game Pak in its protective sleeve when not in use.
- 5.) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

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PROLOGUE

For the leader of a wealthy business, tycoon Tom Seltzer, the time came to decide who shall inherit his fortunes. He announced to his three granddaughters,

"It shall be a contest. Which ever of you has the greatest Will Power shall be worthy of all I own."

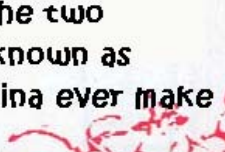
To the two older granddaughters, it would be a heated competition; Susan was the president of a successful business, and Lucy a world-renowned scientest with multiple patents. The youngest granddaughter, Sabrina Erica Seltzer, was only 15 and had nothing to her name.

"It's hopeless! All I can do is sing!" she cried.

But the old showbusiness expert, Adrian Belmonde, saw her potential.

"With your voice I see that you will become world-famous as a pop star!" he told Sabrina, "But first, you must gather seven more friends."

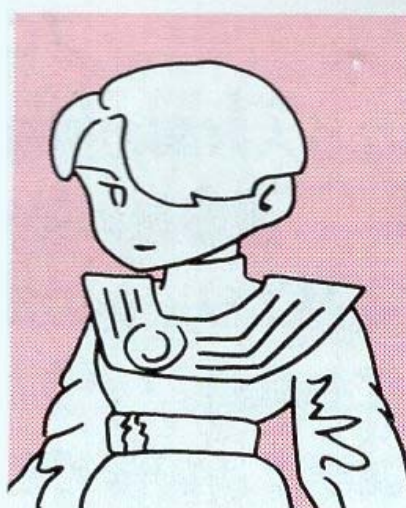
Adrian's granddaughter, the wise Sonya, agreed to accompany Sabrina and now the two must begin their journey to help Sabrina reach stardom. However, an evil force known as the Pop Czar has risen, and threatens to lure Sabrina to the dark side. Will Sabrina ever make her debut as a pop star, or will she succumb to the Power of the Pop Czar?





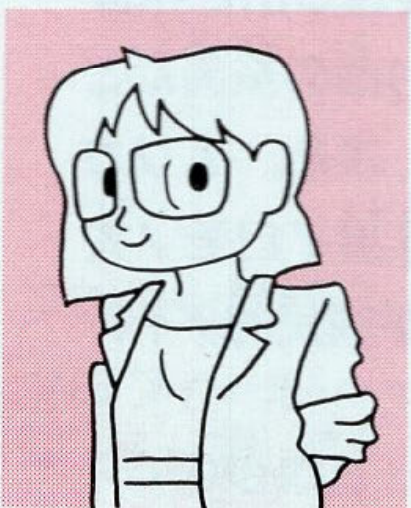
Sabrina Seltzer

The protagonist, granddaughter of Tom Seltzer. Though she's not the sharpest tool in the shed, she's an excellent singer with a big heart.



Sonya Belmonde

A wise friend of Sabrina's, and granddaughter of the famous showbusiness expert Adrian John Belmonde. Her grandfather has taught her the mystical ways of managerial powers to aid Sabrina.



Stacy Pharel

This girl well-versed in the ways of finance can often be found coming and going from her father's shop, "Ron's Sweets", which she helps manage. She expertly profits from selling her famous jelly-filled doughnuts.



Liam Luciano

A computer expert and general tech wizard. This friend of Stacy's is never without his laptop, and works at the Mouse Pad computer shop in the Windhexly district.

2 MEET THE CAST



Jane Othin

One of the nation's highest-ranked producers of talent. She deals with new faces to the showbiz world and masterfully guides their way to stardom.



Alexis Eda

At only age 18, this girl is the boss of Japanese fireworks company Hanabi Fireworks Co. She carries on the family business in this country, inherited from her Japanese parents.



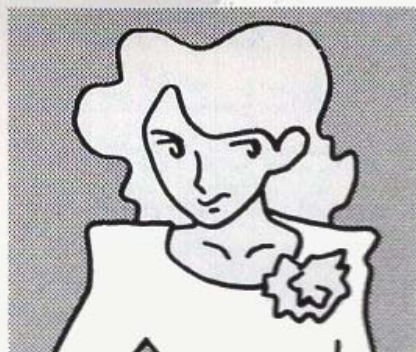
Razor Mansion

This tough girl is the leader of her own biker gang. When in trouble, she's more than capable of holding her own against street scum with her own two fists. Definitely not a girl you'd want to mess with!



Mary Montana

A young girl with a fiery passion for all things showbiz. She's up-to-date on all the latest pop stars, bands, and actors.



Susan Seltzer

The oldest of Sabrina's two sisters. She's a shrewd businesswoman who runs her own company.



Lucy Seltzer

The middle sister, who is a world-class genius scientist with multiple patents and a PHD.



Adrian Belmonde

The mysterious grandfather of Sonya. A seasoned expert showbiz manager with a kind heart...



Kary Cristil

A famous magazine columnist whose head is filled with immense knowledge. She always seems to cross paths with Sabrina somehow...



Pop Czar Feld

The dark lord of Czar Entertainment. His goal is to persuade Sabrina to join his evil CZarmy and rule over the show business world.



Feld's Four Friends

Four of the most powerful minions of Pop Czar's CZarmy. Just who are these mysterious four?



CONTINUE, and press the A BUTTON to go to the PASSWORD SCREEN. On this screen, use RIGHT and LEFT to select which letter to change, and UP and DOWN to change each letter. When your password is entered correctly, press the A BUTTON and you will resume playing the game.

STARTING A NEW GAME

Use the CONTROL PAD to move the cursor to START, and press the A BUTTON.

CONTINUING FROM YOUR LAST PLAY SESSION

On the TITLE SCREEN, use the CONTROL PAD to move the cursor to

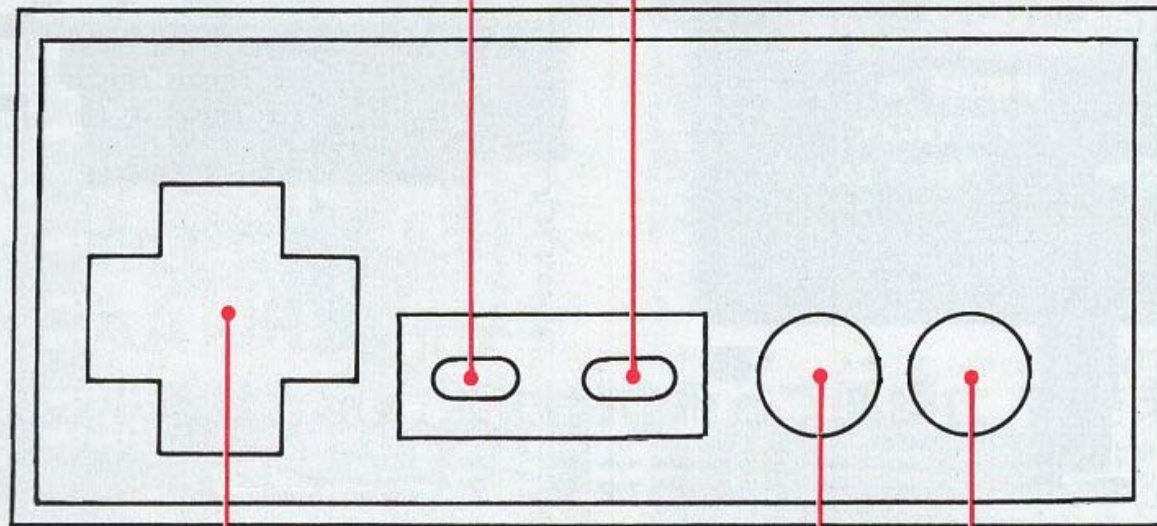
SKIPPING THE INTRODUCTION SEQUENCE

During the opening sequence, press the START BUTTON and you will skip straight to the TITLE SCREEN.

■ CONTROLLER

SELECT BUTTON

START BUTTON



CONTROL PAD

A BUTTON

B BUTTON

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CONTROLLER GUIDE



CONTROL PAD (LEFT AND RIGHT)

Pressing LEFT and RIGHT in the COMMAND MENU cycles through Command pages.

CONTROL PAD (UP AND DOWN)

Press to select a Command from the Menu.

A BUTTON

Press to select a Command that the cursor is over. Also press to continue reading text.

B BUTTON

Press to cancel a Command.

START BUTTON

Press this to skip the opening cutscene.

* The SELECT BUTTON does nothing.

ROOM SCREEN CHARACTER IMAGE



MESSAGE WINDOW

COMMAND MENU

8 GAMEPLAY SCREEN

ROOM SCREEN

Displays the room that Sabrina and her friends are in at the present time.

CHARACTER IMAGE

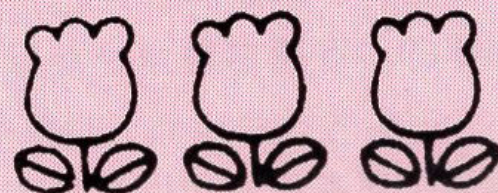
Displays a character who is either doing something or talking to Sabrina.

COMMAND MENU

Use the CONTROL PAD, B BUTTON, and A BUTTON to move the cursor and select a Command for Sabrina to perform. Press LEFT and RIGHT to select more Commands.

MESSAGE WINDOW

Displays the text either that a character is speaking or that is going on in the story.



Look

Examine places and things around Sabrina.

Talk

Speak to people with or around Sabrina.

Take

Attempt to acquire or purchase any items Sabrina can see.

Use

Utilize items within Sabrina's possession.

Sabrina

Select this to choose from four of Sabrina's talents.

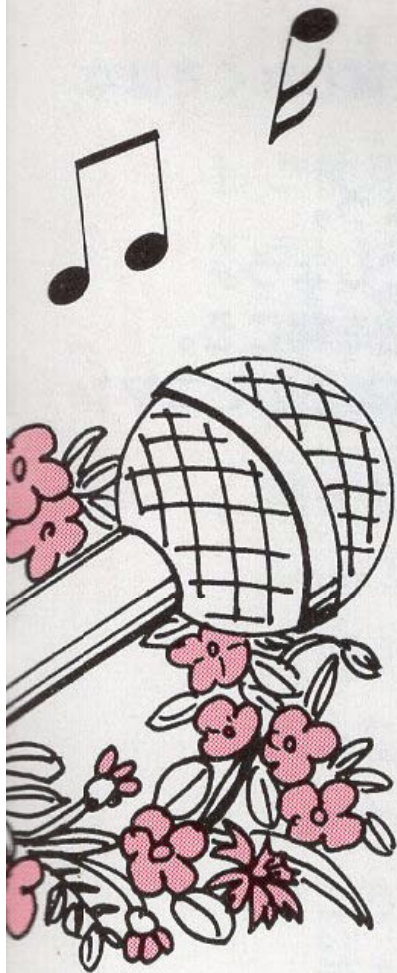
Sing

Sabrina sings a song from the bottom of her heart.

Dance

Sabrina dances an energetic jig.





Smile

Sabrina shows off a big, happy smile.

Play Dumb

Sabrina uses her acting skills...

Ask

Speak to members of Sabrina's group.

(Note: Sometimes they may show up under the Talk Command instead.)

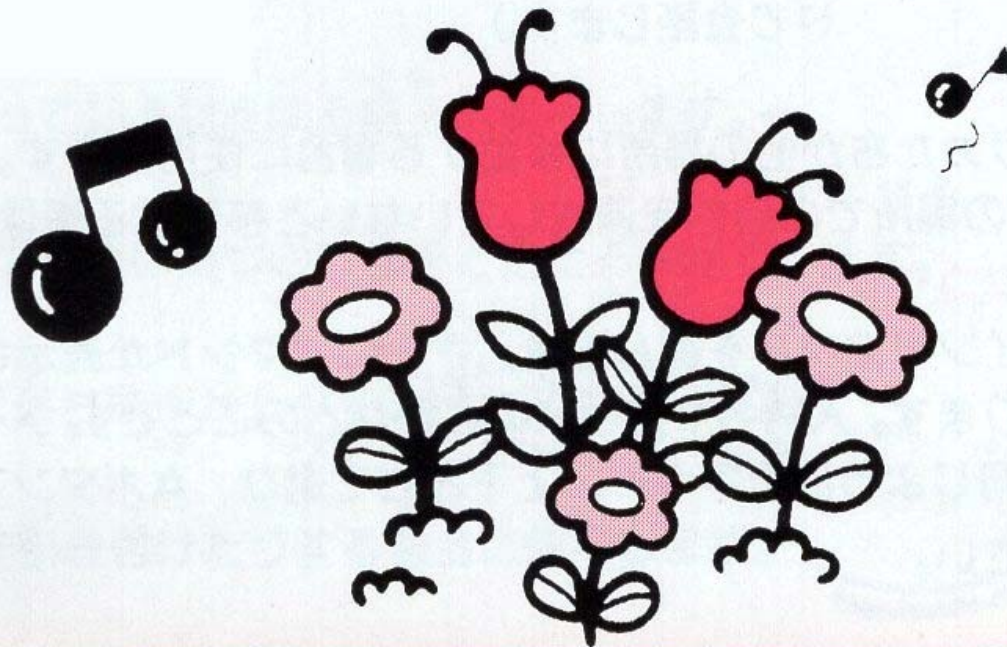
Go to

Sabrina and her friends travel to another location.
(Only works when the time is right to do so.)

Sub-Commands

Once you have selected a command, you may need to select from a list of targets which Sabrina can perform the Command on by pressing A.

1. In a new situation, the first thing you should do is examine your surroundings.
2. Be sure that you've talked to everyone. You may have to talk more than once on a few occasions.
3. When you don't know what to do, ask your friends!
4. Commands sometimes work in ways you'd never expect...
5. After a successful song, dance, or clever ruse, seal the deal with a smile!
6. If you're stuck, try playing dumb to trick someone!



12 TO BECOME A STAR...




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 harmful 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, DC 20402. Stock No. 004-000-00345-5.





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