

Kid Icarus

1 Controls

2 Getting Started

3 Basic Play

4 Game Screen

5 Items

6 Chambers

7 Passwords

Basic Controls

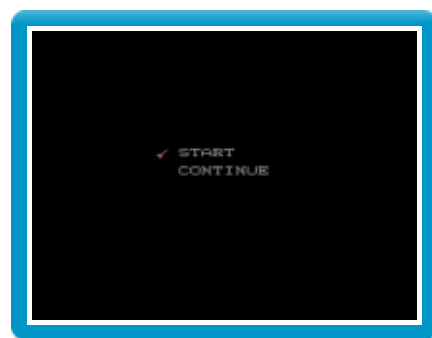
⊕ Aim up/Ascend ⊕ Move left and right ⊕ Crouch/Drop through certain platforms/Descend	⊕
Jump	A
Attack	B
Confirm/Pause game	START
Menu navigation/Switch weapon	SELECT

- ◆ In the Palace in the Sky stage, hold ⊕ to ascend and ⊕ to descend. Press B to attack Medusa or stop attacking to block Medusa's attacks with your shield.

2

Getting Started

Press START on the title screen to access the main menu. To begin a new game, press START while Pit's arrow is next to the word START.



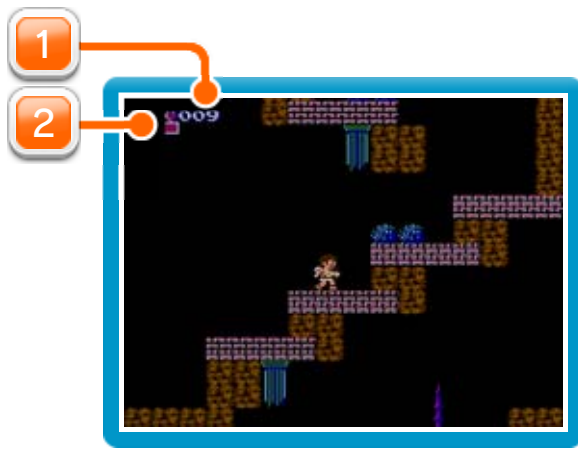
If you want to enter a password, press SELECT to move Pit's arrow next to CONTINUE, then press START.

Guide Pit in his quest to find the three sacred treasures and free Angel Land from the terror of Medusa. Once you recover



all three treasures, you will go to the Palace in the Sky and duel with Medusa herself. Along the way, you'll travel through several exciting and dangerous worlds while fighting against fierce enemies. Each time an enemy hits you, you lose health. When your health is fully depleted, your game will end. You can also lose by falling off the screen, so jump carefully.

To bring up the pause screen press START. When the screen appears, you can check your items, score and other information.



1 Hearts collected

2 Health remaining



Hearts

These appear when you defeat an enemy. They can be exchanged for items in certain places.



Half Hearts

Worth five hearts.



Big Hearts

Worth ten hearts.



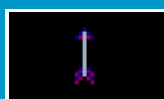
Water of Life

Restores one unit of health to Pit.



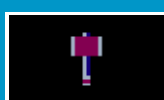
Harp

Turns all enemies into Mallets for a short period of time.



Arrow

Increases the attack power of Pit's arrows.



Mallet

Used to free the centurion warriors who have been turned into statues inside the fortresses.



Sacred Bow

Increases the distance Pit's arrows fly.



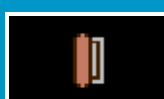
Protective Crystal

Protects Pit from enemy attacks.



Angel's Feather

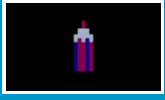
Pit will fly back onto the screen if he falls off.



Check Sheet

A map located somewhere in each fortress.

Pencil



When held, the chambers that Pit has passed through in a fortress will be displayed on the check sheet.

Sealed Casket



Each contains one of the three sacred treasures (Mirror Shield, Light Arrows and Wings of Pegasus).

You'll often come across doors during your adventure. Doors can lead to treasure chambers, shops or several other types of rooms. Never pass up a chance to duck inside.



Door

Treasure Chamber	Use hearts you've saved up to destroy the pitchers inside these rooms. Good items are often stored inside! However, if you are unlucky enough to uncover the God of Poverty, all of the items in the chamber will disappear. If you are able to uncover the God of Poverty last you will receive a bonus item.
Enemy's Lair	A room swarming with enemies.
Shop	Trade your hearts for useful items.
Black Marketeer	The items here aren't cheap, but these special goods are worth the hearts.
Sacred Chamber	A friendly god will bestow arrows upon Pit depending on how he's been fighting.
Sacred Training Chamber	Succeed in the training activities that await you here to score a power-up.
Hot Spring Chamber	Take a dip here to revive Pit's health.

- Receiving a Password

When it is game over, you will receive a password that allows you to continue your old game.



When you use a password, you will continue from the last stage you reached with your strength, hearts, points, endurance and possessions intact.

- Entering a Password

Use **+** to move around the password-entry screen, and **A** to enter a character. If you make a mistake, press **B** to move the cursor backward. Once the password is ready, press **START** to enter it.