

ELECTRO BRAIN CORP.™

573 East 300 South, Salt Lake City, Utah 84102
Phone (801) 531-1867

Printed in Japan

NES-SS-USA

INSTRUCTION BOOKLET



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.
All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.



This game is licensed by Nintendo for play on the



Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Thank you for purchasing Electro Brain Corps.'s original "Cart of Darkness," Stanley: the Search for Dr. Livingston for your Nintendo Entertainment System. We recommend you read the following instructions carefully. We fear that if you ignore such a warning you will find yourself not only horribly lost in the jungle, but quick to realize the disheartening truth that you've been abandoned on the dark continent surrounded by critters, monsters and natives of every shape, size and temperament.

PRECAUTIONS

1) **Do not touch the game pak's terminal connectors. Keep them free of dust and moisture.**
2) **Store your game pak at room temperature. Avoid extremely hot or cold temperatures.**
3) **Do not clean with paint thinner, benzene, alcohol, or other such solvents.**
4) **Avoid subjecting your game pak to shock. Never attempt to open or dismantle it.**

© 1991 NINTENDO OF AMERICA INC. © 1992 ELECTROBRAIN CORP. ALL RIGHTS RESERVED. THIS VIDEO GAME WAS DEVELOPED BY JOE HITCHENS, KEN MOORE, HAL RUSHTON, LORIN NELSON AND PAUL WEBB OF SCULPTURED SOFTWARE, INC.

NINTENDO, NINTENDO ENTERTAINMENT SYSTEM AND THE NINTENDO SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ELECTRO BRAIN CORP., THE ELECTRO BRAIN LOGO AND STANLEY: THE SEARCH FOR DR. LIVINGSTON ARE TRADEMARKS OF ELECTRO BRAIN CORP.

TABLE OF CONTENTS

Introduction:
Let the Adventure Begin! 6

The Search:
How to Play and Password Information 10

The Congo 17

Objects To Help You On Your Quest:
Weapons and Special Items 20

The Swingin' Jungle:
The Cast of Characters 29

Congo Map 32

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 this video game. 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 this video game, neither Electro Brain Corp.™ nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY — READ BEFORE USING YOUR NES/SUPER NES

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.

LET THE ADVENTURE BEGIN:

Dr. Livingston I Presume?

Our adventure begins this evening ladies and gentlemen, boys and girls on a blustery day. The date: May 11, 1870. The place: the immense African jungle known as the Congo. Imagine if you will that it is a time of ferocious world wide imperialism. Each nation has sent to Africa their finest explorers, the best the world has ever known. The purpose: to explore new lands, to brave fierce animals and unknown civilizations, to boldly explore where no explorer has explored before. Their desire: to claim these new found lands for their mother country.

You, as the impeccable roving reporter Henry M. Stanley (1841–1904) are about to embark on a historic expedition that will forever change man's perception of the world's most mysterious and ominous continent, Africa. Your exploits, for example, will subsequently lead to other expeditions that will open up the Congo for King Leopold of Belgium and other prominent leaders of this era.

The main theme of this historical period is the creation of European colonies. Dr. Livingston, being an advocate of exploration, felt that it furthered the success of potential empires and promoted peace and prosperity.

Originally sent out by your employer, a New York City Newspaper, to chronicle the exploits of the famous Livingston, led the Dr. to begin the adventure without you—see, he hates the press. What's worse is that he's taken some of your supplies like a special grapnel and your favorite machete. Fortunately for you, however, is that the ole' Dr. being a tad absent minded has left various clues lying around the entire Congo as to the location of his whereabouts. Some pages from his journal have also been left behind in spots, the work of the jungle wind.

After thorough investigation you assume that Dr. Livingston has actually abandoned his original quest of exploration, and now is hot on the trail of re-discovering the legendary lost temple of the Amut people, "Am-Zutuk". The people of your first destination, Port Harken, tell you about the legendary temple.

The Amut were a race of people that lived in the Congo jungle, once called Masza, hundreds or maybe thousands of years ago. They were a

highly developed culture, with some surprisingly advanced technologies. They were master builders and architects, who enjoyed rich and finely crafted art and sculpture. Their machinery was advanced and ingenious. Their culture was, in general, a highly civilized one, with a deep respect for nature and animals. The Amut believed a man's (or animal's) soul could be caught between one life and the next, and so haunt the living. The wisdom of the Amut was well known. Even neighboring tribes and enemies of the Amut, would sometimes seek the advice of the Amut wise men through offerings. However, the Amut could also become warlike if angered, and were absolutely merciless in battle. The Amut were, therefore, both feared and respected by other cultures of their time, before seemingly disappearing into the jungle . . . and some say, the demon–spirit world.

"Am-Zutuk" properly translated, means "Temple of Wisdom." To the people who lived in the Masza, the present day Congo, and believe in the legend, it has long been known as "Am-Satuk", or "Temple of Demons." Ledgend says the temple of "Am-Zutuk" was built by the Amut people to hold a great magic they possessed. When looked upon, this magic would give a man great wisdom and power over men. Legend also says the temple is filled to the brim with ghosts and demons, and those who enter never, ever leave. Many have sought "Am-Zutuk", but the few who have returned say it does not, and never has, existed.

While hot on the trail of the "Am-Zutuk" temple Dr. Livingston mysteriously disappeared. Dr. Livingston believed the temple was not a myth, but really existed, and as a culmination of his life's work, was going to find "Am-Zutuk". Dr. Livingston's reputation in archeological circles was always something of an eccentric. His ideas were considered unconventional, his methods unorthodox, and his steadfast belief in the legend of "Am-Zutuk" downright wacky.

You have been, as you well remember, an acquaintance of Livingston's, and had a deep respect for the man and his teachings. In time you came to believe that Livingston may be right about the "Am-Zutuk" temple. Upon returning to the United States after working abroad for many years, you were very surprised to learn of Livingston's Congo quest. You are sure that Livingston could prove "Am-Zutuk's" existence, if only he could find it, or if that was really what he was looking for.

Being very unconventional like Dr. Livingston to begin with, you decide to set out after him. Arriving with only what you could carry, you greet the Congo jungle equipped with only your backpack (in which the auto-gyro is stowed, a gift from a friend, Juan De La Cierva), and his and Dr. Livingston's notes. You step out towards the jungle and maybe, YOUR DOOM!

THE SEARCH

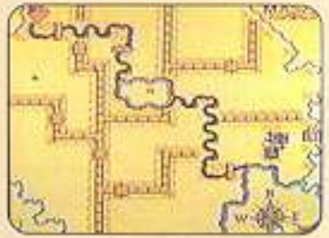
(How to Play and Password Information)

Insert your Stanley: The Search for Dr. Livingston game pak into your Nintendo Entertainment System. Make sure the power is on.

As the title screen appears you will be thrust into the mysterious and captivating world of the Congo. The Congo's hypnotizing music and your excitement for the up and coming adventure will persuade you to press the Start button at this time.



With a flash you will see yourself, the impeccable Stanley, writing entries in your journal. You are reviewing the sites of the last known whereabouts of the ever so famous, and may we add absent minded, Dr. Livingston. You are about to embark on an incredible adventure. To cycle through the text press the A button. Press the Start button to continue.

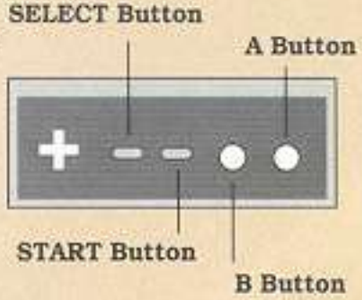


Before you now lies the vast territory of the congo, the ancient jungle of Masza as the natives

call it. This screen, the map screen, shows you everywhere Stanley will have to travel to and explore in order to solve the mysteries of the game. (This will be discussed in greater detail in section three of this booklet.) Press Start to begin the adventure.



As your ship puts into port, let's review your adventures' objectives. As Stanley, the impeccable roving reporter, it is your job to chronicle the exploits of the famous Dr. Livingston. That is, if you can ever find him. Your second objective is to find the legendary lost temple of "Am-Zutuk". Remember, the hot word on the street is that the good Dr. was last seen heading towards the vicinity of the ancient temple. Could there be a connection between the two? Ummmm, could be. All of us at Electro Brain Corp. would tell you that the third objective is to stay alive, but we're sure that, since you are rather bright, you already knew that so why should we get into it here?



Now that your ship has docked at the world renowned seaport Pork Harken, you would like to get off the ship and start your adventure. To do

this, and to become oriented with the jungle you need to press the directional control pad . . .

- Right, to make a right move.
- Left, to make a left move.
- Up, to ascend all types of vines, ladders, certain kinds of stairs, and to pass through doorways . . .

- Down, to descend vines and ladders only. (To descend stairs you will have to jump.) A special feature of the "down" button is that when it is depressed and held you are able to squat down. If this button is combined with a movement either left or right on the directional control pad then you, Stanley, will be able to crawl on your hands and knees. This works great when you need to explore tiny nooks and crannies.

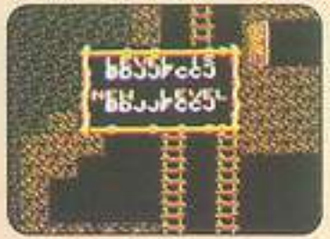


- A button, to jump. (If you hold the A button down when you jump an auto-gyro copter will pop out of your backpack and gently lower you to the ground. Be sure to make use of this feature as often as you can, especially when traveling high above the jungle floor. Without this feature you'd be just another mess on the jungle floor, especially if you happen to fall from a great height. If you hold the A button and move the directional control pad left or right you will be able to control the direction of the gyro-copter. This was a gift. Did you say Thank you?)

- B button, to use a weapon. (A weapon can be anything from a fist, like your start the game with, to a blowgun, which you will find later in your travels. The B button also, when pressed while you, Stanley, are standing next to specific characters, will allow you to initiate a conversation with those characters. Be sure to talk to everyone you can, more times than not these characters will provide you, as Stanley, with necessary news and vital information. Hey, it's a jungle out there and you are going to need as much help as you can get. Sometimes these characters could even ask you to do a favor or two for them. To pan from conversation window to conversation window keep pressing the B button. If you wish to end the conversation at anytime, press the Start button.)



- Select button, to get the password for the level that you, Stanley, are currently in, or to enter the password for a level you wish to go to. (To enter the password for any level that you, Stanley, wish to go to, start the game and follow all of the preceding instructions from this section of the booklet. Press the Select button so that all password information will appear on top and note that the password you can manipulate is on the bottom. To enter the password move the directional control pad left or right. This will allow you to pick the exact position of the letter that you wish to change. To change a letter, push the directional control pad either up or down. Stop, obviously, when you find the exact letter you want to replace the existing one with. When you have finished entering the new password, move the control pad to the last letter and press the Start, A or B buttons. To cancel the new password at any time press the Start, A or B buttons. Whenever you advance a level in the game or find a very special item or weapon, always press the Select button and write the new password down exactly as it appears on the screen. Remember that the password can and will take you (within reason)



wherever you left off (level) in the game. It is important to always copy it down (when you stop playing) and enter it (when you resume game play) correctly. The password feature is available for six of the eight levels of the game. The password will always start you at the beginning of the level.

- Start button, for item or weapon selection, (the subscreen). This button will allow you, Stanley, to pick out a specific weapon or item to use. To cycle through your choices, after you have found them, of course, press the directional control pad either up or down and left or right. (Keep in mind that some weapons and or some items may have special control requirements to make them tick. If such is the case, the control description will follow the item or weapon description in section four of this booklet). when you find the weapon you wish to use, well, O.K., or an item, press Start and you're set. The number beneath the item in the subscreen shows how many of that particular item you have in stock.



The Start button has one unique feature. If you press A or B after pressing Start Stanley's personal status screen will appear. Keep a close eye on it because it shows you 1) how many lives Stanley has in stock, 2) what Stanley's current health condition is, 3) Stanley's strength, 4) the amount of protective shields Stanley has collected. It should be your goal to have all of these areas filled at all times. To cancel, press the Start button.



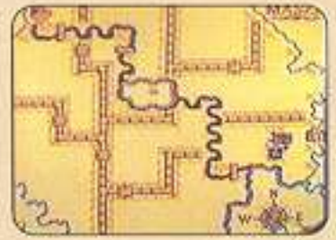
THE CONGO

It's a jungle out there and oh boy, you're going to need all of the help that you can get. One thing that can help you out would be to watch the upper left hand corner of the screen because it shows you two important things like:



- Stanley's current health condition.
- What weapon or item Stanley is currently using.

Stanley will begin the game with three lives. Each time Stanley's life meter is depleted, Stanley will lose one life. When Stanley loses all of his lives, the game is over, or is it? There is a special continue option that you should know about. First of all, if Stanley loses a life and there is at least one life remaining on his personal screen, Stanley will con-



tinue with his next life on the screen that he "died" on immediately before. You may want, or have to, select the proper area from the map screen . . . . . if the game has ended, all of Stanley's lives are completely gone and you feel like you're in a world of hurt, think again. Follow the directions on the screen.



As you can see the Congo territory is vast and dangerous. Each time Stanley is able to successfully explore one complete area of the map he will be able to pass over this area of the map from that point on. This is a good way to get to places on the map quickly. To move around the map just move the flag icon with the directional control pad in the direction that you want to go. Some barriers like river beds or walls may sometimes end your path. Be sure

to explore all areas of the map because you never know when a secret item or place could pop up. To enter a certain area of the map press the A button.

During the course of the adventure Stanley will encounter much more than just enemies. Such encounters may include vines, stairs, ladders, pits, etc . . . if you do not know how to deal with them then go back and reread section two of this booklet. You may just learn something.

What ever you do keep walking. If you happen to stop you may become frustrated . . .





OBJECTS TO HELP YOU ON YOUR QUEST

(Weapons and Special Items)

If Stanley is lucky enough to find just one little something, and we mean anything, to help him on his quest you'll be a lot happier. What's better would be if Stanley was able to find all of the objects listed below. If you find any of these you have reached a milestone.

Weapons: (rough, tough and sure to save ya in a scuff . . .)




Machete: Find this bad boy for an absolutely brutal, attitude causing, good time.




Rocks: You can just about find these anywhere. Grab as many as you can carry and huck 'em at enemies.




Blow Gun and Darts: Good ole air driven projectiles tipped with a paralyzing poison.




Fist: Use this to punch enemies or walls. It will build up your strength too! Collect some.




Golden Fist: If you can find this little item you'll know what to do with it. Trust us.




Bow and Arrows: Each is found in a different place, Not! This projectile weapon is great for all long range attacks.




Club: A great big huge hunk of wood and it's great for . . . well, you know!




Spears: Fling these at any enemy and we'll bet he'll get the point.




Rock battle axe: A mighty weapon with a mighty bite.




Knives: One of the first weapons you'll find. Give it a twirl when you find it.

Here are the special items that can do wonders for your life:




Small Hearts: Collect as many as you can, they'll slowly replenish your health with each one you get.




Big Hearts: These will pump you up with replenished life, even more than the small hearts will.




Shields: These will protect Stanley against enemy inflicted damage by increasing the amount of punishment you can take.




Extra Lives: These will give you an extra life with everyone you pick up.




Canisters: These contain things left behind by Dr. Livingston. They are usually filled with lost notes, but sometimes an item like a key, a map, etc. . . could be inside.




The Gourd of Water: Get this, you never know what you might have to do with it, or who may want it.




Kelka Key: You'll need one of these to enter a Kelka. Can also open gates. (See below).




Gate Key: When you think that you're at your wit's end this little item will save the day. Its name should tell you what you'll need it to do.




Bridge Map: This will be one of the most important items for you to find in the early stages of the game. Without this you could end up being in a world of hurt.




Water Stones: What these do is a secret . . .




Lightning Stones: . . . these are a secret too!





Grapnel and Rope: This should be the first item you'll find. This will allow you to climb perilous cliffs and brave the otherwise out of reach places you'll need to explore. (This is an item that has to be used in a special way, what do we mean? It has a control all of its own. To use it step close to a wall and press Up and the B button. If this is the item that you selected from the sub-screen you will only have to press the B button to operate it). The hook will not attach to everything so therefore everything cannot be scaled. Keep your eyes pealed for anything that looks like a good support.





Iron Breastplate: This will be needed very badly by Stanley if he hopes to survive the lost "Am-Zutuk" temple.





Power of the Crasis: This is one of those things that make you go hmmmm.





Spirit Magic Vessel: If Stanley collects this he may be able to enter areas he was previously unable to enter.





Gem Stones: A special weapon for a special, and secret purpose. You'll have to find out exactly what we are eluding to here.





Skull and Crossbones: Pick it up and find out!





Obelisk Keys: You will have to find these to gain access to "Am-Zutuk".

THE SWINGIN' JUNGLE
(Cast of Characters)



Amut Soldier



Ghostly Guard



King Cobra



Lightning Bug



Phantom Viper



Mortuk



Rock Beetle



Slinky Slythe



Ghost Beetle



Mammoth



Unda-taka



Jawser



Giant Spider



Toucan Terry



Carnivorous Catus



Snapapod

Last, but not least, you should get to know yourself, so here you are, take a good look.

(The Dr. wasn't available for a photo
cause he's lost, find him!)



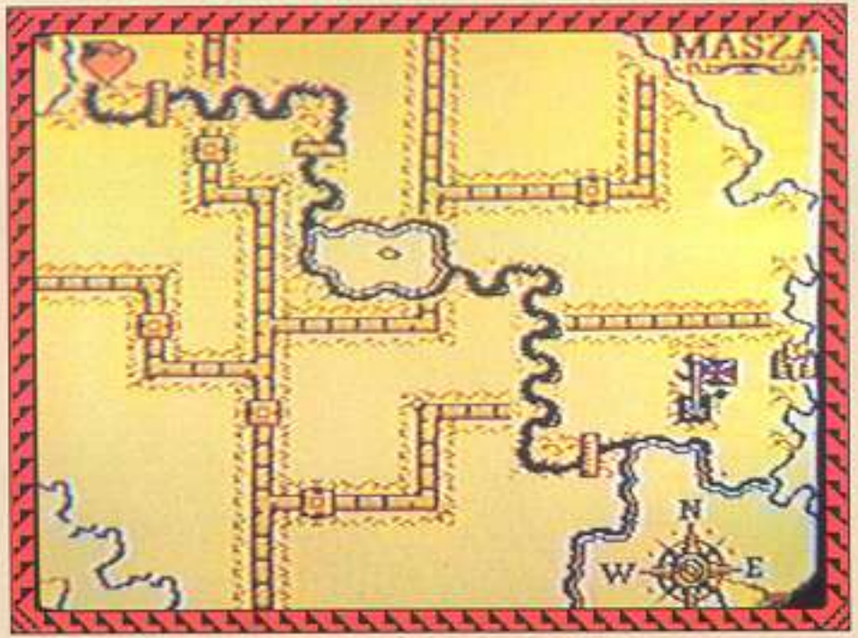
What a handsome guy!



Dr. Livingston I presume?

THE CONGO MAP

Here is the expanse of territory that lies before you. Take care and good luck gumshoe! (If your feet hurt its gotta be da shoes!)



You've got a long walk ahead of you buddy!

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.

LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRO BRAIN CORP. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

S T 20806