

Nintendo

GAME BOY

DMG-ALAE-USA-1

Disney's Aladdin



KIDS TO ADULTS



INSTRUCTION BOOKLET

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IF YOU ARE USING THE SUPER GAME BOY

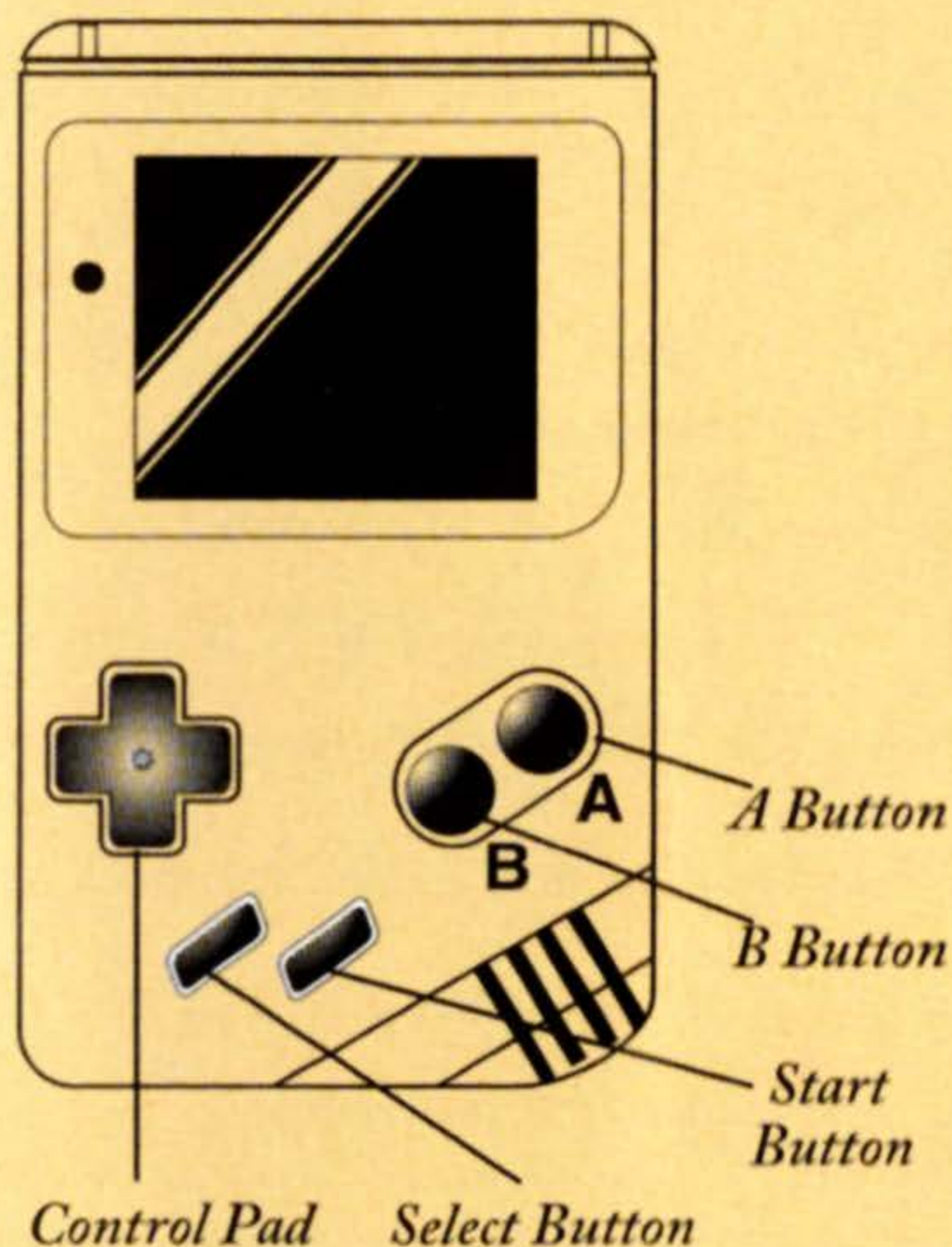
Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

LET'S GO!

- Set up your Game Boy or Super Game Boy as described in its instruction manual.
- With the Power Switch OFF, insert the Aladdin Game Pak, its label facing toward you, into the Game Boy (or Super Game Boy) and press it down firmly.
- Push the Power Switch to ON. After a second or so, the Nintendo Screen will appear. When the Aladdin Title Screen is shown you are ready to play Aladdin!
- If the Nintendo Screen or Title Screen doesn't appear, push the Power Switch to OFF. Ensure your Game Boy or Super Game Boy is set up correctly (do the Game Boy's batteries need replacing?) and the Aladdin Game Pak is

properly inserted before pushing the Power Switch to ON again.

AND REMEMBER! Always ensure the Game Boy or Super Game Boy's Power Switch is set to OFF before inserting or removing the Aladdin Game Pak.



The Nintendo Game Boy

PLAYING ALADDIN

The evil Jafar is up to no good . . . He has Princess Jasmine trapped in the Sultan's Palace, and only Aladdin can avert certain catastrophe! Make the most of Aladdin's

athletic repertoire of moves, his dazzling scimitar skills and his ability to adapt to even the most

demanding conditions to bring him safely through 9 action-packed levels based on key scenes from Disney's animated feature film. Can you handle it?

THE ALADDIN TITLE SCREEN

After the Credits have been shown, the Aladdin Title Screen is presented. Two options are given: 'START' and 'OPTIONS,' with a sword pointer to show which one is to be selected. An option is chosen as follows:

- Press the Control Pad up or down to move the sword pointer from option to option.
- Press the A Button, B Button or Start Button to select the option.

START: Select this to begin play.

OPTIONS: Select this to call up the Options Screen.

THE OPTIONS SCREEN

Four new options are presented. Unique to the Options Screen, the option to be selected will flash.

- Press the Control Pad up or down to move between the options.
- Press the A Button to change or select the flashing option.

DIFFICULTY: **NORMAL** or you could choose **PRACTICE** or **DIFFICULT**. This option determines the number of Aladdin characters and apples available when play begins. Select **PRAC-**
TICE to start with 6 Aladdin characters and 15

apples, **NORMAL** for 4 Aladdin characters and 10 apples, or **DIFFICULT** for only 3 Aladdin characters and 5 apples.

MUSIC IS: **ON** or you can select **OFF** if you don't wish to hear the music adapted from the Academy Award® winning film soundtrack.

SOUND FX ARE: **ON** or choose **OFF** if you don't want to listen to the effects during play.

EXIT: Select this to return to the Title Screen.

Note that between levels the story will unfold through short scene-setting descriptions.

- Press the Start Button to skip the descriptions.

WHAT YOU CAN EXPECT TO SEE DURING PLAY



ALADDIN'S HEALTH

YOUR SCORE

APPLES HELD

ALADDIN'S HEALTH: The smoke from the lamp represents Aladdin's energy status. Aladdin loses energy when he is hit by an adversary or touches something unpleasant. When all his energy is gone, an Aladdin character is lost. Note that extra health can be collected during play.

ALADDIN CHARACTERS REMAINING:

You start with 3, 4 or 6 depending on the **DIFFICULTY** setting on the Options Screen. An Aladdin character is lost when his health runs out. When all Aladdin characters are lost, it's Game Over — unless you have a Wish (see **USING WISHES** on page 9). Note that extra Aladdin characters can be collected during play.

YOUR SCORE: You earn points when Aladdin performs certain tasks. For example, for every adversary he removes from play, every Special Item he collects and so on, you earn points. Bonus points are available, but it's up to you to find them!

APPLES HELD: Shows how many apples Aladdin has to throw at his adversaries.

MAKING THE MOST OF ALADDIN'S MOVEMENTS

Take your time on the first level to get used to the way Aladdin is controlled.

RUNNING

- Press the Control Pad left or right to make Aladdin run in those directions.

JUMPING

- Press the A Button when Aladdin's not moving left or right to make him jump straight up. Note that the longer the A Button is held down, the higher Aladdin will jump.
- Press the Control Pad left or right while Aladdin is in the air to make him move in those directions.

- Press and hold the Control Pad left or right and then press the A Button to make Aladdin jump in those directions.

CROUCHING

- Press the Control Pad down when Aladdin is standing still to make him crouch.

THE ART OF SWORDPLAY... AND THROWING APPLES!

Note that Aladdin will only use his scimitar when he's run out of apples to throw.

- Press the B Button to make Aladdin use his sword or throw apples in the direction he's facing. Note that Aladdin can use his sword or throw apples when he's crouching, but not when he's in the air.

USING ROPES

Aladdin can climb on any rope he finds. Simply jump to a rope and push the Control Pad up to grab it. Note that Aladdin can use his sword or throw apples when he's holding onto a rope. To get off a rope, jump to the left or right — but look before you leap!

- Press the Control Pad up or down when Aladdin is over a rope to make him climb in those directions.

HOLD IT!

It's wise to take a short break in every hour of play. If you find yourself partway through a level and would rather not turn off your Game Boy, why not put the action on hold?

- Press the Start Button during play to freeze the

action. The word 'PAUSED!' will replace Aladdin's Health to show that the action is frozen.

- Press the Start Button when the action is frozen to resume play.
- Press and hold the A Button, B Button, Start Button and Select Button at any time during play to reset Aladdin (note that this does not work on the Super Game Boy).

THE MAGICAL WORLD OF ALADDIN

Below is a brief guide to what's found in each of the 9 exciting levels.

THE AGRABAH STREET: The Sultan's armed Guards are in force in the area. Don't step on the

hot coals, and watch out for falling baskets and spiteful Knife Jugglers.

THE DESERT: Ouch, that sand's hot! Take it slow and be prepared to take on more of the Sultan's Guards.

THE AGRABAH ROOFTOPS: The only way to finish this level is to find the floating Flutes and make the most of the resultant magic. There are even more of the Sultan's Guards to worry about, and Razoul, the Captain of the Guards, must be defeated if Aladdin is to escape. Take advantage of the flagpoles and ropes!

THE SULTAN'S DUNGEON: Jafar's favorite place to 'entertain' his 'guests'. Mind the Bats, spikes and swinging wrecking balls, and don't despair if you keep getting let down by the sliding platforms — careful timing is the key!

THE CAVE OF WONDERS: Treasure is everywhere — and so is the trouble. The Shiva statues are cunning, but not as dangerous as the Shiva Monkey. Just wait and see! You must find the Genie's Lamp if Aladdin is to reach safety.

THE ESCAPE: The cavern is crumbling and the fiery lava lake is erupting. Can you outrun the fireballs?

A RUG RIDE: A magic carpet's just the thing for speeding away from red hot lava waves. Don't ignore the Genie's hand pointing out the best route through the big boulders blocking the way.

THE SULTAN'S PALACE: Keep the flamingos squawking to cross the lily pads, and don't fall in because Aladdin can't swim! The Palace Guards are everywhere, so beware. Use the ropes to your advantage and look out for the trapdoor

leading to Jafar's quarters. Stop Iago at all costs and free Abu!

JAFAR'S PALACE: The end is almost in sight, but are you careful enough to cross the booby-trapped floors? And skillful enough to beat the Palace Guards? Come on — you can do it!

THE GENIE'S BONUS MACHINE

The Genie's Bonus Machine is a simple game of chance through which prizes can be won — but you only get one turn for every Genie Token collected during play. The prizes are shown (very quickly) in the Genie's mouth. You can win a Gem, 5 apples or an extra Aladdin character, but if Jafar's head is chosen you lose any remaining Genie Tokens you hold.

- Press the A or B Button to select a prize.

USING WISHES

Before you can use Wishes, you have to buy them from the Peddler. These Wishes have one function: you can continue playing from the start of the level in which your last Aladdin character was lost — instead of starting over at the very beginning!

THE PEDDLER

He sells Special Items from his stall, which he opens up especially for Aladdin. But the Peddler will only accept Gems in exchange for Special Items, so make sure you have enough! An extra Aladdin character is priced at 5 Gems, and a Wish costs 10 Gems. Excellent value, don't you think?

- Press the Control Pad up to buy the Special Item in front of Aladdin.

SPECIAL ITEMS

To help Aladdin through his adventure, collect the following items when you see them.

APPLES: There are plenty of them dotted around so you can keep Aladdin well-stocked.

FLUTES: The snake charmers' instruments activate Magic Ropes. Look for musical notes leading to the Flutes.

HEARTS: They boost Aladdin's health.

ALADDIN HEAD: An extra Aladdin character is yours.

GEMS: These sparkling stones are used to buy extra Aladdin characters and Wishes from the Peddler.

GENIE TOKEN: Your chance to use the Genie's Bonus Machine once a level is completed. The more Tokens you collect, the more chances of using the Machine you have.

BLACK LAMP: It explodes and removes from play any adversaries seen on screen.

VASE: A special marker. When Aladdin touches one of these, it spins and his position in the level is noted. Now, if an Aladdin character is lost and others remain, play will resume not from the beginning of the level but the last Vase touched!

SCARAB PIECES: Find two of these to make up a whole Scarab Beetle and access the Cave Of Wonders.

THE LAMP: It's found in the Cave Of Wonders and has magical powers — so don't let Jafar get his miserable hands on it.

SPECIAL SCENERY

Some sections of the scenery have a special purpose which becomes evident when Aladdin interacts with them.

FLAGPOLES: Some of them are gleaming, so jump on one and see Aladdin propelled to new heights!

MAGIC ROPES: They float and fly high when Aladdin is holding on — but are only activated when he picks up a Flute. To grab a Magic Rope, simply jump onto it as you would a normal rope; to get off a Magic Rope, jump off it as you would a normal rope!

CLOTHESLINES: Aladdin can swing hand-over-hand along them by simply moving in the appropriate direction. To let go of a Clothesline simply jump. Note that there are

other pieces of scenery which behave in the same way as Clotheslines.

PLAYING ADVICE

- In the Agrabah Street, try to entice the Sultan's Guards to walk on the hot coals.
- Timing is of the essence when throwing apples at the Knife Juggler.
- Jump on the Camels' backs for a little extra height.
- Sometimes more than coconuts are found in the tops of the palm trees.
- On the Agrabah Rooftops, Gazeem the Thief holds an item of interest — provided you can find him!

- 
- It's sometimes easier to leap over adversaries instead of confronting them.
 - There's no clock to worry about, so don't be afraid to take your time completing the levels. Who knows? You may find items of interest where you'd least expect them!

NOTES

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